LIMITED EDITION STRATEGY GUIDE

GRAND THEFT AUTO V

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BUGSTARS
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CHARACTER SKILLS

Each of the three main playable characters has eight different skills. The stats of these skills can be enhanced through different aspects of gameplay. Each character has different starting stats, the highest of which reflect their Special skill. For example, Trevor has a much higher Flying ability, Franklin has a higher Driving ability and Michael has a higher Shooting ability. The eight skills are listed here:

- *Special*
- *Stamina*
- *Shooting*
- *Strength*
- *Stealth*
- *Flying*
- *Driving*
- *Lung Capacity*

TREVOR

SPECIAL SKILL: INVULNERABILITY

While his Special ability is active, Trevor can take an excessive amount of damage without dying. By enhancing this skill, you increase its maximum storage capacity, which directly affects its duration. Trevor's Special skill lasts for 30 seconds when the Stat Bar for Special skill has been max'd out.

INCREASING SPECIAL SKILL

Things that make Trevor angry increase his Special. The following events increase Trevor's Invulnerability Special skill in varying amounts:

- *Failing a mission: small bonus*
- *Fall over: small bonus*
- *Take damage: small bonus*
- *Rammed by vehicle: small bonus*
- *Bumping into ped: small bonus*
- *Headshot: 7.5% bonus*
- *Kill at least one ped in explosion: 15% bonus*
- *Maintaining high speeds in vehicles: small bonus*

MICHAEL

SPECIAL SKILL: AREA KILL

While his Special ability is active, Michael enters a bullet-time-like effect, allowing him to slow time and gain the advantage in shootouts. By enhancing this skill, you increase its maximum storage capacity, which directly affects its duration. Michael's Special skill lasts for 30 seconds when the Stat Bar for Special skill has been max'd out.

INCREASING SPECIAL SKILL

Special combat maneuvers increase Michael's Special. The following events increase Michael's Area Kill Special skill in varying amounts:

- *Headshot: 7.5% bonus*
- *Stealth kill or knock out: 10% bonus*
- *Health drop below 25%: 20% bonus*
- *Maintaining high speeds in vehicles: small bonus*

FRANKLIN

SPECIAL SKILL: IMPROVED DRIVING HANDLING

While his Special ability is active, Franklin can slow down time behind the wheel of any four-wheeled vehicle or motorcycle. This allows him to easily take corners at full speed and escape possible accidents with ease. By enhancing this skill, you increase its maximum storage capacity, which directly affects its duration. Franklin's Special begins at 1/3 of maximum capacity, which lasts 30 seconds.

INCREASING SPECIAL SKILL

Extreme driving situations increase Franklin's Special. The following events increase Franklin's Driving Special skill in varying amounts:

- *Near vehicle miss: small bonus*
- *Drifting: continuous bonus*
- *Driving through oncoming traffic: continuous bonus*
- *Driving at or above 90% of vehicle's top speed: continuous bonus*

STAMINA

Stamina allows you to sprint for longer periods of time at full speed before losing health due to over-exertion. This includes running, swimming, and cycling. This skill is increased by 1% for every 17m (18 yards) ran, every minute swam, and every minute cycled. Participating in Triathlons is a great way to increase this ability.

SHOOTING

Weapon accuracy, max ammo capacity, reload speed, and crosshair movement improve as the Shooting stat increases. Also, the more you increase the Shooting ability stat, the more recoil is reduced while shooting weapons. This is increased quicker by landing hits on enemies, scoring headshots, and successfully completing Shooting Range challenges. This skill is increased by 3% for every GOLD challenge completed; 2% for every SILVER challenge completed; and 1% for every BRONZE challenge completed.

STRENGTH

Building Strength increases your melee damage, and allows you to take more damage, such as falling from higher places without much consequence. It also allows you to climb ladders 10% quicker once maxed. Strength is increased 1% for every 20 punches. Playing sports (Golf, Tennis, Darts) also increases strength, allowing you to drive a golf ball further and hit a tennis ball faster.

STEALTH

Using Stealth mode and performing Stealth takedowns increases the Stealth stat, which allows for quicker movement while in Stealth mode and quieter movement in or out of Stealth mode. This skill increases by 1% for every 45 meters (49 yards) walked in Stealth mode, and 1.5% for every 2 stealth kills. Increasing your Stealth ability reduces the noise radius while in Stealth mode and also when moving normally.

FLYING

Increasing your Flying skills reduces turbulence when flying and makes for easier handling and takeoffs. The following actions increase flying skills:

ACTION	FLYING SKILL INCREASE
Flying for 10 min	1%
Flight School: Training Take Off	Gold: 3%, Silver: 2%, Bronze: 1%
Flight School: Runway Landing	Gold: 3%, Silver: 2%, Bronze: 1%
Flight School: Inverted Flight	Gold: 3%, Silver: 2%, Bronze: 1%
Flight School: Knife Flight	Gold: 3%, Silver: 2%, Bronze: 1%
Flight School: Flat Hatting	Gold: 3%, Silver: 2%, Bronze: 1%

ACTION	FLYING SKILL INCREASE
Flight School: Touch Down	Gold: 5%, Silver: 3%, Bronze: 2%
Flight School: Loop the Loop	Gold: 3%, Silver: 2%, Bronze: 1%
Flight School: Helicopter Course	Gold: 5%, Silver: 3%, Bronze: 2%
Flight School: Helicopter Speed Run	Gold: 6%, Silver: 4%, Bronze: 3%
Flight School: Sky Diving	Gold: 3%, Silver: 2%, Bronze: 1%
Flight School: Drop Zone	Gold: 3%, Silver: 2%, Bronze: 1%

DRIVING

Increasing your Driving skill provides greater control of a vehicle in the air and lets you pull longer wheelies. You can increase the Driving skill by 1% for every 10 seconds of wheelie action, and an additional 1% for every second spent in the air in a vehicle or four-wheel landing. Performing Stunt Jumps with four-wheel landings gives you the greatest boost to this skill.

LUNG CAPACITY

Increasing your Lung Capacity stat allows you to stay underwater for longer periods of time. This stat is increased by 1% for every minute spent underwater.

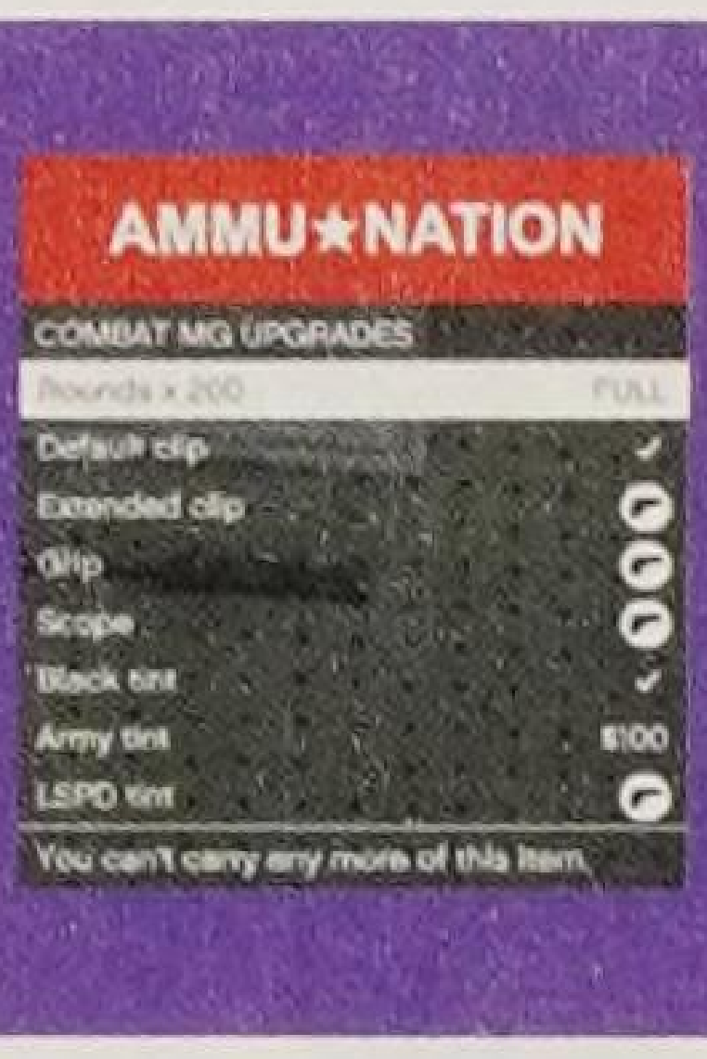
WEAPONS

The weapon wheel is divided into eight categories: Hand Guns, Submachine Guns & Machine Guns, Assault Rifles, Sniper Rifles, Melee, Shotguns, Heavy, and Projectiles. To bring up the weapon wheel, press the L1 button (PS3) or the LB button (Xbox 360). Use Left or Right on the D-pad to scroll through the different weapons within a weapon slot. You can also quick-select the weapon currently selected by tapping the L1 button (PS3) or LB button (Xbox 360).

Much like everything else in *Grand Theft Auto V*, the weapons have base stats. These stats can be enhanced with upgrades by purchasing attachments at Ammu-Nations. To increase your character's shooting skills, shoot people on and off missions (on missions increases the skill at a higher rate). Also, see Shooting Range in Hobbies and Pastimes.

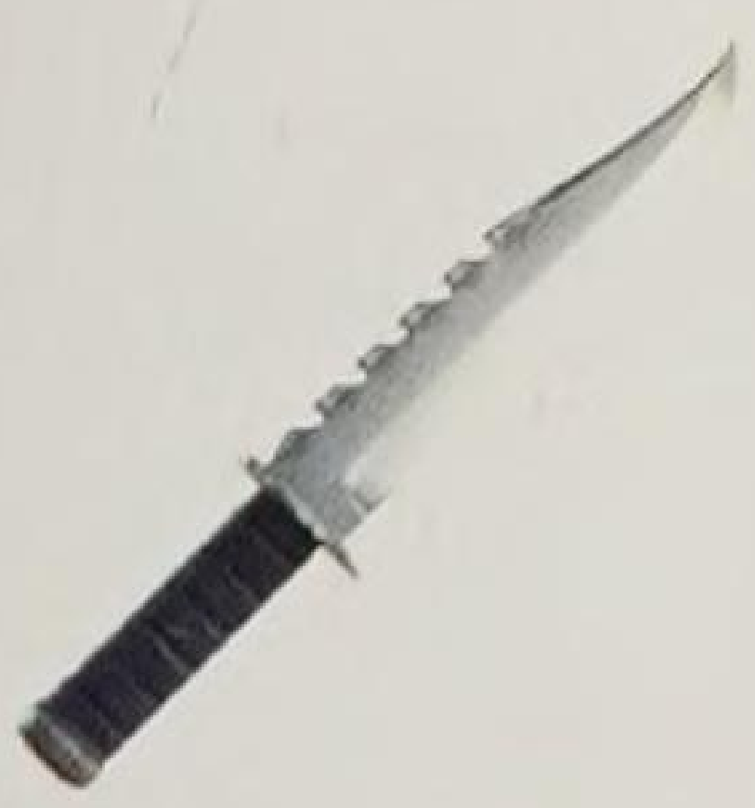
FULL AMMO PURCHASE

To quickly fill the ammo capacity of your desired weapon class, visit an Ammu-Nation and select one weapon from that weapon class and enter the upgrade menu. Select "rounds" or "cartridge" and press the Toggle button (Ⓧ on Xbox 360 or ◻ on PS3). This will change the ammo line to the "Full ammo" option and also display the price to max the ammo for that weapon class. Confirm the purchase with the Buy button. This is much quicker than continuing to purchase sets of rounds until the weapon class is full of ammo.



You can't carry any more of this item.

MELEE



KNIFE

This carbon steel 7" bladed knife is dual edged with a serrated spine to provide improved stabbing and thrusting capabilities.

HAMMER

Normally used to hit nails into wood.

CROWBAR

Normally used to pry apart construction projects, but can also be used to beat someone to a pulp.

NIGHTSTICK

24" polycarbonate side-handled nightstick.

BASEBALL BAT

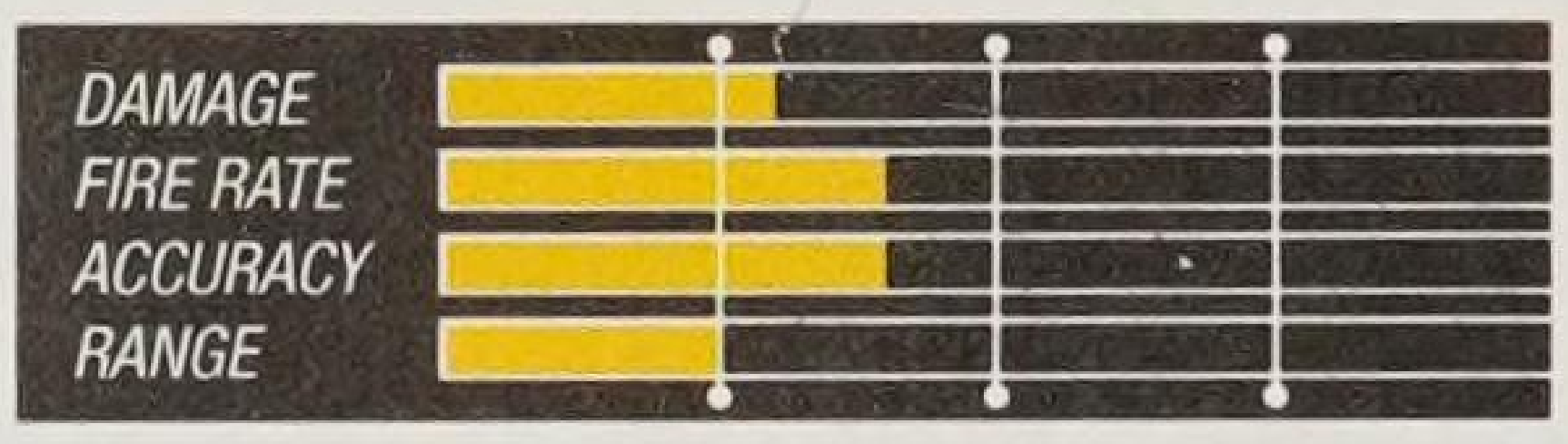
Knock baseballs—but mostly heads—with this wooden piece of sports equipment.

GOLF CLUB

Found at Los Santos Golf Club. Hang onto it when you leave to use as a melee weapon.

HAND GUNS

PISTOL

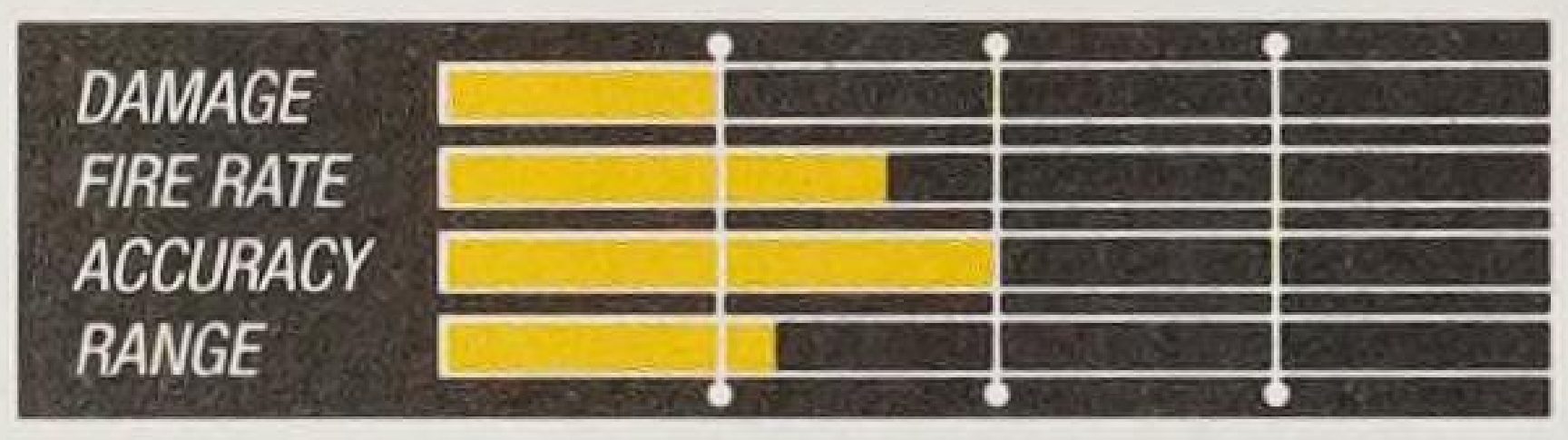


Standard handgun. A .45 caliber pistol with a magazine capacity of 12 rounds that can be extended to 16.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	24 rounds	$19
Default Clip	12 rounds	Equipped by default
Extended Clip	16 rounds	$387
Flashlight	Provides light when dark	$472
Suppressor	Silences but slightly reduces damage & range	$1,837
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

COMBAT PISTOL

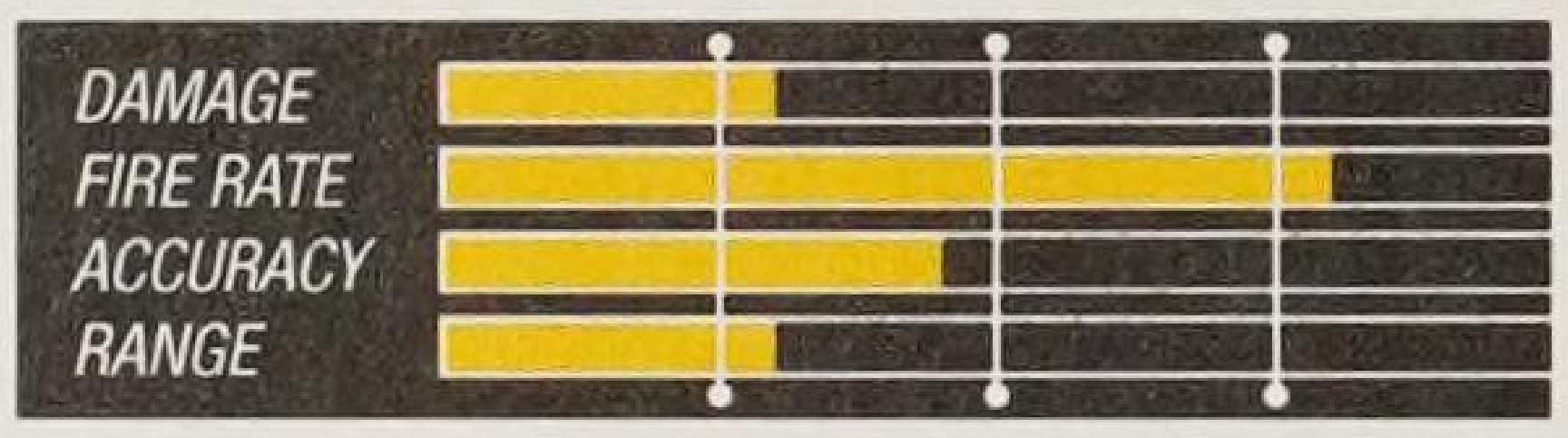


A compact, lightweight, semi-automatic pistol designed for law enforcement and personal defense. 12-round magazine with option to extend to 16 rounds.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	24 rounds	$19
Default Clip	12 rounds	Equipped by default
Extended Clip	16 rounds	$397
Flashlight	Provides light when dark	$472
Suppressor	Silences but slightly reduces damage & range	$1,837
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

AP PISTOL

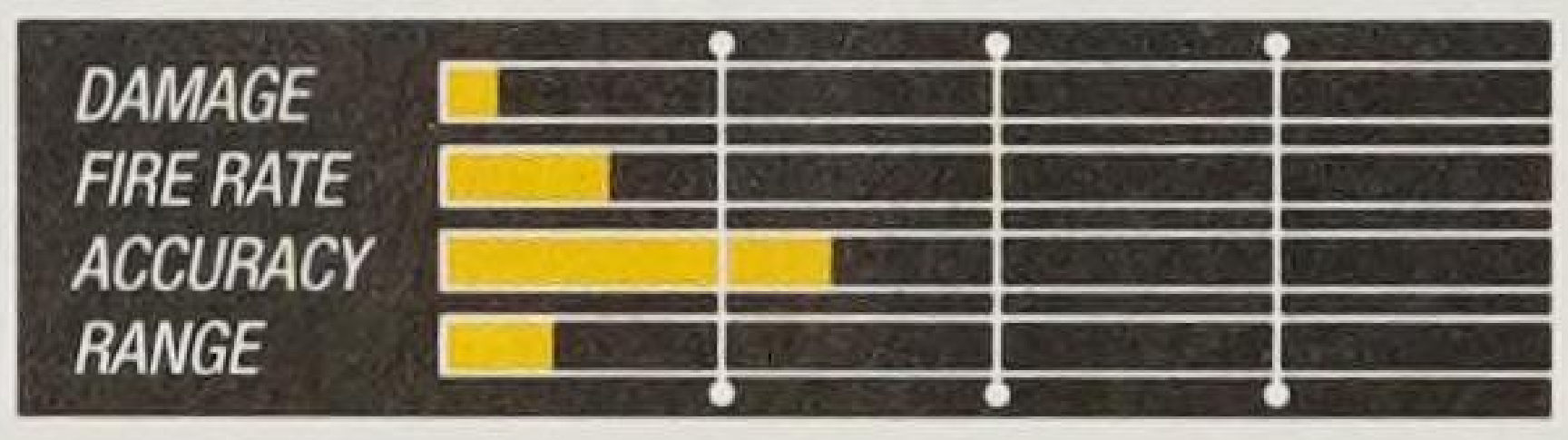


High-penetration, fully-automatic pistol. Holds 18 rounds in magazine with option to extend to 36 rounds.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	36 rounds	$25
Default Clip	18 rounds	Equipped by default
Extended Clip	36 rounds	$412
Flashlight	Provides light when dark	$462
Suppressor	Silences but slightly reduces damage & range	$1,825
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

STUN GUN



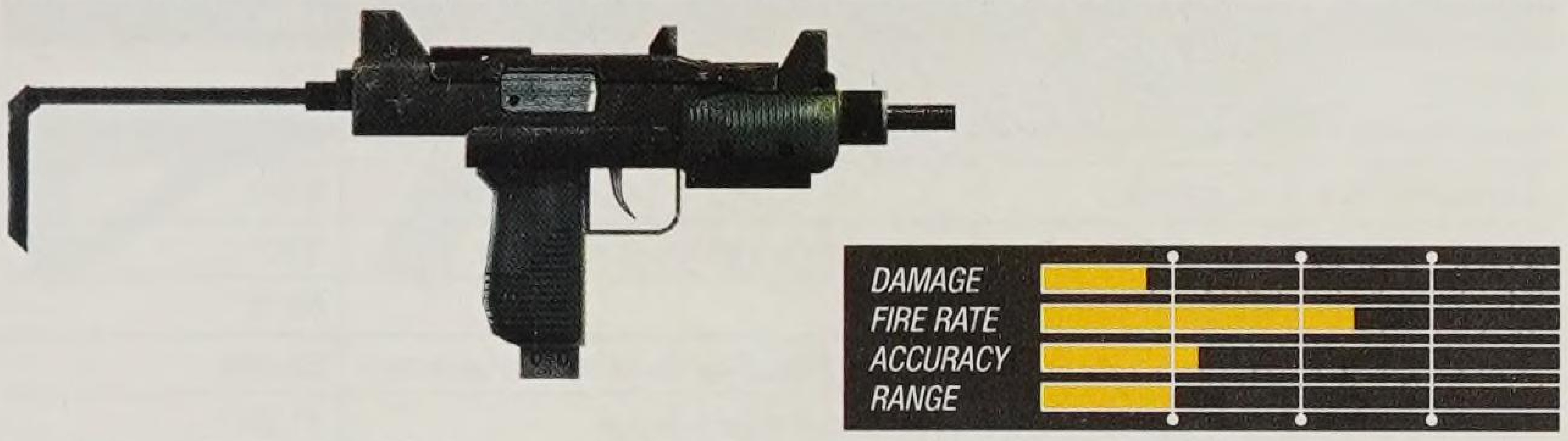
Fires a projectile that administers a voltage capable of temporarily stunning an assailant. Takes approximately 4 seconds to recharge after firing. A recharge counter appears in the top-right corner after firing. When fully charged, you can then fire another round.

UPGRADES

PRODUCT	DETAILS	PRICE
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	Free
LSPD Tint	Tints the gun metallic blue	Free

MACHINE GUNS

MICRO SMG

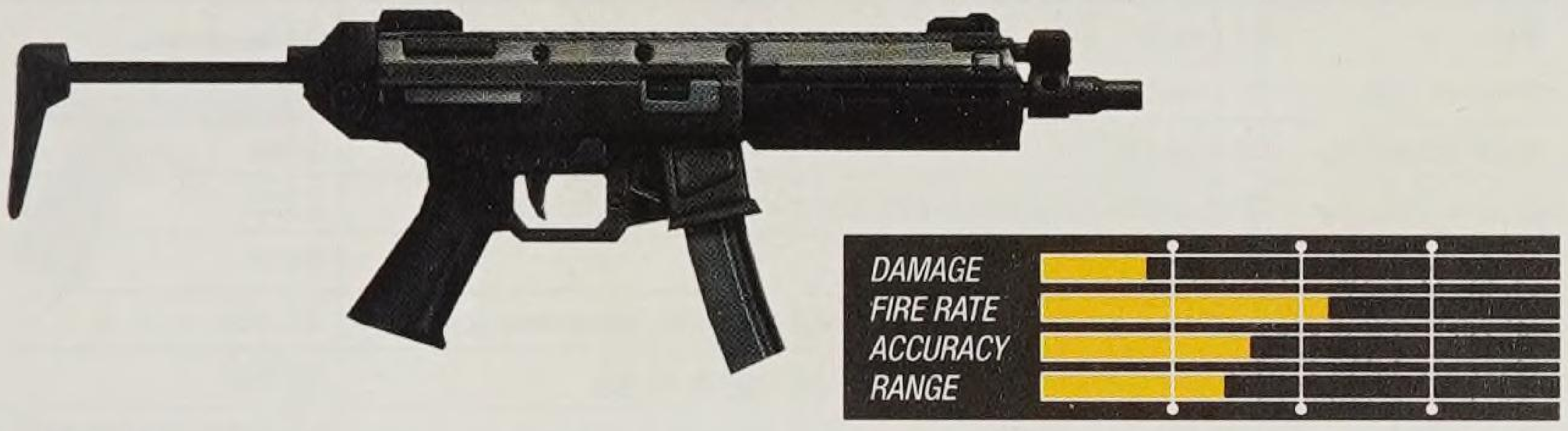


Combines compact design with a high rate of fire, approximately 700-900 rounds per minute.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	32 rounds	$20
Default Clip	16 rounds	Equipped by default
Extended Clip	30 rounds	$342
Flashlight	Provides light when dark	$475
Scope	Standard-range zoom functionality. Slightly increases accuracy	$1,372
Suppressor	Silences but slightly reduces damage & range	$1,937
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

SMG

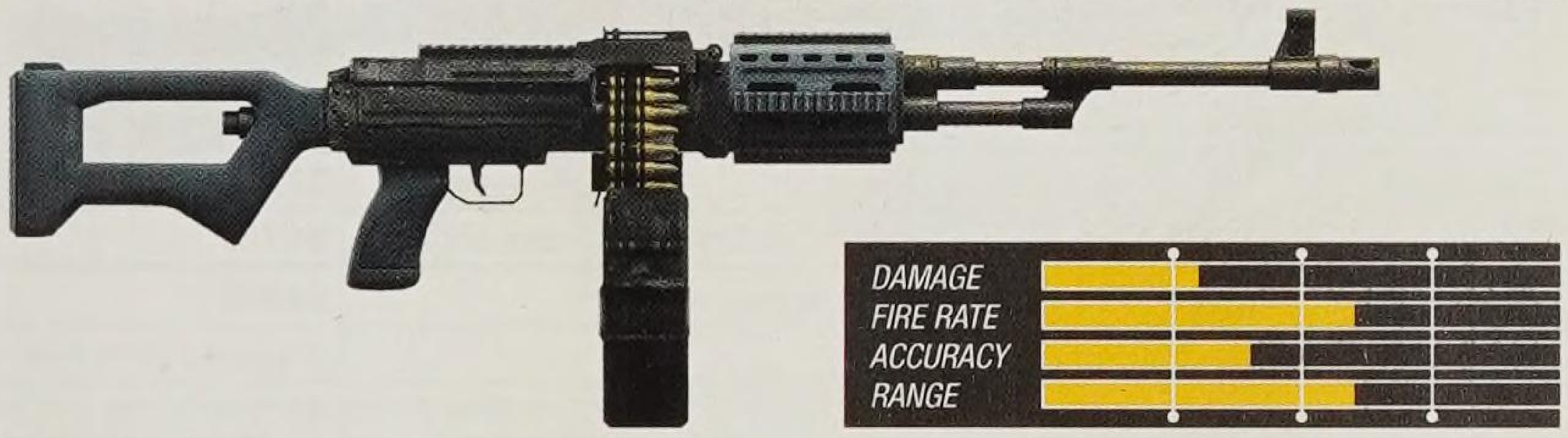


This is known as a good all-round submachine gun. Lightweight with an accurate sight and 30-round magazine capacity.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	38 rounds	$60
Default Clip	16 rounds	Equipped by default
Extended Clip	30 rounds	$342
Flashlight	Provides light when dark	$475
Scope	Standard-range zoom functionality. Slightly increases accuracy	$1,372
Suppressor	Silences but slightly reduces damage & range	$1,937
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

MG

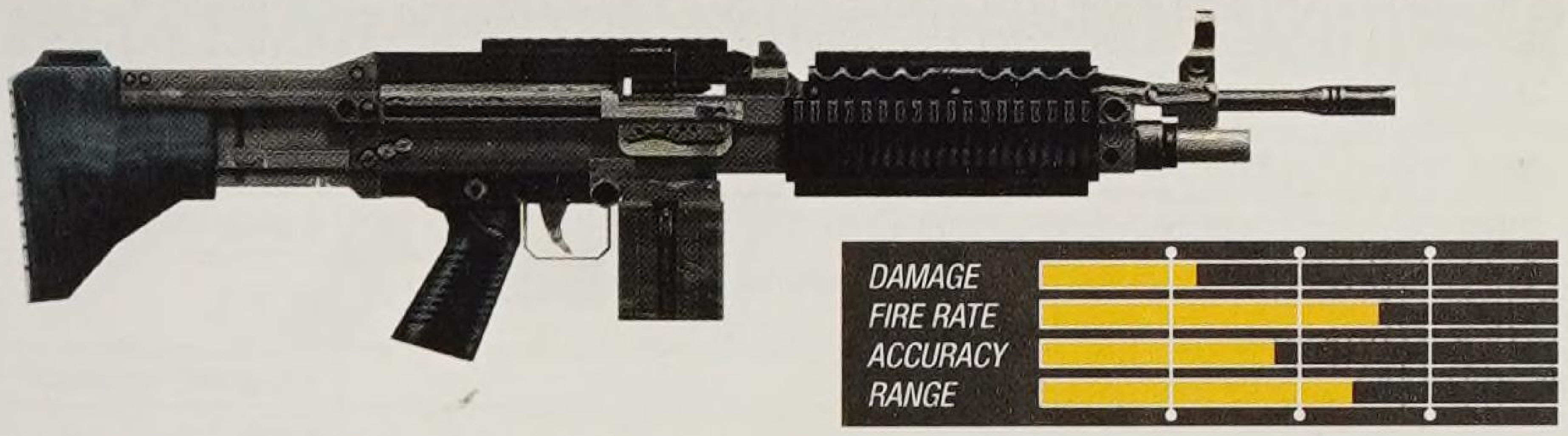


General purpose machine gun that combines rugged design with dependable performance. Long-range penetrative power. Very effective against large groups.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	108 rounds	$50
Default Clip	54 rounds	Equipped by default
Extended Clip	100 rounds	$362
Scope	Standard-range zoom functionality. Slightly increases accuracy	$1,125
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

COMBAT MG



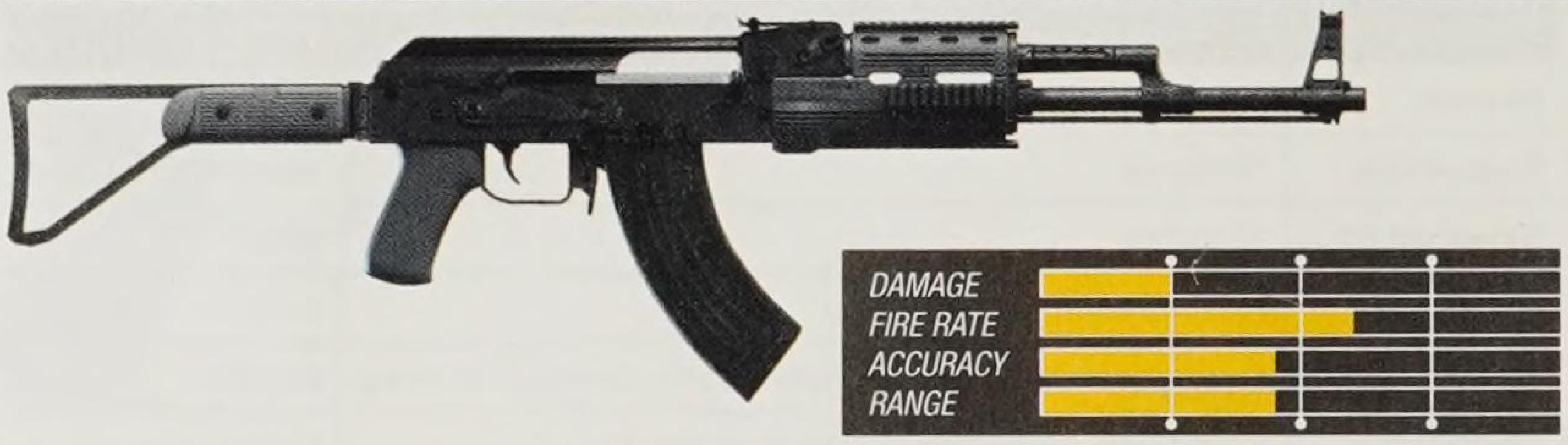
Lightweight, compact machine gun that combines excellent maneuverability with a high rate of fire to devastating effect.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	200 rounds	$92
Default Clip	100 rounds	Equipped by default
Extended Clip	200 rounds	$315
Grip	Gives added stability and slightly increases accuracy	$322
Scope	Standard-range zoom functionality. Slightly increases accuracy	$1,397
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

ASSAULT RIFLES

ASSAULT RIFLE

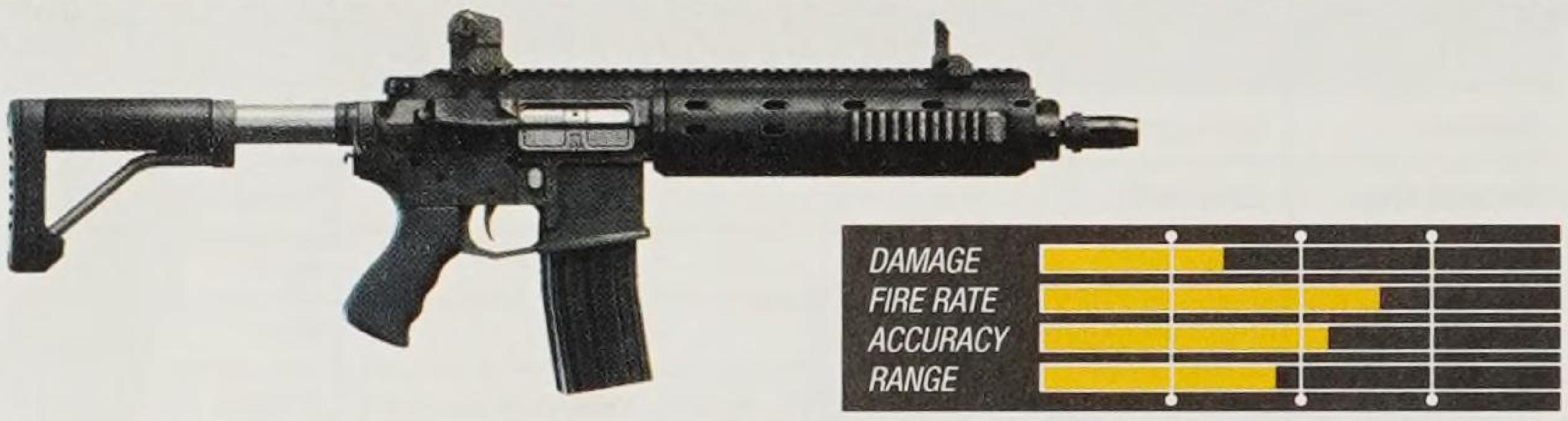


This standard assault rifle boasts a large capacity magazine and long-distance accuracy.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	60 rounds	$36
Default Clip	30 rounds	Equipped by default
Extended Clip	60 rounds	$322
Grip	Gives added stability and slightly increases accuracy	$397
Flashlight	Provides light when dark	$472
Scope	Standard-range zoom functionality. Slightly increases accuracy	$2,025
Suppressor	Silences but slightly reduces damage & range	$1,937
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

CARBINE RIFLE

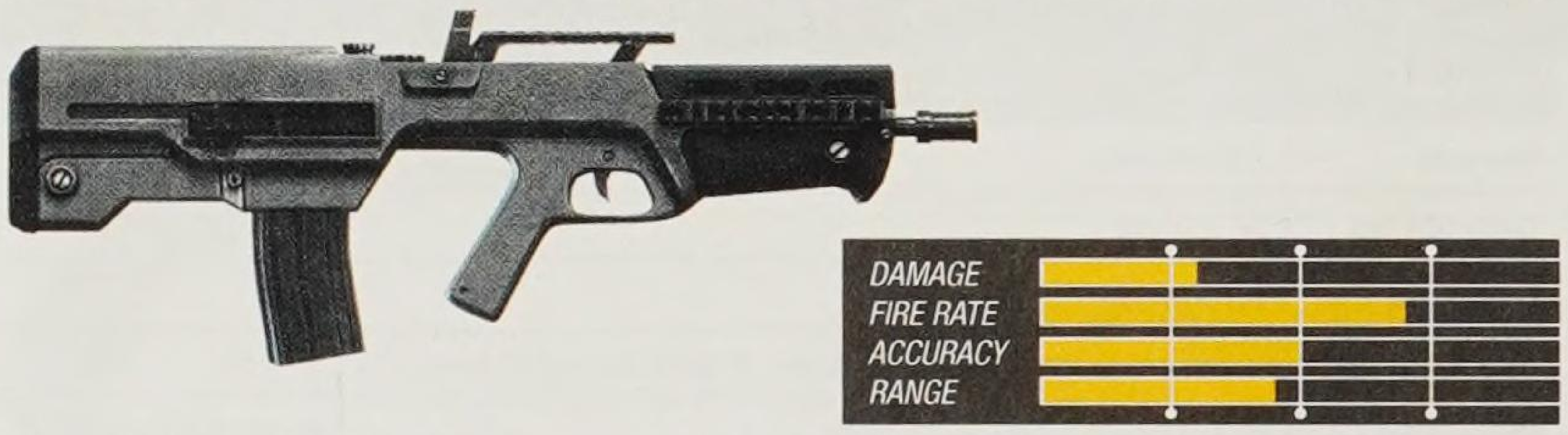


Combining long-distance accuracy with a high-capacity magazine, this gun can be relied on to make the hit.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	60 rounds	$36
Default Clip	30 rounds	Equipped by default
Extended Clip	60 rounds	$262
Grip	Gives added stability and slightly increases accuracy	$330
Flashlight	Provides light when dark	$375
Scope	Standard-range zoom functionality. Slightly increases accuracy	$1,125
Suppressor	Silences but slightly reduces damage & range	$2,037
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

ADVANCED RIFLE



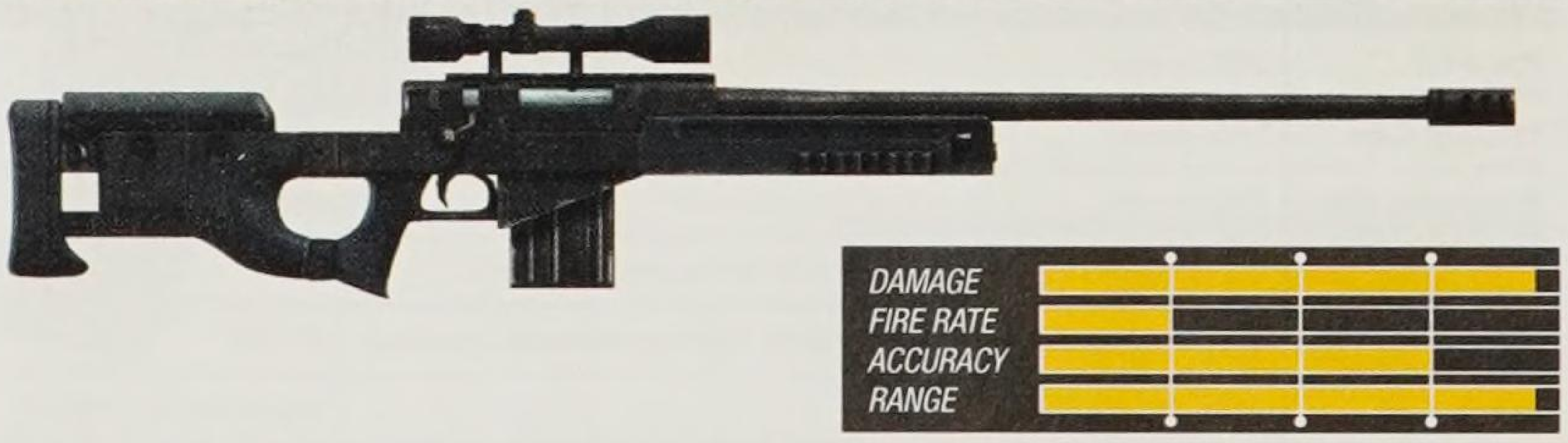
The most lightweight and compact of all assault rifles, without compromising accuracy and rate of fire.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	60 rounds	$36
Default Clip	30 rounds	Equipped by default
Extended Clip	60 rounds	$310
Flashlight	Provides light when dark	$397
Scope	Standard-range zoom functionality. Slightly increases accuracy	$1,125
Suppressor	Silences but slightly reduces damage & range	$2,030
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

SNIPER RIFLES

SNIPER RIFLE

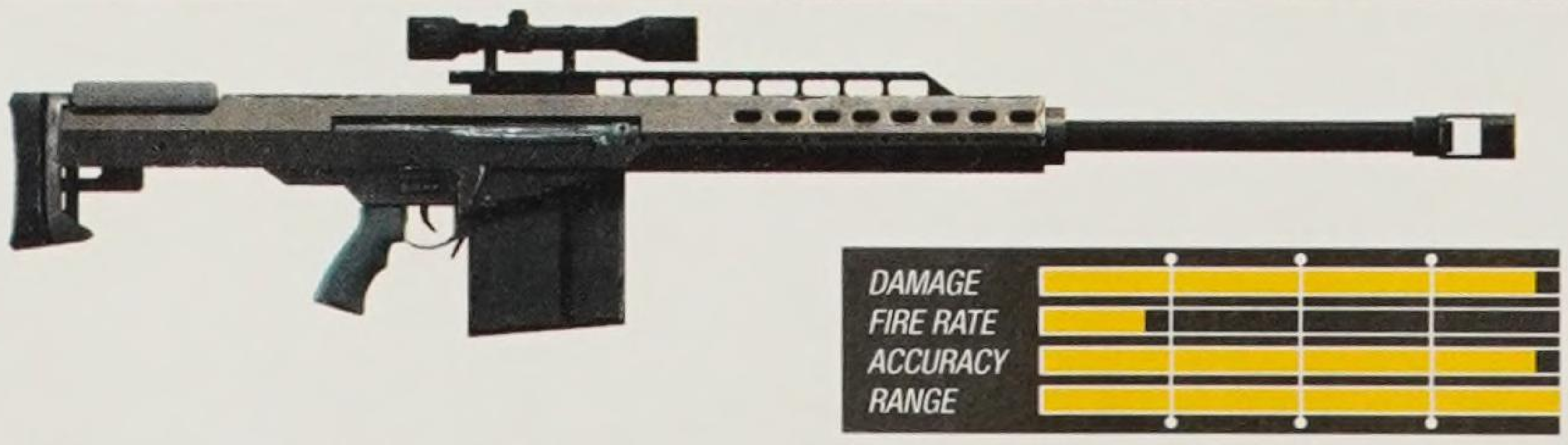


Standard sniper rifle ideal for situations that require accuracy at long range. Limitations include slow reload speed and very low rate of fire.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	20 rounds	$48
Suppressor	Silences but slightly reduces damage & range	$2,300
Scope	Standard-range zoom functionality	Equipped by default
Advanced Scope	Advanced-range zoom functionality. Adds a fair amount to the accuracy stat	$2,437
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

HEAVY SNIPER



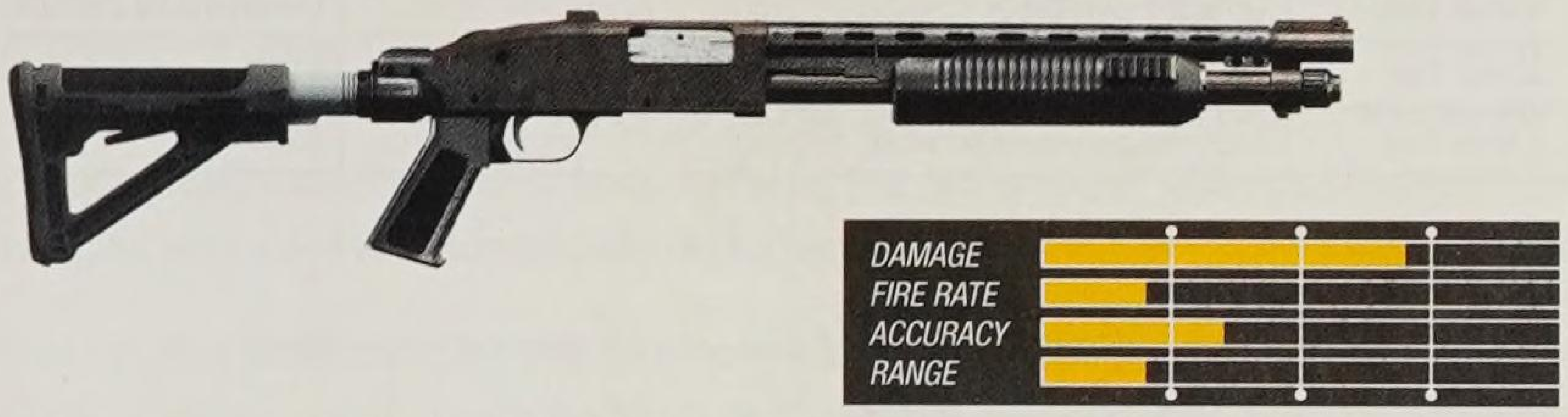
Features 6 armor-piercing rounds per magazine for heavy damage. Comes with laser scope as standard. There is no suppressor option for this rifle.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	12 rounds	$29
Scope	Standard-range zoom functionality	Equipped by default
Advanced Scope	Advanced-range zoom functionality. Adds a fair amount to the accuracy stat	Free
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

SHOTGUNS

PUMP SHOTGUN

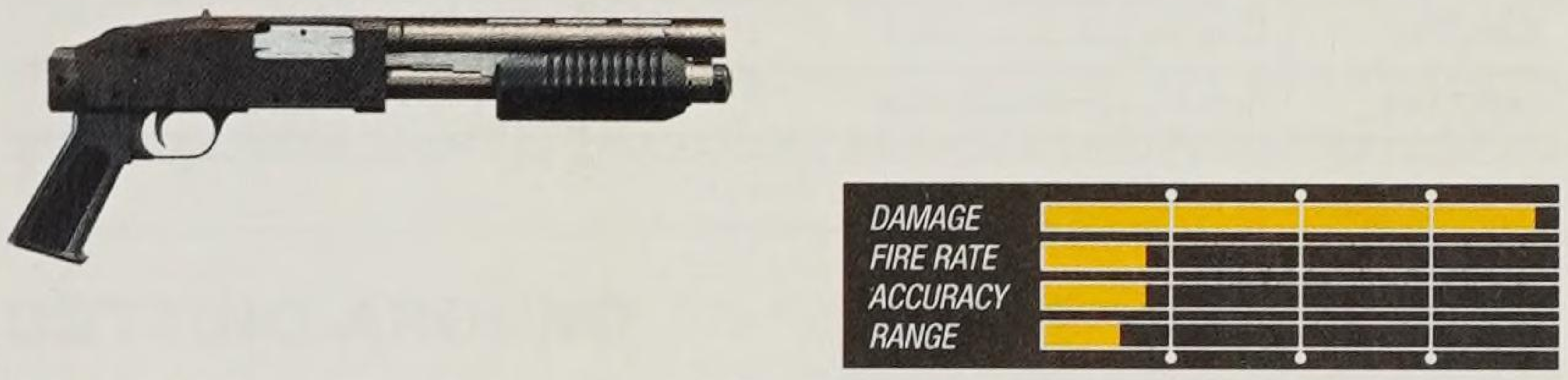


Standard shotgun ideal for short-range combat. A high projectile spread makes up for its lower accuracy at long range.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	16 rounds	$8
Flashlight	Provides light when dark	$472
Suppressor	Silences but slightly reduces damage & range	$2,437
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

SAWED-OFF SHOTGUN

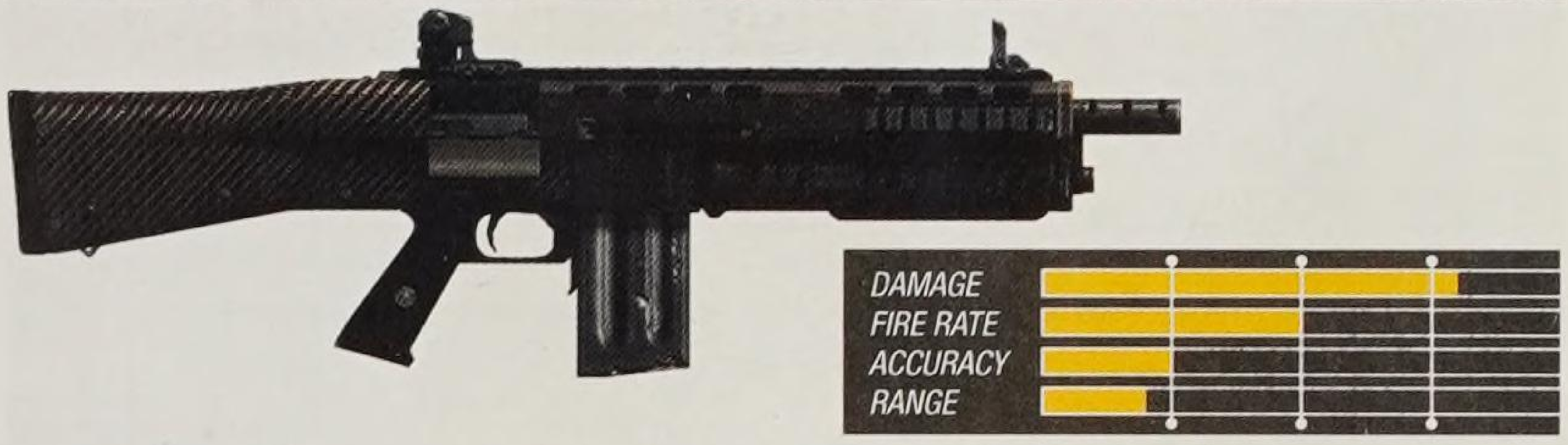


The single-barrel, sawed-off shotgun compensates for its low range and ammo capacity with devastating efficiency in close combat. Sawed-off shotguns can be used in motorcycle and cycle drive-bys.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	16 rounds	$8
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

ASSAULT SHOTGUN



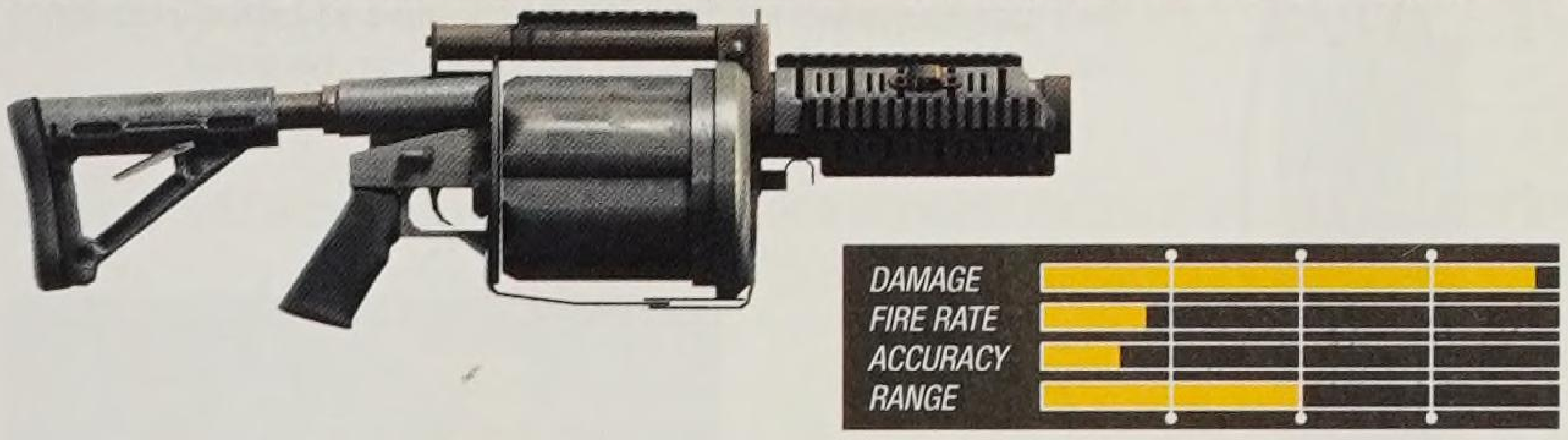
Fully automatic shotgun with 8-round magazine and high rate of fire.

UPGRADES

PRODUCT	DETAILS	PRICE
Rounds	16 rounds	$8
Default Clip	8 rounds	Equipped by default
Extended Clip	32 rounds	$347
Grip	Gives added stability and slightly increases accuracy	$375
Flashlight	Provides light when dark	$562
Suppressor	Silences but slightly reduces damage & range	$2,247
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

HEAVY

GRENADE LAUNCHER



A compact, lightweight grenade launcher with semi-automatic functionality. Holds up to 10 rounds.

UPGRADES

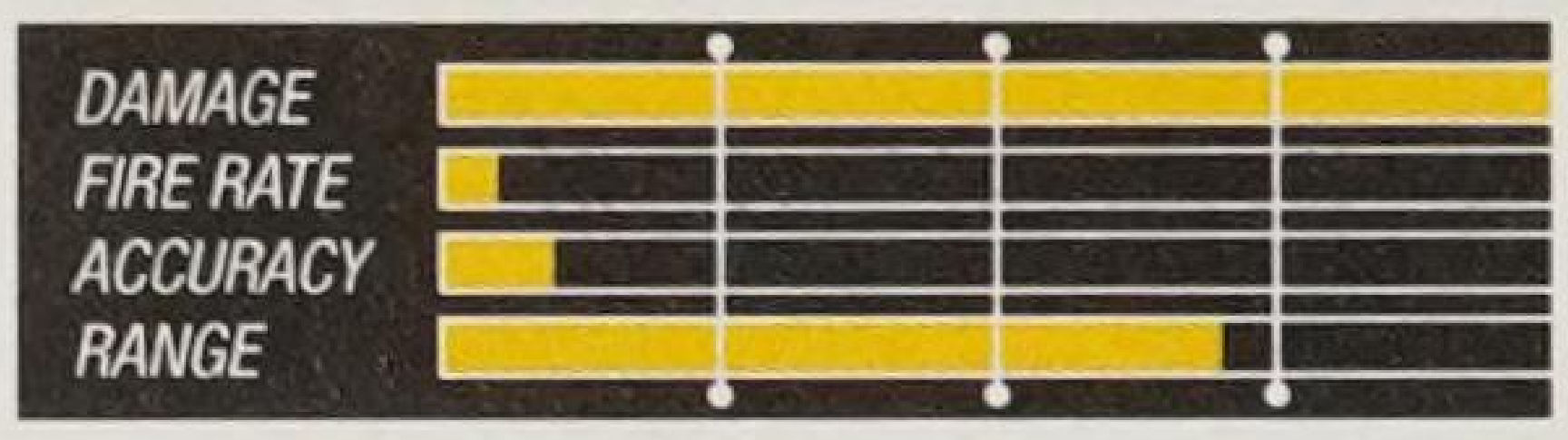
PRODUCT	DETAILS	PRICE
Grenades	50 rounds	$20
Grip	Gives added stability and slightly increases accuracy	$320
Flashlight	Provides light when dark	$462
Scope	Standard-range zoom functionality. Slightly increase accuracy	$1,312
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600

RPG

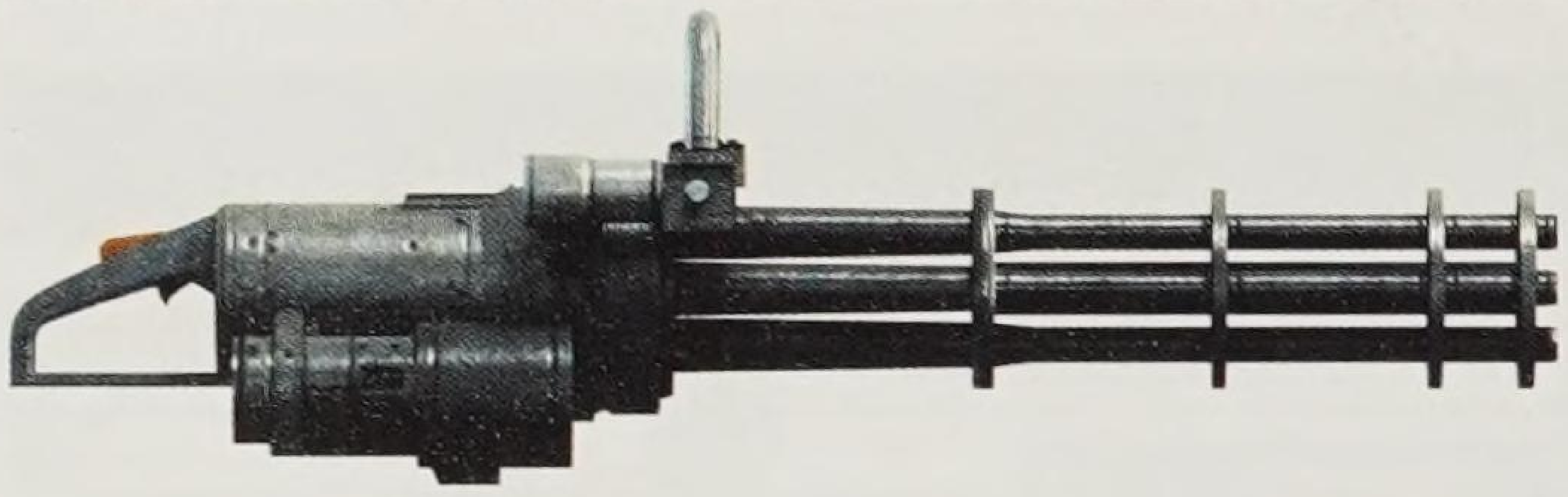
A portable, shoulder-launched, anti-tank weapon that fires explosive warheads. Very effective for taking down vehicles, helicopters, or large groups of assailants.

UPGRADES

PRODUCT	DETAILS	PRICE
Rockets	2 rounds	$100
Grip	Gives added stability and slightly increases accuracy	$320
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600



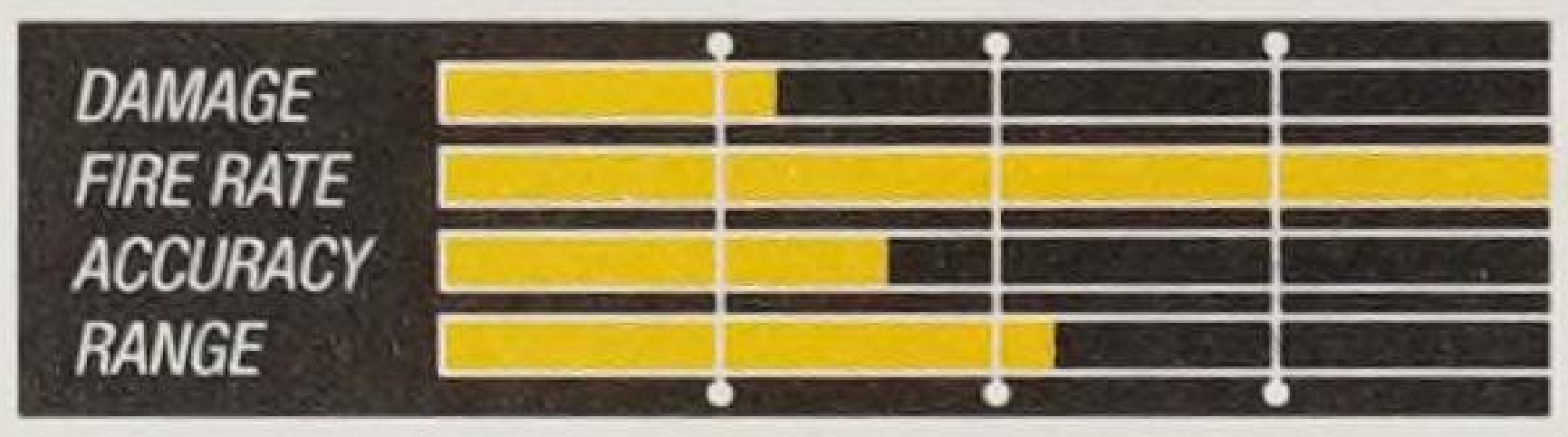
MINIGUN



A devastating 6-barrel machine gun that features Gatling-style rotating barrels. Very high rate of fire (2000 to 6000 rounds per minute).

UPGRADES

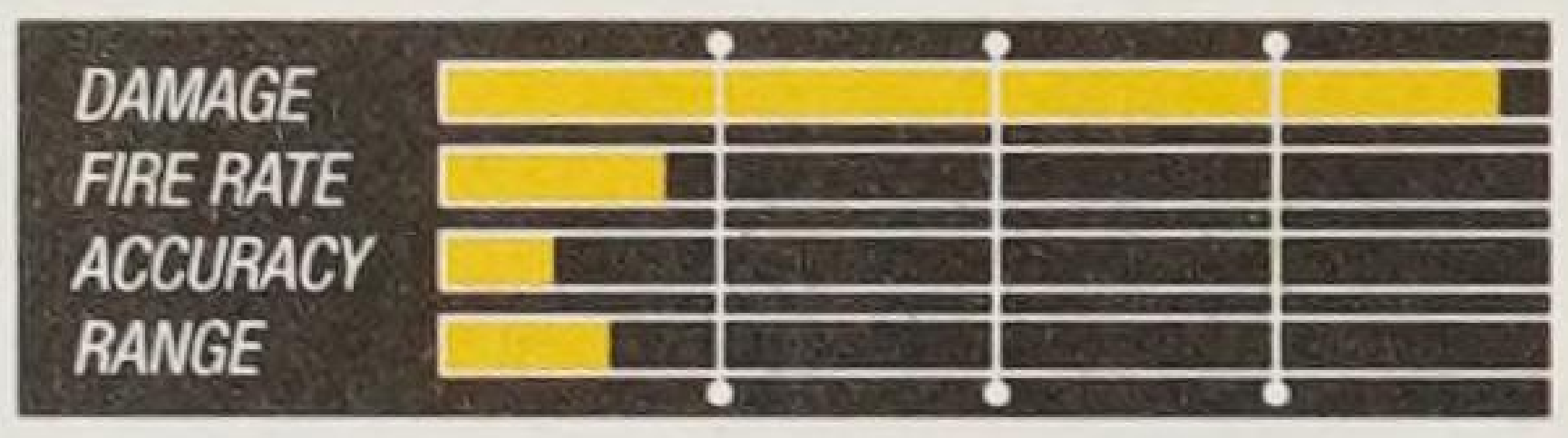
PRODUCT	DETAILS	PRICE
Rounds	100 Rounds	$50
Black Tint	Tints the gun black	Equipped by default
Army Tint	Tints the gun desert sand	$100
LSPD Tint	Tints the gun metallic blue	$600



PROJECTILES

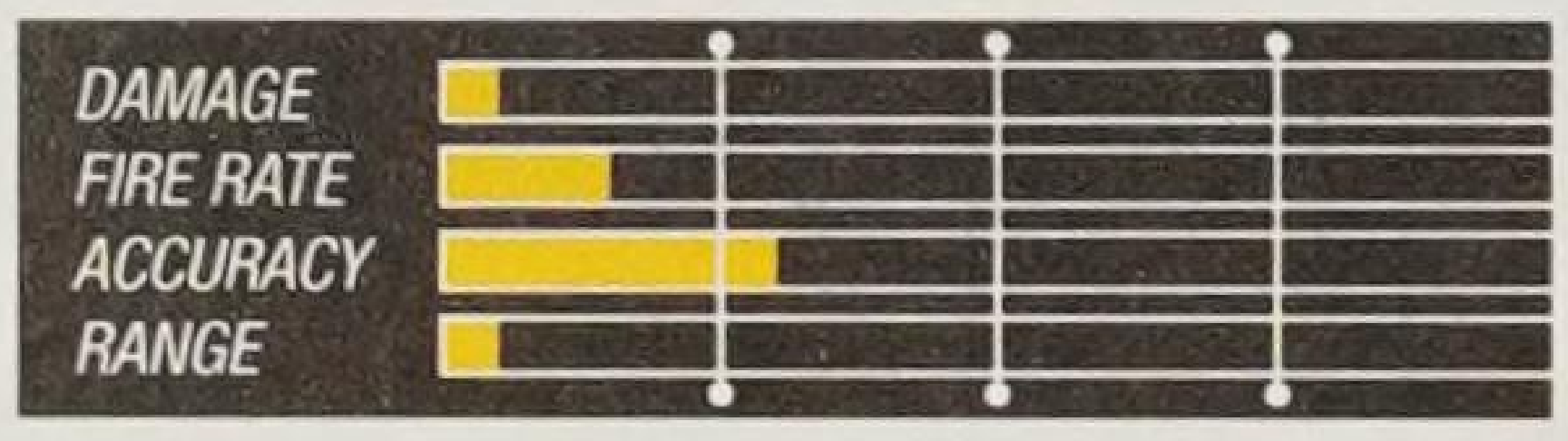
GRENADE

Standard fragmentation grenade. Pull pin, throw, then find cover. Ideal for eliminating clustered assailants.



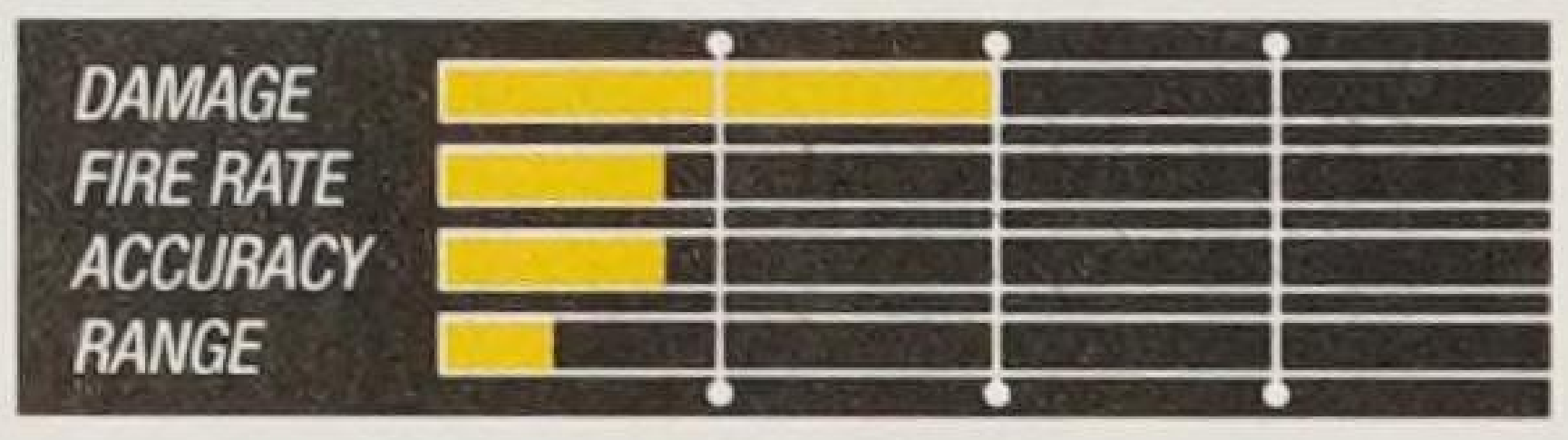
JERRY CAN

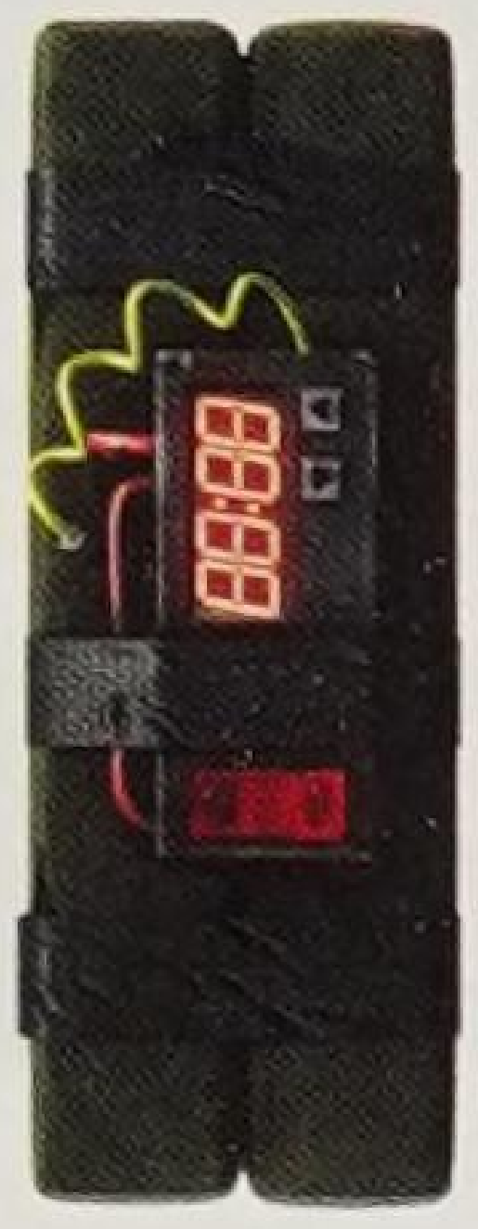
Leaves a trail of gasoline that can be ignited by shooting the trail with any firearm or Molotov.



MOLOTOV

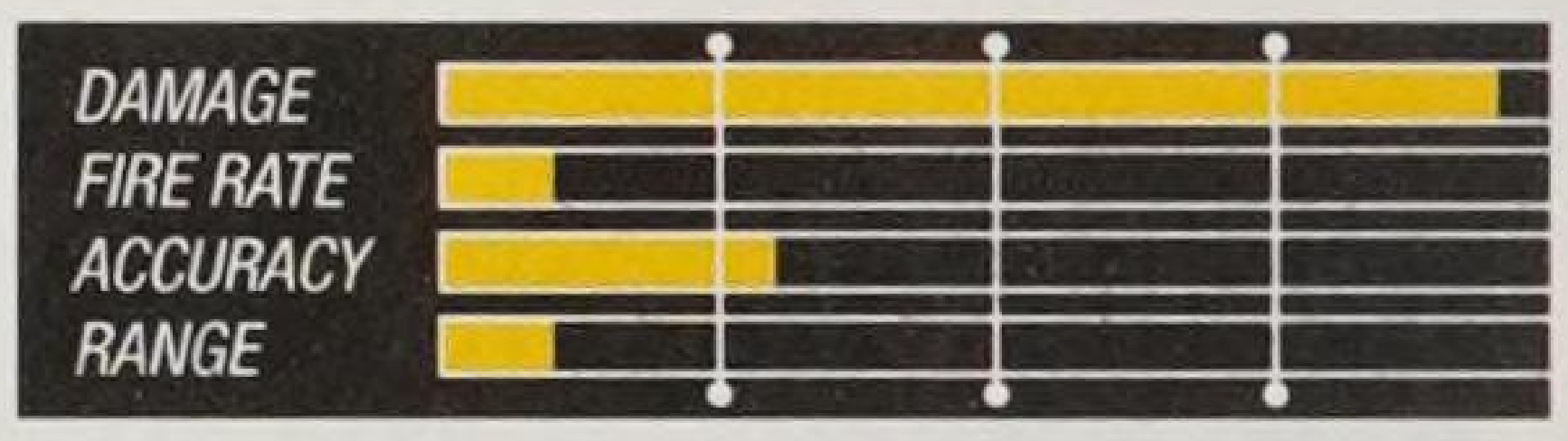
A crude incendiary bomb consisting of a rag stuck in a bottle of gasoline. Causes burning death, and multiple attacks on a vehicle can cause vehicle detonation.

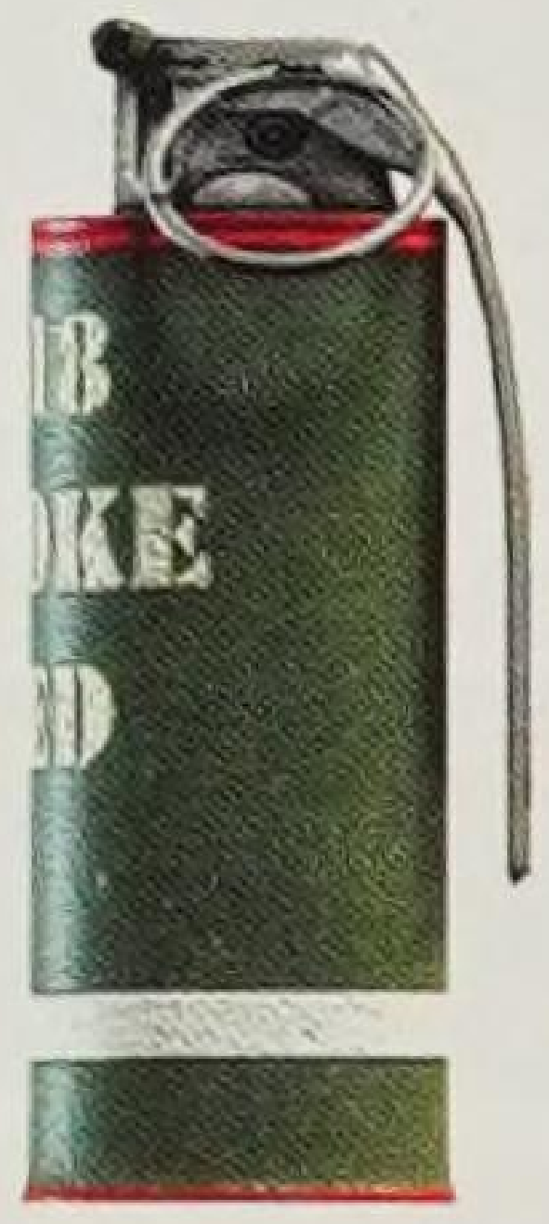




STICKY BOMB

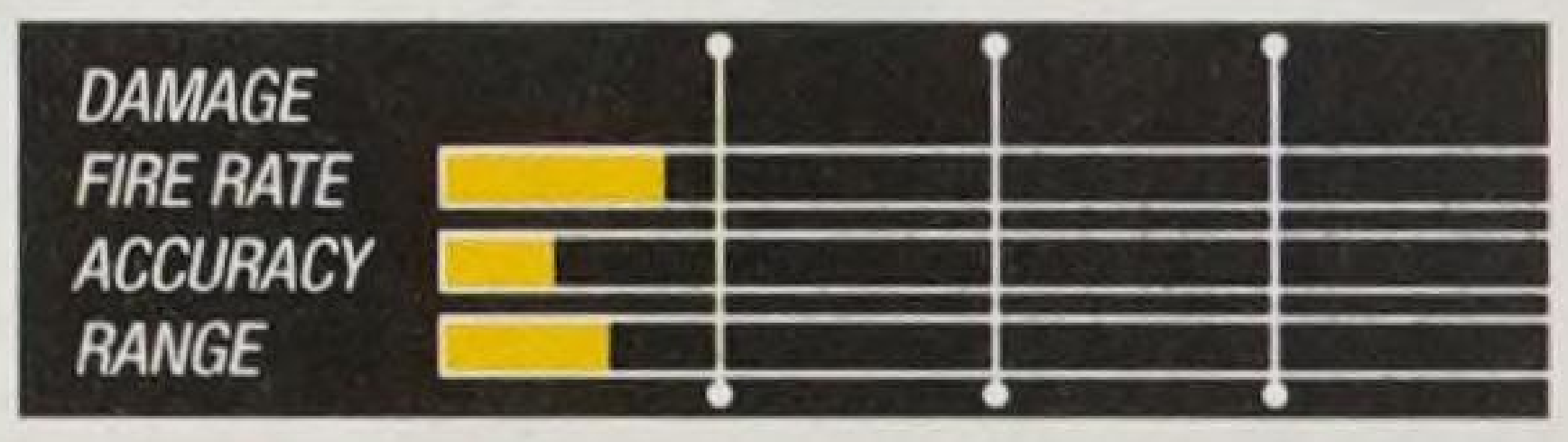
A plastic explosive charge fitted with a remote detonator. Can be thrown and then detonated, or attached to a vehicle and then detonated. You can attach multiple Sticky Bombs and detonate them all at once if desired. To detonate after being thrown, press Right on the D-pad. These can be used to blow the doors off the back of Gruppe Sechs security vans to reveal the case of money inside.





TEAR GAS

Tear gas grenades are particularly effective at incapacitating multiple assailants. Sustained exposure can be lethal.



HEALTH, ARMOR, & SPECIALTY METER

HEALTH

Your character's Health, Armor, and Special ability meter appear in the bar just below the radar in the bottom-left corner of the screen. The first portion of the bar (on the left) is your Health meter. When fully lit green, you have full Health. The light green drains and reveals dark green as you take damage. If you continue to take damage or sprint for longer than your stamina allows, this meter dips into red as your Health drops. And if you continue to take damage, the red empties and you become wasted—you wake up at a hospital and a fee is automatically deducted (this fee is larger if you have died while resisting arrest).

You receive automatic Health regeneration only up to 50% percent. Every time your Health dips below 50%, it slowly regenerates back up to the 50% mark. After that, you need to replenish with First Aid Kits or by consuming food or drink to bump it up to 100%.

ARMOR

The smaller blue bar (in the middle) represents your Armor status. This is light blue when Armor is full, and dark blue when Armor is nonexistent. Your Armor is your first line of defense when it comes to getting shot. Your Armor takes the hit first, and then your Health. You can find a few Armor pickups around the map (see Weapon and Armor map), but the easiest way to get Armor is to buy it from Ammu-Nation. They have several qualities available: Super Light Armor, Light Armor, Standard Armor, Heavy Armor, and Super Heavy Armor.

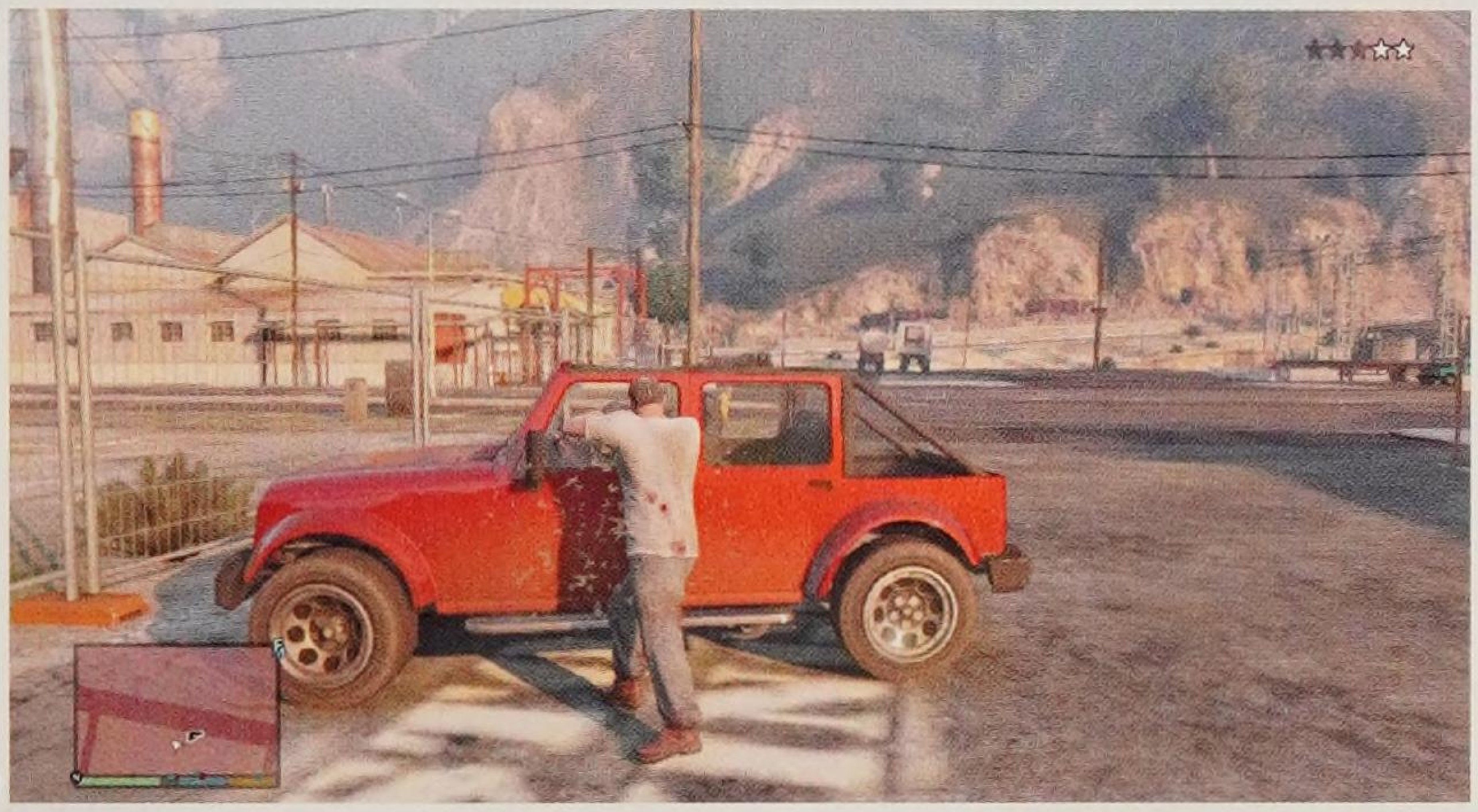
SPECIALTY METER

The Specialty meter is the yellow bar on the far-right end of the meter, below the radar. Filling this gauge is different for each character. See "Character Skills" at the beginning of this chapter for information on filling this meter. When full, the meter is a bright yellow; as it drains, it reveals a darker yellow color.

Lung Capacity

While in water, the Specialty meter becomes your Lung Capacity meter. If you're underwater longer than your Lung Capacity allows, the meter drains and begins to decrease your health.

GETTING AROUND



GRAND THEFT AUTO

In *Grand Theft Auto V*, the easiest way to get around is to use a vehicle given to the character or, when that's not available, steal one—hence the name of the game. Some cars are locked and require a window smash and a little hotwiring (all automatic). A car alarm often sounds when this method is implemented. If so, we suggest not driving away (if you have the luxury of time) because you could drive into a policeman's earshot and a one-star Wanted Level would be given. Sometimes, if you're going to jack a car, it's easier to throw a driver out to avoid smashing, hotwiring, and alarms.

PERSONAL VEHICLE

Each character having their own vehicle is a change for the series. This is nice because you can also upgrade vehicles. And if you've spent a lot of money on upgrades and lose your vehicle (maybe it's not where you left it after completing a mission), you can get your vehicle out of the police Vehicle Impound Lot for a small fee. Each character can also purchase a special garage where they can store stolen vehicles, motorcycles, and bicycles, along with those purchased from in-game car sale websites. See Vehicle Showroom for more details.

TAXI

You can hail a cab by whistling when one is within range. If you can't find a cab, use the Downtown Cab Co. contact on your phone to get one to come to you. To hail a cab, press Right on the D-pad—your character will whistle. Once in the cab, use the cab menu to reach one of the many destination options.

TRAINS

You can catch trains in subway areas by entering the train when the doors open. You do not select your destination in a train; you simply ride it as long as desired. You can also catch locomotive-style trains out in the environment by pressing the Climb/Vault button while close to the train. If the train is moving, your character reaches out and grabs onto the train—this is a great way to lose the heat if you're on foot.

WATER VEHICLES

If you are traveling on or underwater, there are boats, jet skis, submersibles, and scuba gear for deep sea diving, which makes finding collectibles that are underwater a lot easier. See our Vehicle Showroom for a list of all water vehicles. You can purchase a boat slip for each character to store stolen vessels, as well as those purchased on the in-game boat website.

AIR TRAVEL

When taking to the skies, you have a few options. There are a wide variety of airplanes and helicopters at your disposal. You have the option to own your own helipad and hangar to store stolen or web-purchased aircraft. There are also parachutes available at Ammu-Nation with a large selection of smoke color options. We strongly suggest going to Flight School as soon as the option becomes available.

WANTED LEVEL

In *Grand Theft Auto V*, certain in-game actions cause a Wanted Level. The Wanted Level ranges from one to five stars and is tied to an escalating police response; the higher the Wanted Level, the less likely it is that you may evade capture. If you are captured, you have the option to start the mission over from the beginning or restart from the last checkpoint. Wanted Levels are given if you are seen committing a crime by a non-player character. The more serious and more frequent the offense, the quicker you earn a Wanted Level or advance an existing one. For example, assaulting a police officer will result in a higher Wanted Level than assaulting a pedestrian.

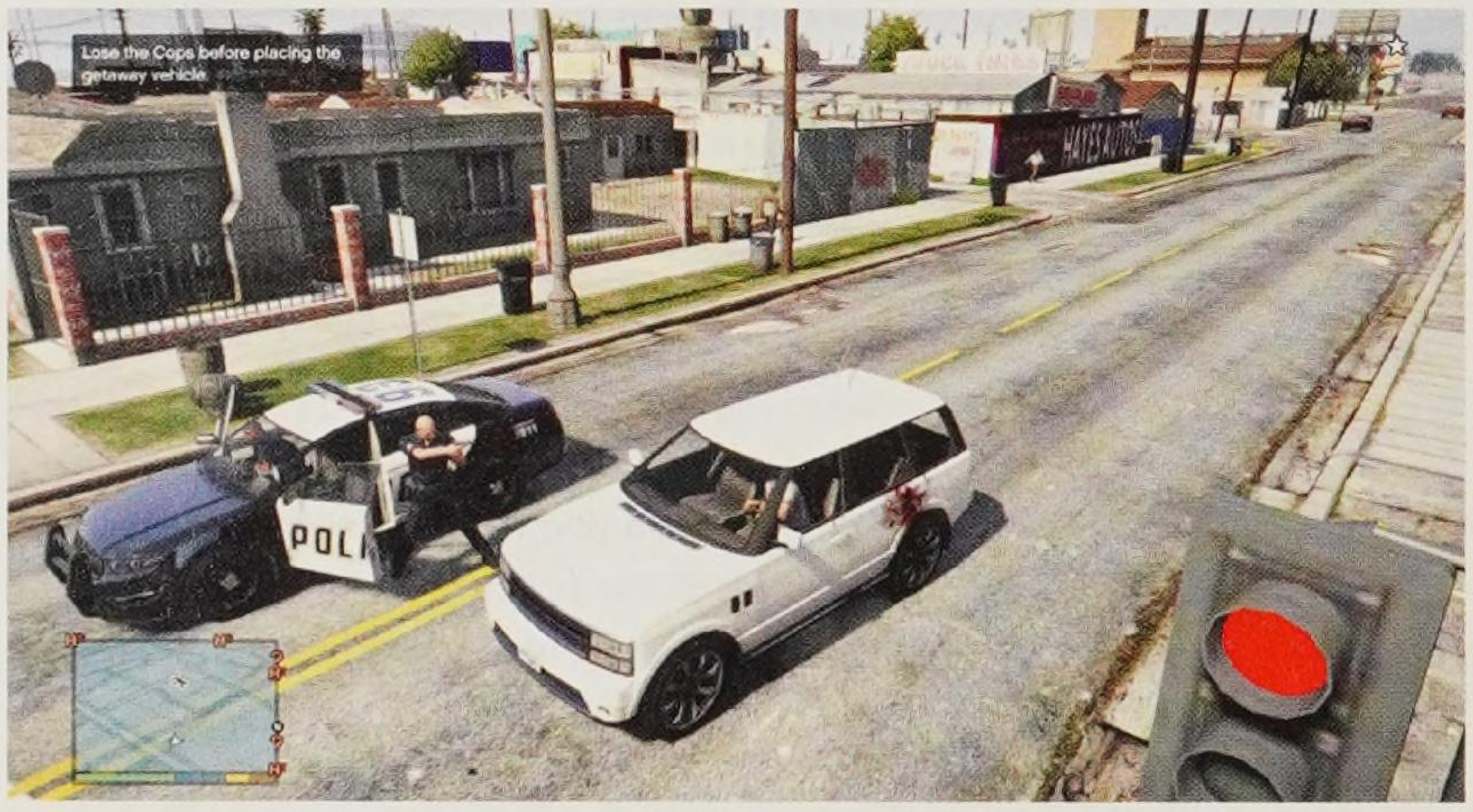
When you commit certain acts, such as murder or assault, a corresponding number of flashing stars appears in the upper-right corner of the screen. The minimap flashes red and blue to indicate that the police are looking for you. If the police spot you, the stars become solid white and the police give pursuit. Even if you can gain sufficient distance from your pursers, you remain "wanted" for a set period of time or until certain evasive actions are taken.

In rural or wilderness areas, you may still be reported for a crime, though there are fewer pedestrians to witness it. Witnesses phone in crimes, with the same resulting penalties as if in Los Santos; however, the response time is slower. In the countryside, sheriffs take the place of city police. Security guards and park rangers patrol certain areas on the outskirts of the city, and they respond to trespassers or to criminal activity, sometimes aggressively.

Wanted Levels often play a part in missions. The successful completion of some missions relies on you not obtaining a Wanted Level or losing the Wanted Level before completing the mission. Other times, a Wanted Level plays a role at the end of a mission, as your character and your crew escape authorities. These Wanted Levels start at a specified rating, and can be escalated through your actions. You need to evade pursuit to complete the mission. During these missions, actions that would normally produce a Wanted Level—for example killing an innocent bystander—will not trigger a Wanted Level at all.

ONE STAR

This is the least extensive level of police response. These are given by fighting or killing civilians, shooting in public, or causing explosions in public. Witnesses phone in crimes to the police, resulting in a one-star Wanted Level. Violent actions may result in a Wanted Level, but so do certain nonviolent actions, such as pulling up behind a police cruiser and honking antagonistically or standing too close to a cop without moving after being warned. Bumping into police vehicles with your own is yet another way to get a Wanted Level. Here is what to expect during a one-star Wanted Level:



- *Police shoot if threatened with a vehicle or a weapon.*
- *At night, a police helicopter will track you with a spotlight.*
- *Police try to arrest you. If arrested, you resume play from a nearby police station, penalized by losing cash and all your ammo.*
- *If the police pursuit ends in your death, you restart with a greater financial penalty leaving the hospital than if you had been arrested.*
- *Police try to establish line of sight, either on foot or in police cruisers. These are the sight cones seen on the radar. Avoid the sight cones.*
- **Vehicles used:** *Police Cruiser, Maverick Helicopter, and Sheriff Cruiser.*

TWO STARS

If you have a one-star Wanted Level, the following actions increase it to two stars: evading the police in a vehicle; hitting a civilian or another car with your vehicle; lengthy pursuit by police; threatening police with a weapon; trespassing into Bolingbroke Penitentiary. Avoiding being busted or killed by police while remaining in their line of sight for a period of time increases your Wanted Level to two stars as more officers become involved in the attempt to apprehend you. The extent of the police response pursuing you is increased during a two-star Wanted Level. Here is what to expect:

- *A solitary police officer calls for backup.*
- *Police fire on you regardless of whether or not you have a weapon out.*
- *Police try to establish line of sight, either on foot or in police cruisers.*
- *When pursuing in cars, police drive faster and more aggressively than during a one-star Wanted Level.*
- *Police attempt to block your vehicle with their cruisers.*
- *Shooting at or killing a police officer results in an automatic three-star Wanted Level.*
- **Vehicles used:** *Police Cruiser, Maverick Helicopter, Sheriff Cruiser.*

THREE STARS

Shooting at or killing a police officer automatically earns a three-star Wanted Level. Trespassing on Los Santos International Airport's tarmac area gets you an automatic three-star Wanted Level.

- ▶ Police shoot to kill. If the helicopter spots you, other police forces relocate their search for you in that area.
- ▶ Police display tactical awareness of their environment and move to locations that grant better lines of sight on you.
- ▶ Police in cruisers drive more aggressively and attempt to ram your vehicle.
- ▶ Police set up roadblocks to try to stop your vehicle.
- ▶ The extent of the police response pursuing you is increased.
- ▶ **Vehicles used:** *Police Cruiser, Police Transporter, Maverick Helicopter, Sheriff Cruiser, Predator Boat (if you are traveling in water).*
- ▶ *Two police sharpshooters fire at you with assault rifles from the open doors of the helicopter.*

FOUR STARS

Continuing to fight the law during a three-star Wanted Level warrants a four-star Wanted Level. A four-star is also given when you trespass onto the Zancudo Army Base or the Humane Research Company grounds.

- ▶ *Police officers and FIB agents pursue you. They shoot to kill.*
- ▶ *Heavily armed and armored police officers arrive riding on the running boards of FIB sport utility vehicles.*
- ▶ *FIB agents open fire on you from the sides or passenger seats of their vehicles.*
- ▶ *Response teams use hand signals to communicate with each other.*
- ▶ *If you go down alleyways or enter a building interior, police or FIB teams will chase you, using tactics and working as a group.*
- ▶ *Tear gas is used to flush you out from hiding.*
- ▶ *Unengaged helicopter sharpshooters lend support to ground forces by rappelling from airborne choppers or disembarking from landed choppers. This is usually done particularly in remote areas away from roads.*
- ▶ *The extent of the police response pursuing you is increased.*
- ▶ *Vehicles used: Police Cruiser, Police Transporter, Maverick Helicopter, FIB Cruiser, FIB SUV, Sheriff Cruiser, Sheriff SUV, Predator Boat (if traveling by water).*

FIVE STARS

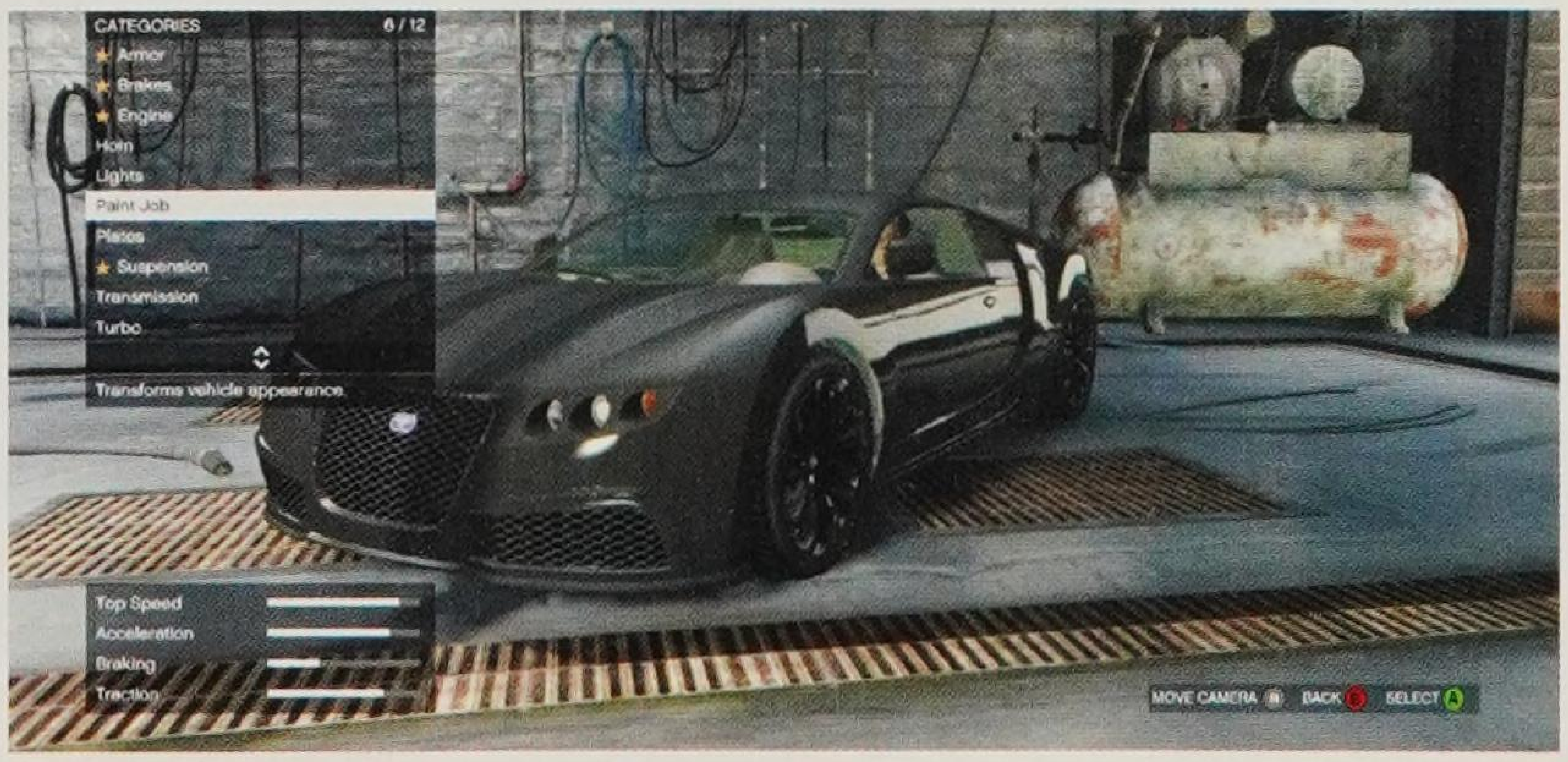
Continuing to antagonize the police during a four-star Wanted Level warrants a five-star Wanted Level. This is the most extensive level of police response.

- ▶ *Multiple police helicopters pursue you.*
- ▶ *Police and FIB try to disable your vehicle with gunfire.*
- ▶ *Police and FIB drive very aggressively and attempt to disable your vehicle by causing it to spin out or inadvertently rear-end a response vehicle.*
- ▶ *The large number of police and FIB teams make it very difficult for you to traverse the city unopposed and undetected.*
- ▶ *NOOSE agents set up vehicle roadblocks randomly.*
- ▶ **Vehicles used:** *Police Cruiser, Police Transporter, Police Riot, Maverick Helicopter, FIB Cruiser, FIB SUV, Sheriff Cruiser, Sheriff SUV, Predator Boat (if traveling by water).*

LOSING A WANTED LEVEL

Losing a Wanted Level in *Grand Theft Auto V* is a little different than earlier games in the series; some interesting options have been added. If the Wanted Level is given during a mission, then completing that mission is the best way to lose the Wanted Level.

The first thing you need to do is to get away from the scene of a crime. If you are in the city, this usually means a few city blocks away. No matter the Wanted Level, cops thoroughly search the scene of the crime. You can instantly lose the highest of levels by respraying your vehicle at a Mod Shop, as long as the police don't see you entering the shop.



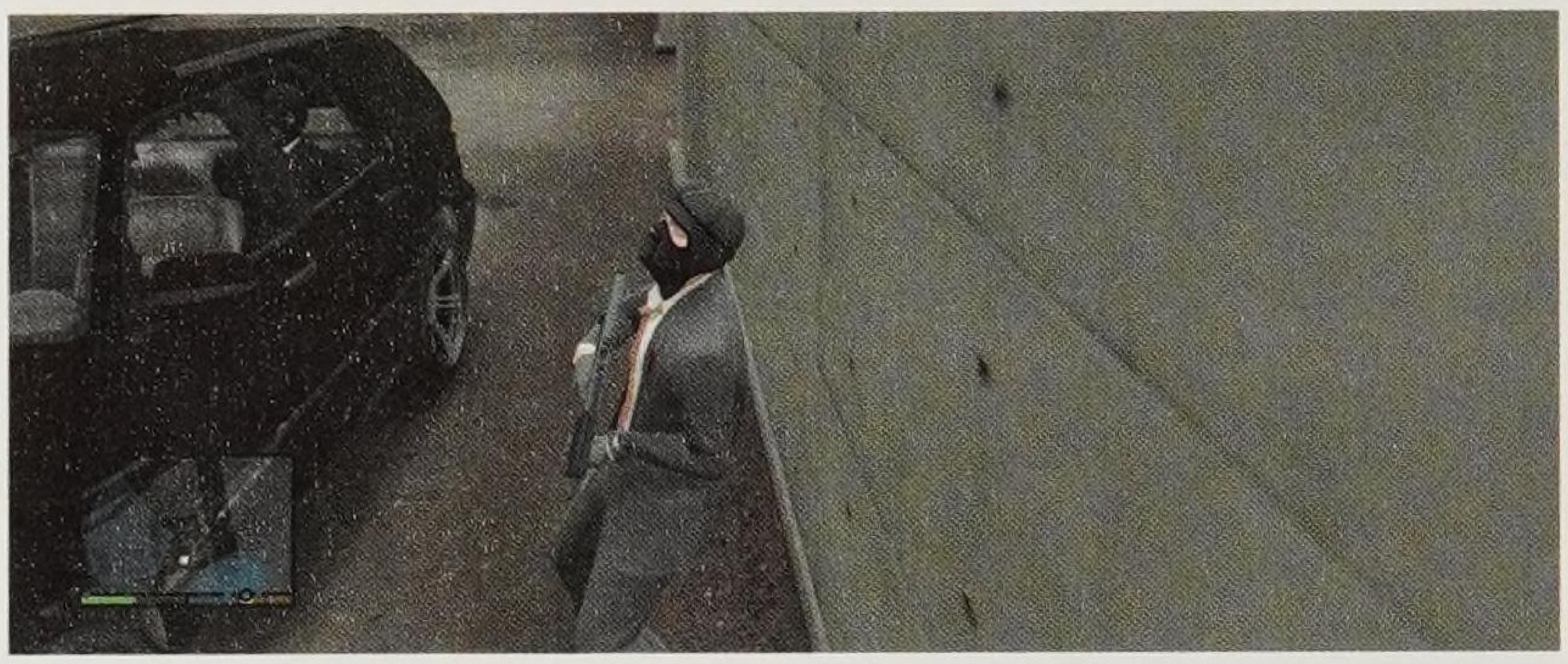
Swapping vehicles while out of police sight helps evade the police. Notice that the radio dispatch cannot tell the officers what vehicle you are driving, which is the first thing you hear when a Wanted Level is given when in a vehicle.

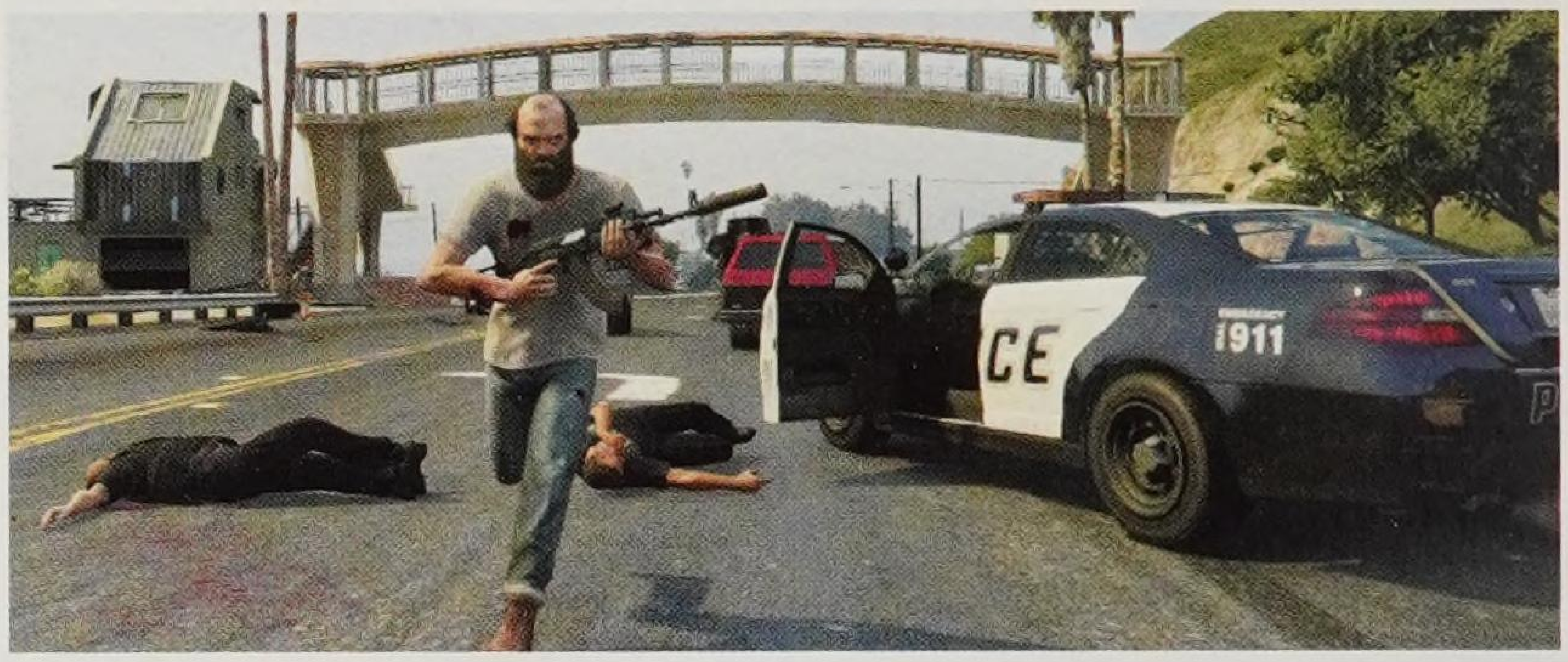
Always drive away from the police's line of sight, which is seen in the radar (the blue cones emanating from the blue and red police blips), even if it means stopping the vehicle.

When in the city, corner often, even if you are circling a few blocks multiple times. Just make sure you've left the crime scene area. Use alleyways as much as possible or remain in the dark to stay out of their sight.

Exiting a vehicle and hugging a wall or anything that allows you to cover behind is a great way to quickly lose the cops. Darting under overpasses and entering tunnels or the subway system are great ways to avoid being spotted by helicopters. If you are near water, diving underwater also helps.

During a one- or two-star Wanted Level, going off-road is a great way to lose the cops; they usually stick to roads during low levels. When a chopper is pursuing you and most of the cops on land are out of sight, try taking down the helicopter with a Rocket Launcher. Then quickly get out of sight before backup helicopters arrive. This is a good way to lose a high Wanted Level (besides getting a paint job). If in open-world play, starting a mission zeros the Wanted Level.





Achievements & Trophies

SINGLE-PLAYER			
ACHIEVEMENT/TROPHY	**DESCRIPTION**	**POINTS/MEDAL**	**NOTE**
Welcome to Los Santos	*Repo a car and race it through the heart of a sun-soaked metropolis.*	10G / Bronze	After the cutscene with Franklin, Lamar, and Simeon at the dealership.
A Friendship Resurrected	*With friends like this who needs enemies?*	10G / Bronze	Upon completion of "Fame or Shame."
A Fair Day's Pay	*It's time for a little getaway.*	10G / Bronze	Immediately after the completion of "Caida Libre."
The Moment of Truth	*Uncover the truth about Brad.*	10G / Bronze	Upon completion of "Bury the Hatchet."
To Live or Die in Los Santos	*Completed the final mission.*	40G / Silver	Received upon completion of the chosen finale mission.
HEISTS			
ACHIEVEMENT/TROPHY	**DESCRIPTION**	**POINTS/MEDAL**	**NOTE**
Diamond Hard	*Clean out Vangelico to pay back Martin Madrazo.*	20G / Bronze	Upon completion of the "Jewel Store Job."
Subversive	*Steal an experimental super weapon from Merryweather… and give it back.*	20G / Bronze	Upon completion of "The Merryweather Heist."
Blitzed	*Perform a classic blitz play.*	20G / Bronze	Upon completion of "Blitz Play."
Small Town, Big Job	*Make a big impression at the Paleto Bay Chicken Festival.*	20G / Bronze	Upon completion of "The Paleto Score."
The Government Gimps	*Recover sensitive information from a highly defended federal building.*	20G / Bronze	Upon completion of "The Bureau Raid."
The Big One!	*This ain't no dream no more.*	20G / Bronze	Upon completion of "The Big Score."
OVERALL COMPLETION			
ACHIEVEMENT/TROPHY	**DESCRIPTION**	**POINTS/MEDAL**	**NOTE**
Solid Gold, Baby!	*Earn 70 Gold Medals on Missions, Strangers and Freaks.*	50G / Gold	Attain any 70 Gold Medals across the story missions and Strangers and Freaks.
Career Criminal	*Attain 100% Game Completion.*	100G / Gold	This is given as soon as game completion stat reaches 100%.
San Andreas Sightseer	*Explore all of Los Santos and Blaine County.*	30G / Silver	As soon as you have uncovered 95% of the map from the fog of war.
PROPERTIES			
ACHIEVEMENT/TROPHY	**DESCRIPTION**	**POINTS/MEDAL**	**NOTE**
All's Fare in Love and War	*Purchase Downtown Cab Co. and complete a Private fare.*	10G / Bronze	Upon completing a VIP fare.
TP Industries Arms Race	*Purchase McKenzie Field Hangar and win the arms race.*	10G / Bronze	Complete 5 Ground Trafficking and 5 Air Trafficking jobs.
HOBBIES AND PASTIMES			
ACHIEVEMENT/TROPHY	**DESCRIPTION**	**POINTS/MEDAL**	**NOTE**
Multi-Disciplined	*Attain a Gold Medal in all applicable Hobbies and Pastimes.*	30G / Silver	After attaining a Gold Medal in Shooting Range, Street Races, Sea Races, Off-Road Races, Triathlons and Flight School.
From Beyond the Stars	*Collect and return all Spaceship Parts.*	15G / Bronze	Immediately upon completing Omega's second encounter "The Final Frontier."
A Mystery, Solved	*Solve the mystery of Leonora Johnson.*	15G / Bronze	Collect all 50 confession Letter Scraps and complete Dreyfuss's encounter "A Starlet in Vinewood."
Waste Management	*Purchase the old dock and collect all Nuclear Waste.*	15G / Bronze	Collect all Nuclear Waste.
Red Mist	*Complete all Rampages.*	20G / Bronze	Received upon successfully completing all Rampages.

MISCELLANEOUS

ACHIEVEMENT/TROPHY	DESCRIPTION	POINTS/MEDAL	NOTE
Show Off	*Complete all Stunt Jumps.*	30G / Bronze	Complete all 50 Stunt Jumps.
Kifflom!	*Complete your path to enlightenment… or not.*	30G / Silver	Received after completing "Unknowing The Truth."
Three Man Army	*Survive 3 minutes on at least a three-star Wanted Level with all three characters together off mission.*	20G / Bronze	With Trevor, Franklin, and Michael together while off a mission, survive a three-star Wanted Level or above for 3 minutes; no deaths in 3 minutes from any of the three characters.
Out of Your Depth	*You're gonna need a bigger boat…*	5G / Bronze	Received upon being killed by any shark.
Altruist Acolyte	*Deliver an unsuspecting victim to the Altruist Cult.*	5G / Bronze	Received after the cutscene in which Trevor has delivered a victim to the Altruist cult.
A Lot of Cheddar	*Spend a total of $200 million across all three characters.*	20G / Bronze	Received after spending a total of $200 million between the three characters.
Trading Pure Alpha	*Make a profit on the stock market.*	10G / Bronze	Upon selling stocks for a profit on any of the in-game markets (offline website: LCN / and online website: Bawsaq).
Pimp My Sidearm	*Fully mod a weapon.*	10G / Bronze	Received upon buying all mods for one weapon and one color change.
Wanted: Alive or Alive	*Deliver a bail bond target alive.*	10G / Bronze	Recieved upon delivering any Bail Bond target alive.
Los Santos Customs	*Fully mod a vehicle.*	10G / Bronze	Received upon buying all available mods for a vehicle that is not Michael's, Trevor's, or Franklin's own personal vehicle.
Close Shave	*Complete all Under the Bridge and Knife Flight challenges.*	20G / Bronze	Received upon completing the final Under the Bridge or Knife Flight, any combination—all Knife Flight and Under Bridges must be complete for this to be awarded.
Los Santos Legend	*Congratulations! You're Vinewood's biggest star!*	Platinum Trophy (no achievement)	When all other trophies have been received.

100% Completion

REQUIREMENTS	DESCRIPTION	COMPLETION
Story Missions (69)	*All Story Missions, including Lester's Assassination Missions (available only to Franklin)*	50%
Hobbies and Pastimes (42)	*Lap Dance at Strip Club*	10%
	Street Races (5)	
	Sea Races (4)	
	Shooting Range (score at least a Bronze in 3 rounds with each weapon type)	
	Flight School (Score at least a Bronze in all 12 lessons)	
	Parachuting	
	Sports (Golf, Darts, Tennis, and 3 Triathlon Races)	
	Off-road Races (6)	
Strangers and Freaks (20)	*Tonya (All Towing missions)*	10%
	Beverly (All Paparazzo missions)	
	Hao (Shift Work opens Street Races)	
	Barry (Only Franklin's Missions)	
	Fanatic (Only Franklin's Mission)	
	Dom (All 4 Extreme Missions)	
	Omega (Collect and return all 50 Spaceship Parts to Omega)	
	Dreyfuss (Opens up after collecting all 50 Letter Scraps)	
Random Events (57)	*Complete 14 Random Events*	15%
Miscellaneous (16)	*50 Spaceship Parts*	15%
	50 Letter Scraps	
	25 Under the Bridges	
	8 Knife Flights	
	25 Stunt Jumps	
	Purchase 5 money-generating properties	
	Purchase a vehicle via the web	
	Visit the cinema	
	Walk and play with Chop	
	Use a prostitute	
	Booty call	
	Rob a shop	
	4 Friend activities (bar, strip club, movie and darts)	
TOTAL		100%

LOS SANTOS & BLAINE COUNTY

MAP LEGEND

SHOPPING

- Clothing
- Tattoo
- Barber
- Ammu-Nation
- Automotive Shop

ACTIVITIES

- Parachuting
- Darts
- Flight School
- Golfing
- Shooting Range
- Races
- Tennis
- Triathlon
- Yoga
- Hunting

ENTERTAINMENT

- Strip Club
- Cinema

LOCAL SERVICES

- Police Station
- Hospital
- Car Wash

POINTS OF INTEREST

- Property for Sale
- Telescopes/Lookout Points
- Mountain Peaks

- — Freeways
- — Tunnels
- — Dirt Trails
- — Transit Line
- — Railroad Line
- — Cable Car

PALETO BAY
Great Ocean Highway
Mount Gordo
Braddock Pass
Paleto Forest
Mount Chiliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
NORTH CHUMASH
Raton Canyon
San Chianski Mountain Range
ALAMO SEA
Mount Josiah
SANDY SHORES
Grand Senora Desert
Fort Zancudo
HARMONY
Lago Zancudo
Senora Freeway
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
Ron Alternates Wind Farm
TONGVA HILLS
Marlowe Vineyards
TONGVA VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
VINEWOOD
Galileo Observatory
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
Kortz Center
Tataviam Mountains
RICHMAN
Los Santos Golf Club
ROCKFORD HILLS
VINEWOOD
MORNINGWOOD
PACIFIC BLUFFS
Great Ocean Highway
Los Santos Fwy
National Office of Security Enforcement
Palomino Freeway
EAST VINEWOOD
BACKLOT CITY
Del Perro Fwy
DOWNTOWN
DEL PERRO
LITTLE SEOUL
La Puerta Fwy
Olympic Fwy
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
Palomino Highlands
LA PUERTA
Maze Bank Arena
Murrieta Oil Field
La Puerta Fwy
Elysian Island
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
1
13
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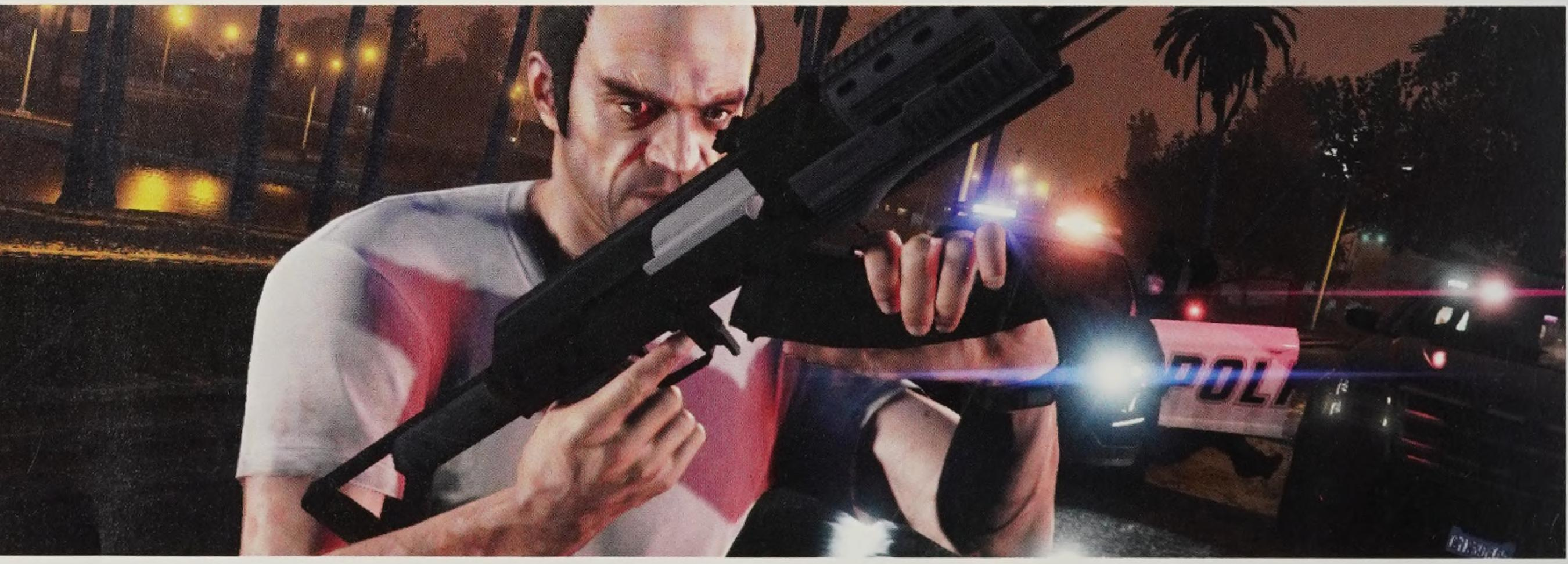
20
22

Weapons & Armor Pickups

MAP LEGEND

● Weapon 🔴 Armor ◐ Both

① **Assault Shotgun/RPG/Armor:** Altruist Cult Camp, Chiliad Mountain State Wilderness
② **RPG:** Government Record Database Center, Zone A, NOOSE
③ **RPG:** La Puerta Freeway Bridge, LS International Airport
④ **Minigun:** Fort Zancudo Control Tower 1, Zancudo Army Base
⑤ **Sniper Rifle:** Radar Tower, Los Santos International Airport
⑥ **Sniper Rifle:** Galileo Observatory, Vinewood Hills
⑦ **Sniper Rifle:** Palmer-Taylor Power Station
⑧ **Sniper Rifle:** Water tower, Paleto Bay
⑨ **Grenade Launcher:** Hangar catwalk, Los Santos International Airport
⑩ **Grenade Launcher:** San Andreas Ave Bridge, La Mesa
⑪ **Assault Rifle:** Gazebo, Richman
⑫ **Assault Rifle:** Fort Zancudo
⑬ **Assault Rifle:** Vinewood Hills
⑭ **Assault Rifle:** SCW Stoner Cement Works, Grand Senora Desert
⑮ **Assault Rifle:** Raton Canyon
⑯ **Assault Rifle:** Beach Viewpoint, Paleto Bay
⑰ **Machine Gun:** Bolingbroke Penitentiary
⑱ **Machine Gun:** Mount Chiliad
⑲ **Machine Gun:** Tongva Hills
⑳ **Machine Gun:** San Andreas
㉑ **Pistol:** Richman
㉒ **Pistol:** Joshua Road, Zancudo River
㉓ **Pistol:** Paleto Forest
㉔ **Pistol:** Richman Glen
㉕ **Pistol:** La Puerta
㉖ **Pistol:** Pacific Bluffs
㉗ **Pistol:** Rancho
㉘ **Pistol:** Grand Senora Desert
㉙ **Pistol:** La Mesa
㉚ **SMG:** Davis
㉛ **SMG:** Alta
㉜ **SMG:** Davis Quartz
㉝ **SMG:** Rehab Center, Richman Glen
㉞ **SMG:** Del Perro Beach Pier
㉟ **SMG:** Rockford Plaza, Burton
㊱ **Shotgun:** Lost Clubhouse, East Vinewood
㊲ **Shotgun:** Vespucci Police Car Park
㊳ **Shotgun:** Paleto Bay
㊴ **Shotgun:** Grand Senora Desert
㊵ **Shotgun:** Stab City
㊶ **Shotgun:** San Chianski Mountain Range
㊷ **Grenades:** Vinewood Hills
㊸ **Grenades:** Under Chumash beach house
㊹ **Grenades:** Alamo Sea
㊺ **Grenades:** Harmony
㊻ **Body Armor:** Elysian Island
㊼ **Body Armor:** Dutch London Street, Rancho
㊽ **Body Armor:** El Burro Heights
㊾ **Body Armor:** Del Perro, Maze Bank
㊿ **Body Armor:** Little Seoul
(51) **Body Armor:** West Vinewood
(52) **Body Armor:** Hawick
(53) **Body Armor:** Chumash
(54) **Body Armor:** Great Chaparral
(55) **Body Armor:** Fort Zancudo
(56) **Body Armor:** Mount Josiah
(57) **Body Armor:** Grapeseed
(58) **Body Armor:** Land Act Dam
(59) **Body Armor:** Palmer-Taylor Power Station
(60) **Body Armor:** Vinewood Hills
(61) **Body Armor:** Redwood Lights Track
(62) **Body Armor:** Richman Glen gas station
(63) **Body Armor:** Tongva Hills
(64) **Body Armor:** Galilee
(65) **Body Armor:** Paleto Forest
(66) **Body Armor:** Sandy Shores
(67) **Body Armor:** Vinewood Police Department, Hawick
(68) **Body Armor:** Los Santos Police Department, Mission Row
(69) **Body Armor:** Vespucci Police Department, Vespucci Canals
(70) **Body Armor:** Police Station, Rancho
(71) **Body Armor:** Los Santos International Airport
(72) **Body Armor:** Vespucci pier walkway



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PALETO BAY
Great Ocean Highway
Procopio Beach
Mount Gordo
Braddock Pass
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Paleto Forest
Lumber Yard
Mount Chiliad
56
15
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
44
41
22
NORTH CHUMASH
Raton Canyon
Galilee
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ALAMO SEA
San Chianski Mountain Range
39
45
Stab City
Mount Josiah
Humane Labs and Research
SANDY SHORES
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Fort Zancudo
Grand Senora Desert
Thomson Scrapyard
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HARMONY
Route 68
Lago Zancudo
61
54
Redwood Lights Track
Bolingbroke Penitentiary
Senora Freeway
60
63
GREAT CHAPARRAL
Marlowe Vineyards
Ron Alternates Wind Farm
42
TONGVA HILLS
TONGVA VALLEY
13
LOS SANTOS COUNTY
59
Palmer-Taylor Power Station
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VINEWOOD
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BANHAM CANYON
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Galileo Observatory
Galileo Park
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CHUMASH
Lake Vinewood Estates
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Vinewood Bowl
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Kortz Center
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Maze Bank Arena
72
La Puerta Fwy
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Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
Terminal
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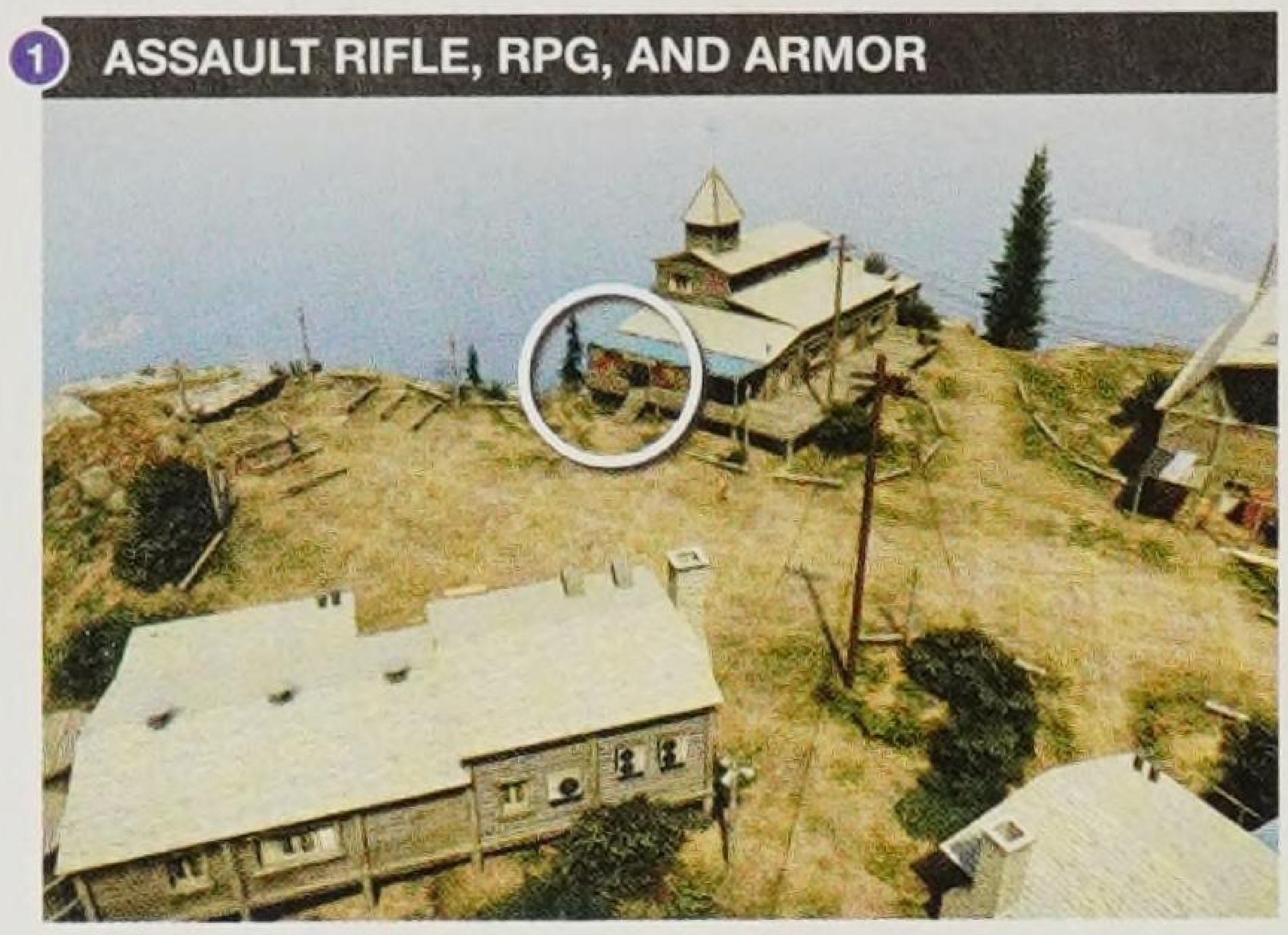
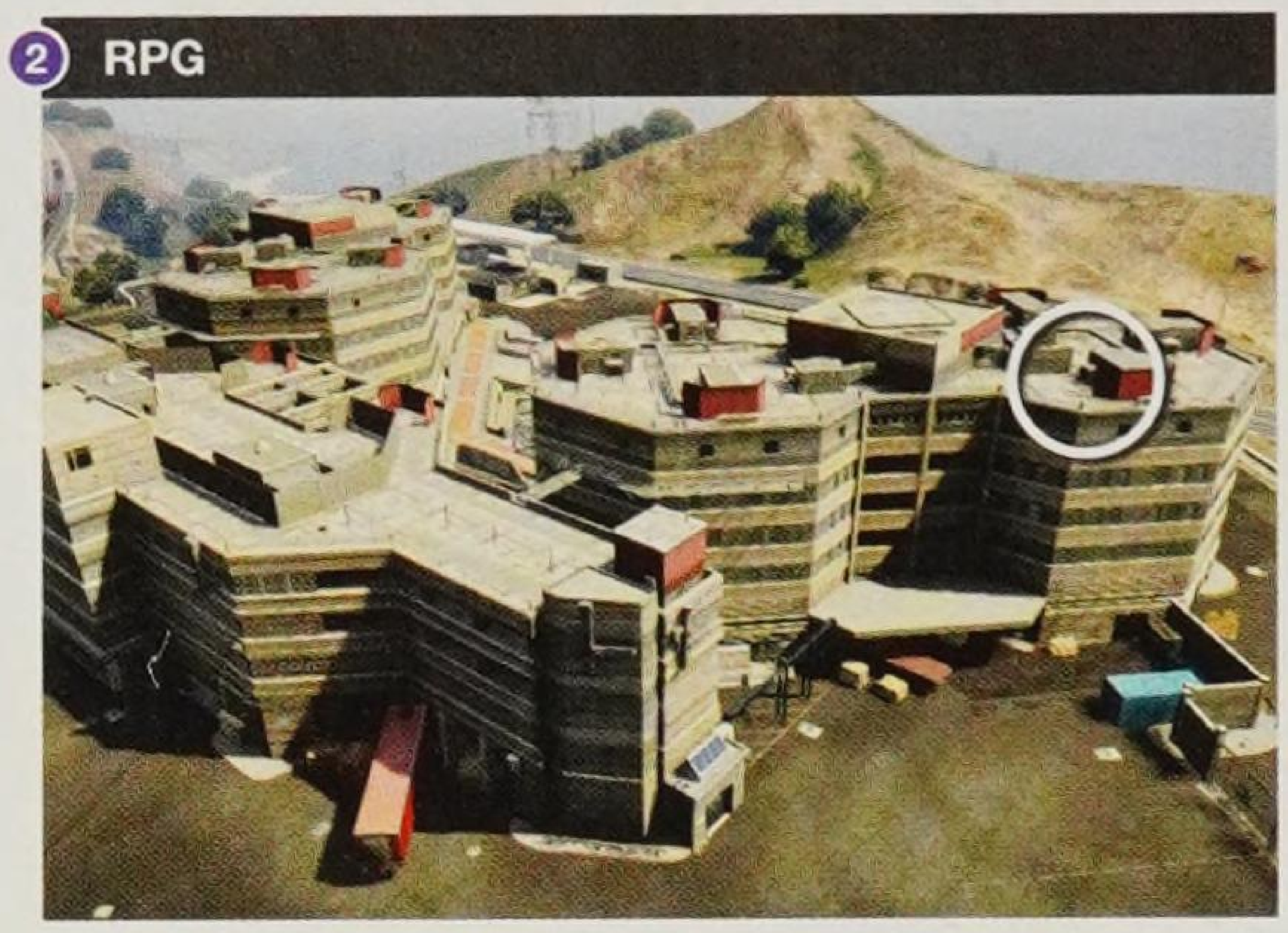
① ASSAULT RIFLE, RPG, AND ARMOR



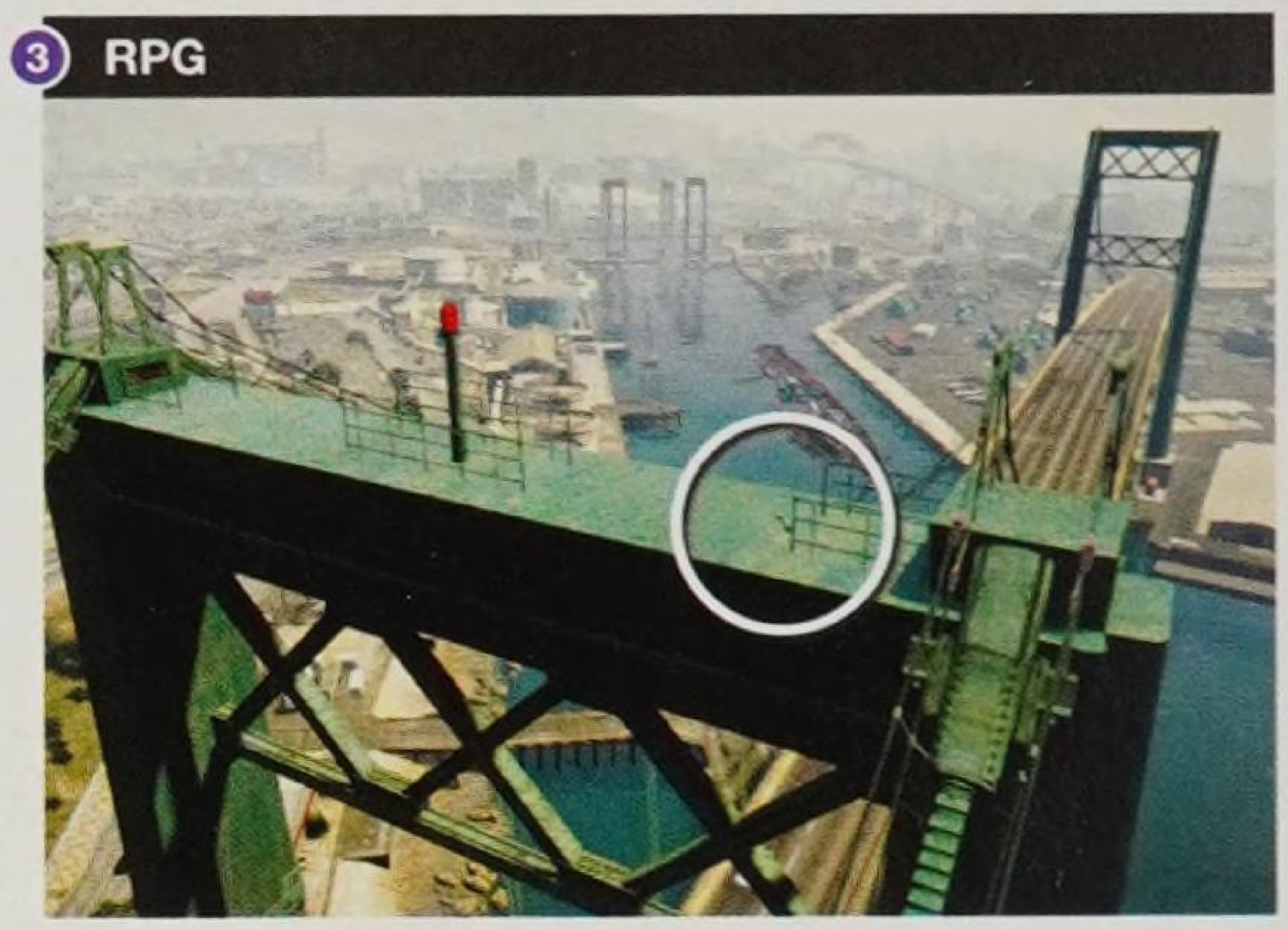
Altruist Cult Camp, Chiliad Mountain State Wilderness: Inside the church porch.

② RPG



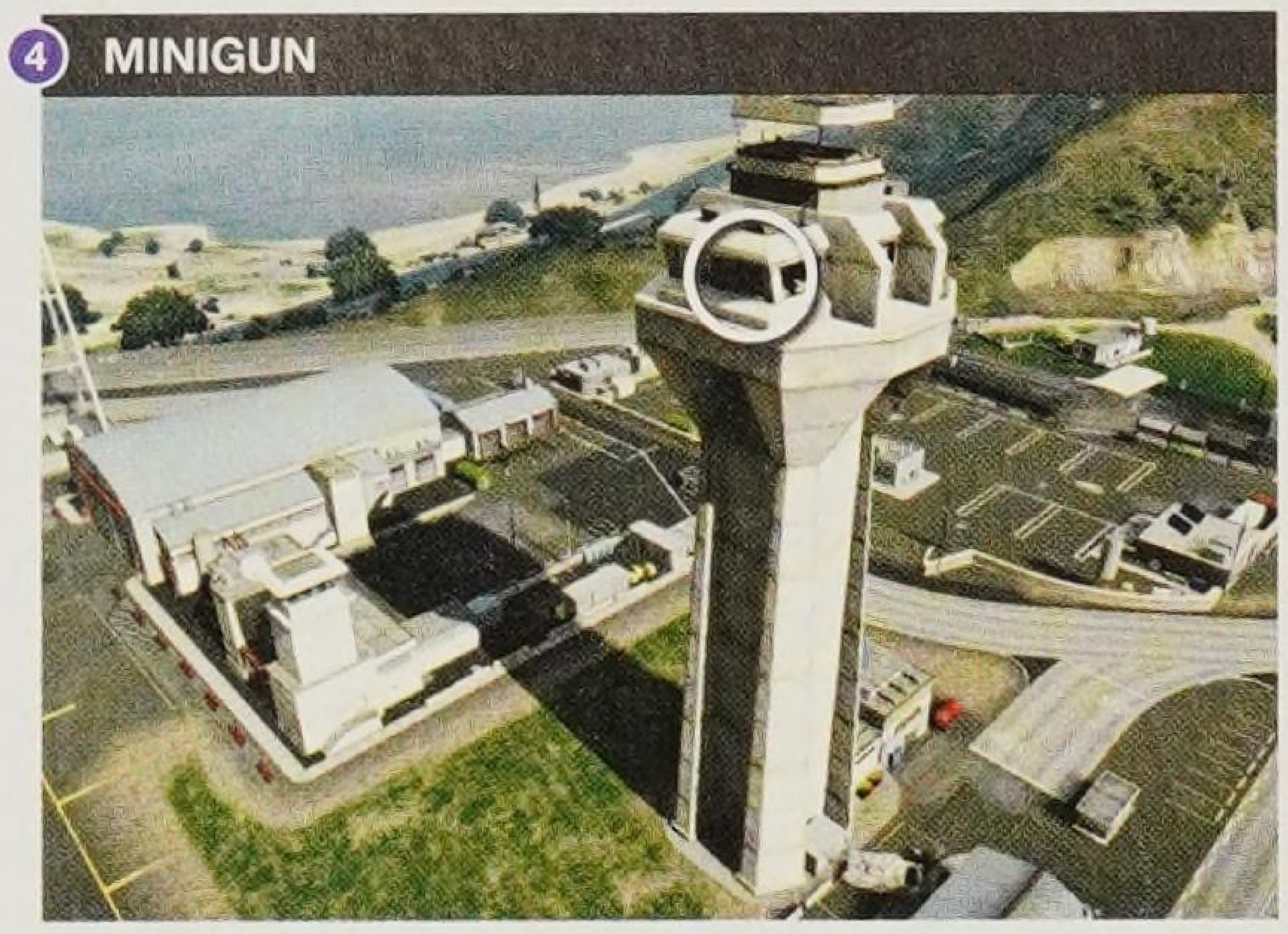
Government Record Database Center, NOOSE: Use ladder on east side to reach the rooftop.

③ RPG



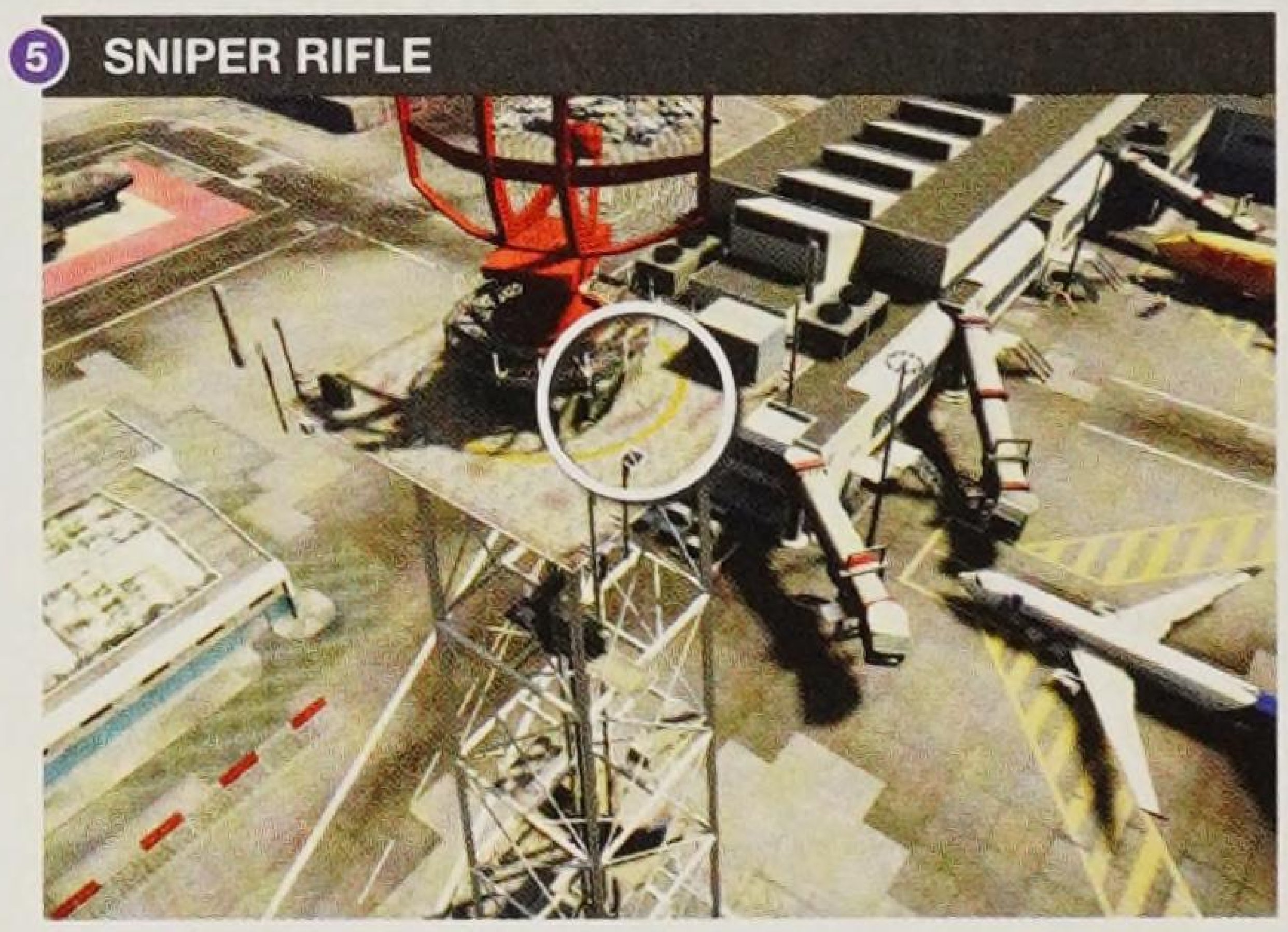
La Puerta Freeway Bridge, LS International Airport: Parachute drop to the top of this bridge.

④ MINIGUN



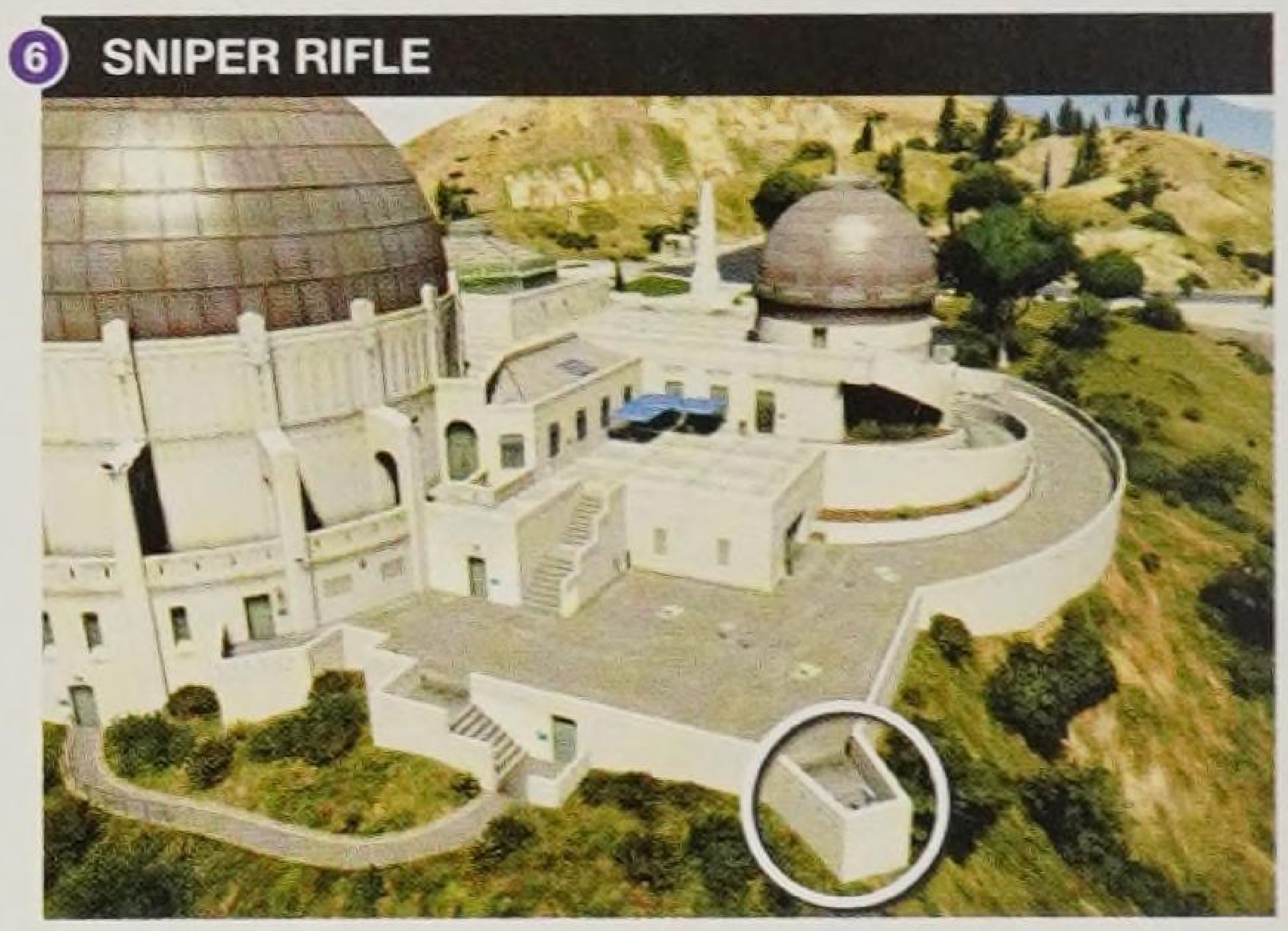
Fort Zancudo Control Tower 1, Zancudo Army Base: Enter Tower 1 (try a helicopter drop near the tower to beat the heat), climb to the 6th floor, and enter the control room.

⑤ SNIPER RIFLE



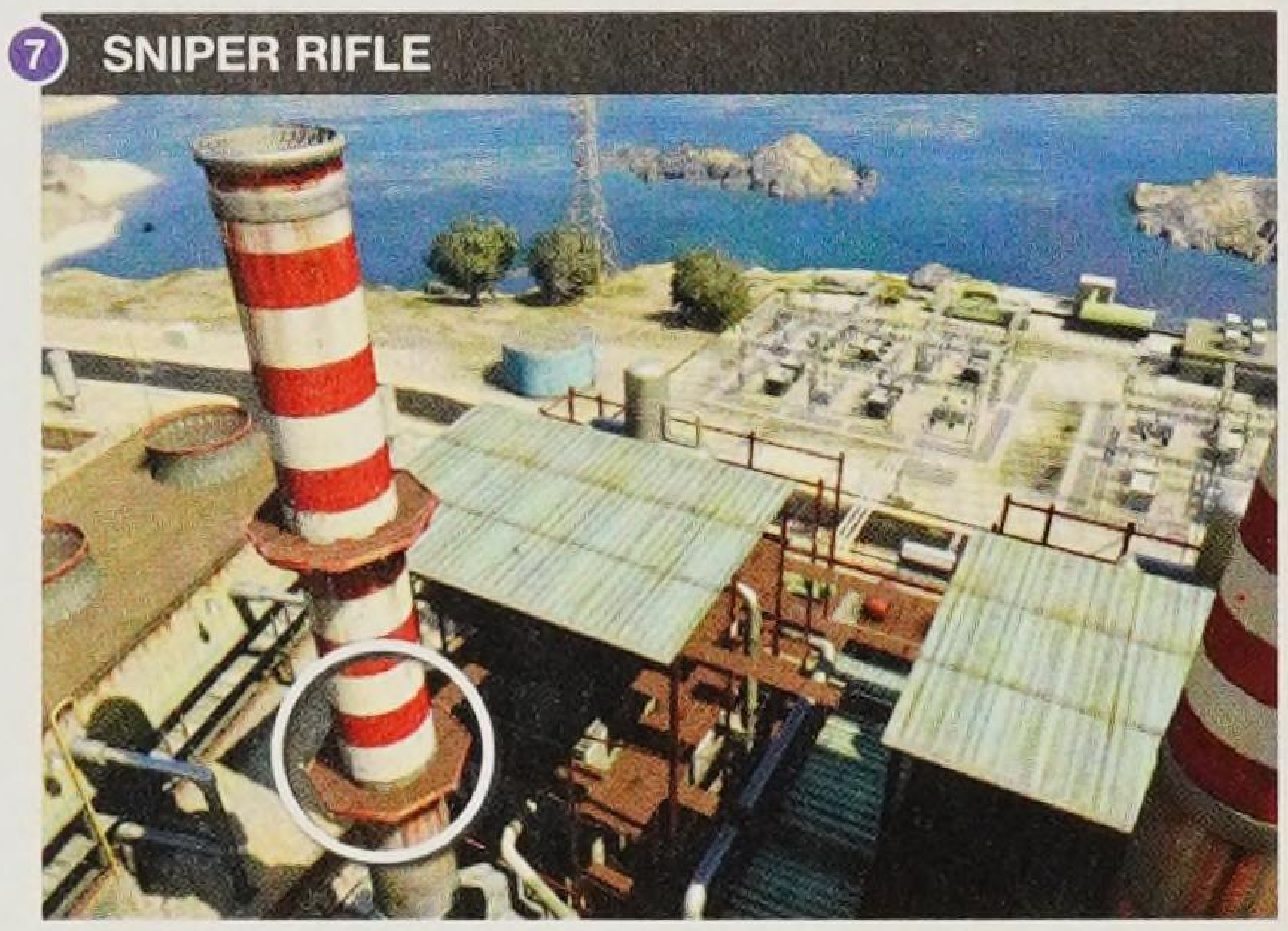
Radar Tower, Los Santos International Airport: Climb the ladder to reach the radar platform.

⑥ SNIPER RIFLE



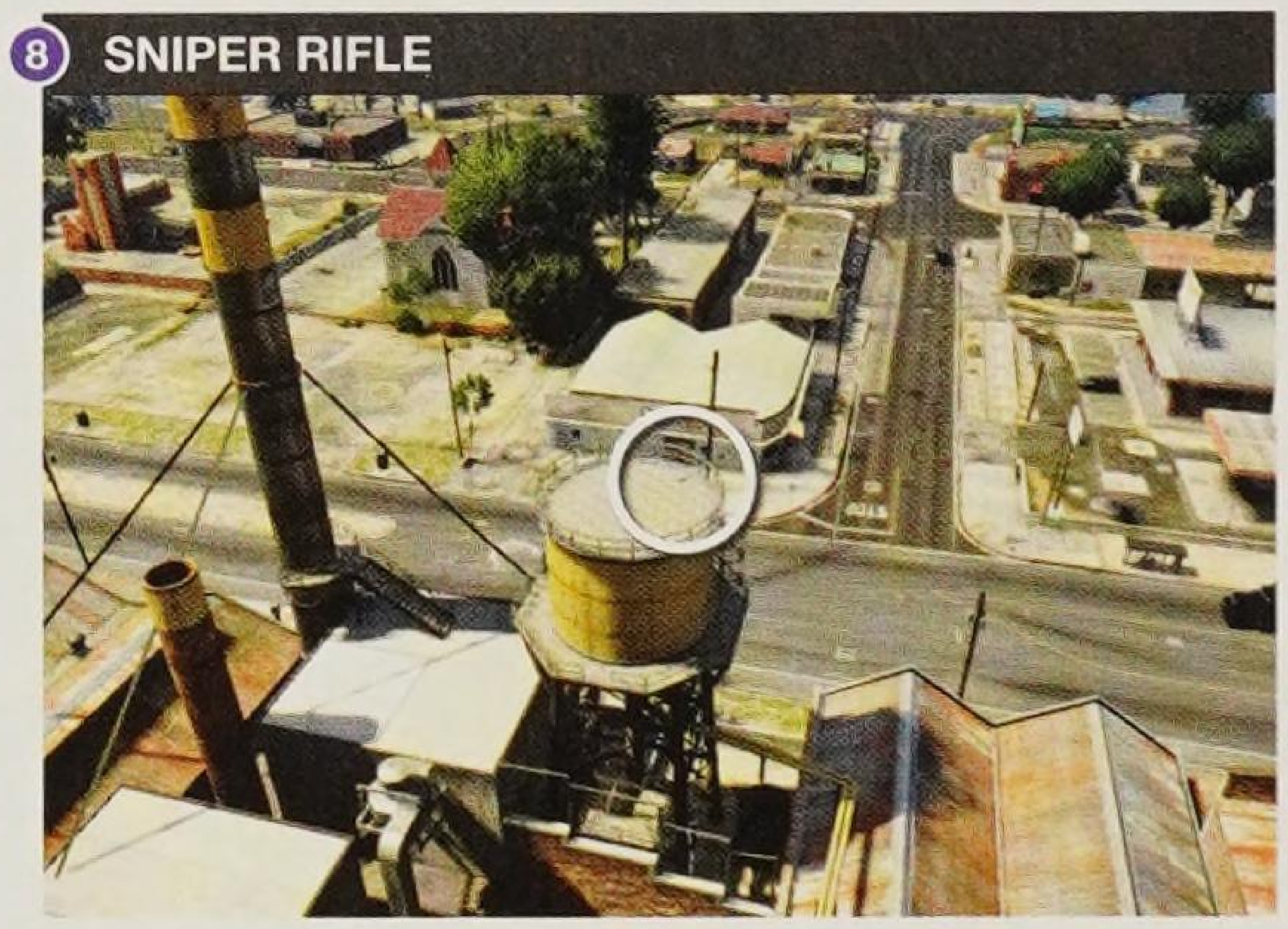
Observatory viewpoint, Galileo Observatory Vinewood Hills: Next to the south-facing telescope.

⑦ SNIPER RIFLE



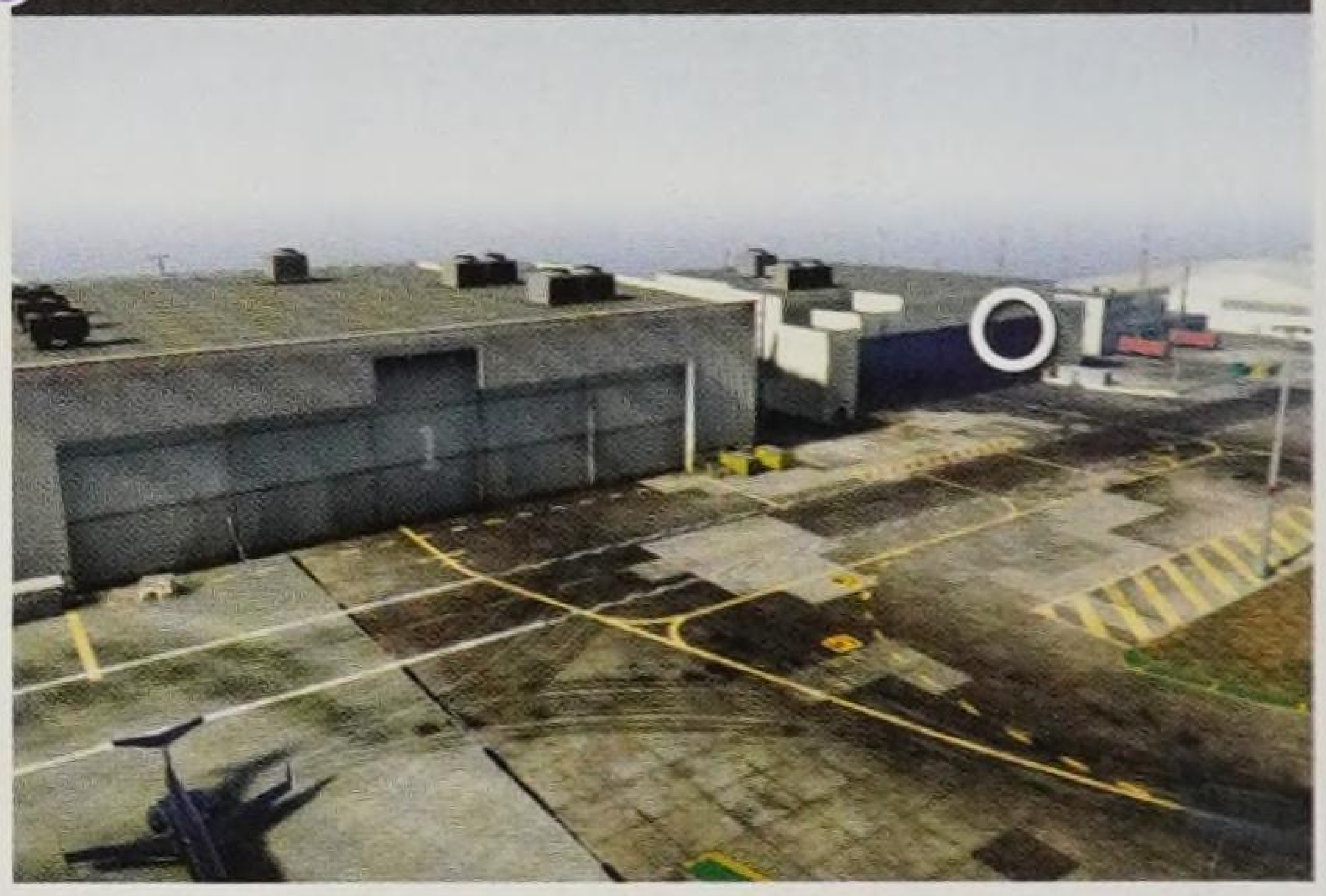
Palmer-Taylor Power Station: On the landing of the chimney stack.

⑧ SNIPER RIFLE



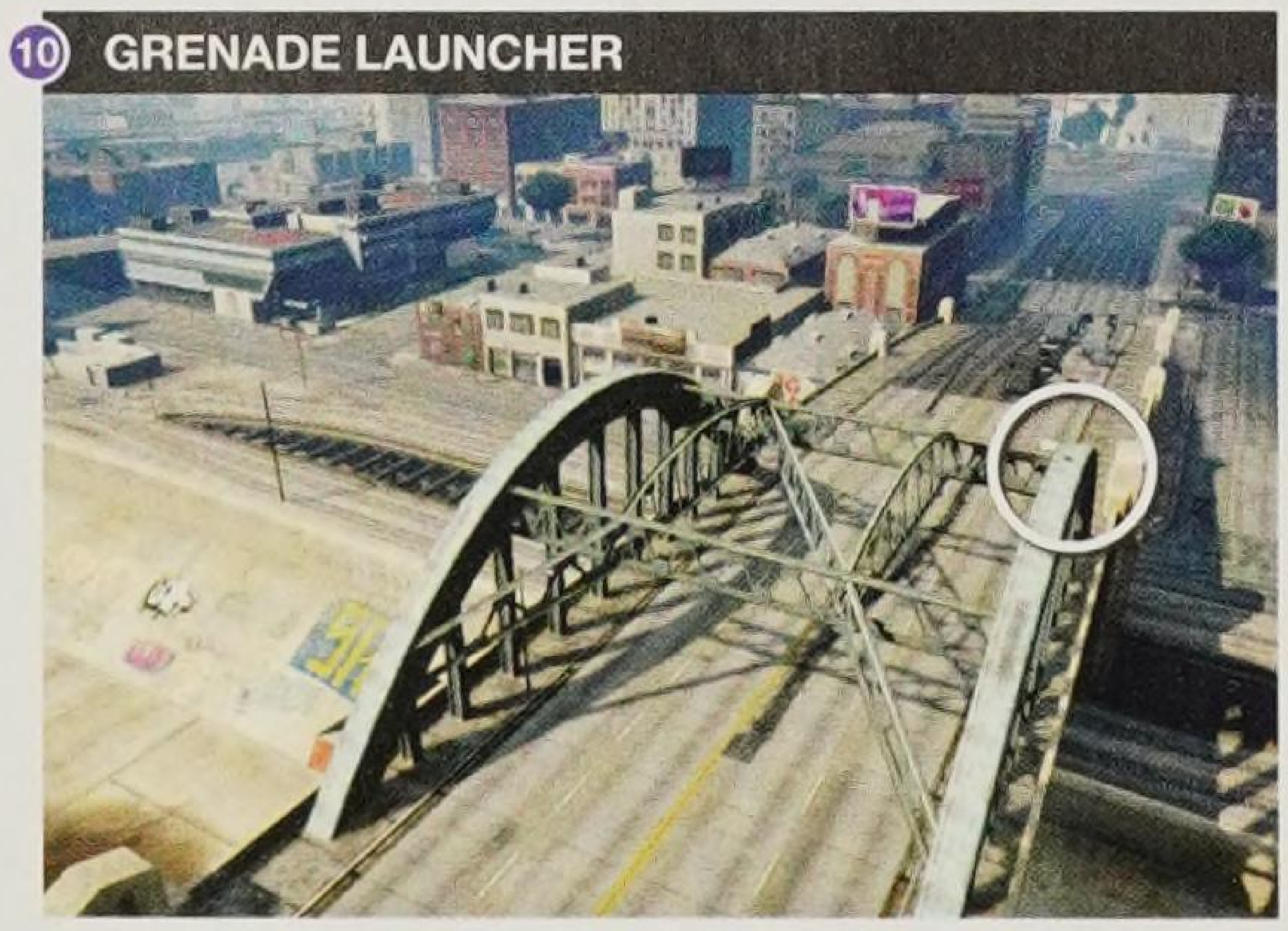
Water tower, Paleto Bay: Use a helicopter or a parachute to drop down on to the top of this water tower.

⑨ GRENADE LAUNCHER



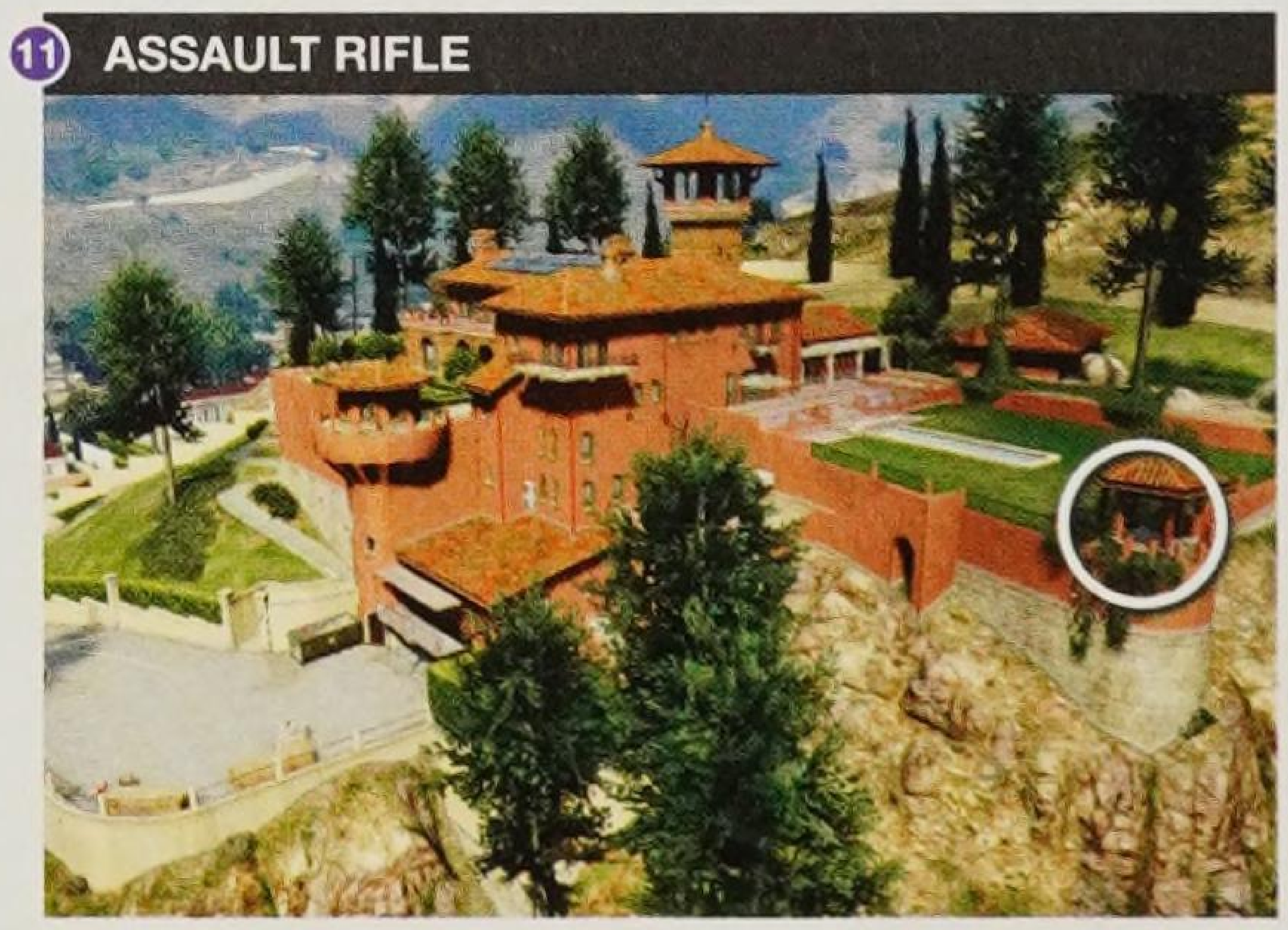
Hangar catwalk, Los Santos International Airport: Use stairs in the back of the hangar to reach the end of the catwalk.

⑩ GRENADE LAUNCHER



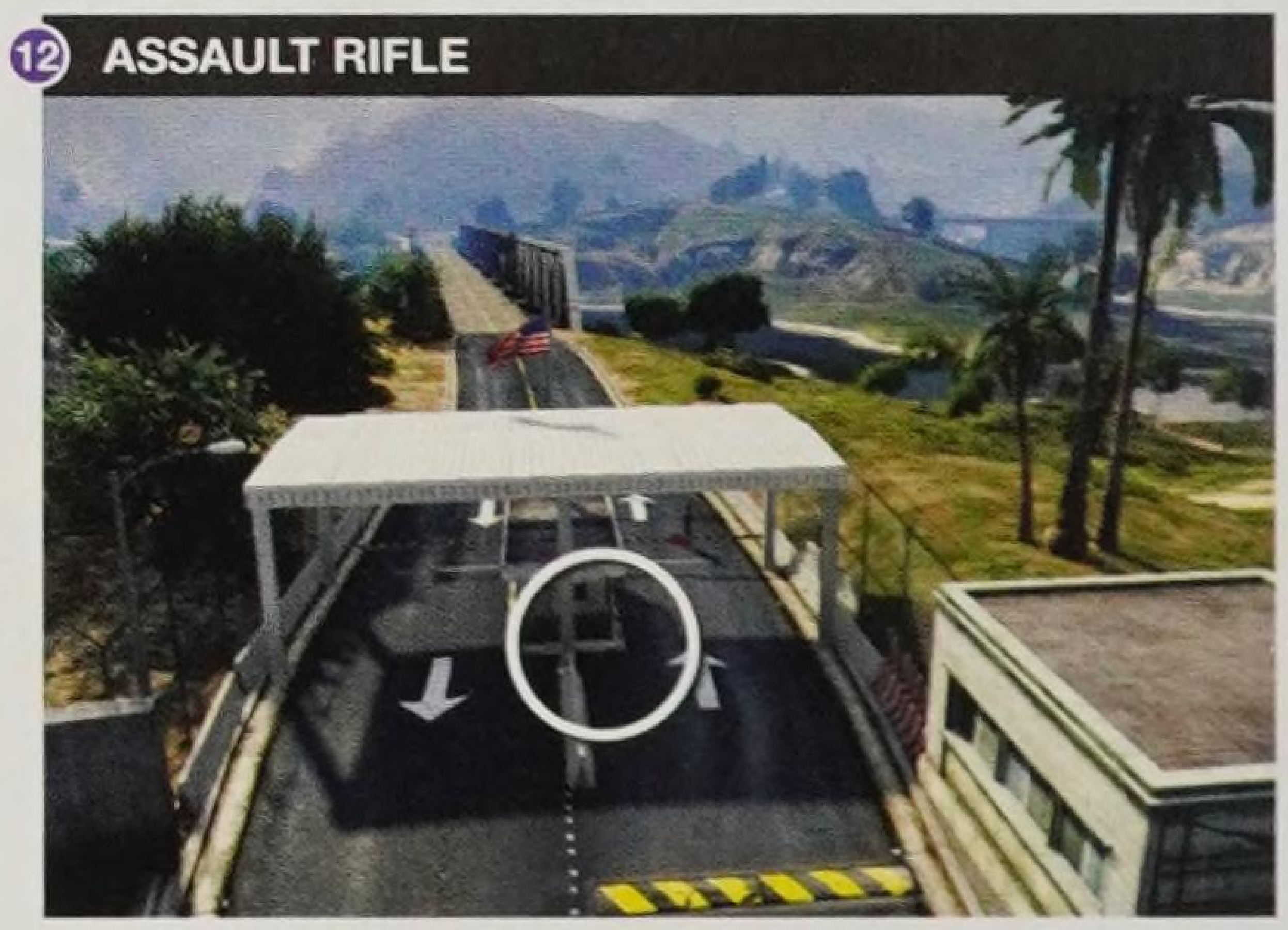
San Andreas Ave Bridge, La Mesa: Parachute drop or drive motorcycle up.

⑪ ASSAULT RIFLE



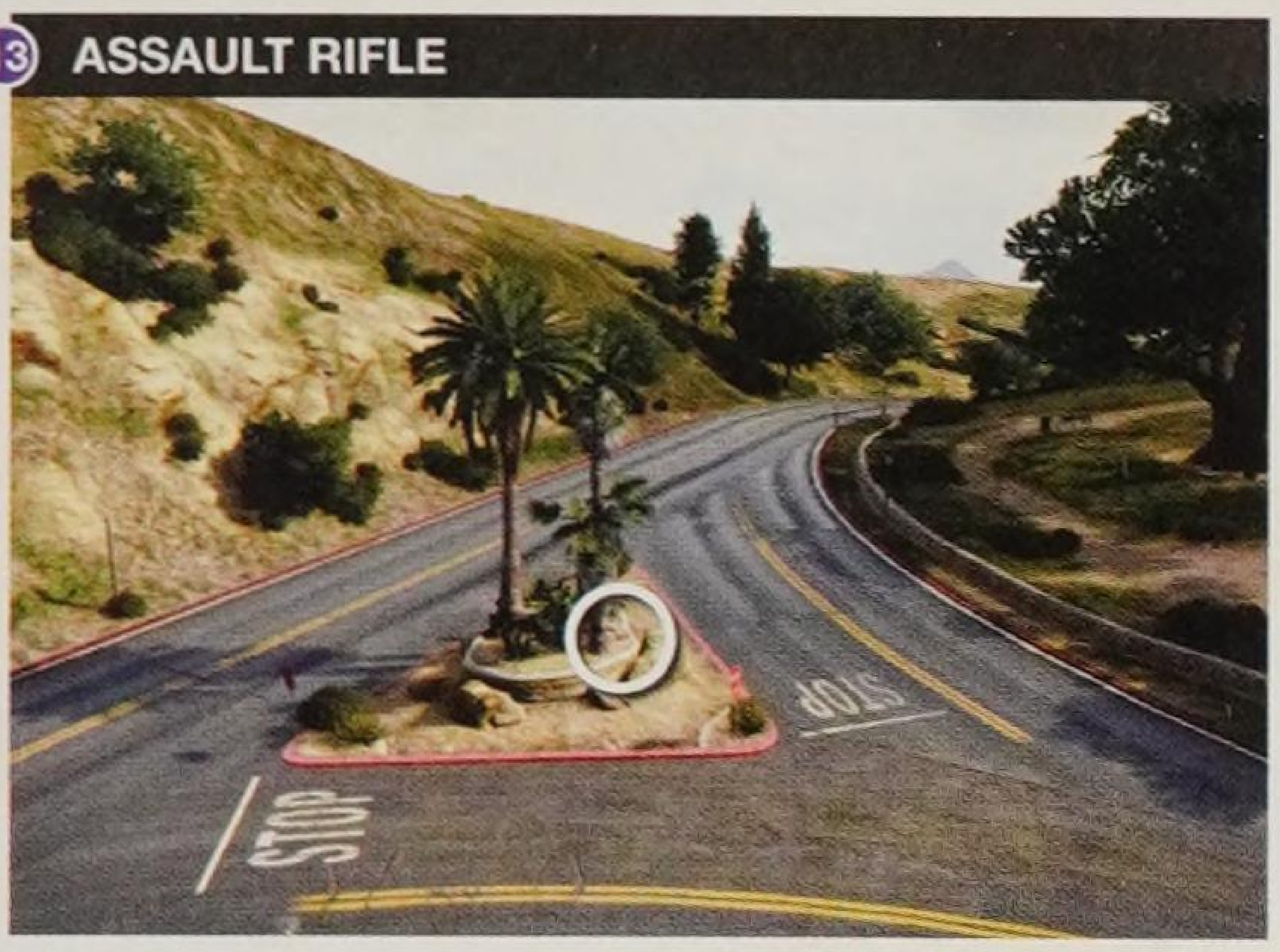
Gazebo, Richman: In the corner gazebo of this mansion.

⑫ ASSAULT RIFLE



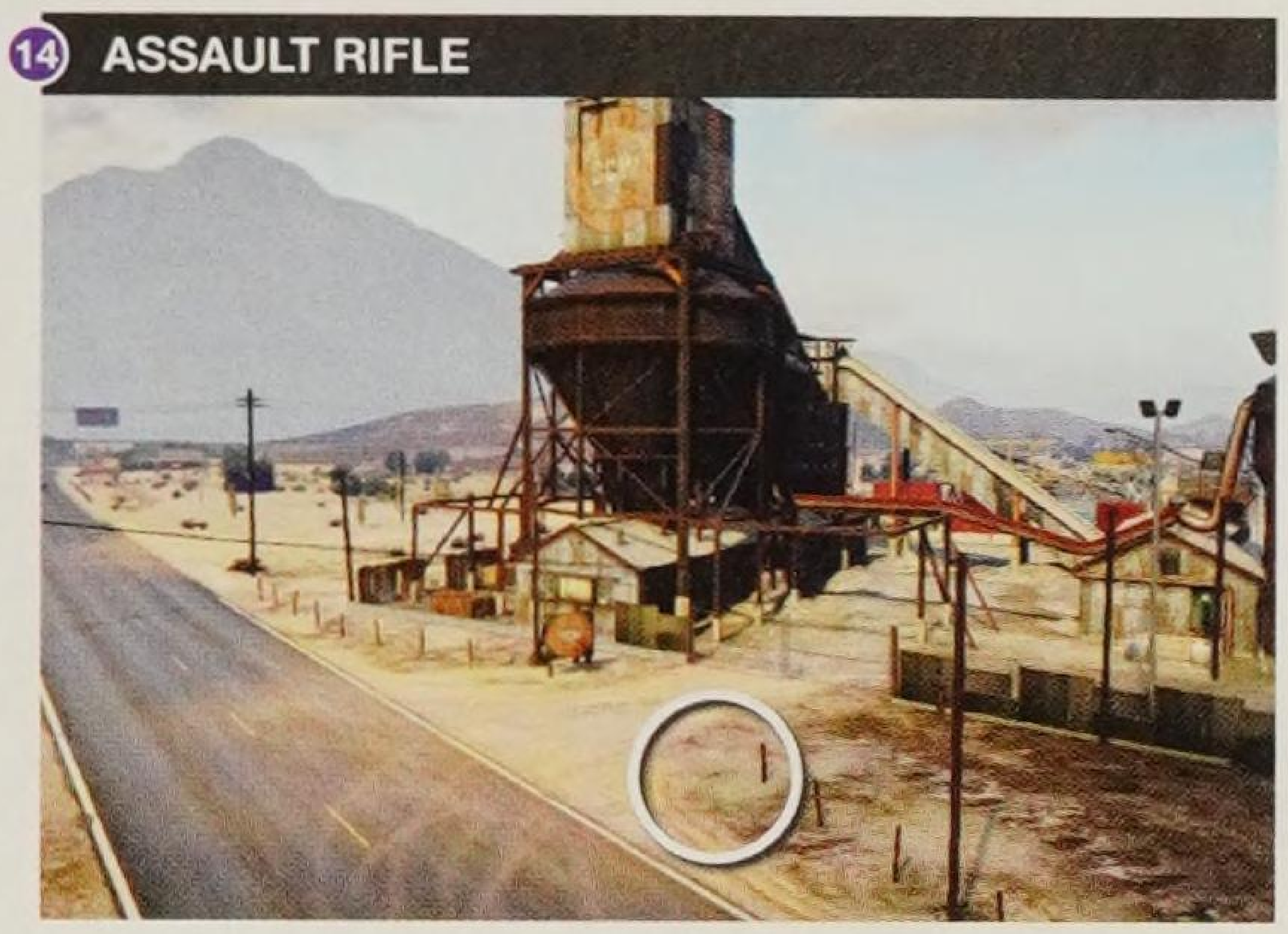
Fort Zancudo: Behind the gate of this security booth.

⑬ ASSAULT RIFLE



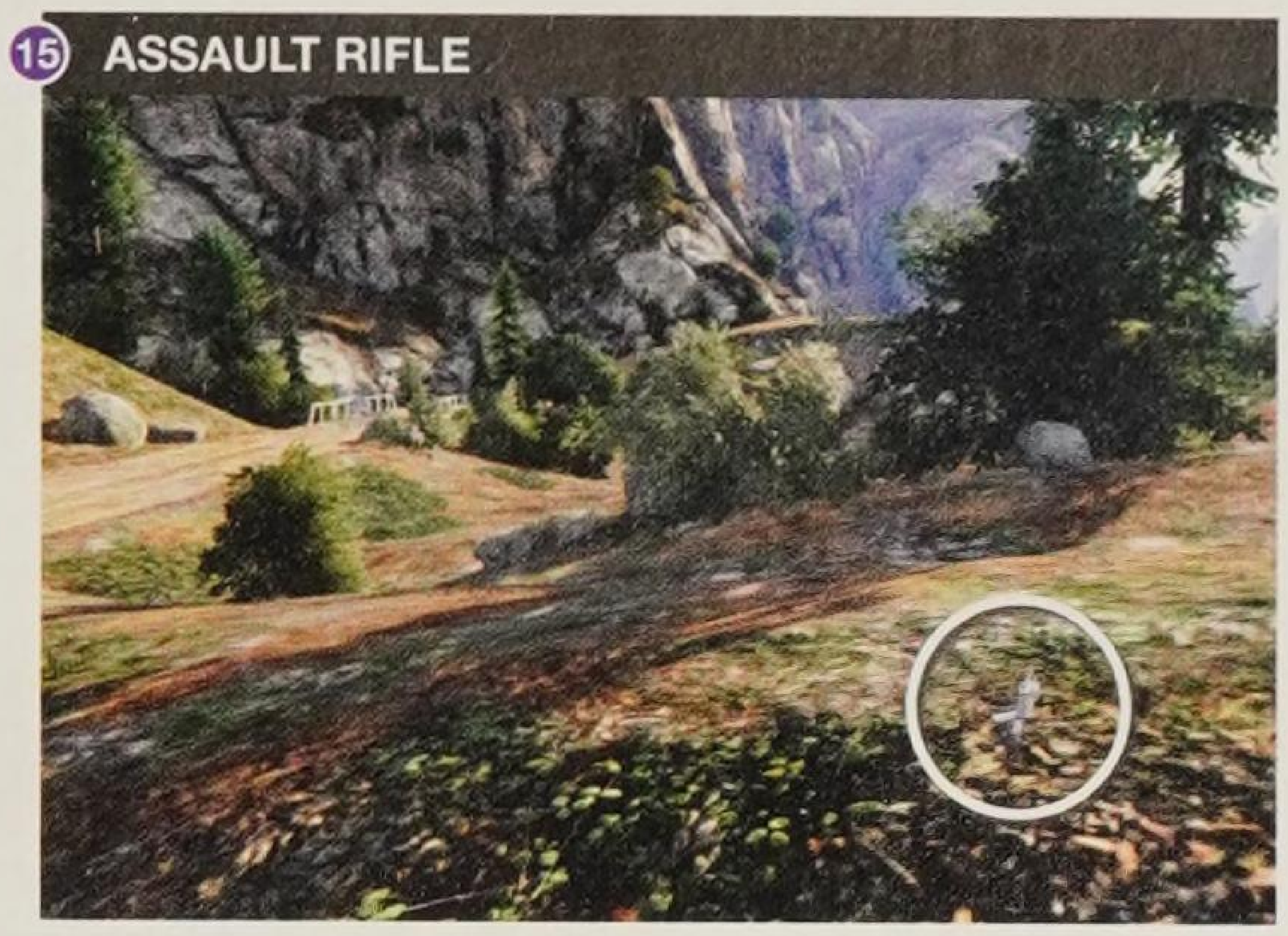
Road Fork, Vinewood Hills: On the edge of the raised palm tree planter.

⑭ ASSAULT RIFLE



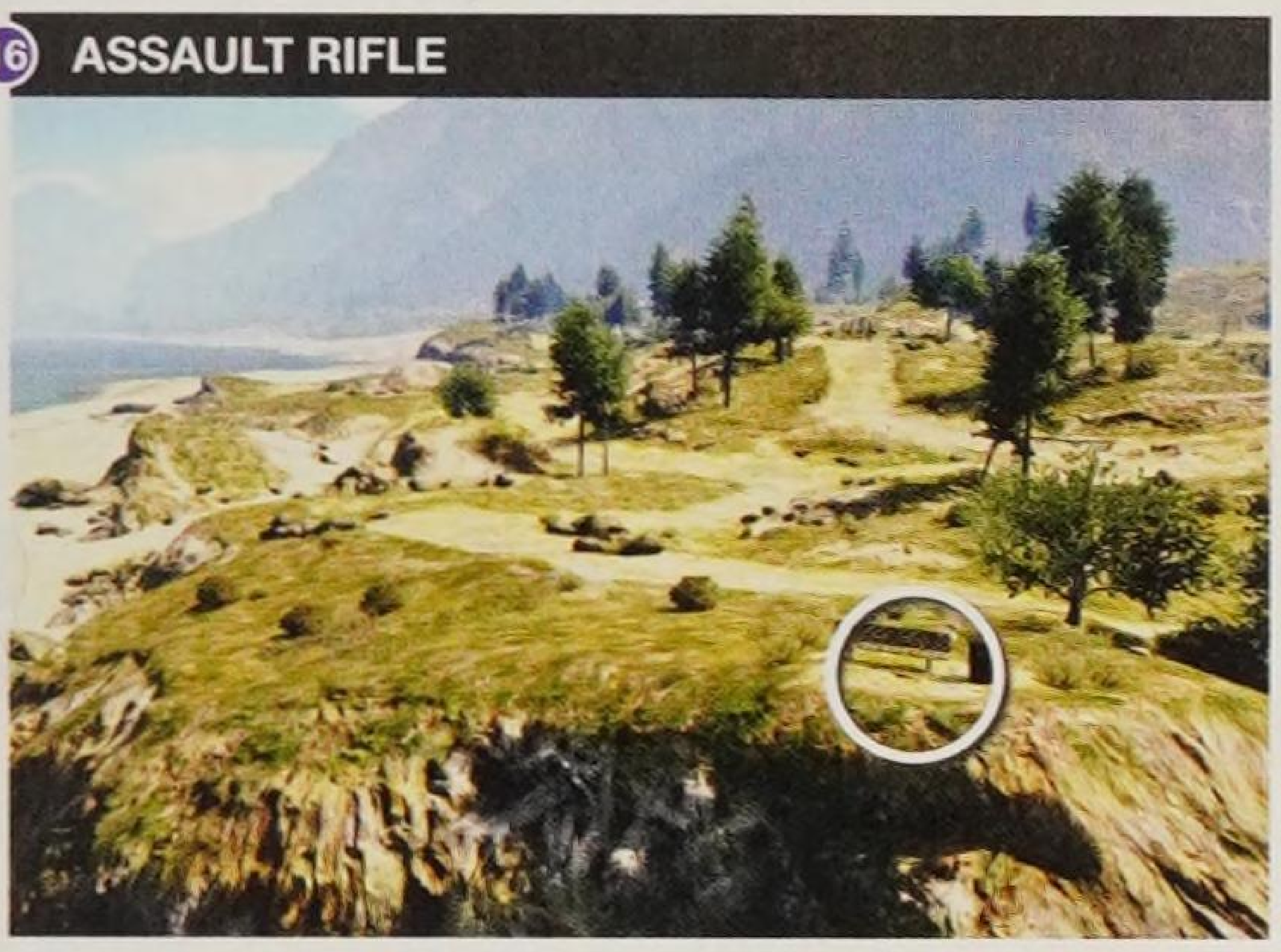
SCW Stoner Cement Works, Grand Senora Desert: On the ground near the road and entry gate.

⑮ ASSAULT RIFLE



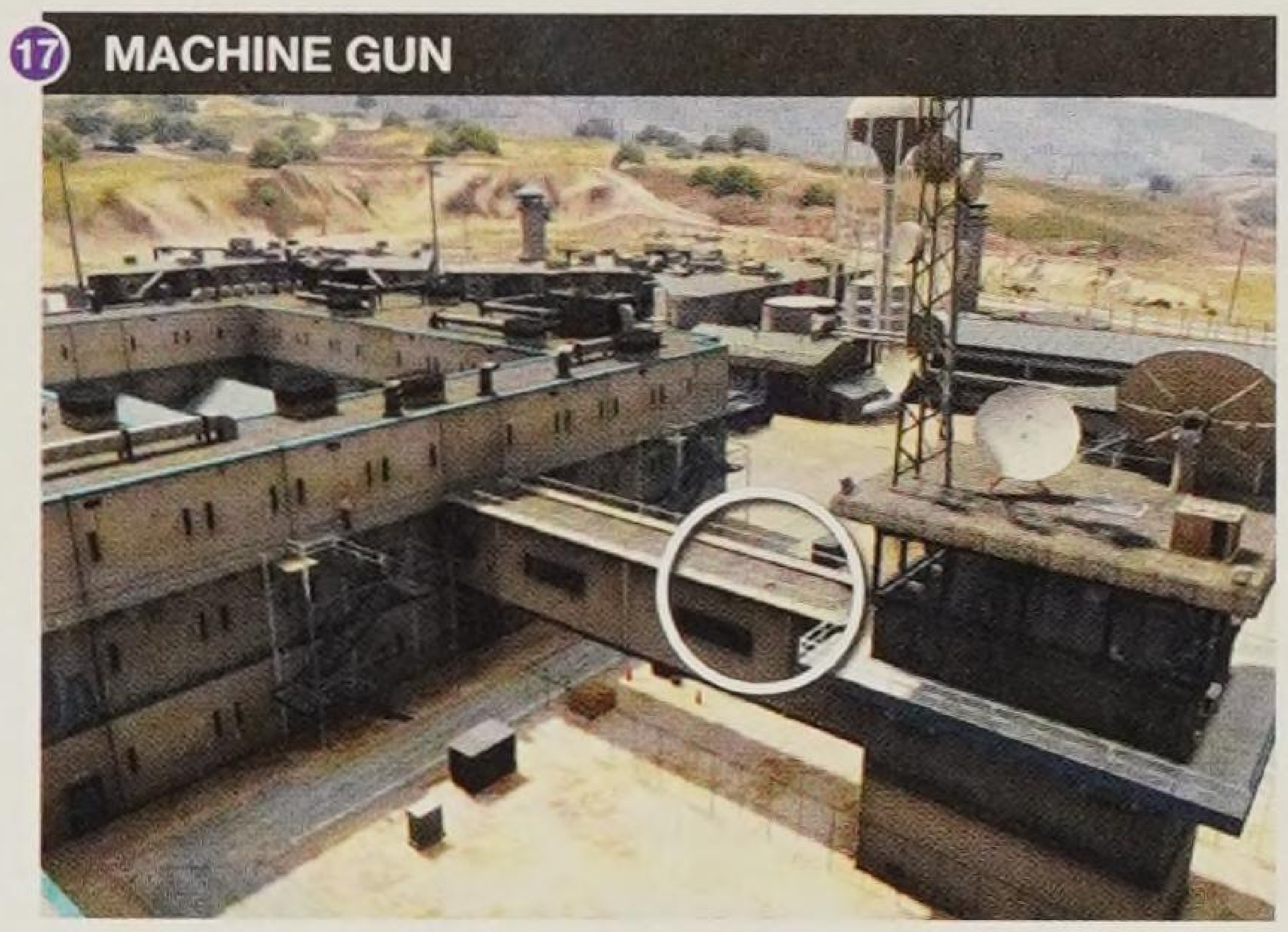
Forest clearing, Raton Canyon: On raised ground next to the dirt road.

⑯ ASSAULT RIFLE



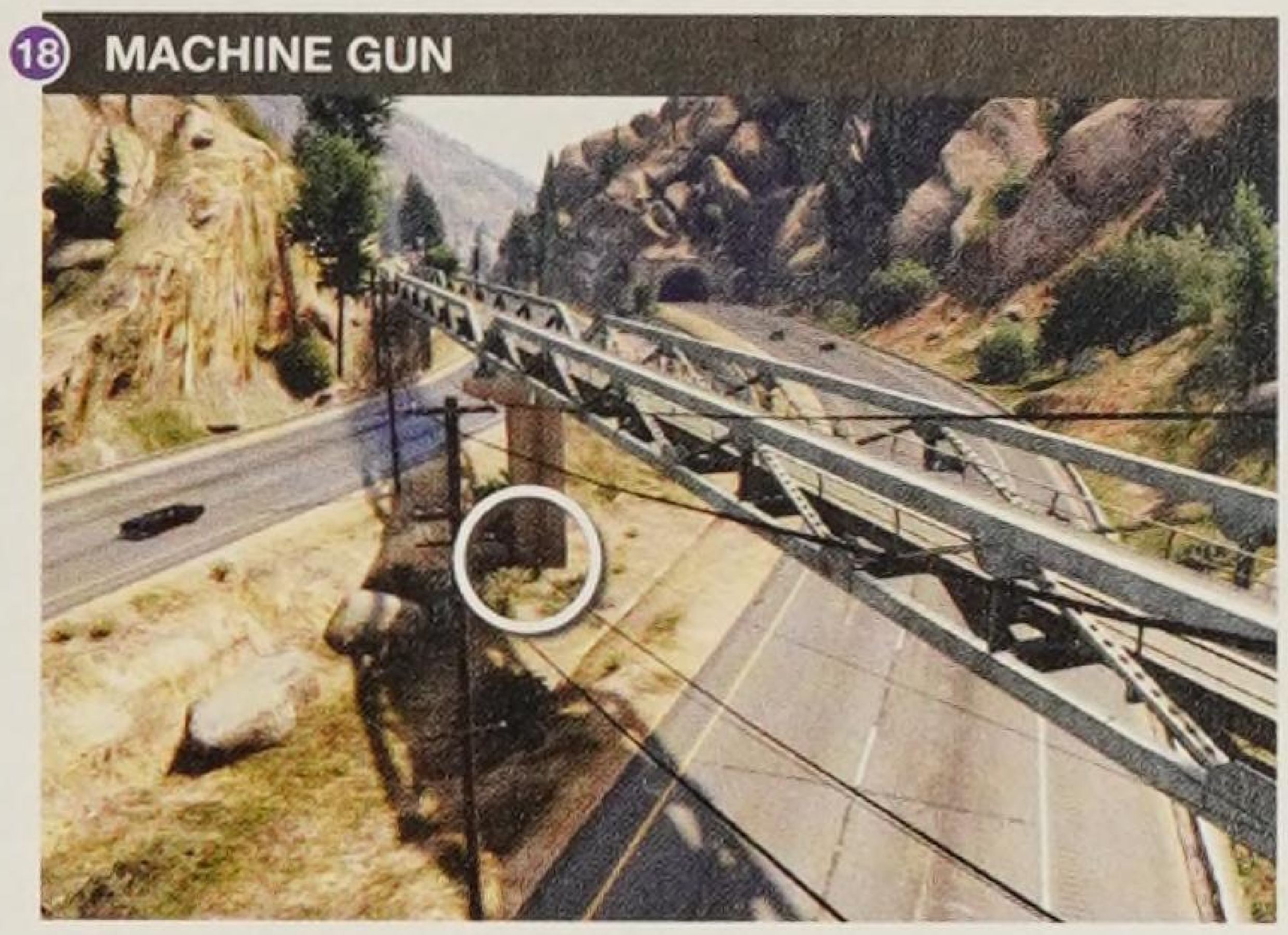
Beach Viewpoint, Paleto Bay: In front of the park bench.

⑰ MACHINE GUN



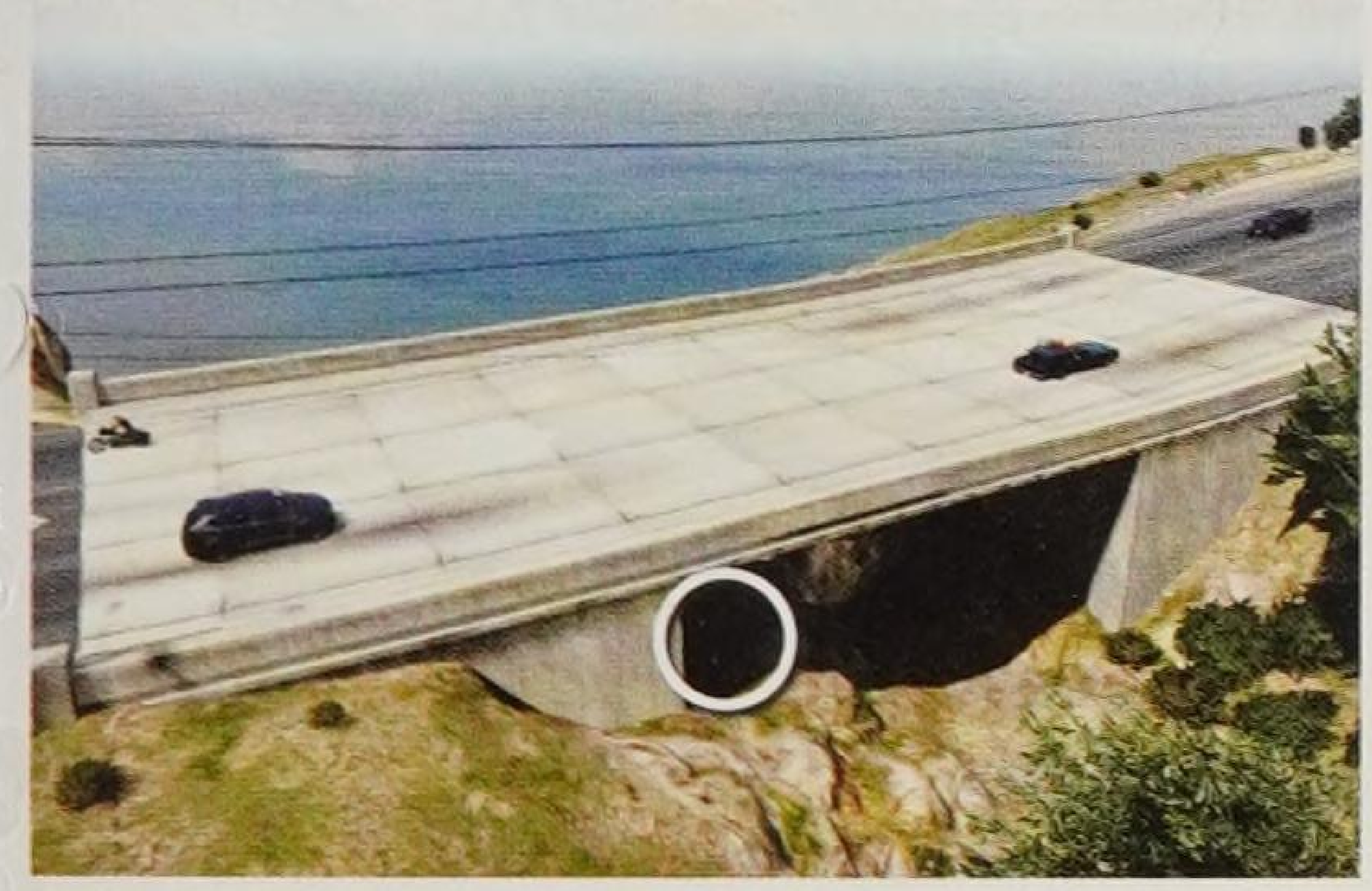
Bolingbroke Penitentiary: Central guard station catwalk; use building 9A stairs to reach it.

⑱ MACHINE GUN



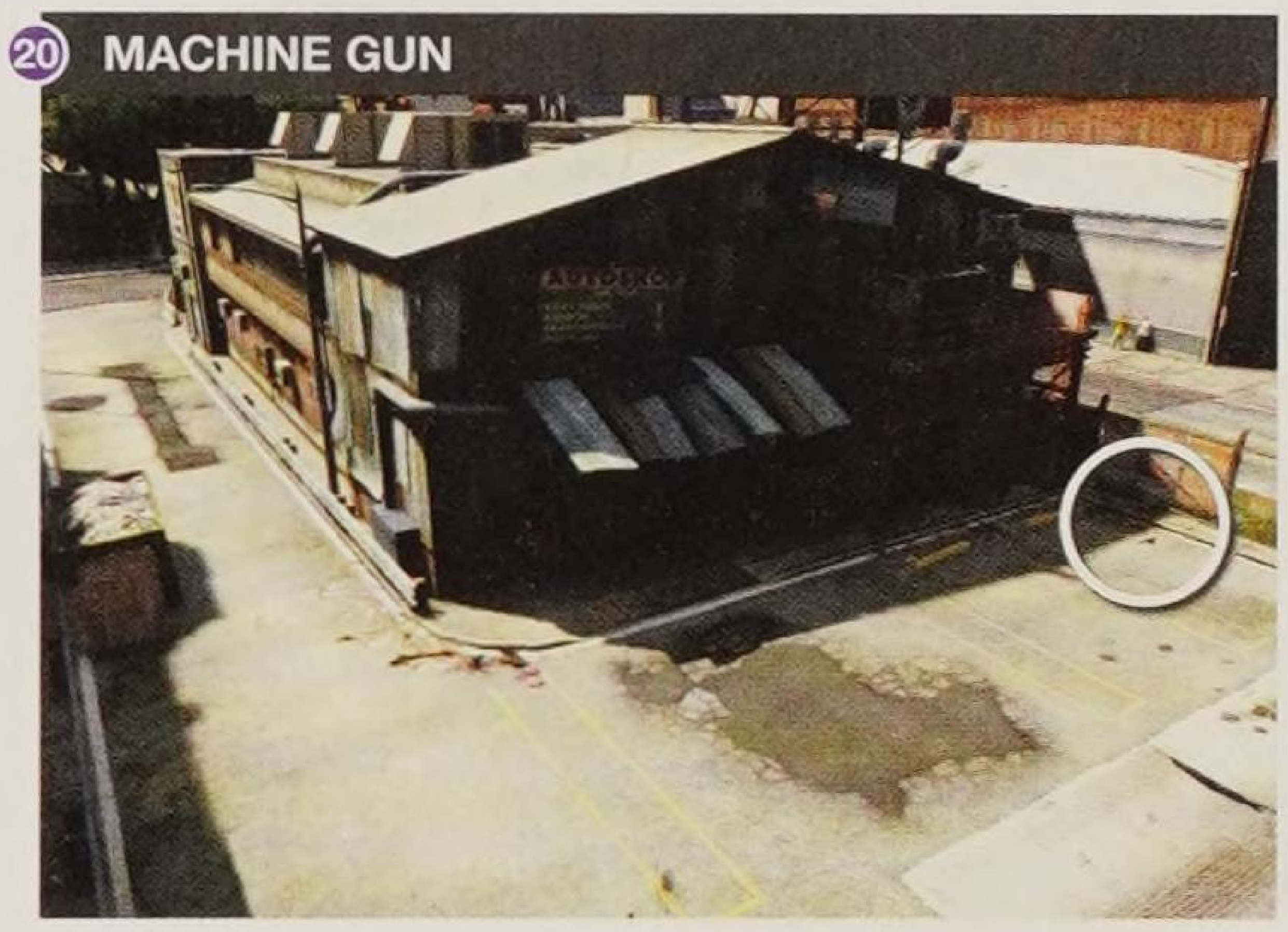
Mount Chiliad: Under the rail bridge.

⑲ MACHINE GUN



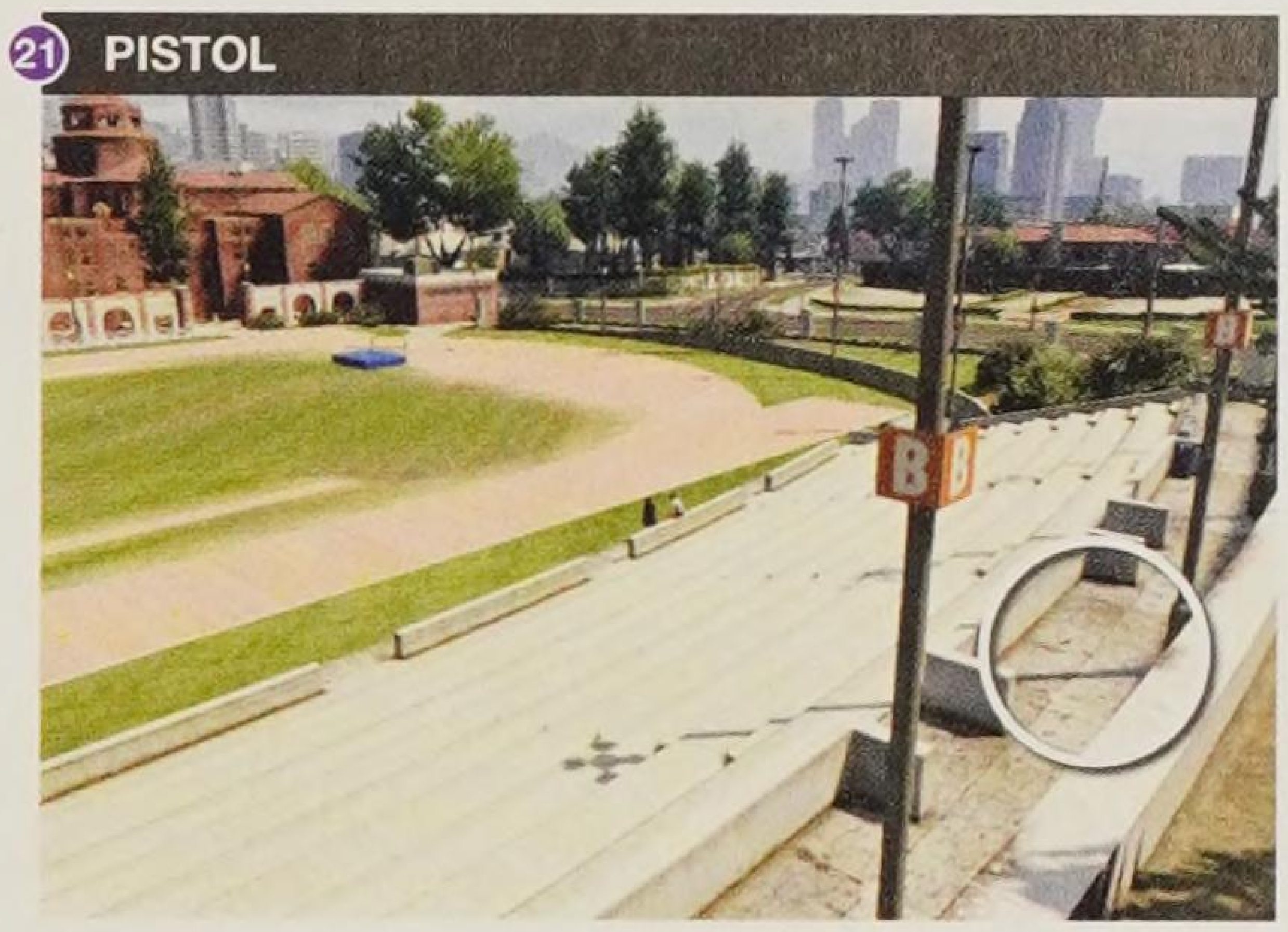
Tongva Hills: Under Highway 1 Bridge.

⑳ MACHINE GUN



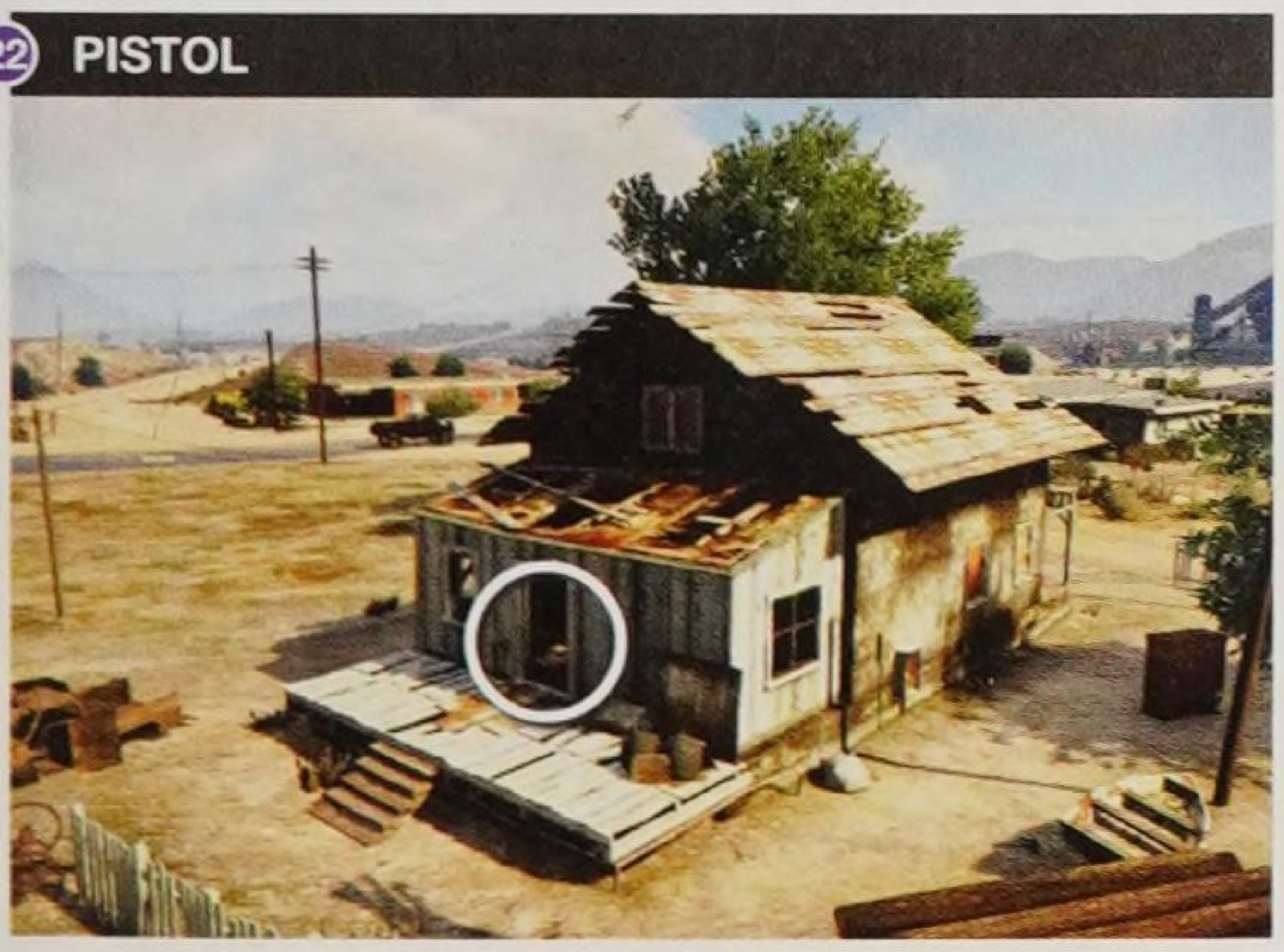
San Andreas: Vagos Gang house.

㉑ PISTOL



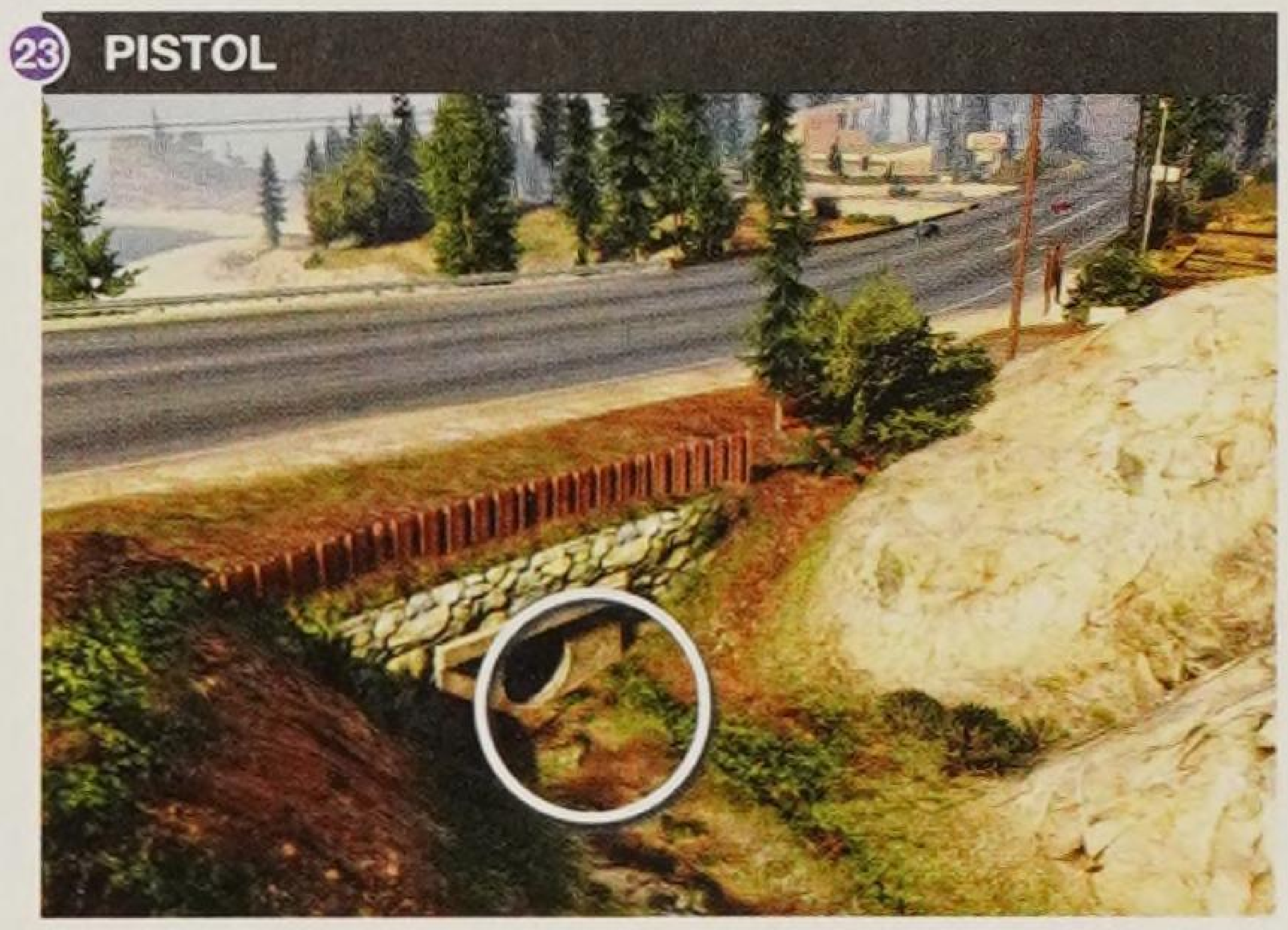
Richman: Bleachers at University Track & Field.

㉒ PISTOL



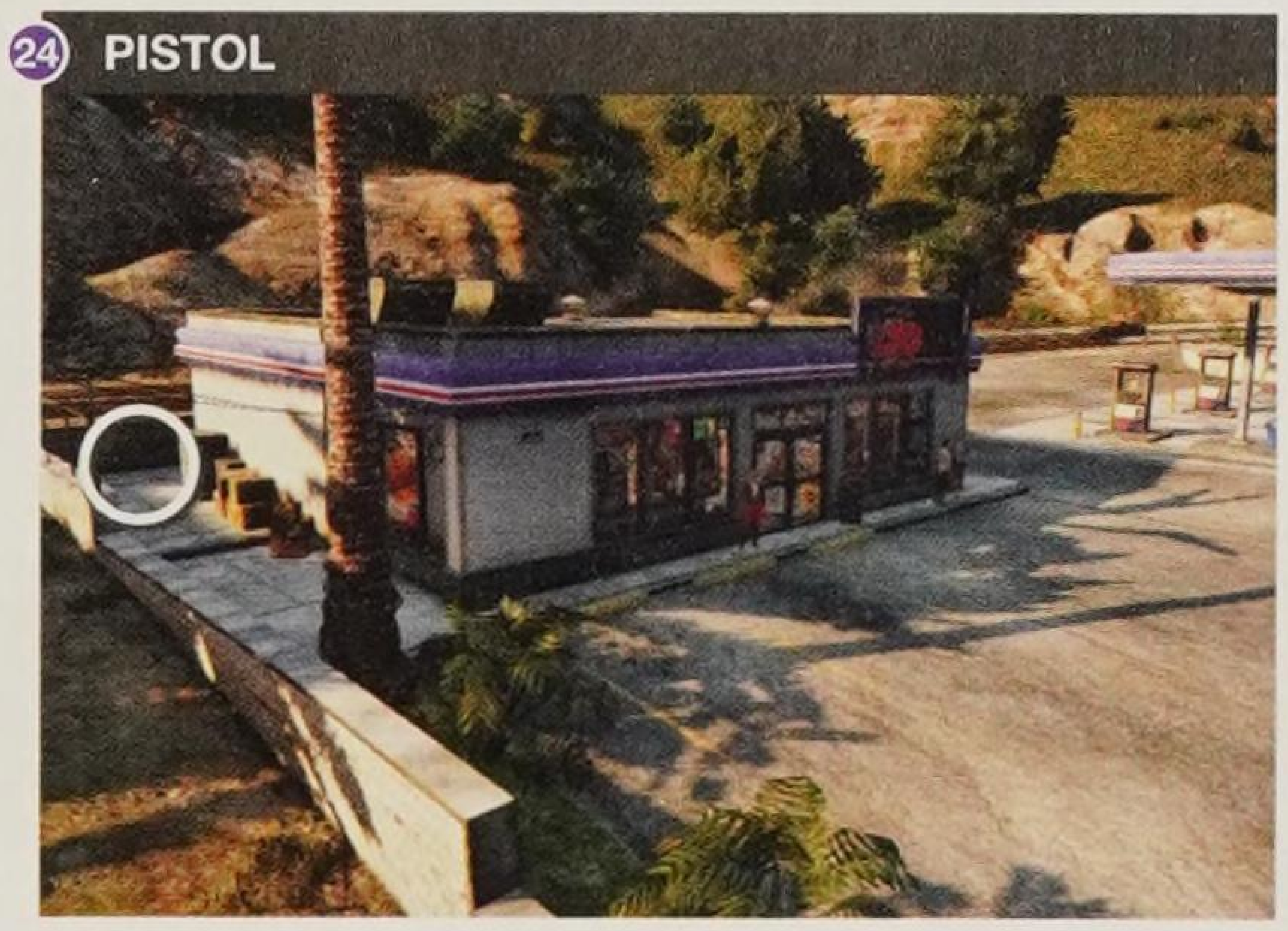
Joshua Road, Harmony: Back porch of burned-down house.

㉓ PISTOL



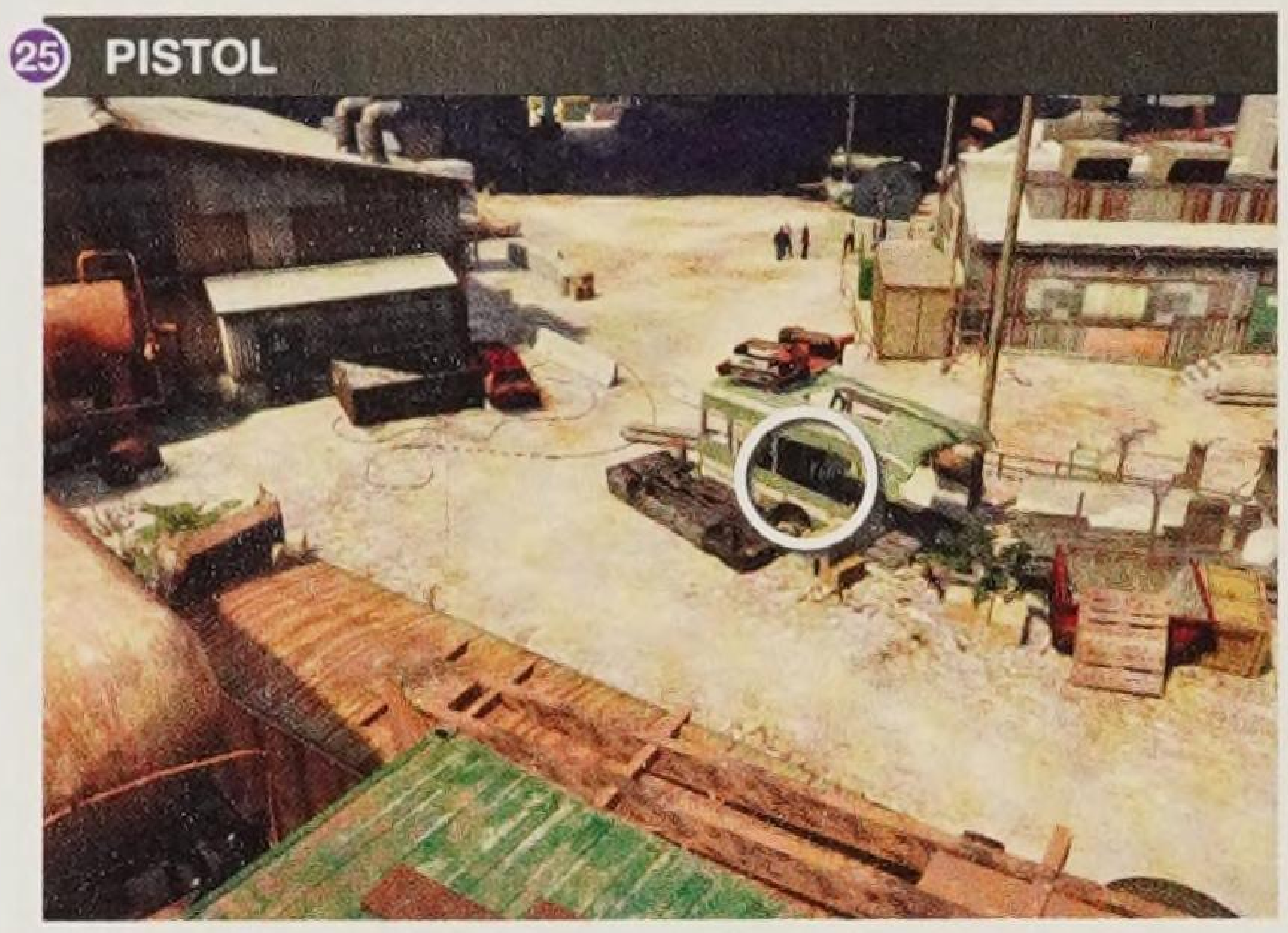
Paleto Forest: Next to roadside drain.

㉔ PISTOL



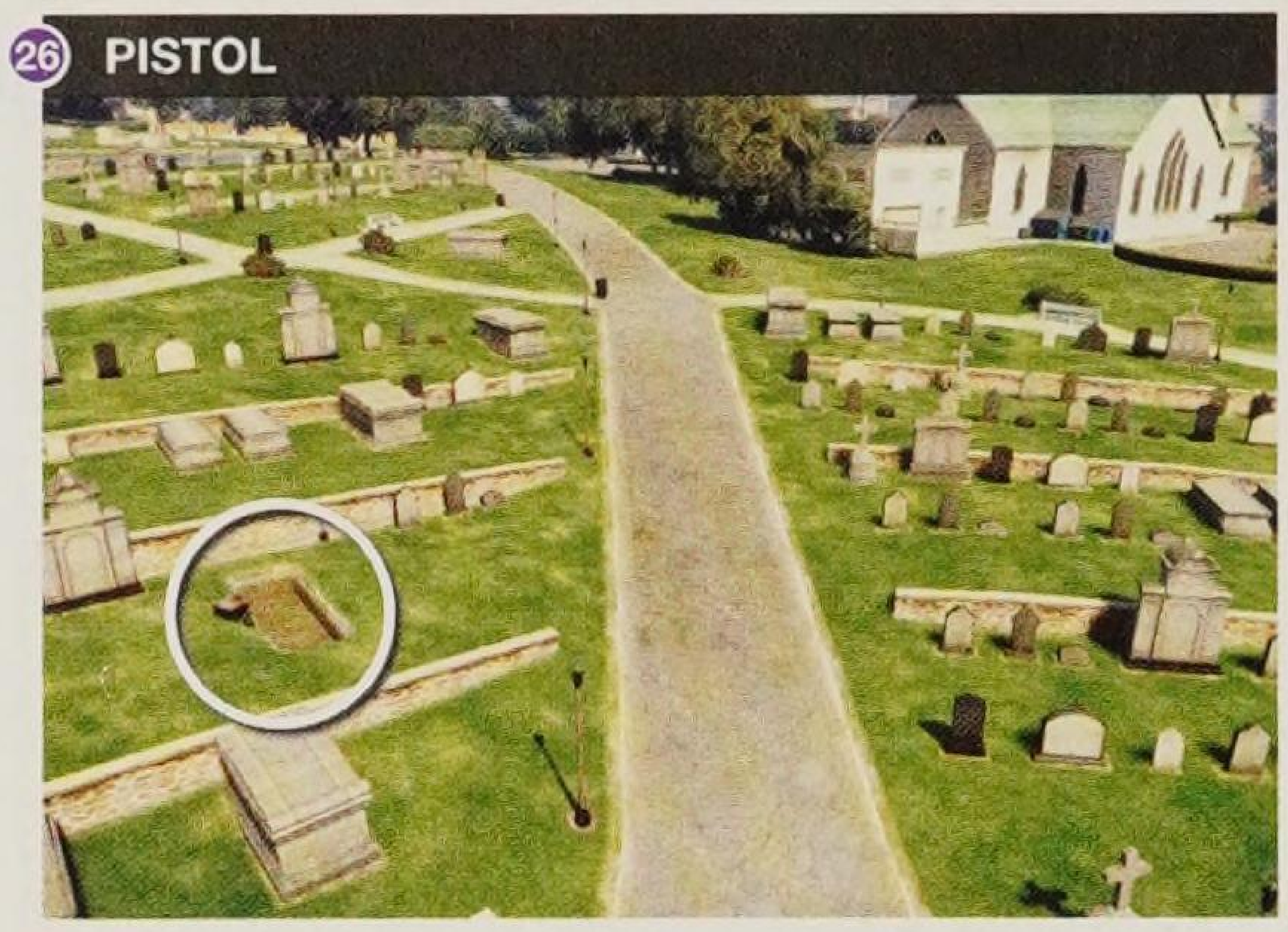
Richman Glen: Behind the gas station.

㉕ **PISTOL**



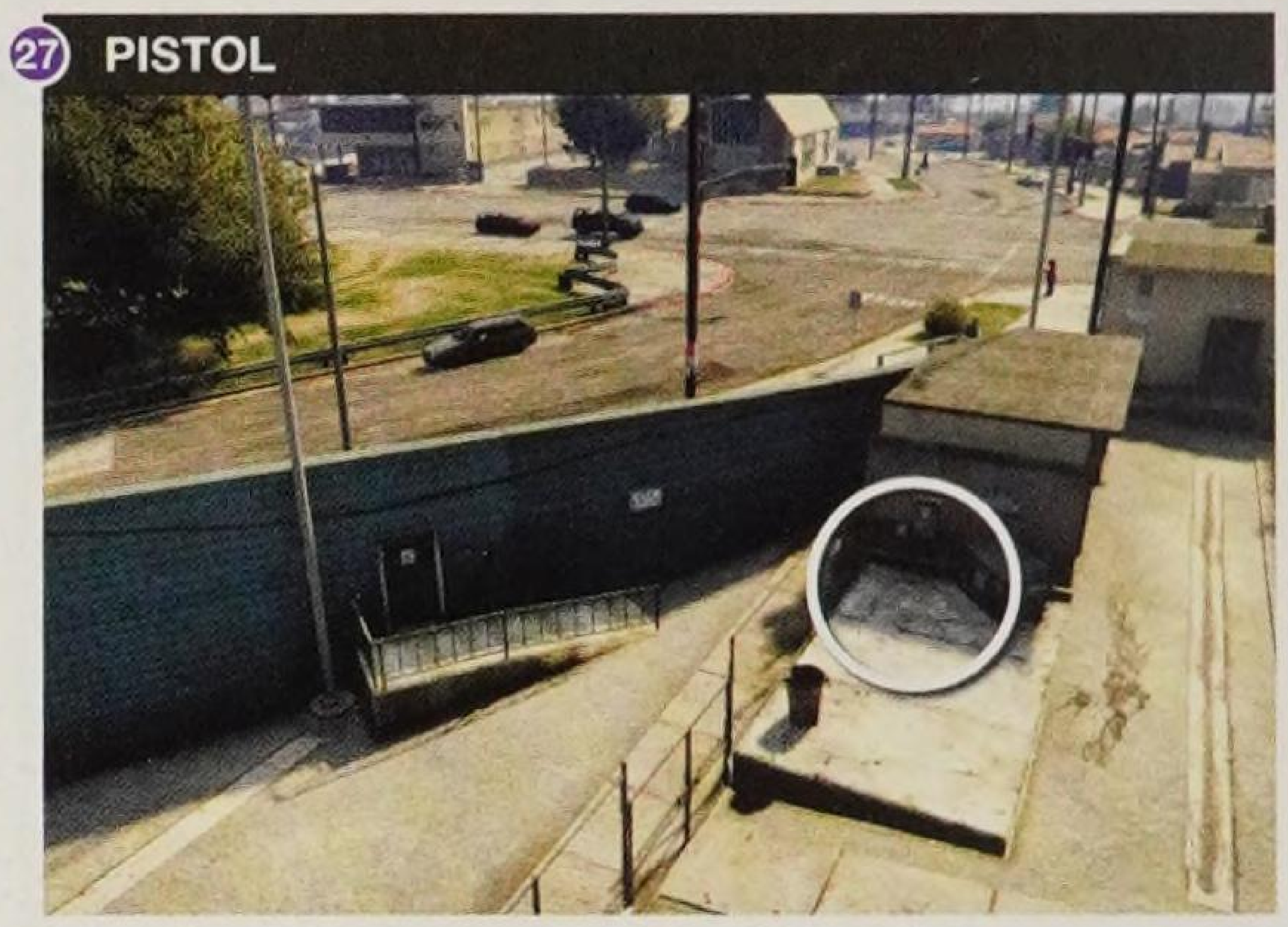
La Puerta: On wheel cover inside the junkyard bus.

㉖ **PISTOL**



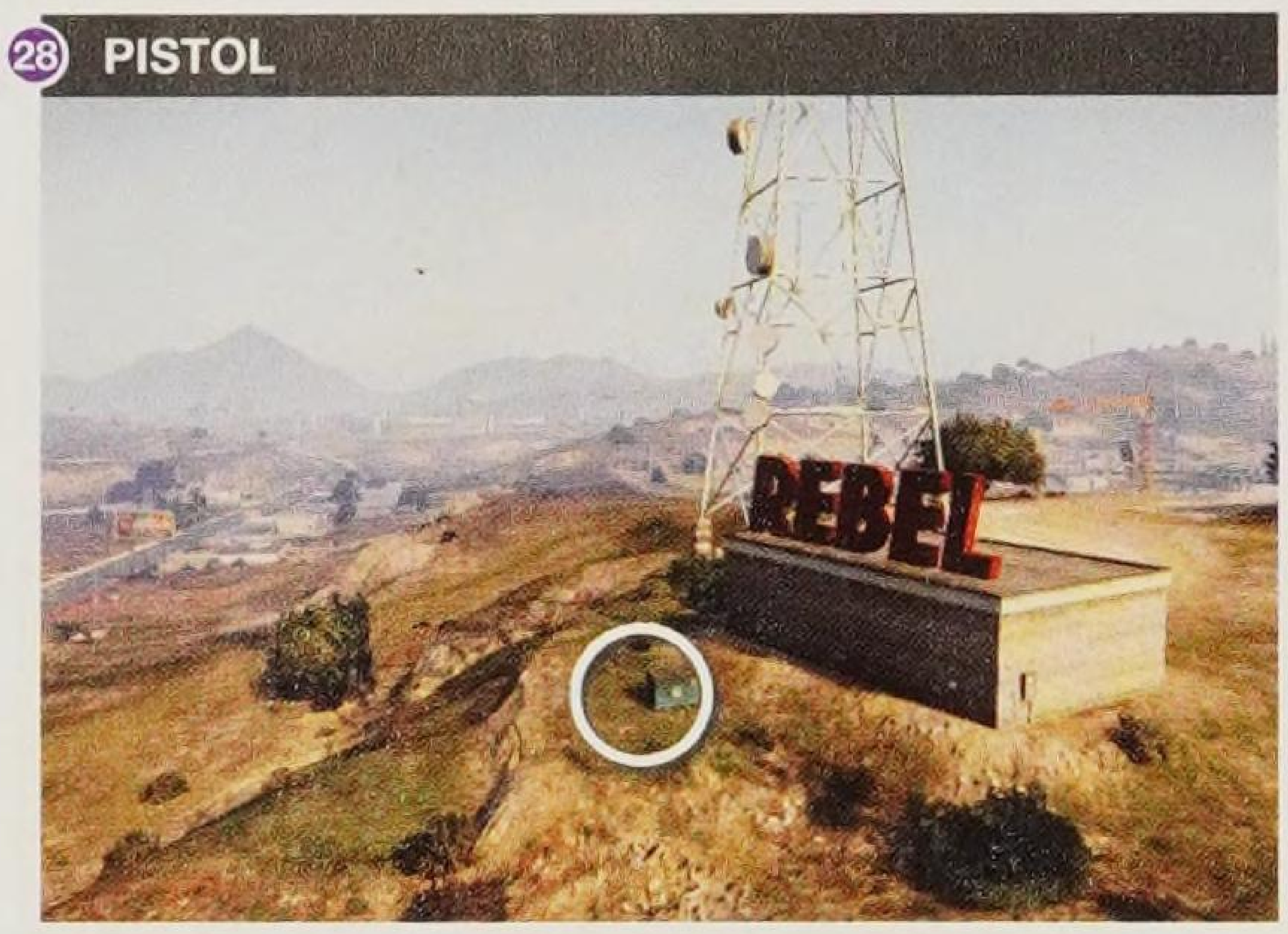
Pacific Bluffs: In open grave.

㉗ **PISTOL**



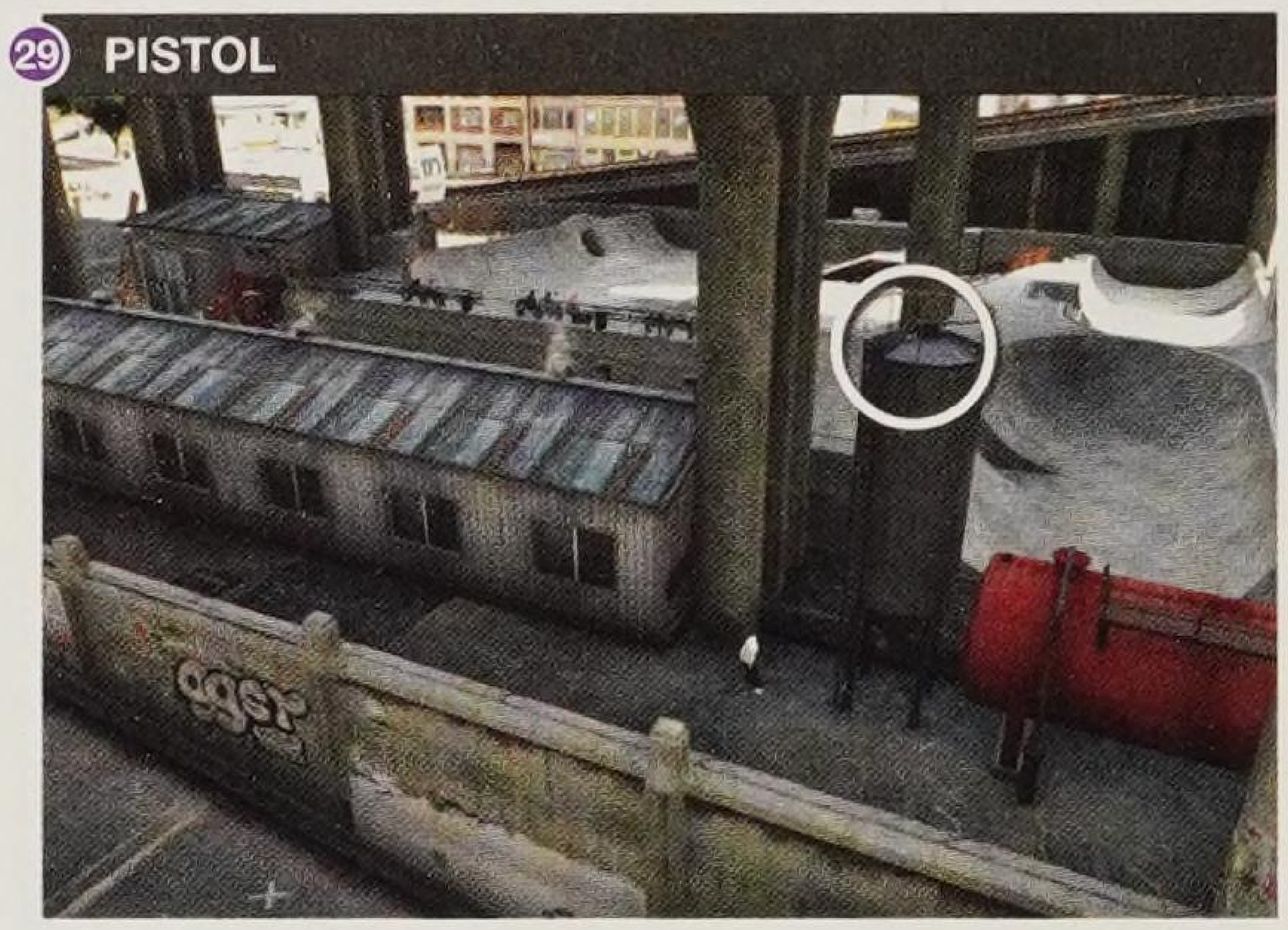
Rancho: Power station alleyway.

㉘ **PISTOL**



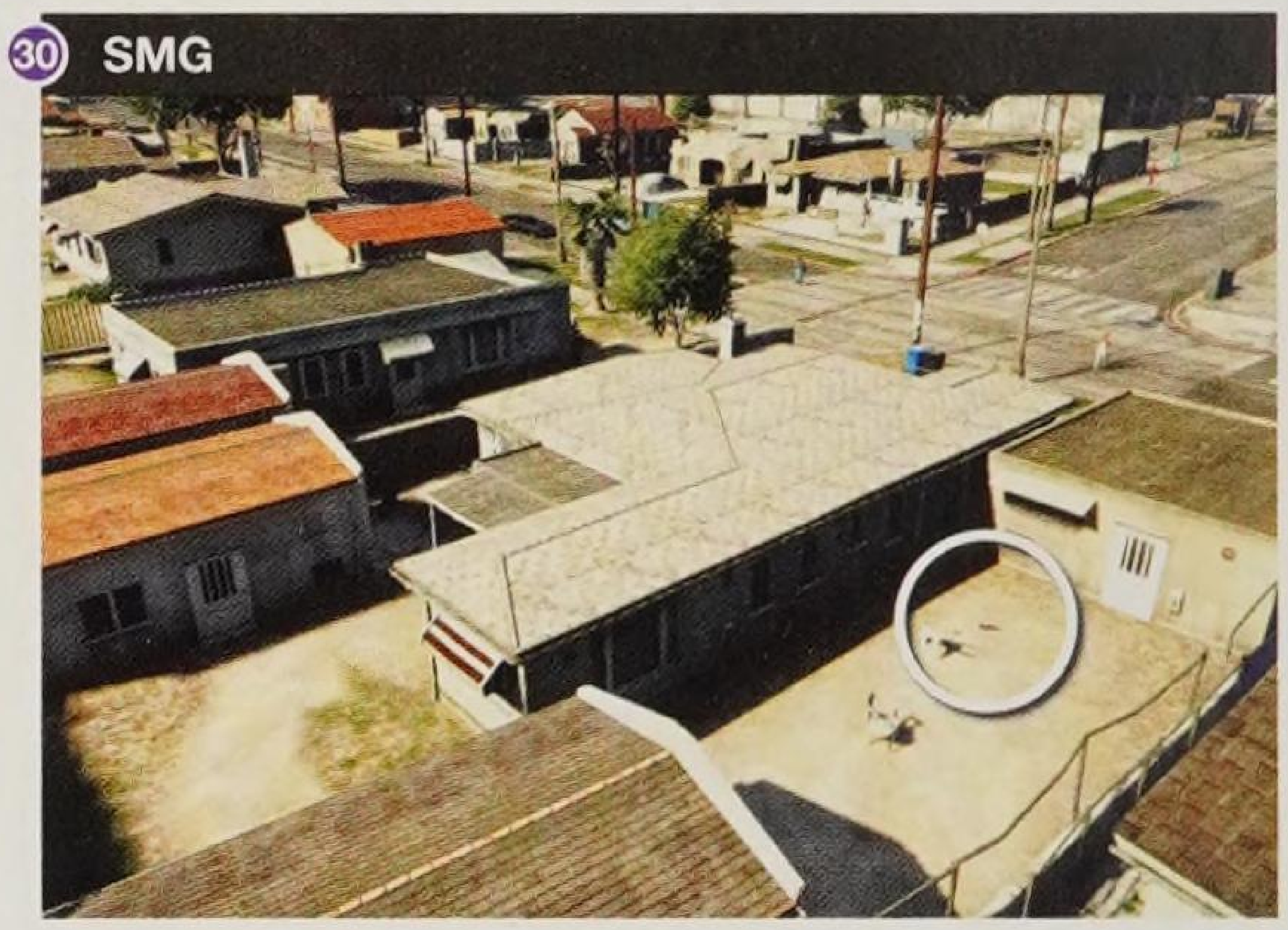
Grand Senora Desert: Beside radio station dumpster.

㉙ **PISTOL**



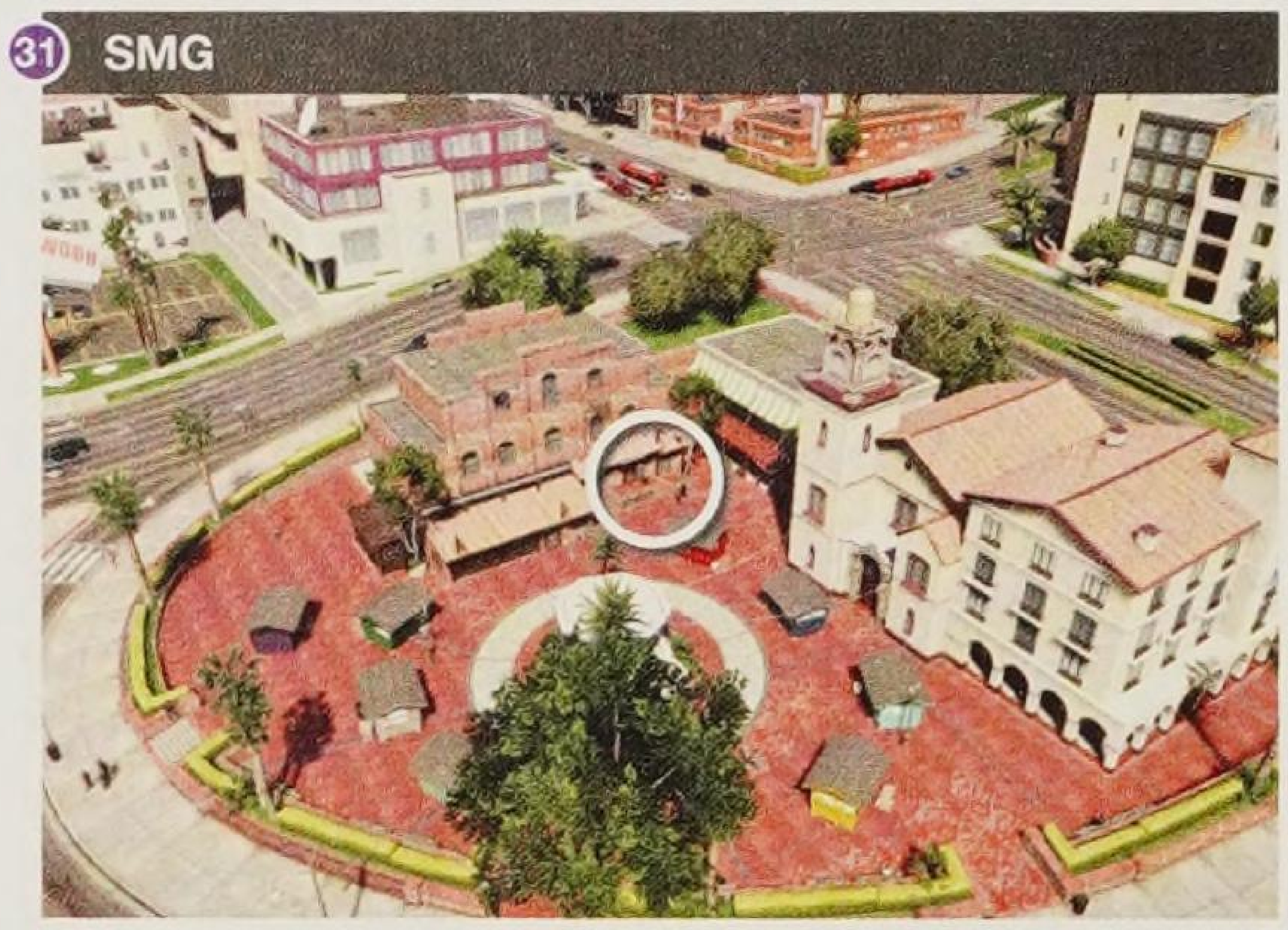
La Mesa: On train yard storage tank near skateboard park under the freeway.

㉚ **SMG**



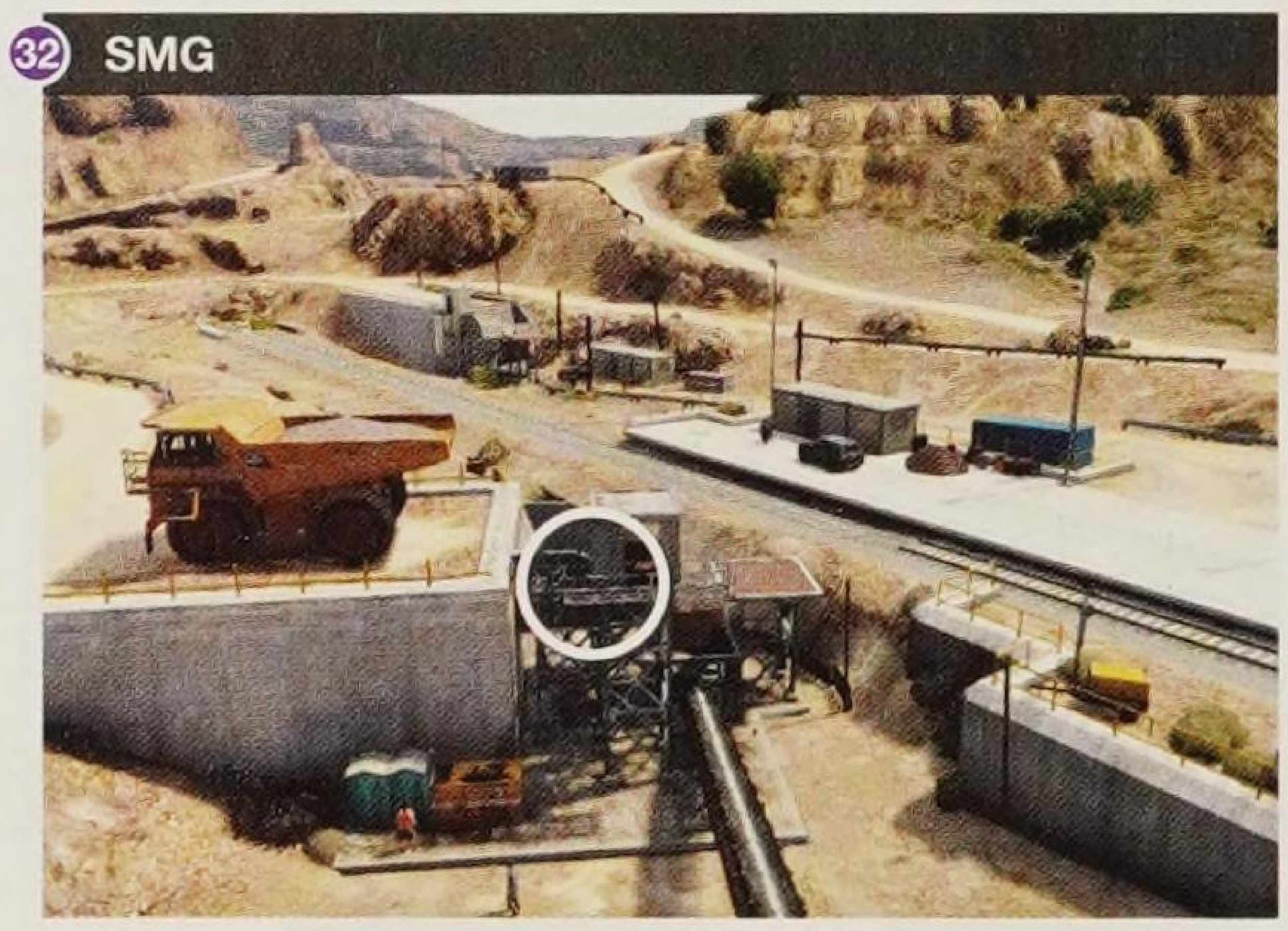
Davis: In Grove Street backyard.

㉛ **SMG**



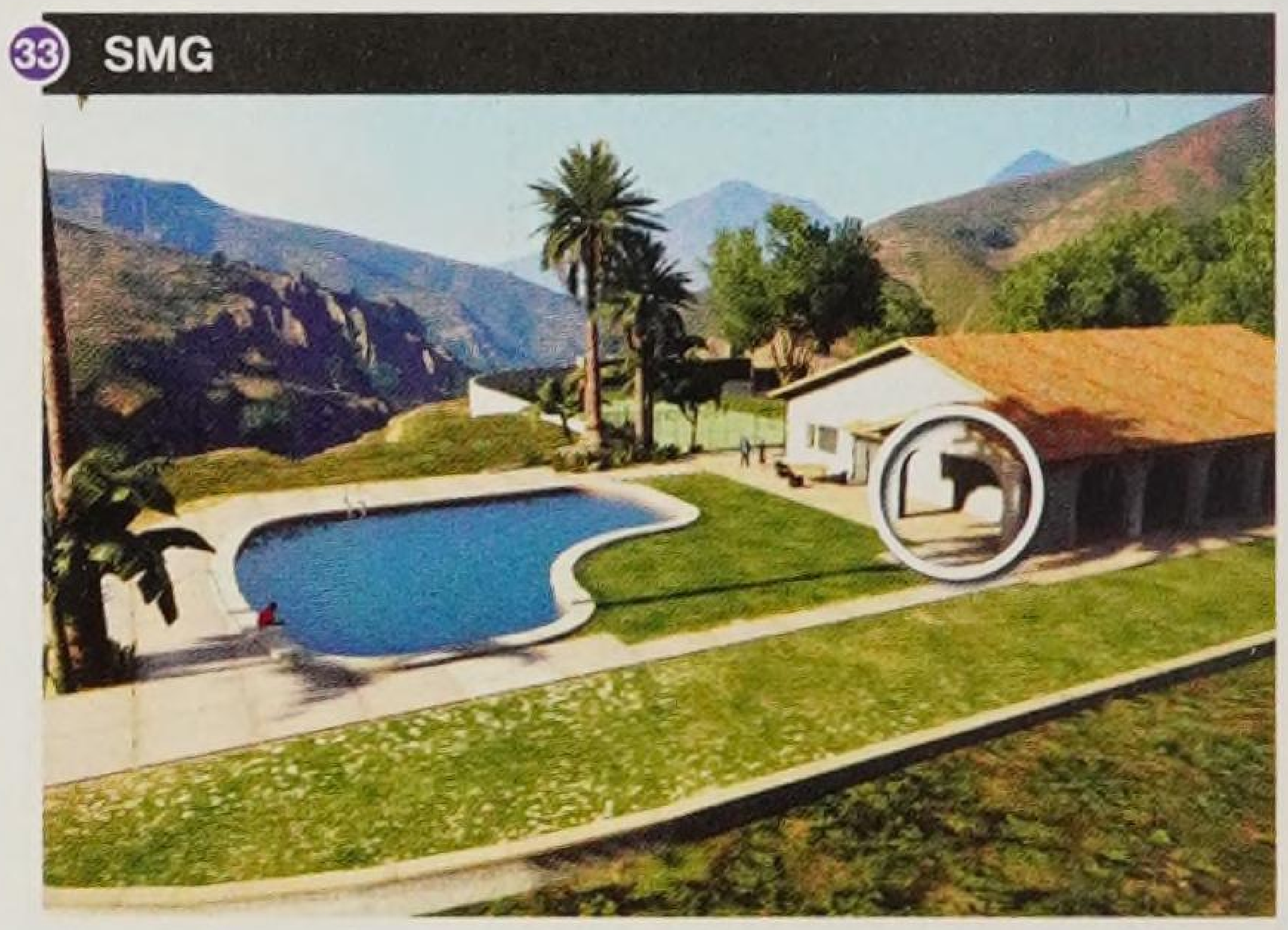
Alta: On the ground at El Café Rojo de Madera.

㉜ **SMG**



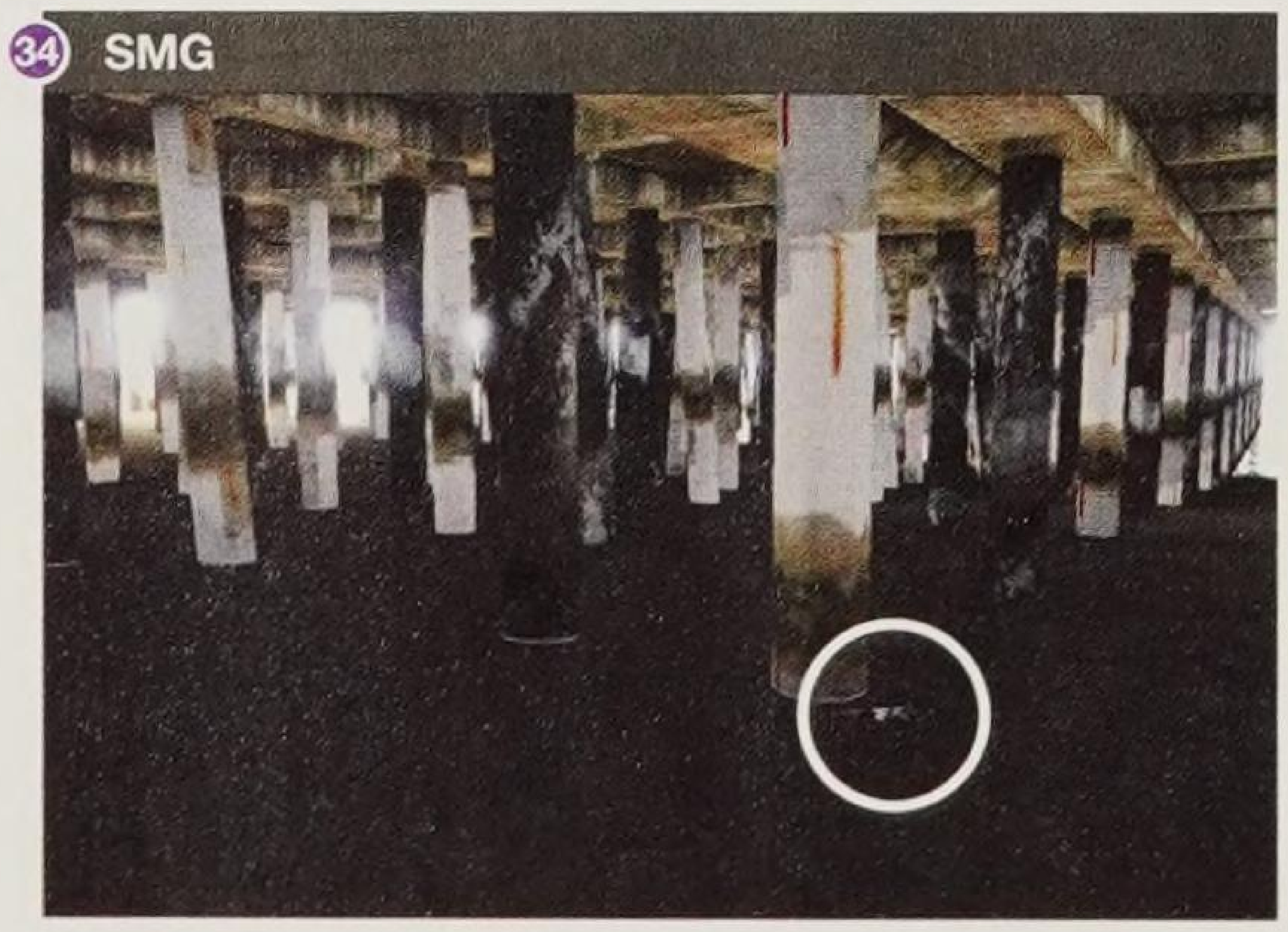
Davis Quartz: On the catwalk at the quarry.

㉝ **SMG**



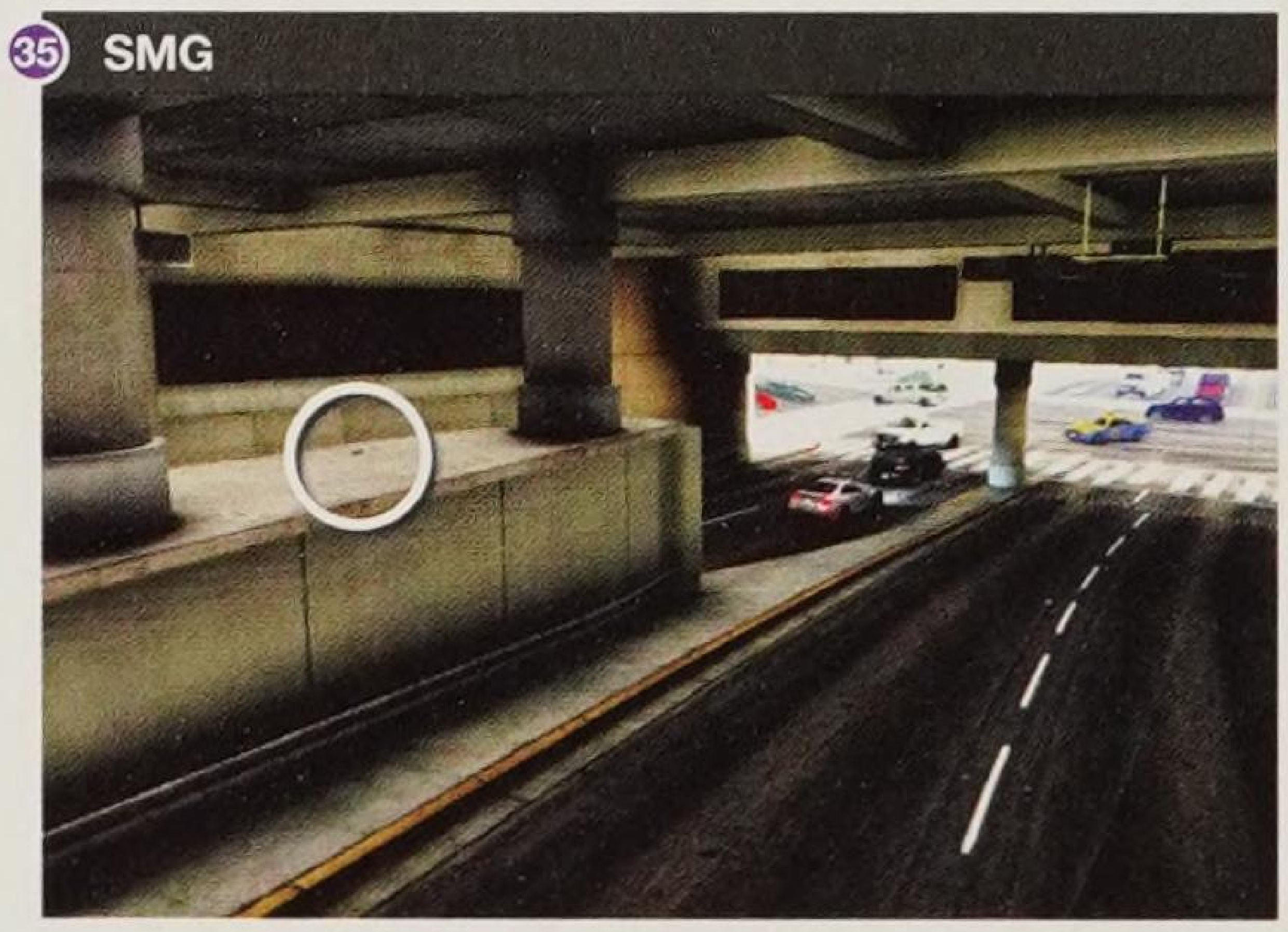
Rehab Center, Richman Glen: Under the covered sidewalk.

㉞ **SMG**



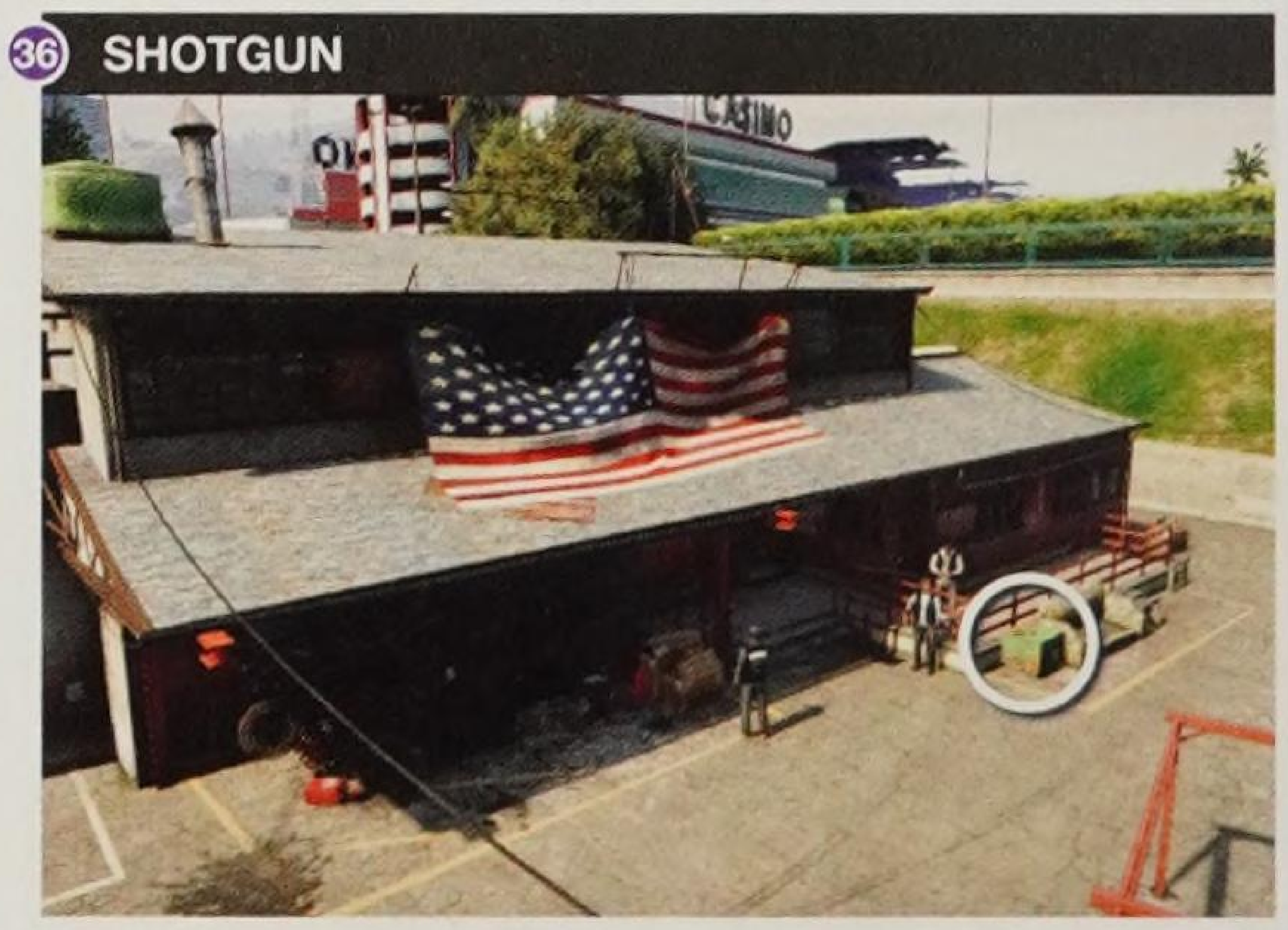
Del Perro Beach Pier: Under the pier.

㉟ **SMG**



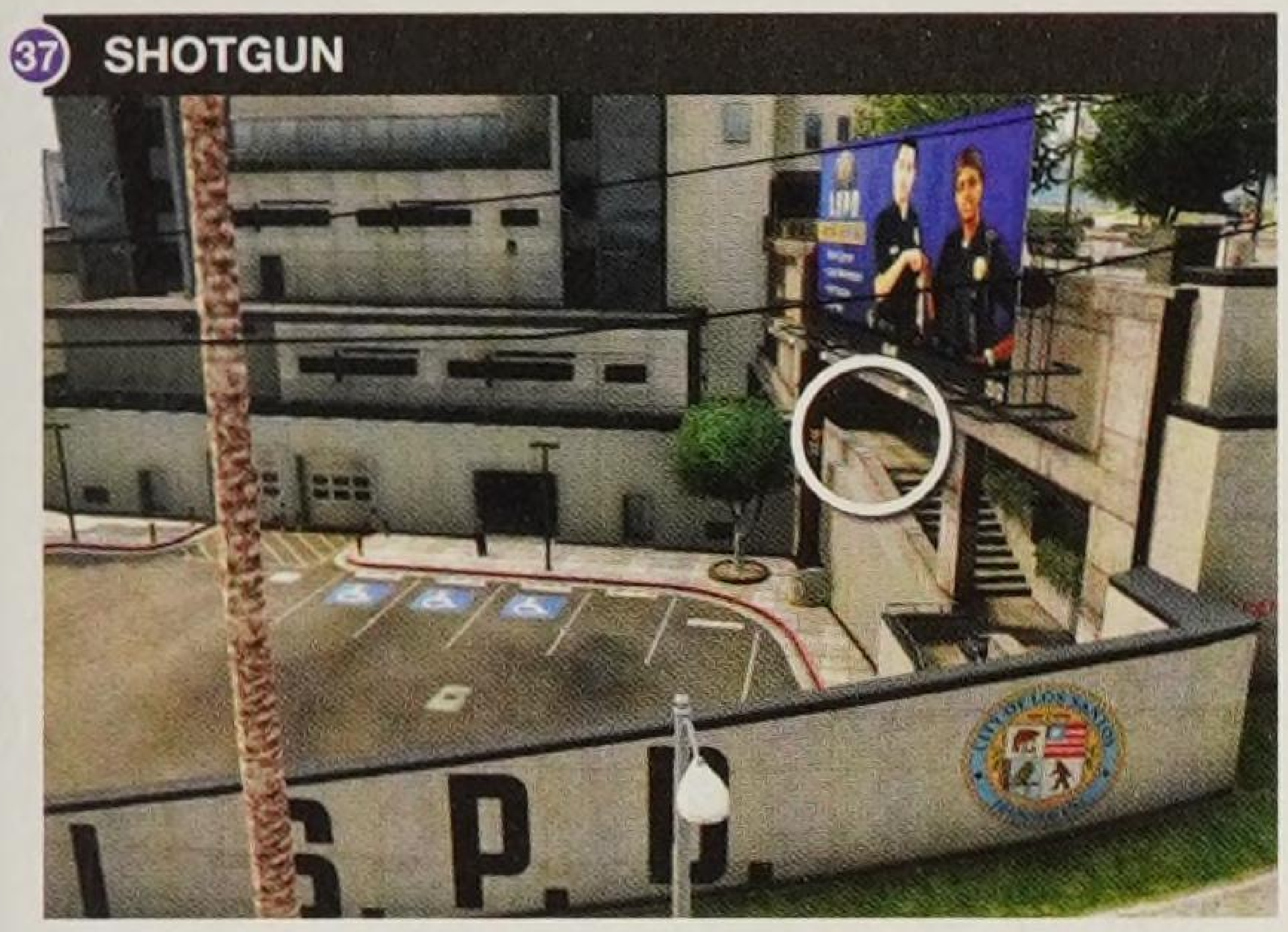
Rockford Plaza, Burton: On the median under Rockford Plaza.

㊱ **SHOTGUN**



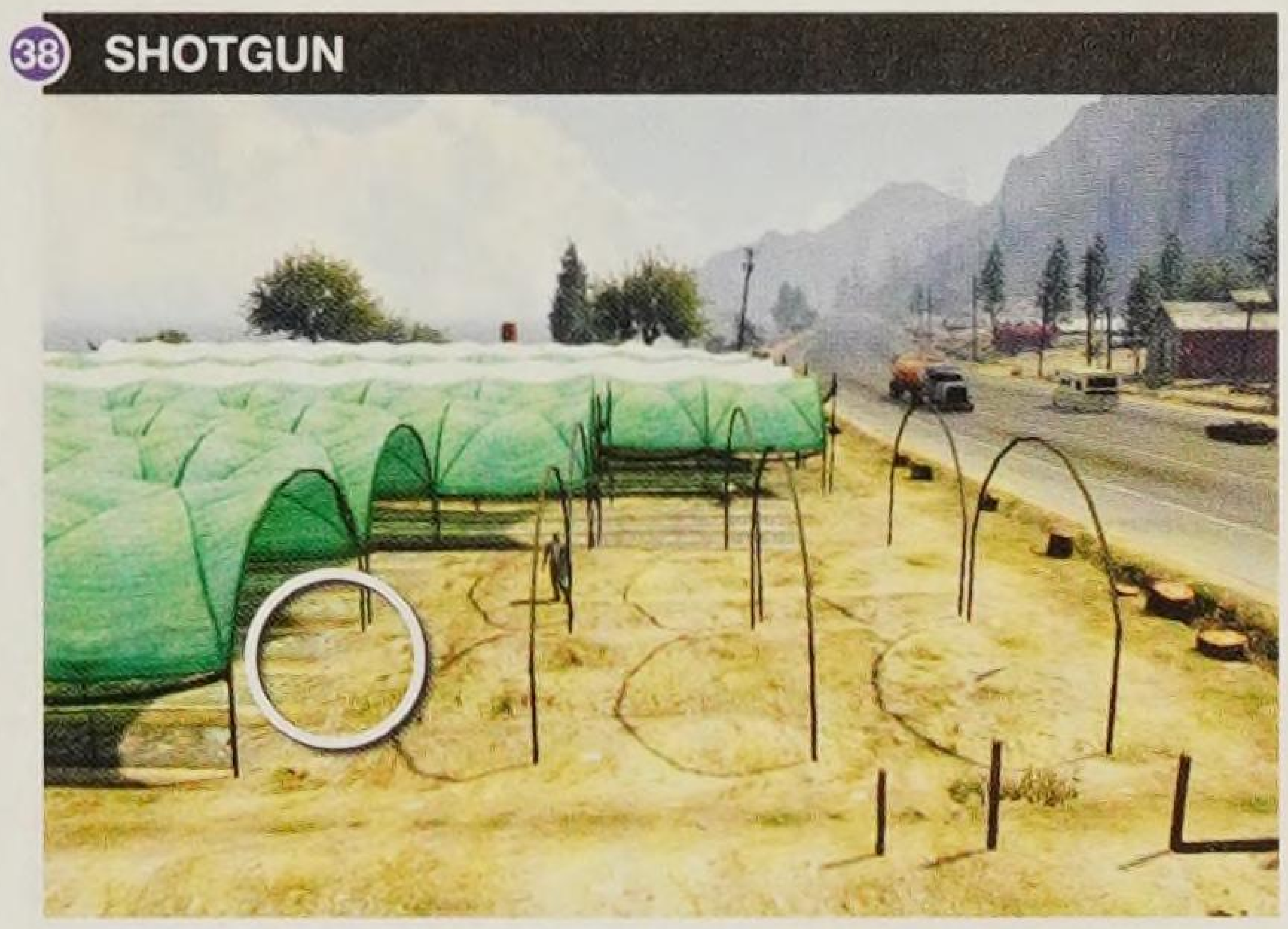
Lost Clubhouse, East Vinewood: On a crate next to the couch outside the clubhouse.

㊲ SHOTGUN



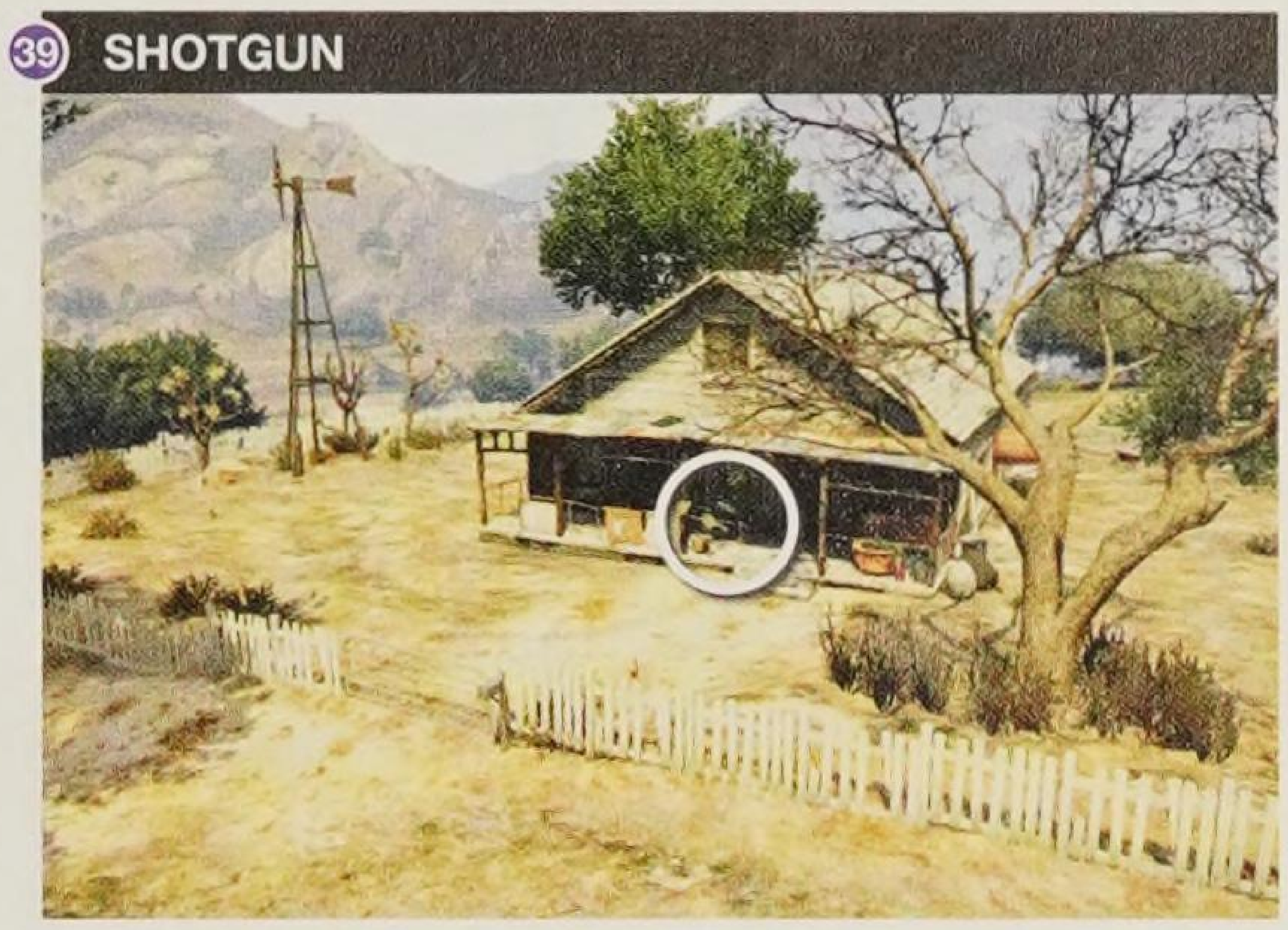
Vespucci Police Car Park: On this stairwell.

㊳ SHOTGUN



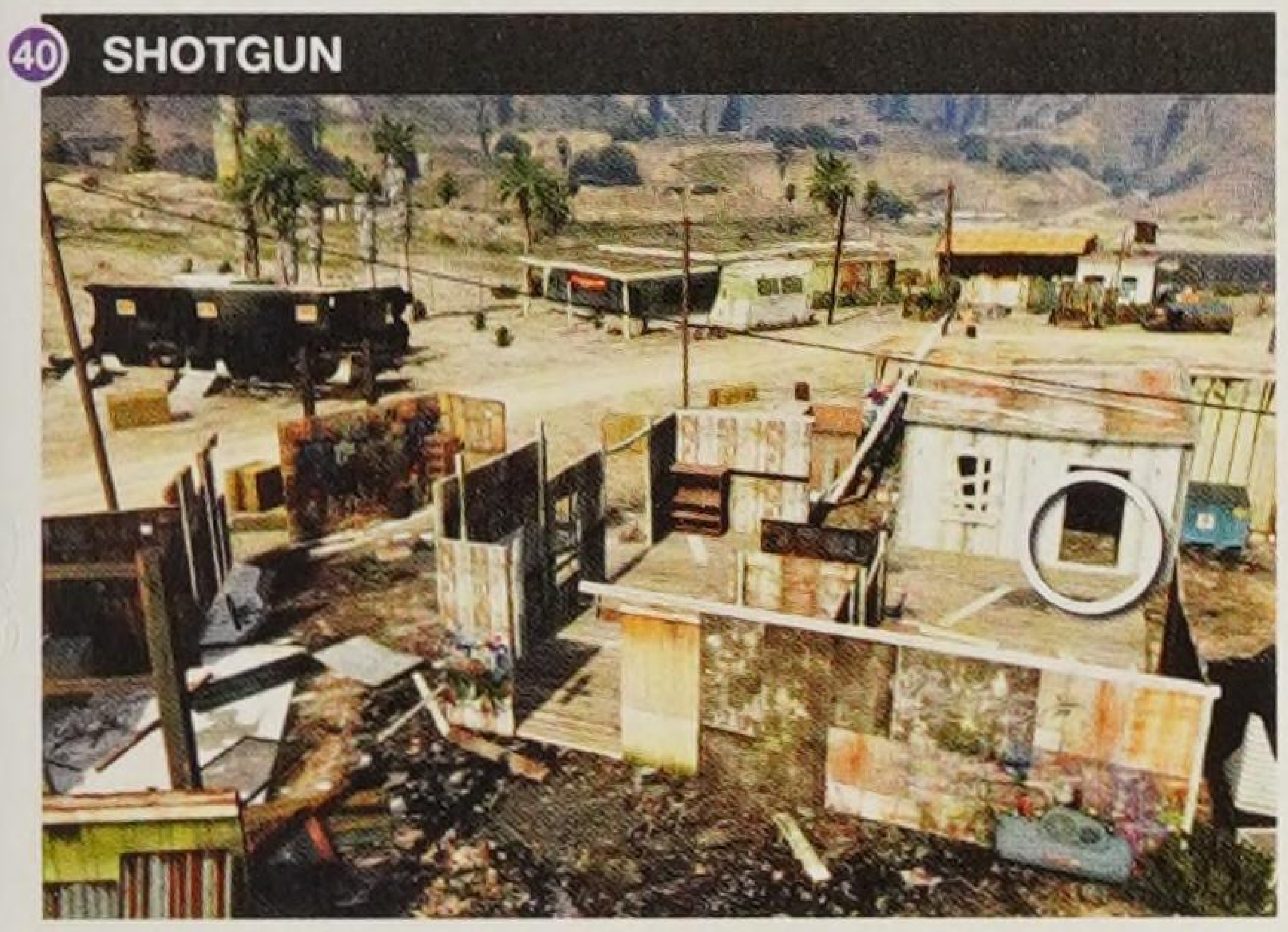
Paleto Bay: At the end of this crop row.

㊴ SHOTGUN



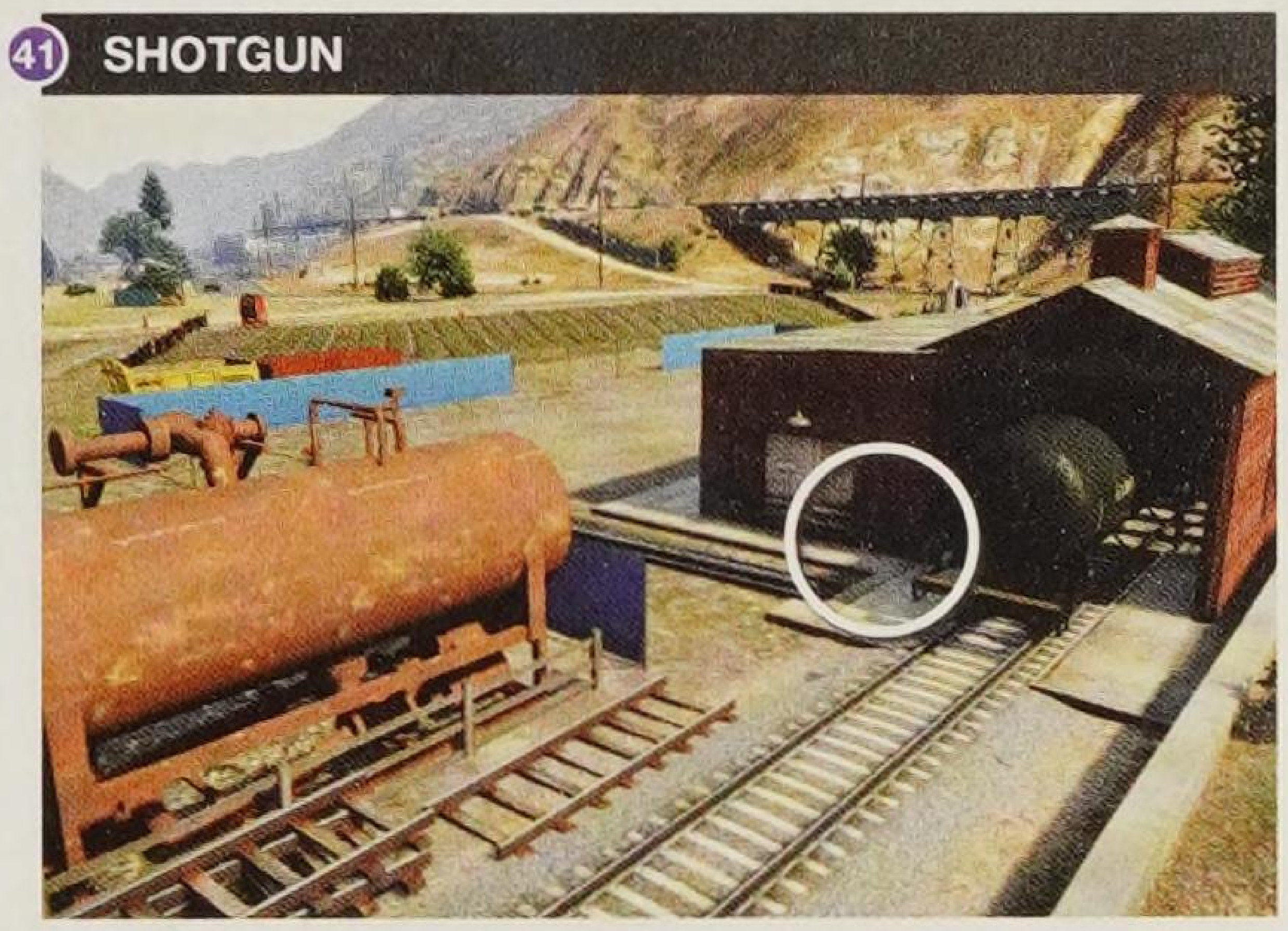
Grand Senora Desert: On the porch of this house.

㊵ SHOTGUN



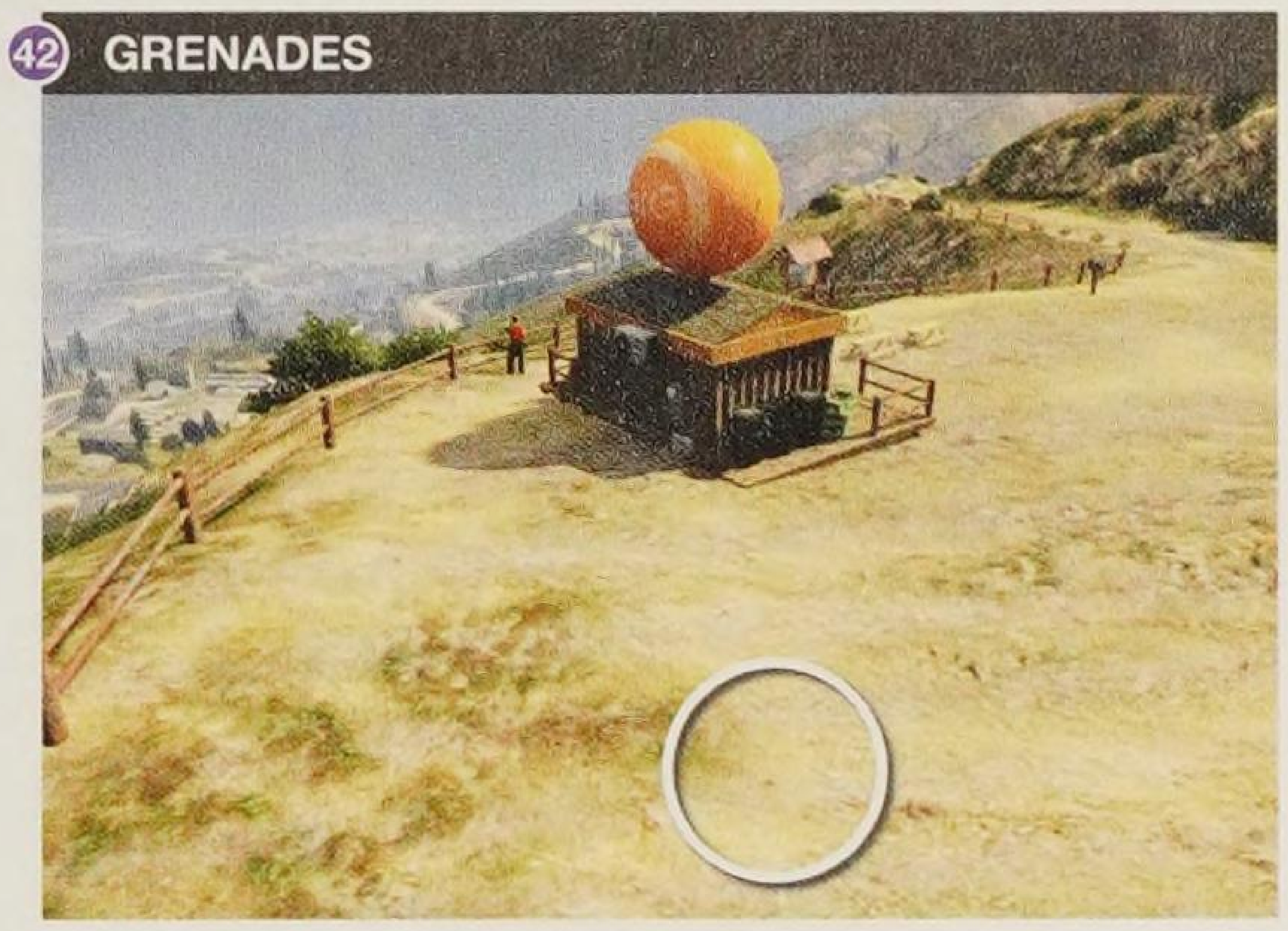
Stab City: Inside Lost trailer park shack.

㊶ SHOTGUN



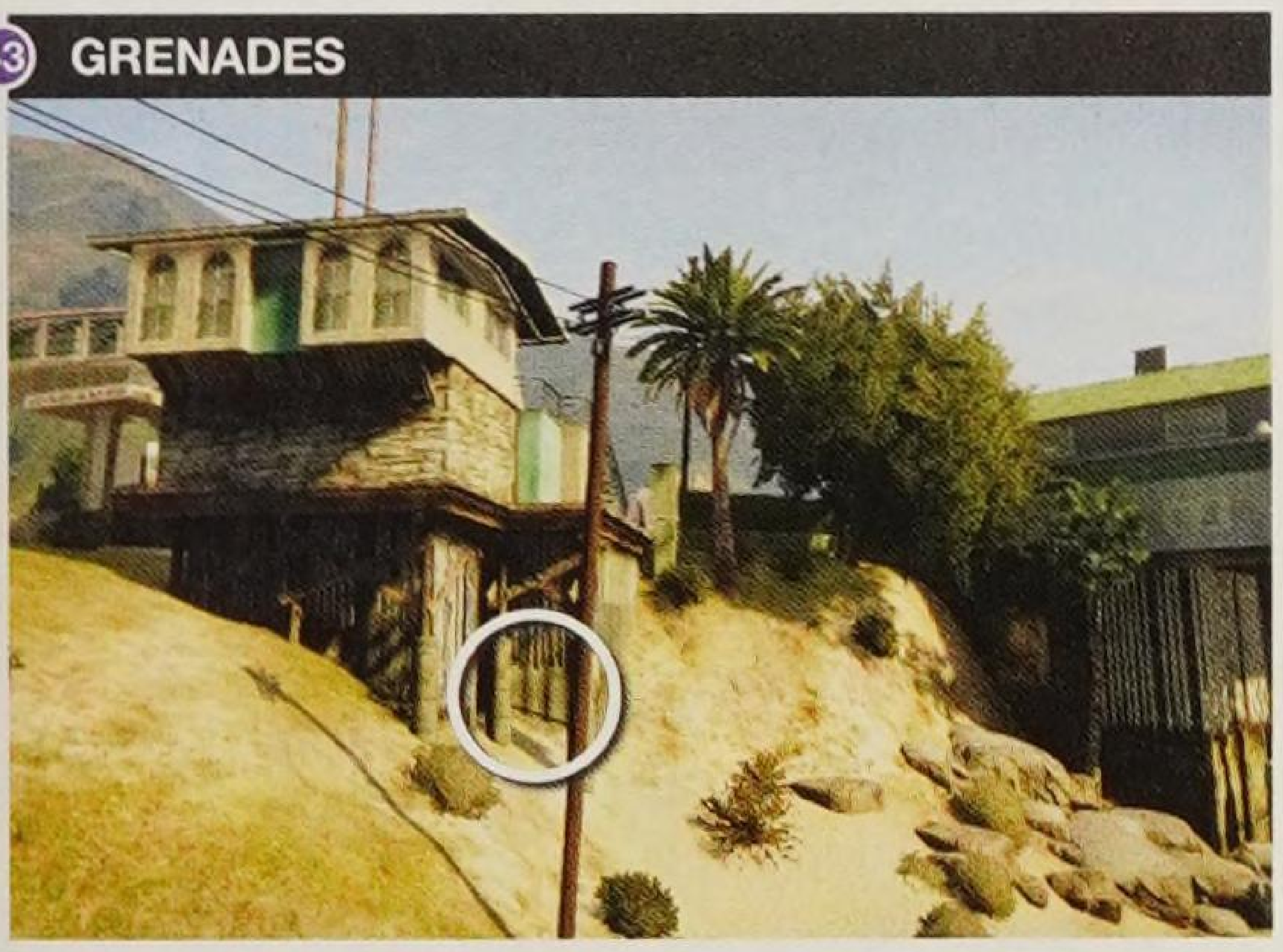
San Chianski Mountain Range: Outside the rail cabin.

㊷ GRENADES



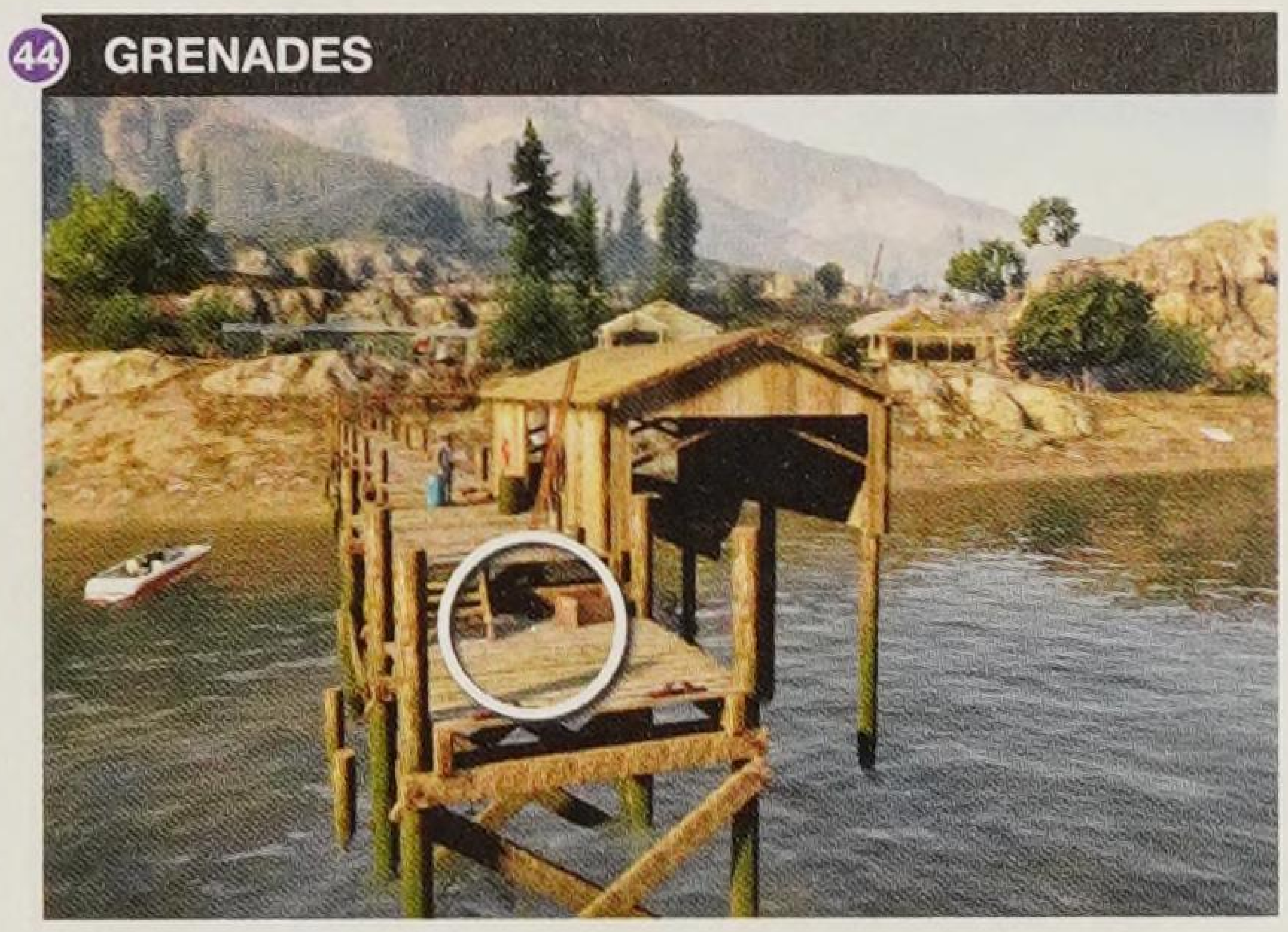
Vinewood Hills: Behind the Big Orange juice stand at the vista point.

㊸ GRENADES



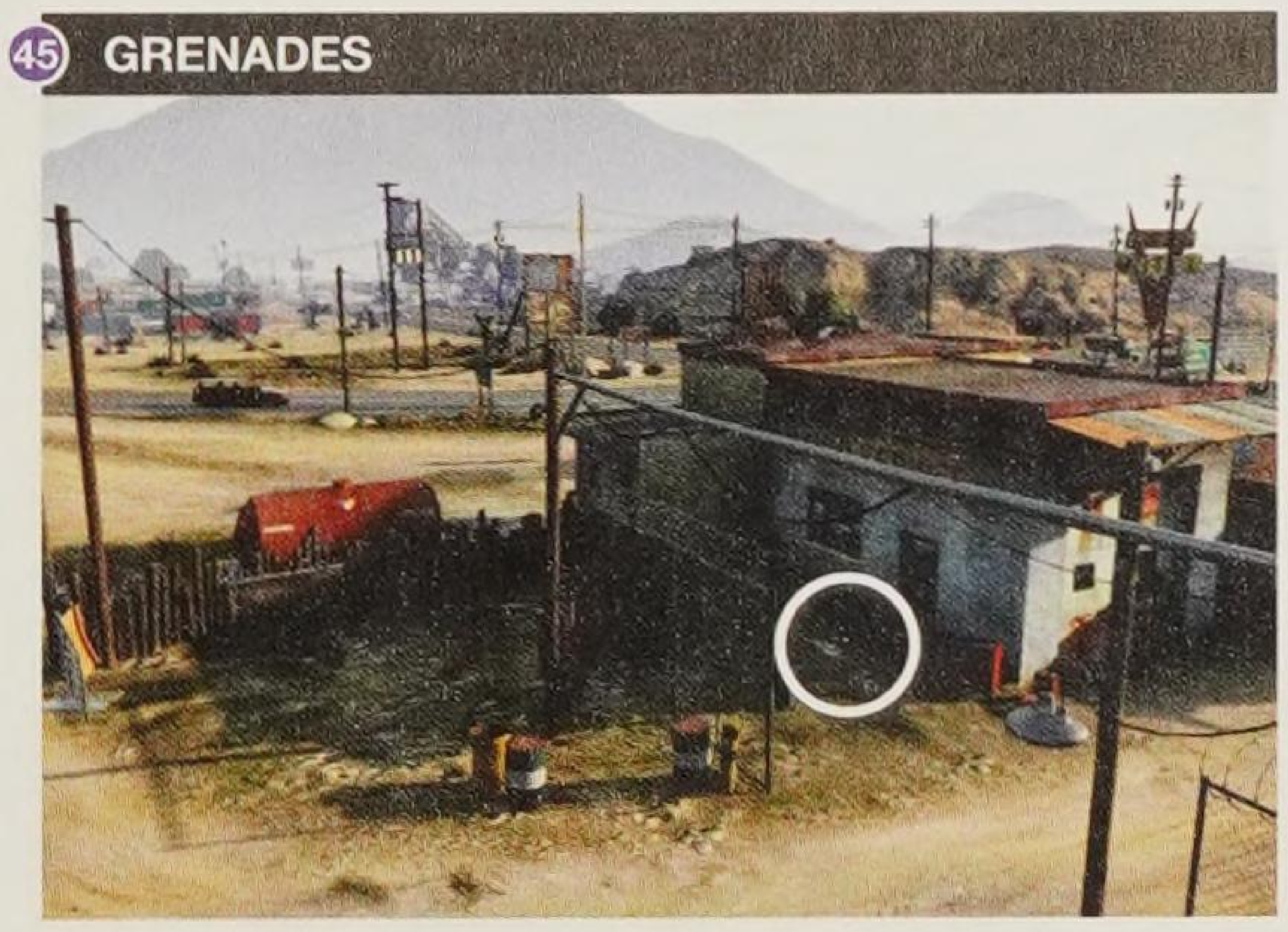
Under Chumash beach house: Between the supports of the beach front house.

㊹ GRENADES



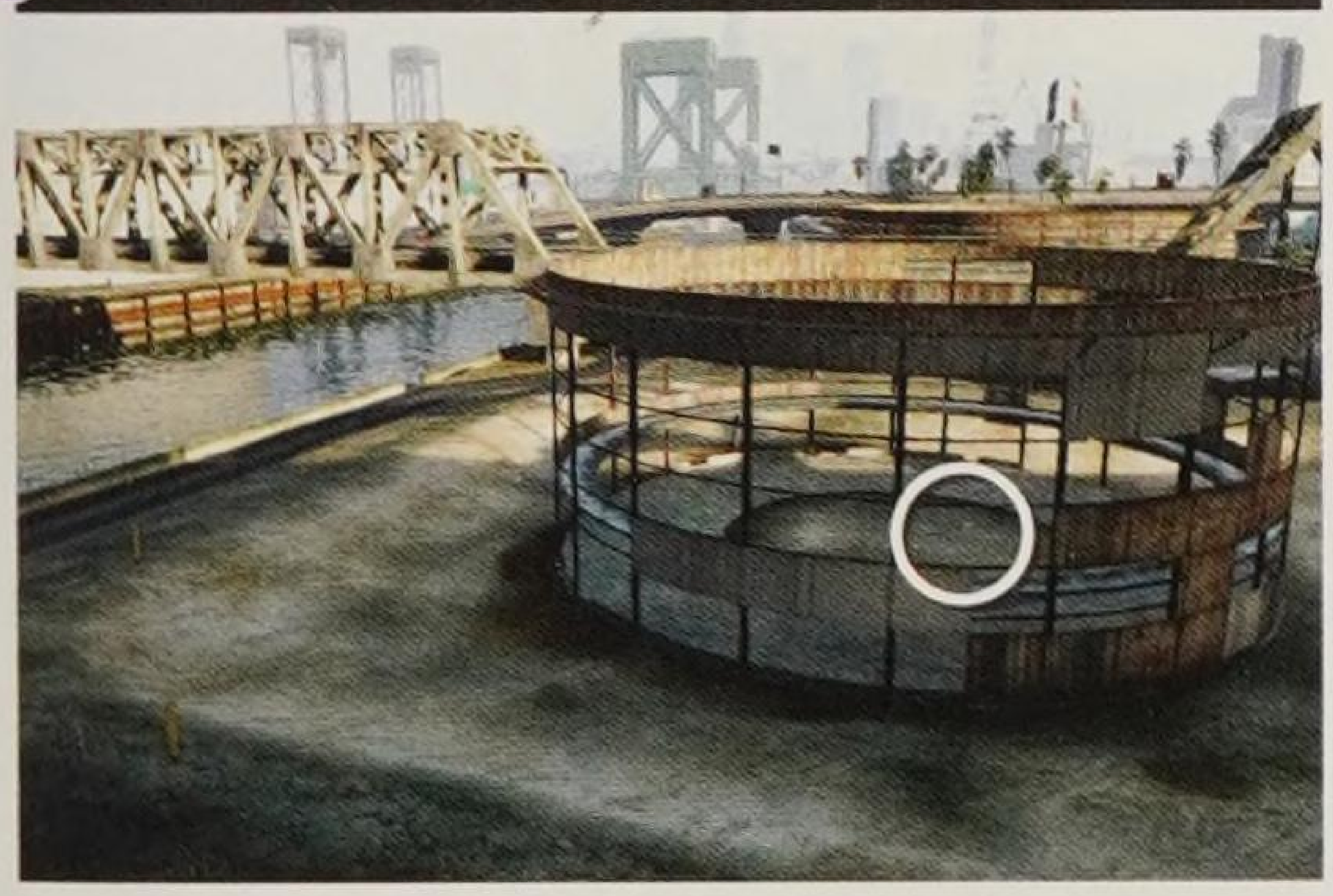
Alamo Sea: End of jetty (blast fishing, anyone?).

㊺ GRENADES



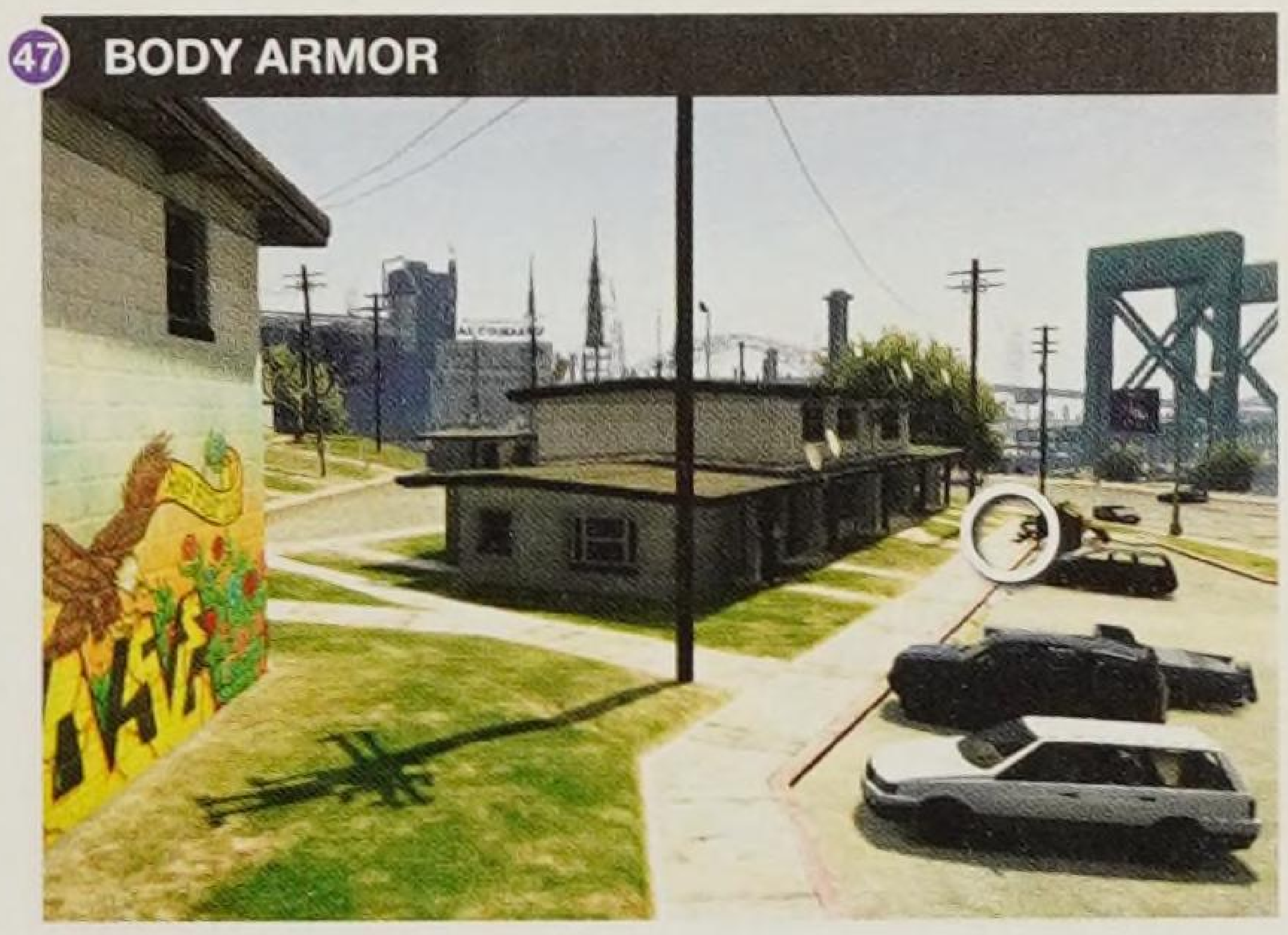
Harmony: Behind the old gas station.

㊻ BODY ARMOR



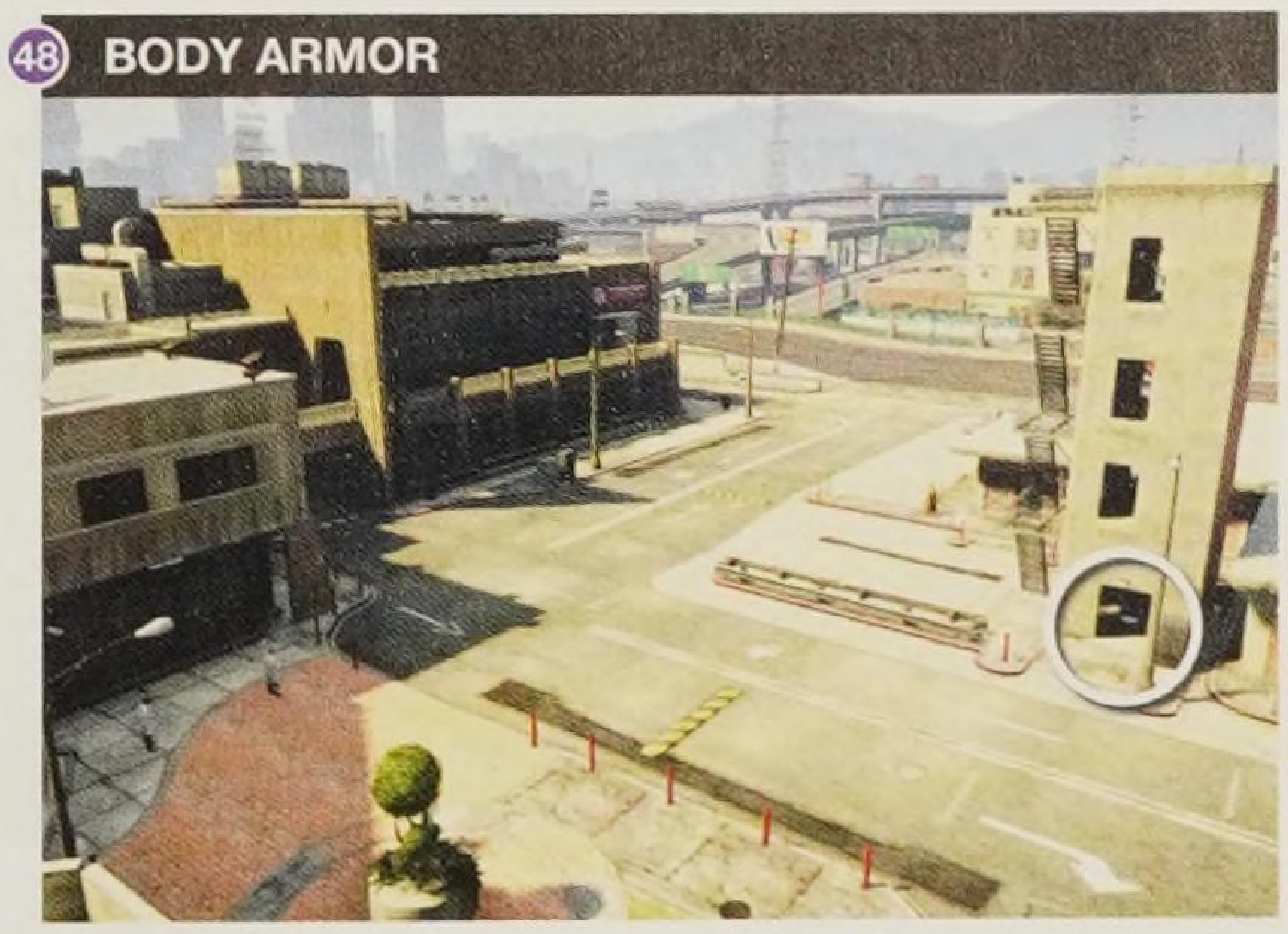
Elysian Island: Inside tower skeletal frame.

㊼ BODY ARMOR



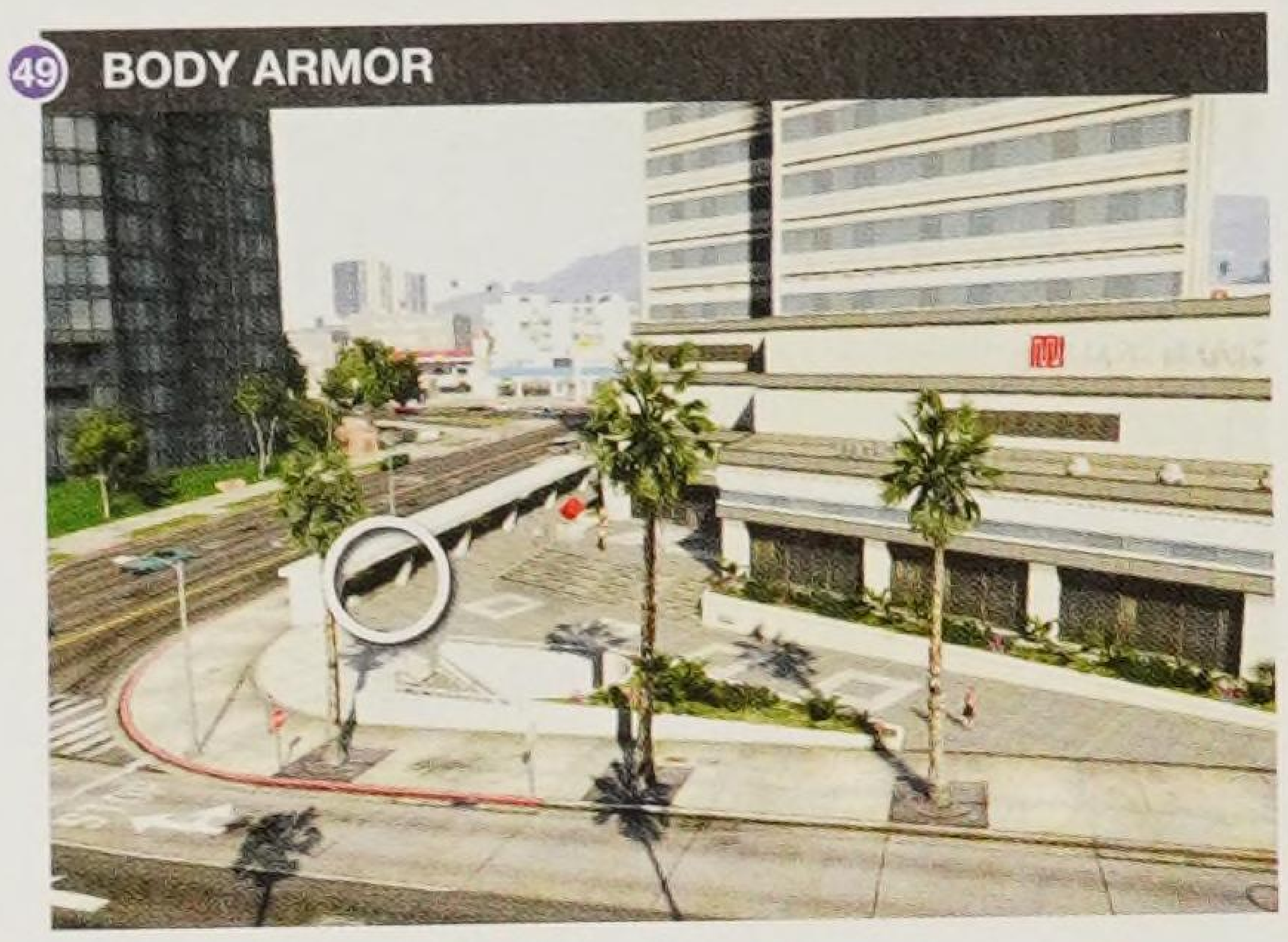
Dutch London Street, Rancho: Behind the dumpster in the residential block.

㊽ BODY ARMOR



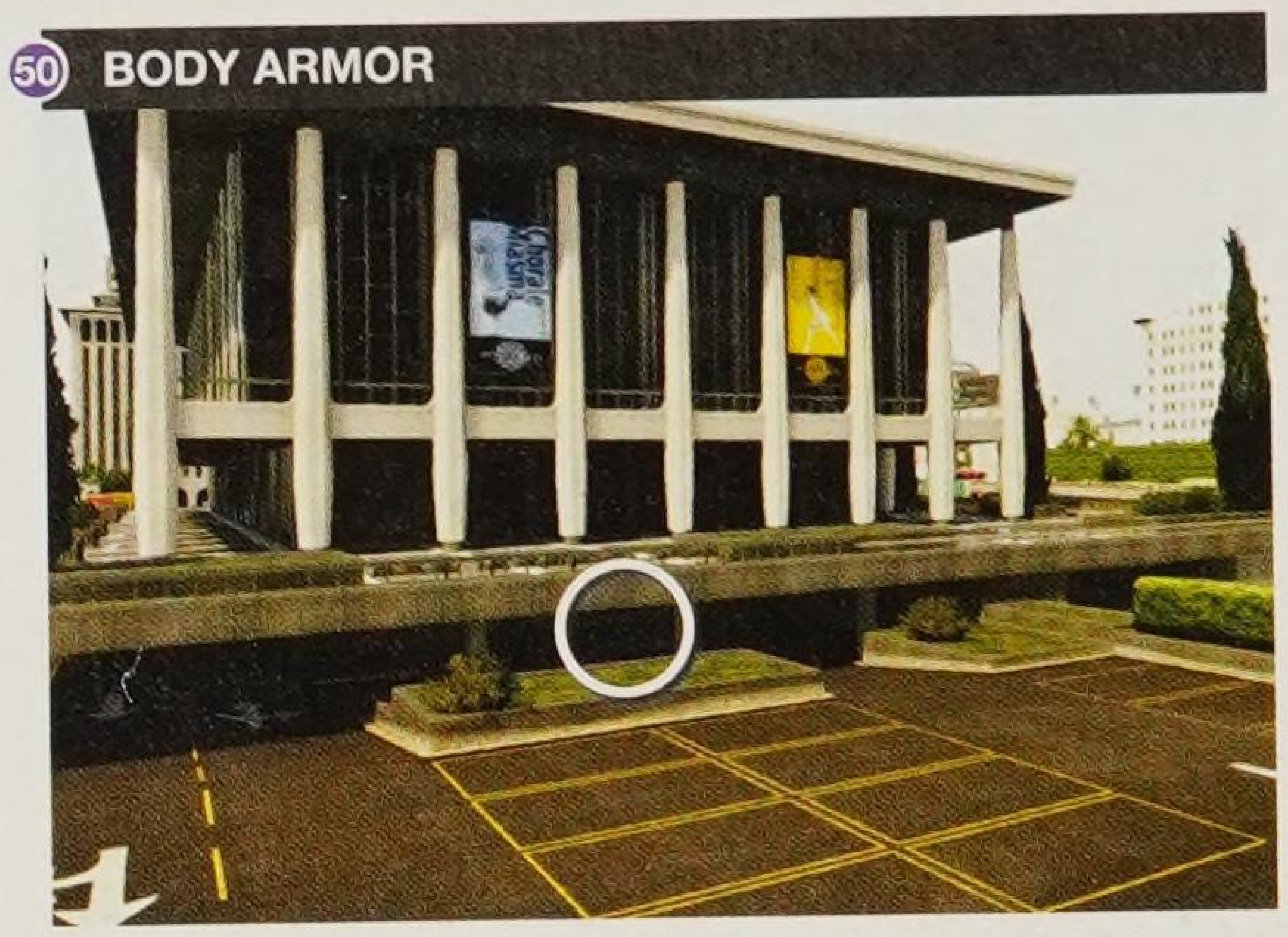
El Burro Heights: Inside the fire training building behind LS County Fire Department Station 7 and in front of the St. Fiacre Hospital.

㊾ **BODY ARMOR**



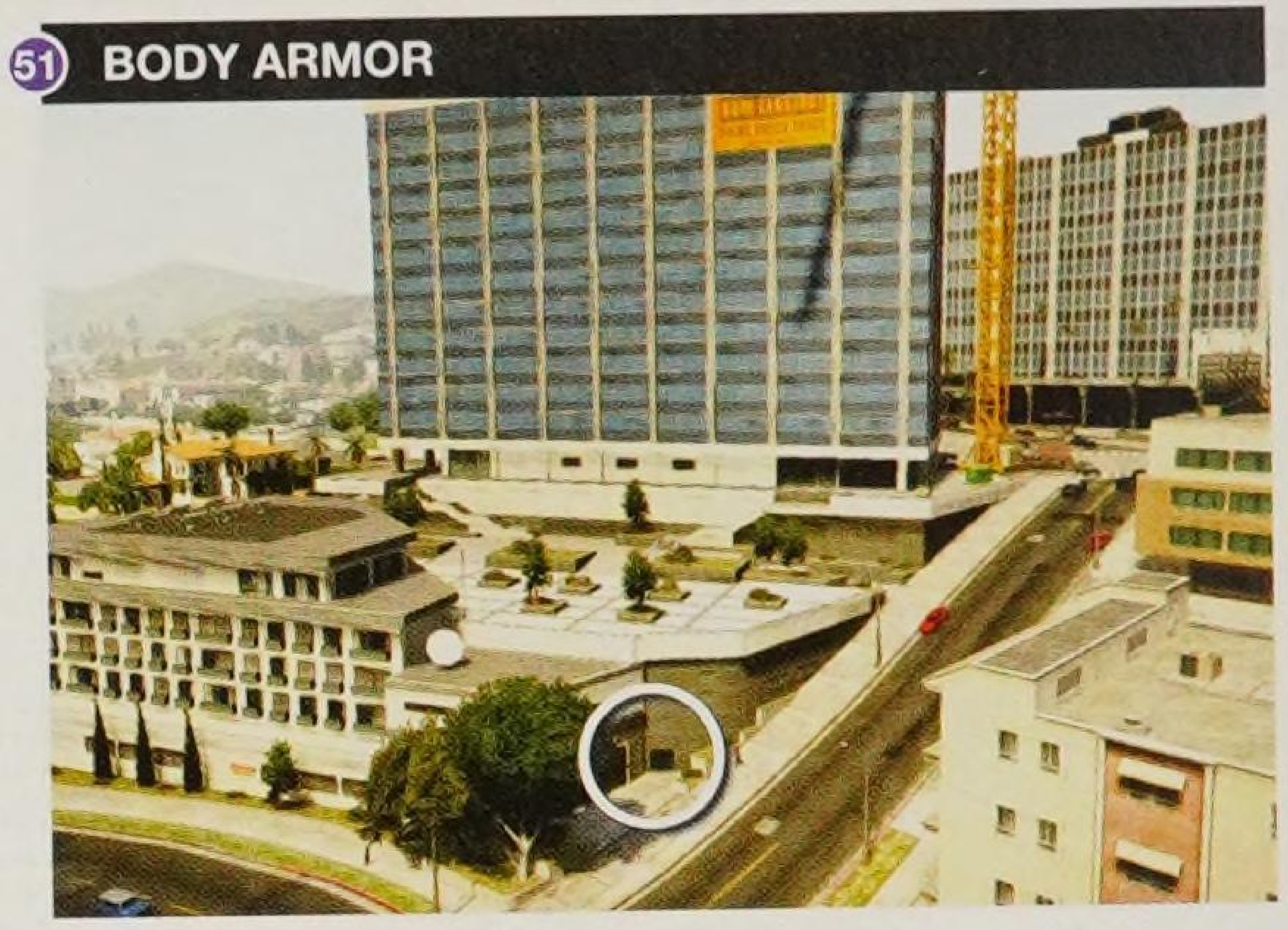
Del Perro, Maze Bank: On the sidewalk in front of Maze Bank.

㊿ **BODY ARMOR**



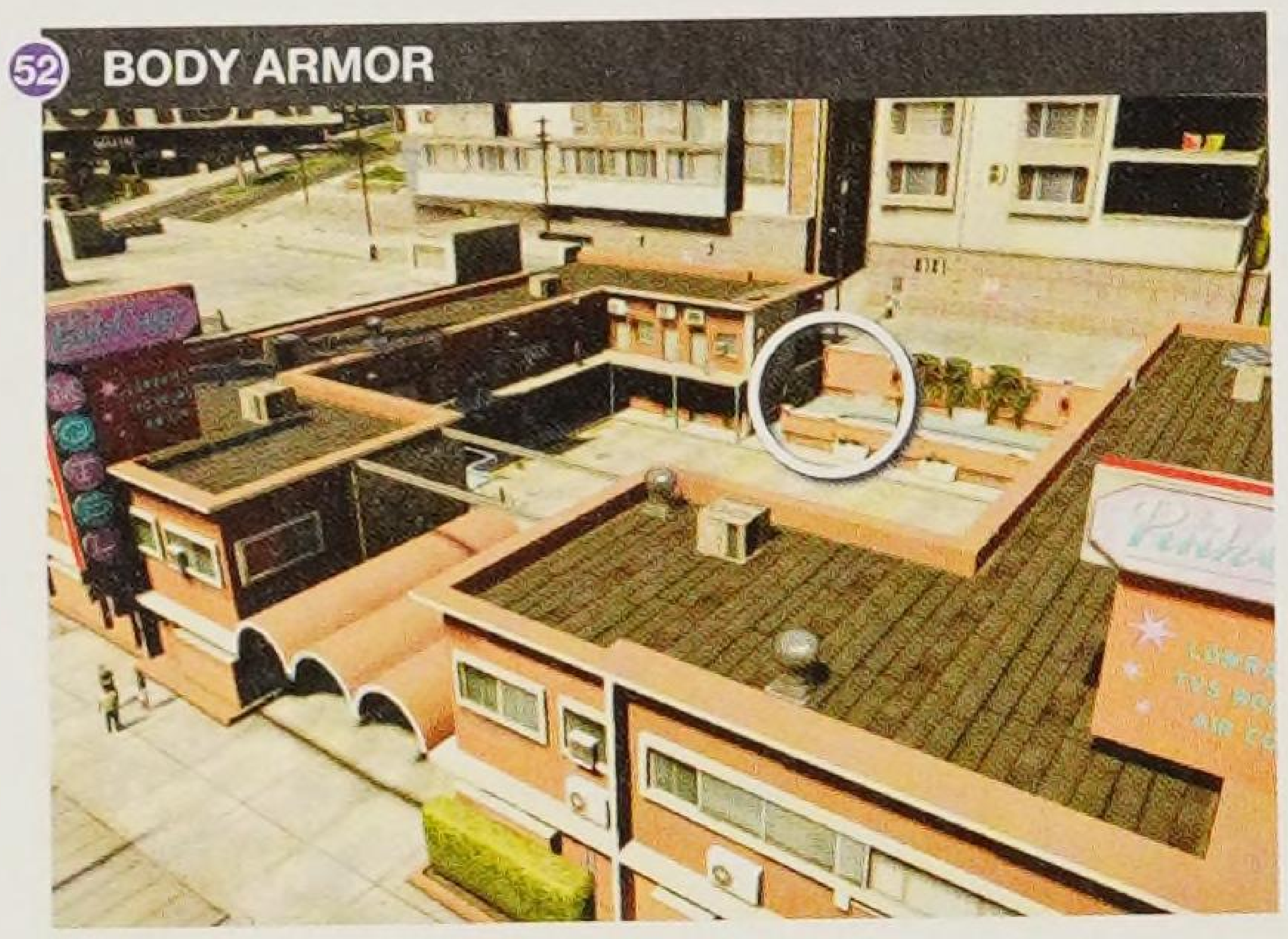
Little Seoul: Under the covered walkway at the museum.

(51) **BODY ARMOR**



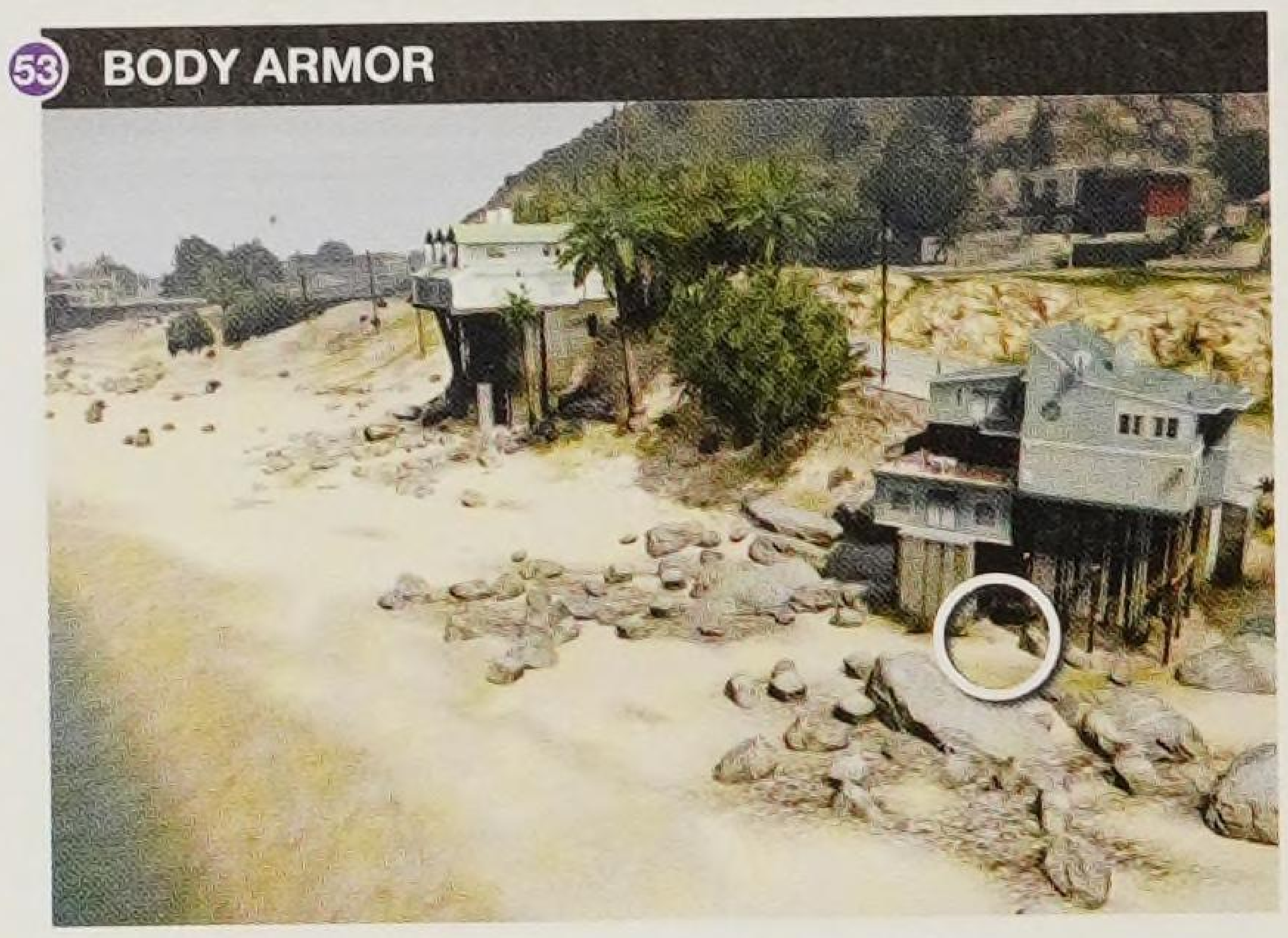
West Vinewood: In front of the parking garage on S. Mo Milton Drive; the building north of the Epsilon Estate.

(52) **BODY ARMOR**



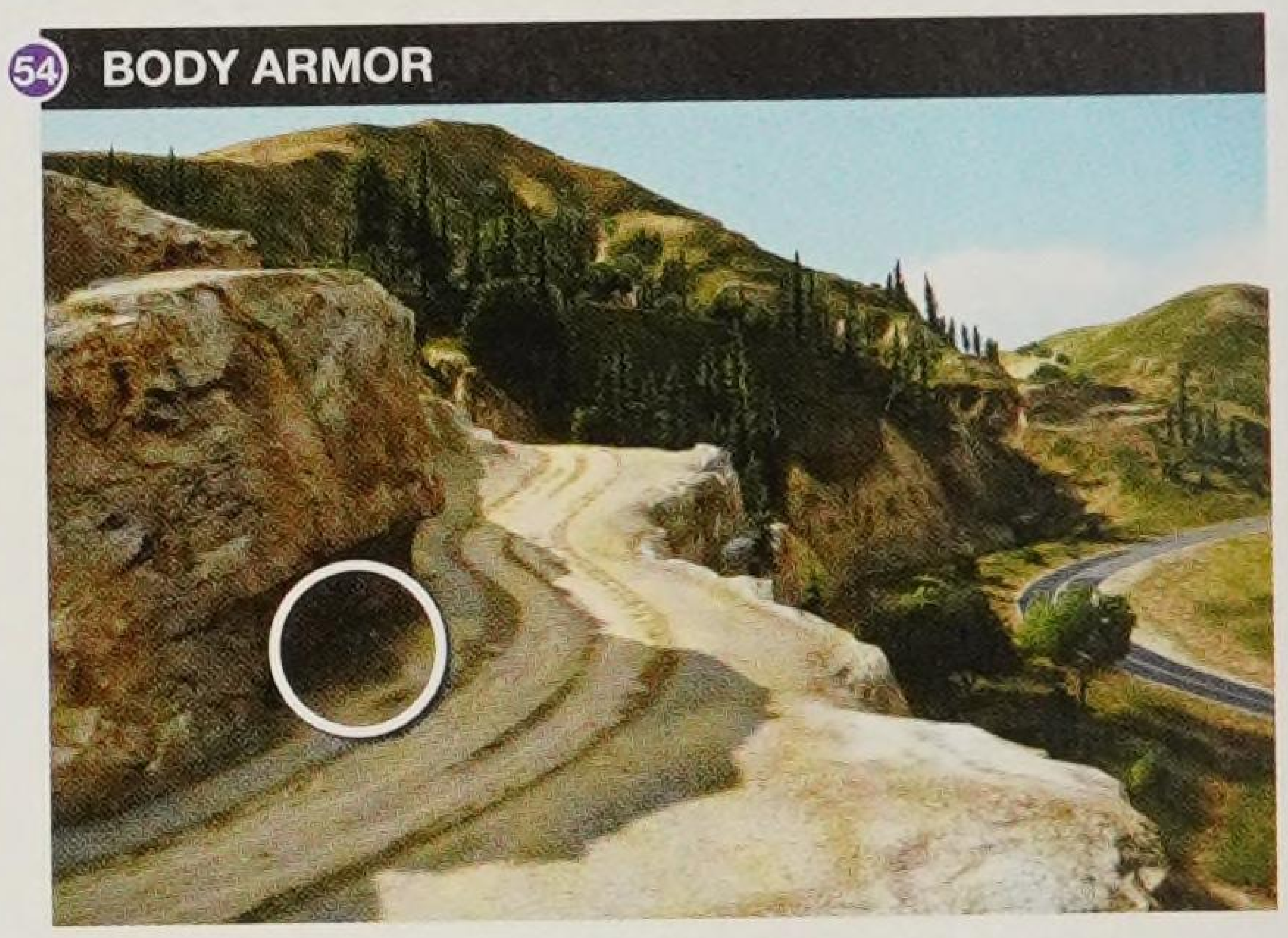
Hawick: At the Pink Cage motel swimming pool.

(53) **BODY ARMOR**



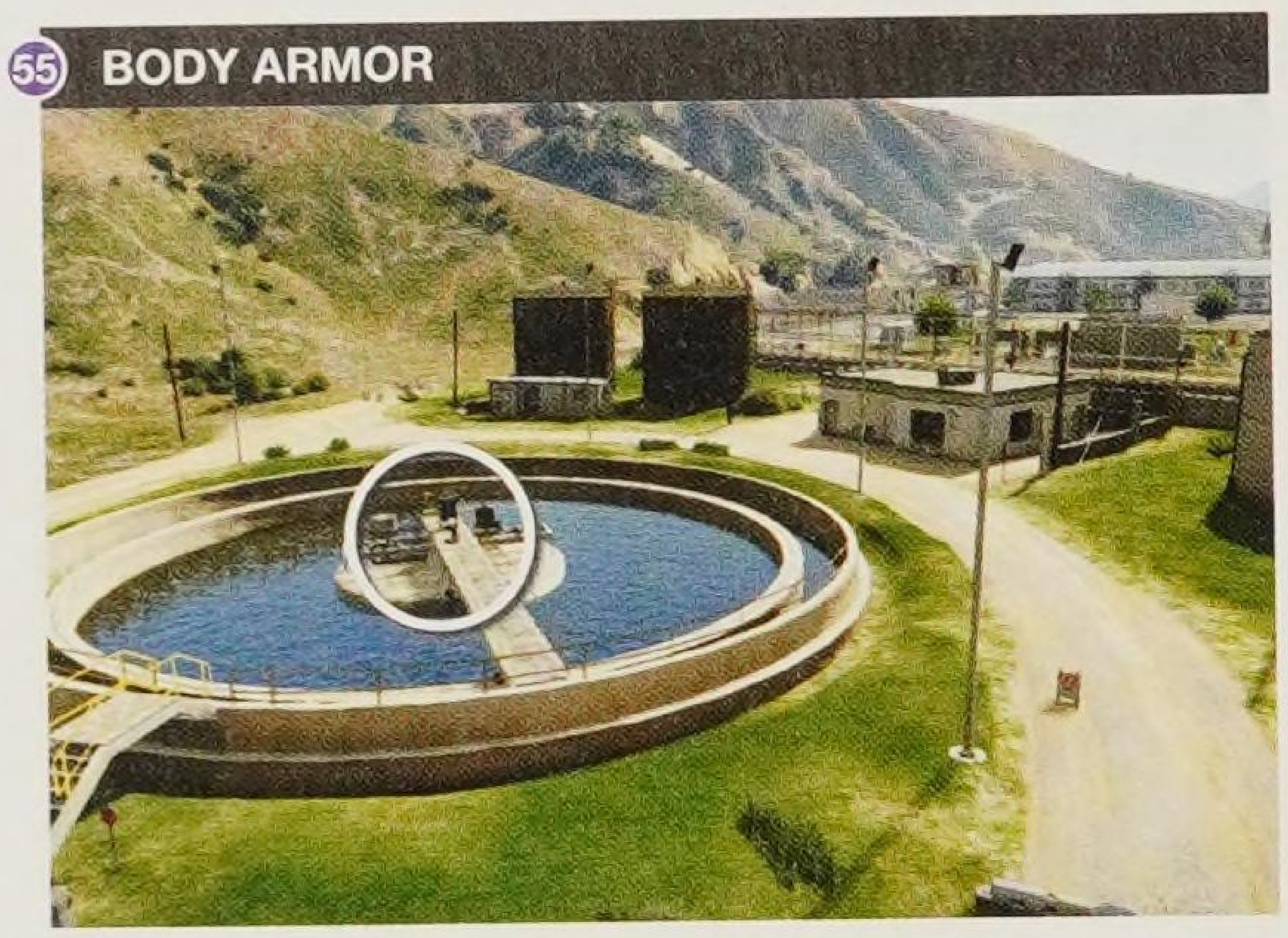
Chumash: Under this house on the beach.

(54) **BODY ARMOR**



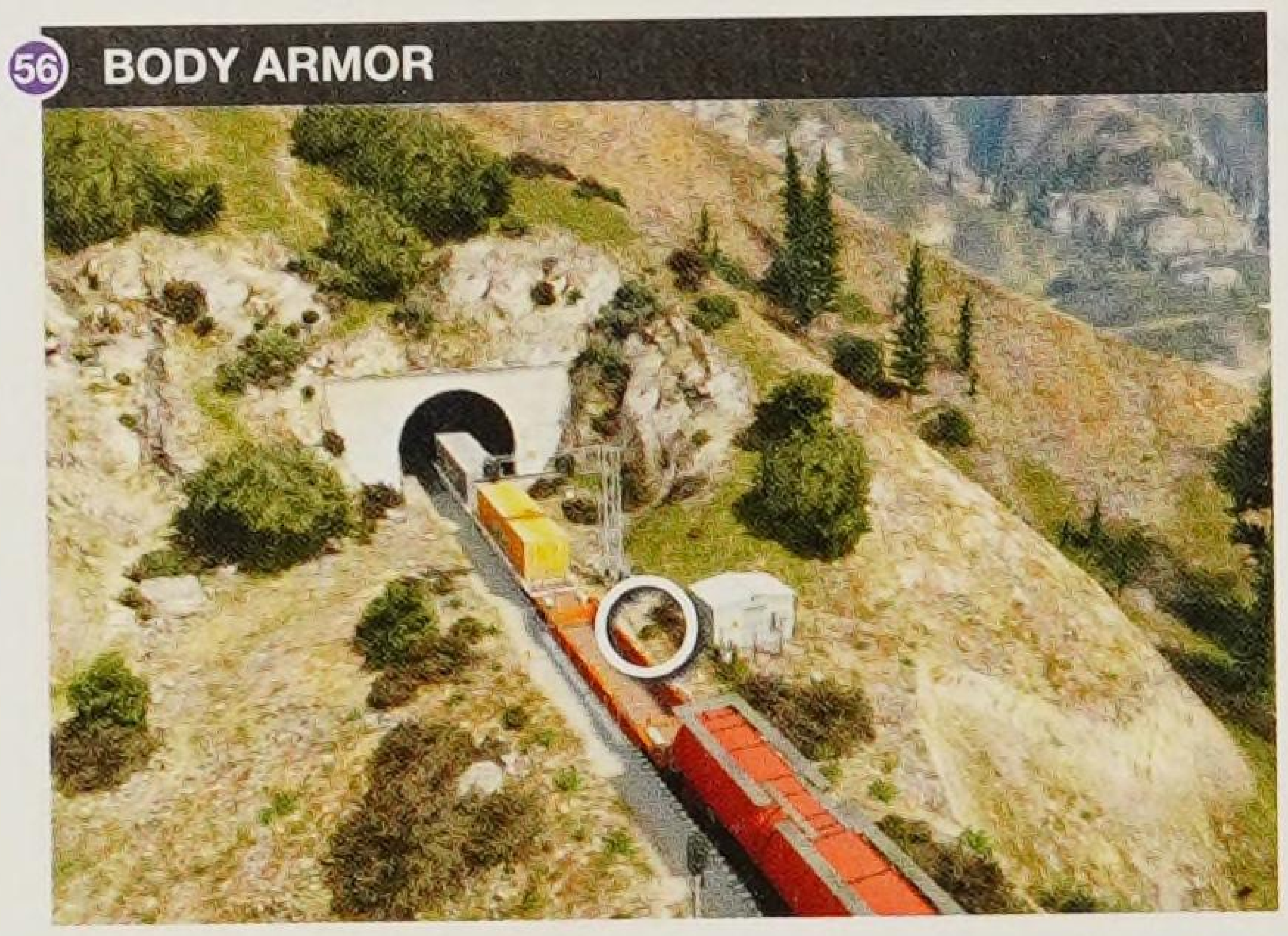
Great Chaparral: Recess under this rock face.

(55) **BODY ARMOR**



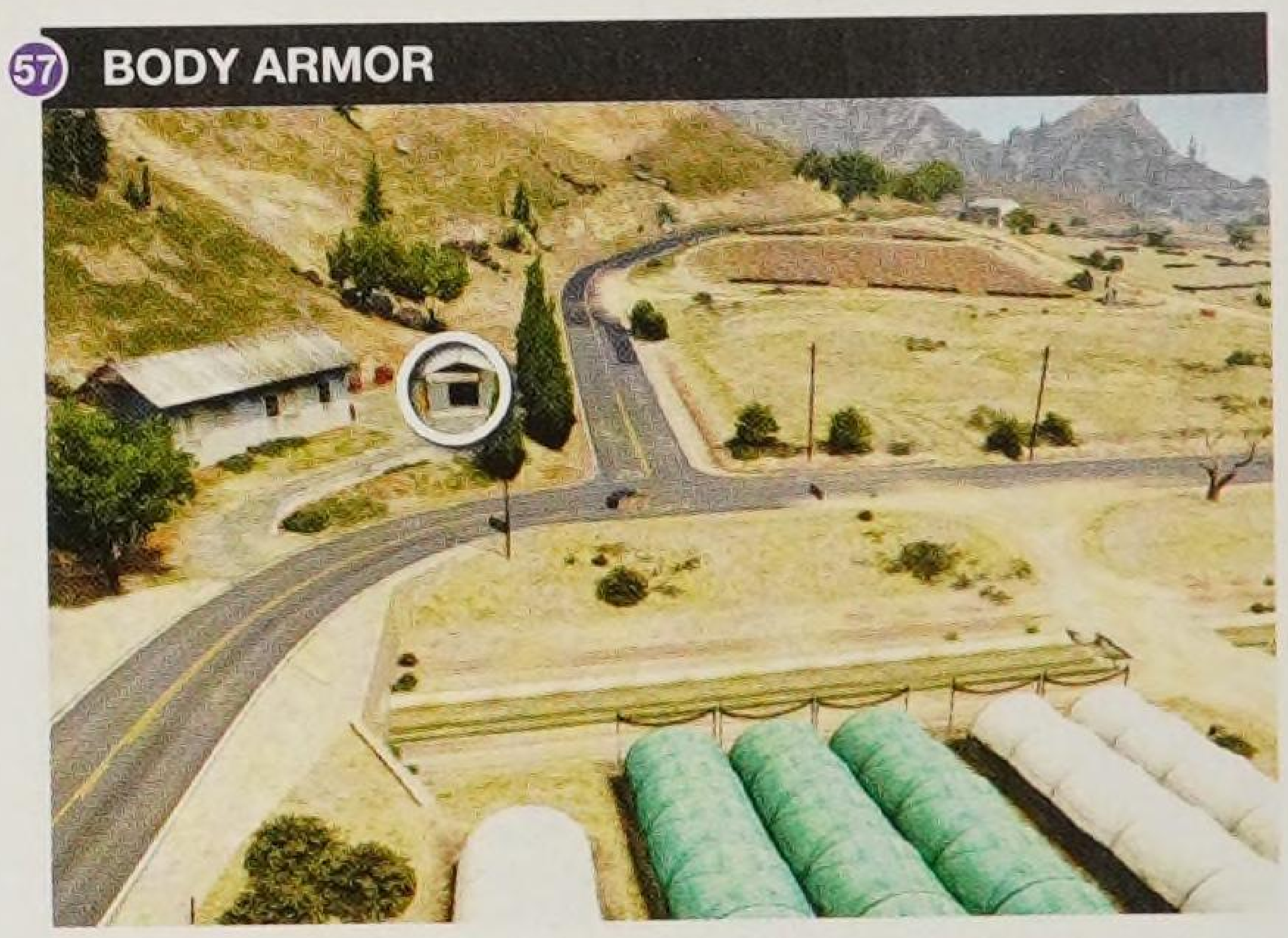
Fort Zancudo: At the sewage works near the army base.

(56) **BODY ARMOR**



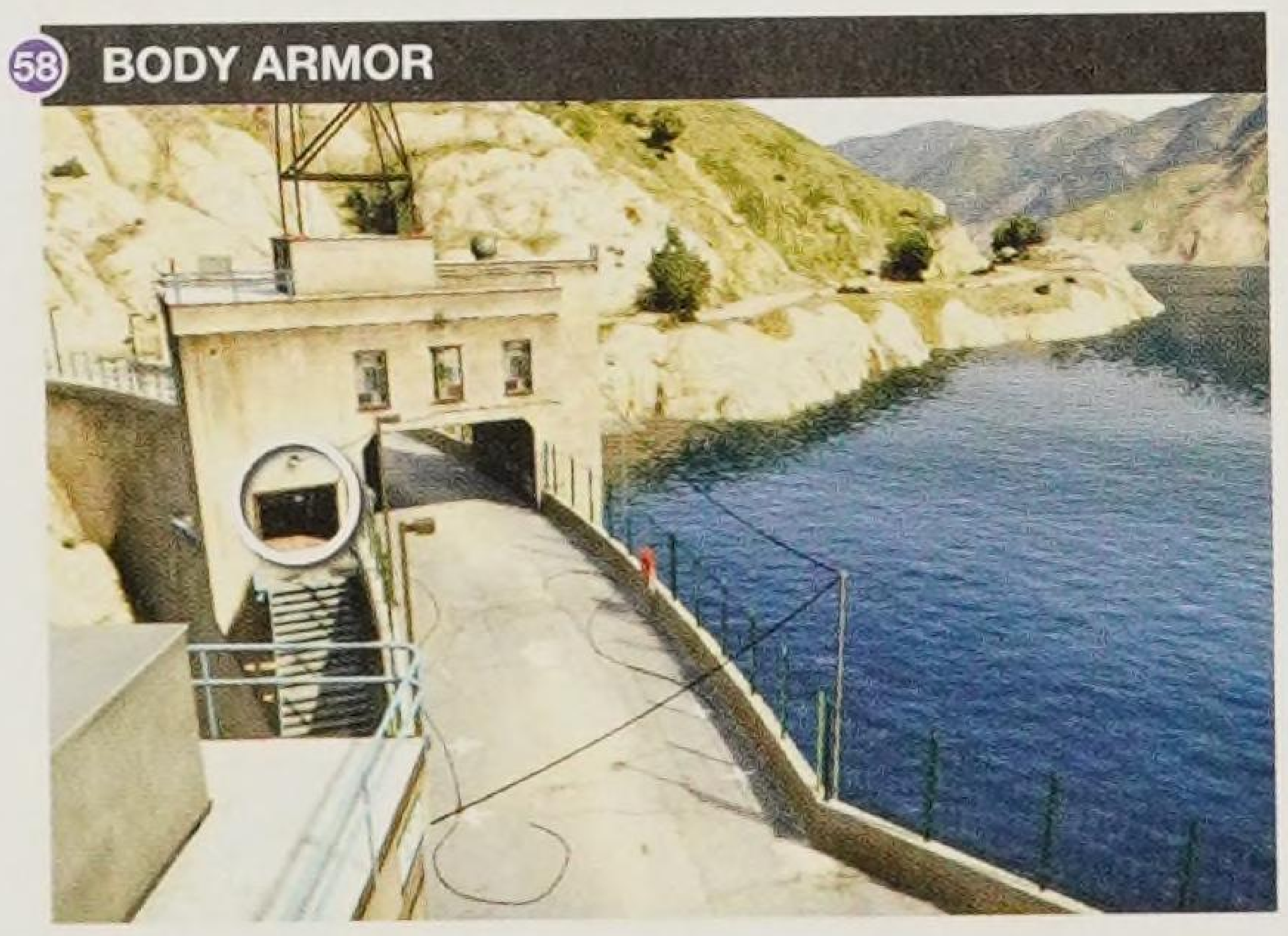
Mount Josiah: Next to the tracks leading into this tunnel.

(57) **BODY ARMOR**



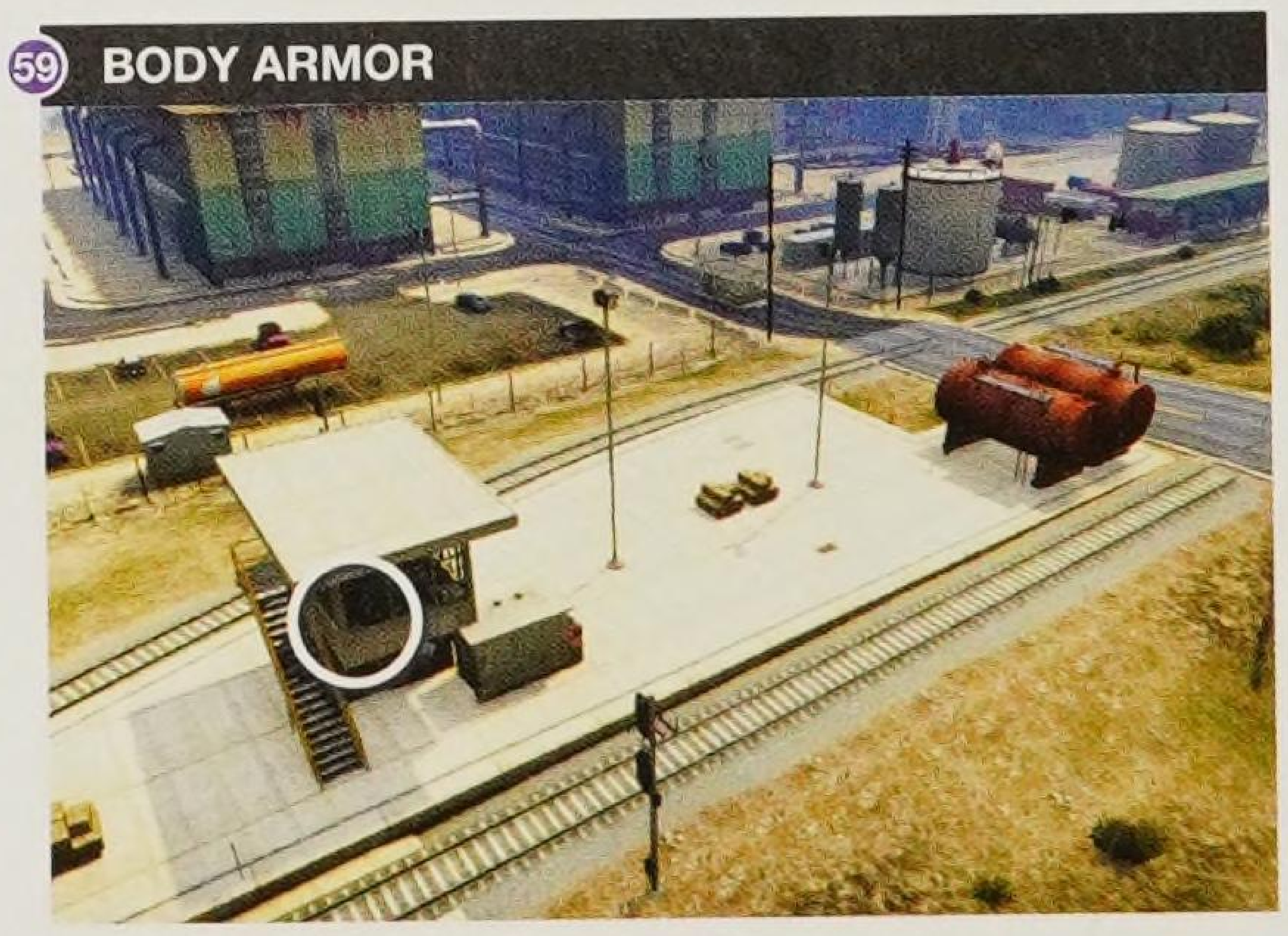
Grapeseed: Inside this barn near the cow pasture.

(58) **BODY ARMOR**



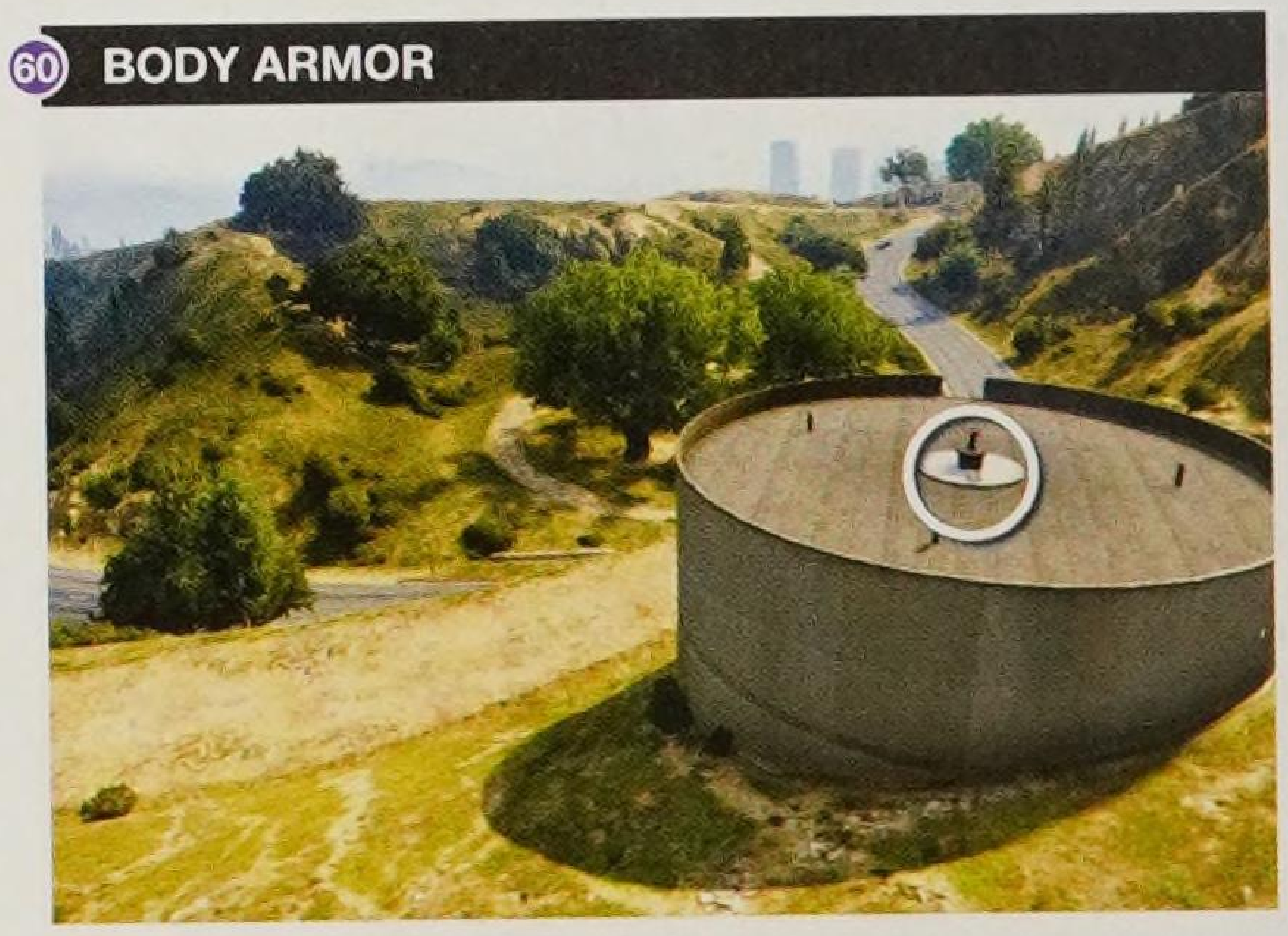
Land Act Dam: Inside the dam building.

(59) **BODY ARMOR**



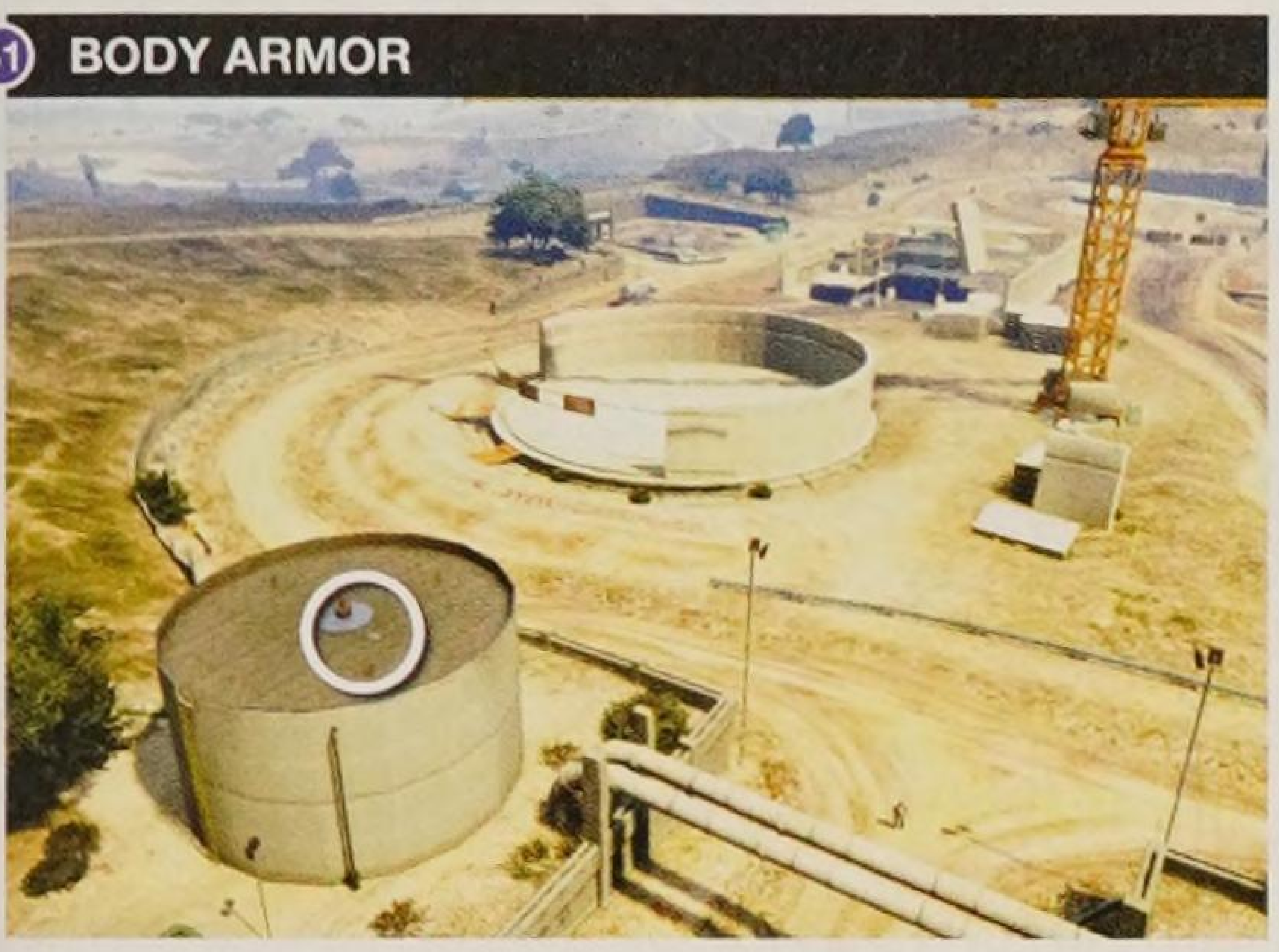
Palmer-Taylor Power Station: Inside the train station beside the power station.

(60) **BODY ARMOR**



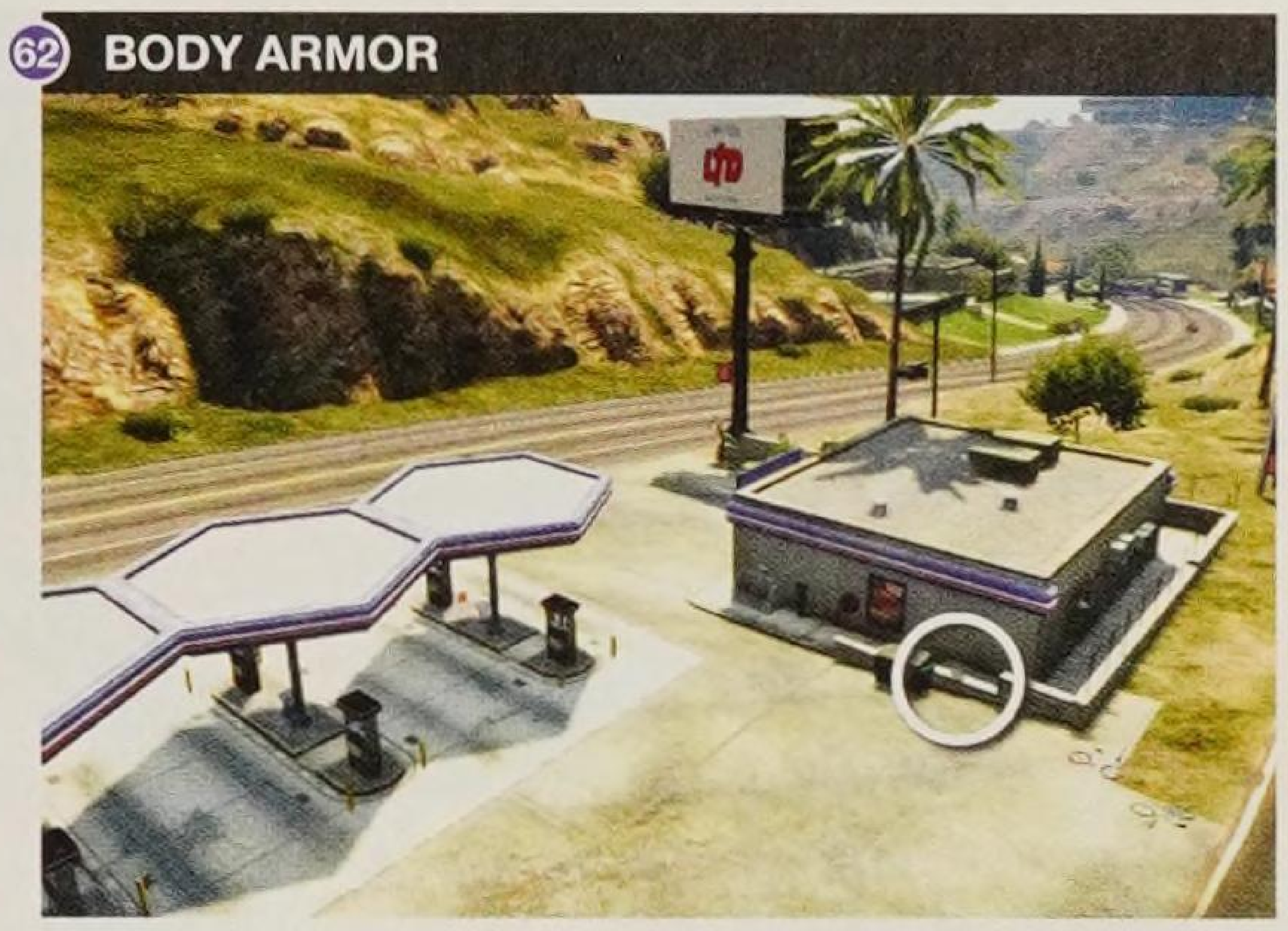
Vinewood Hills: Climb the ladder to reach the top of the storage tank.

(61) BODY ARMOR



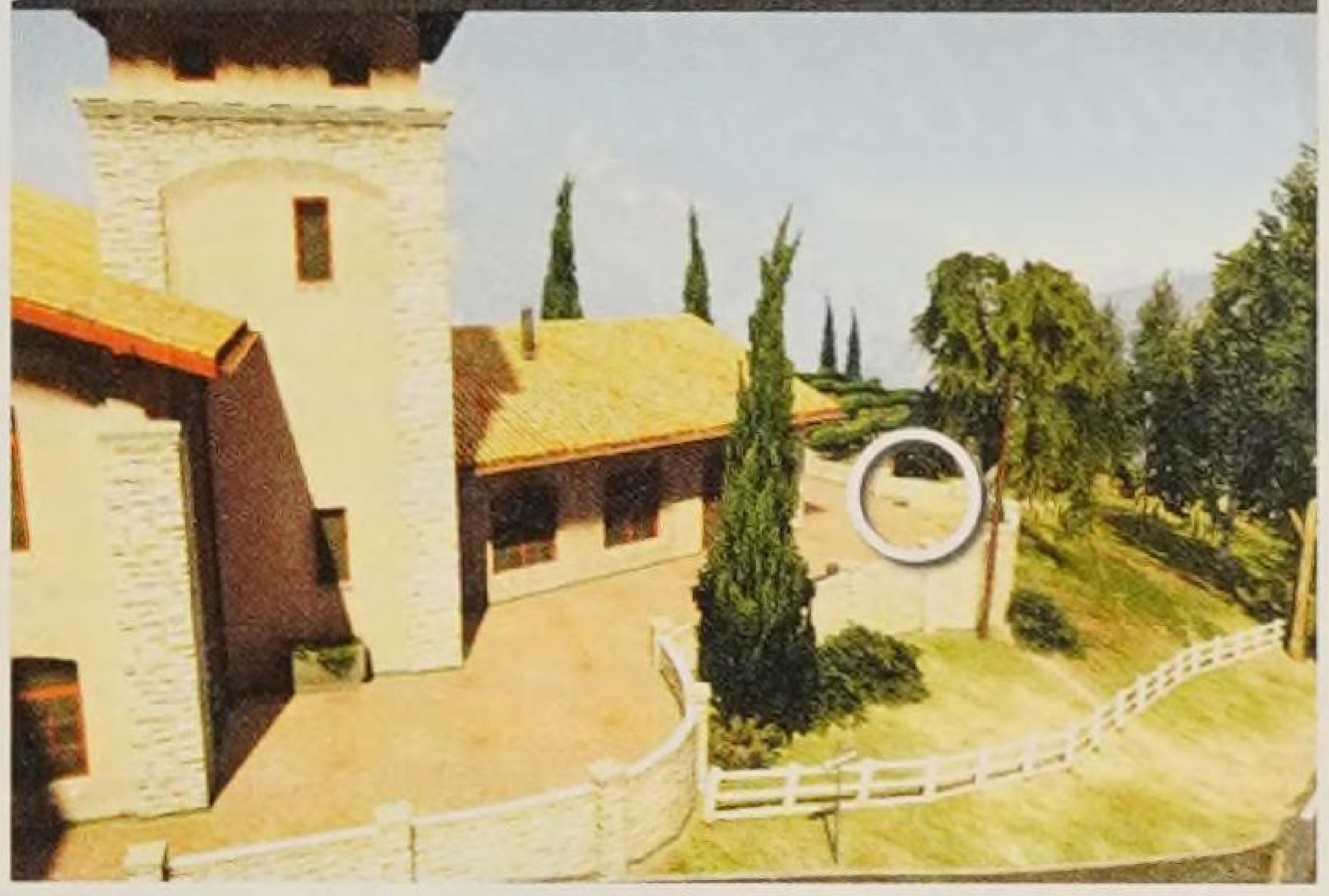
Redwood Lights Track: On the tank in the construction site (near the Letter Scrap).

(62) BODY ARMOR



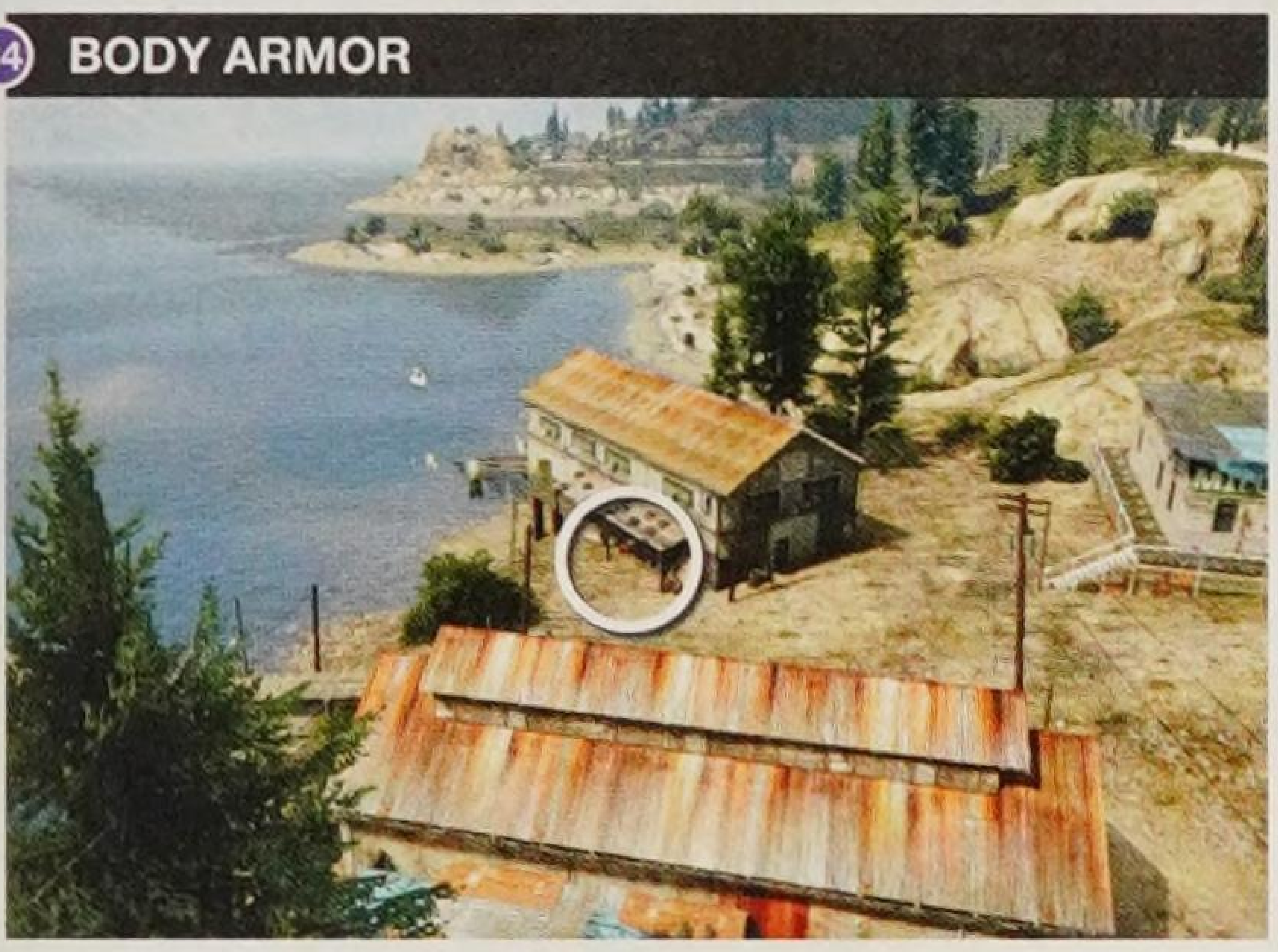
Richman Glen gas station: On the wall next to the building.

(63) BODY ARMOR



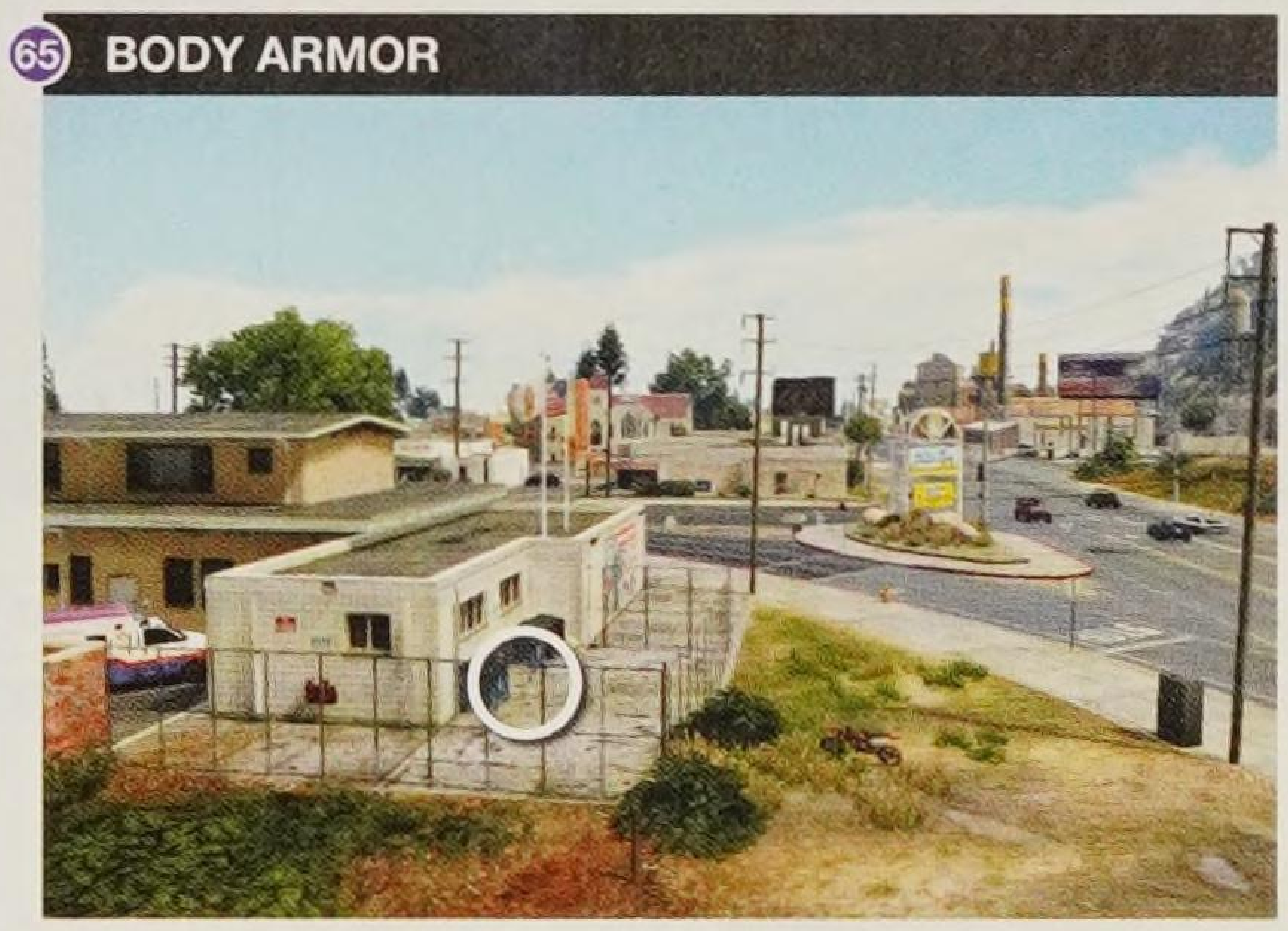
Tongva Hills: On the deck of the Marlowe Vineyard restaurant.

(64) BODY ARMOR



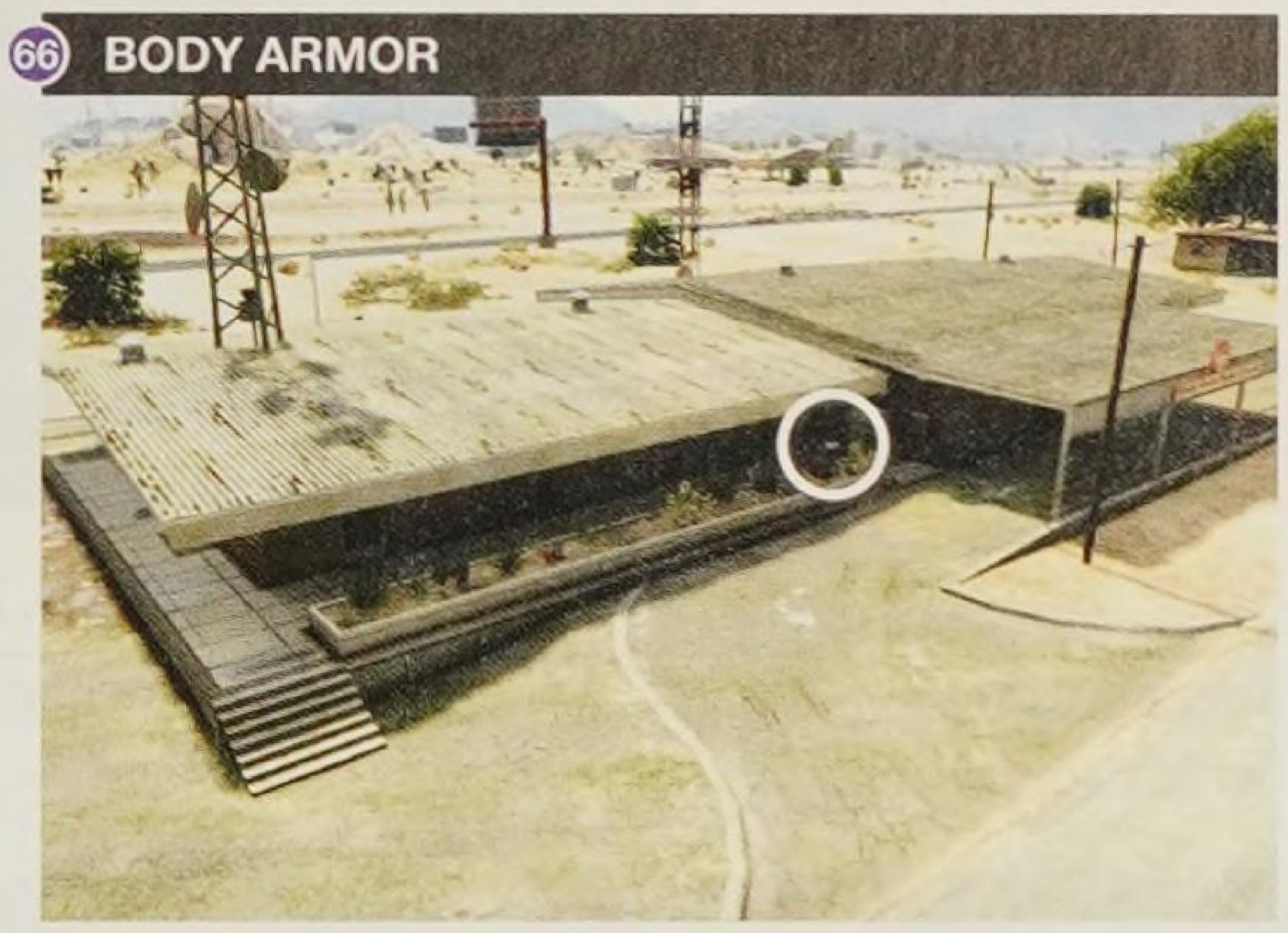
Galilee: At the Millars fishery.

(65) BODY ARMOR



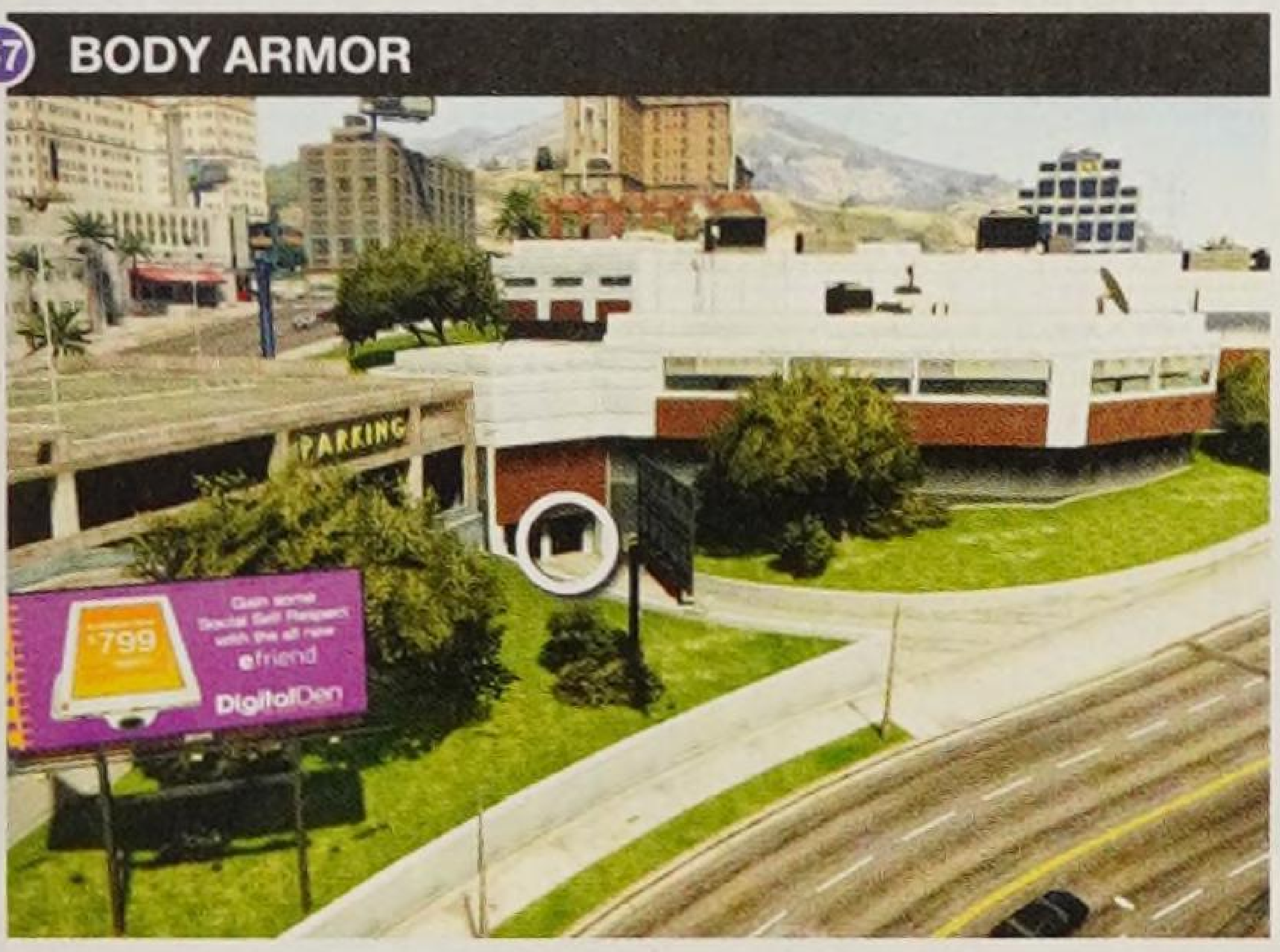
Paleto Forest: Behind the Paleto Bay police station.

(66) BODY ARMOR



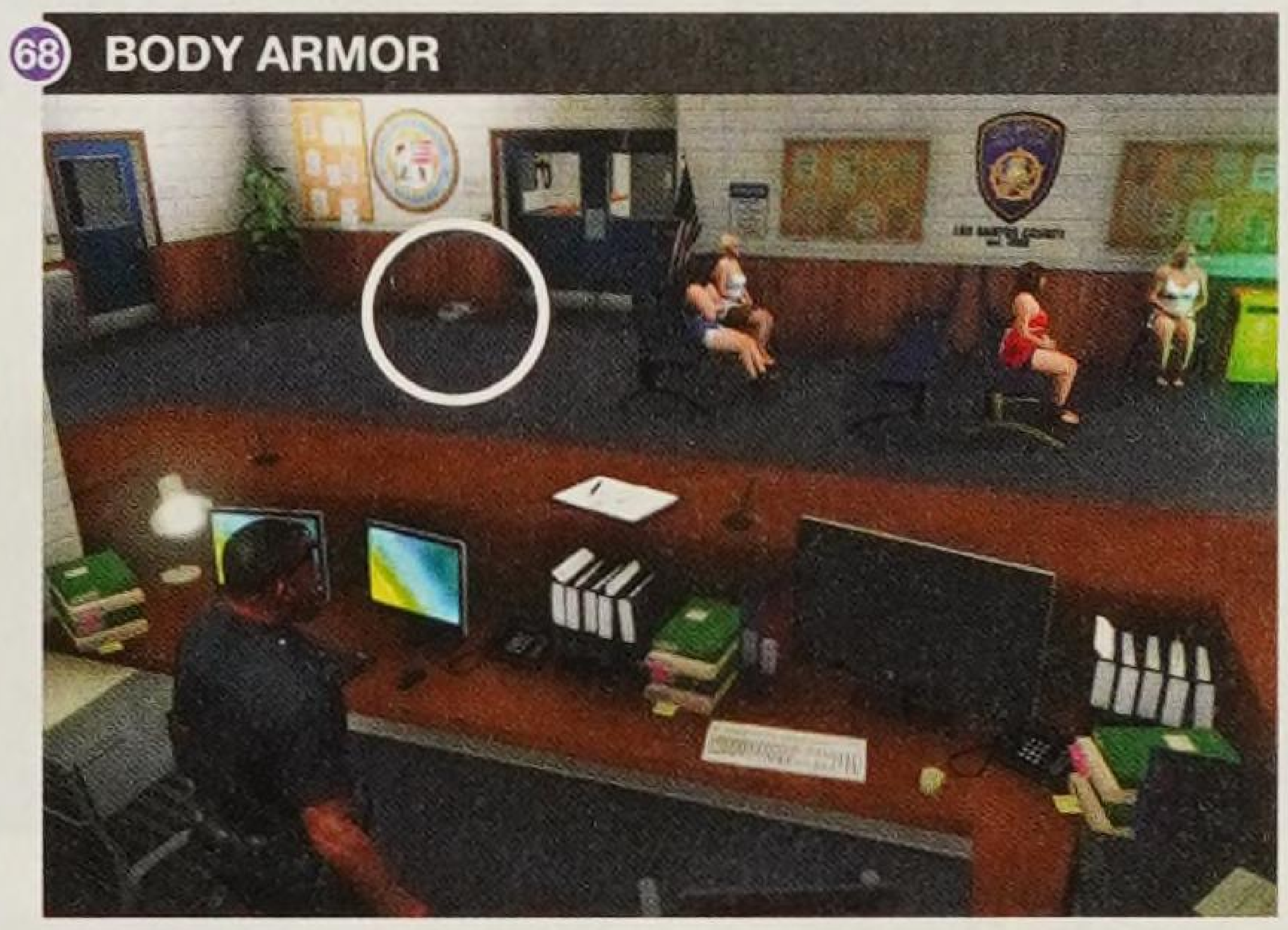
Sandy Shores: Behind the Sandy Shores Medical Center in a nook beside the generator gate.

(67) BODY ARMOR



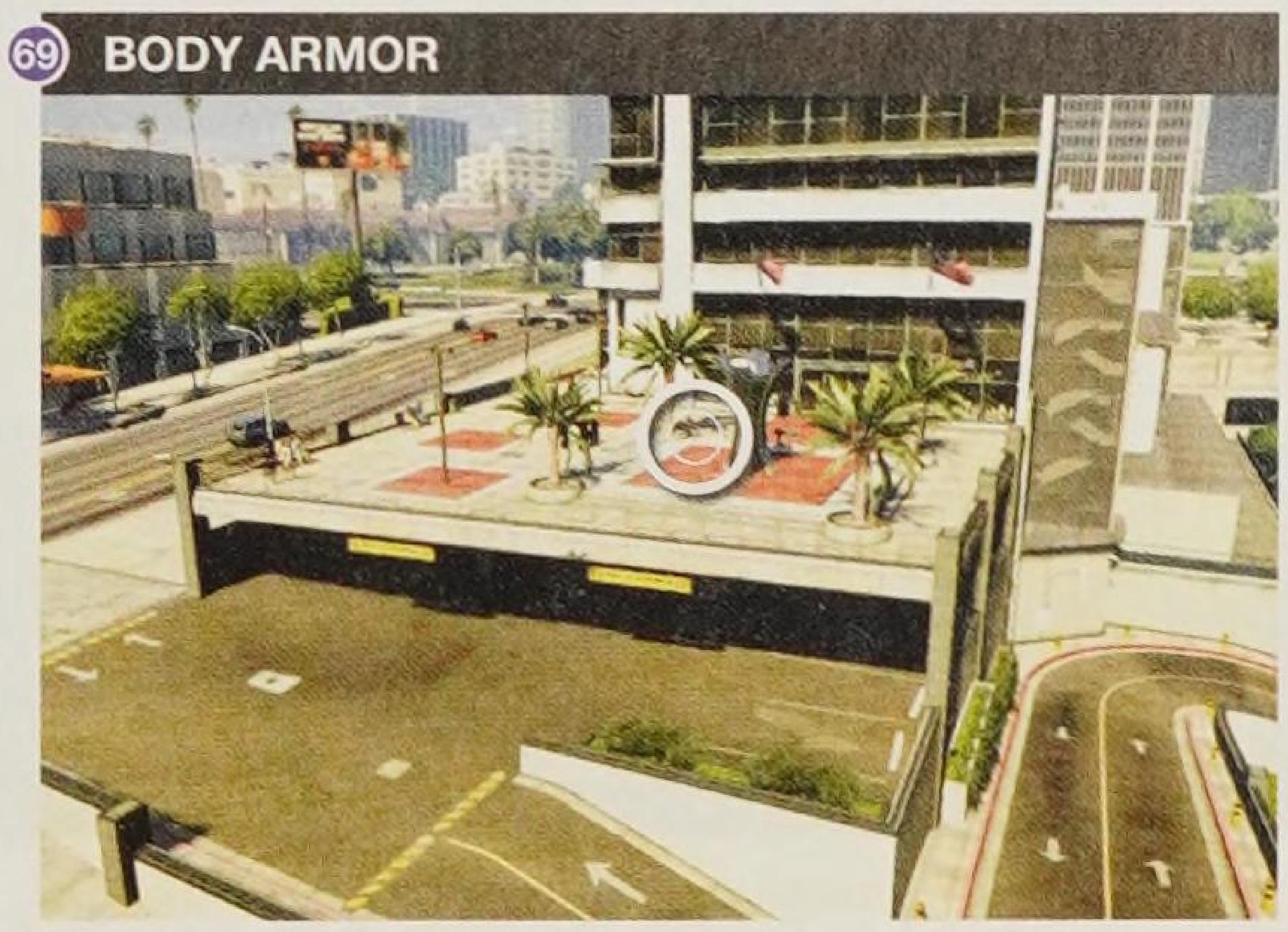
Vinewood Police Department, Hawick: Under the garage overhang.

(68) BODY ARMOR



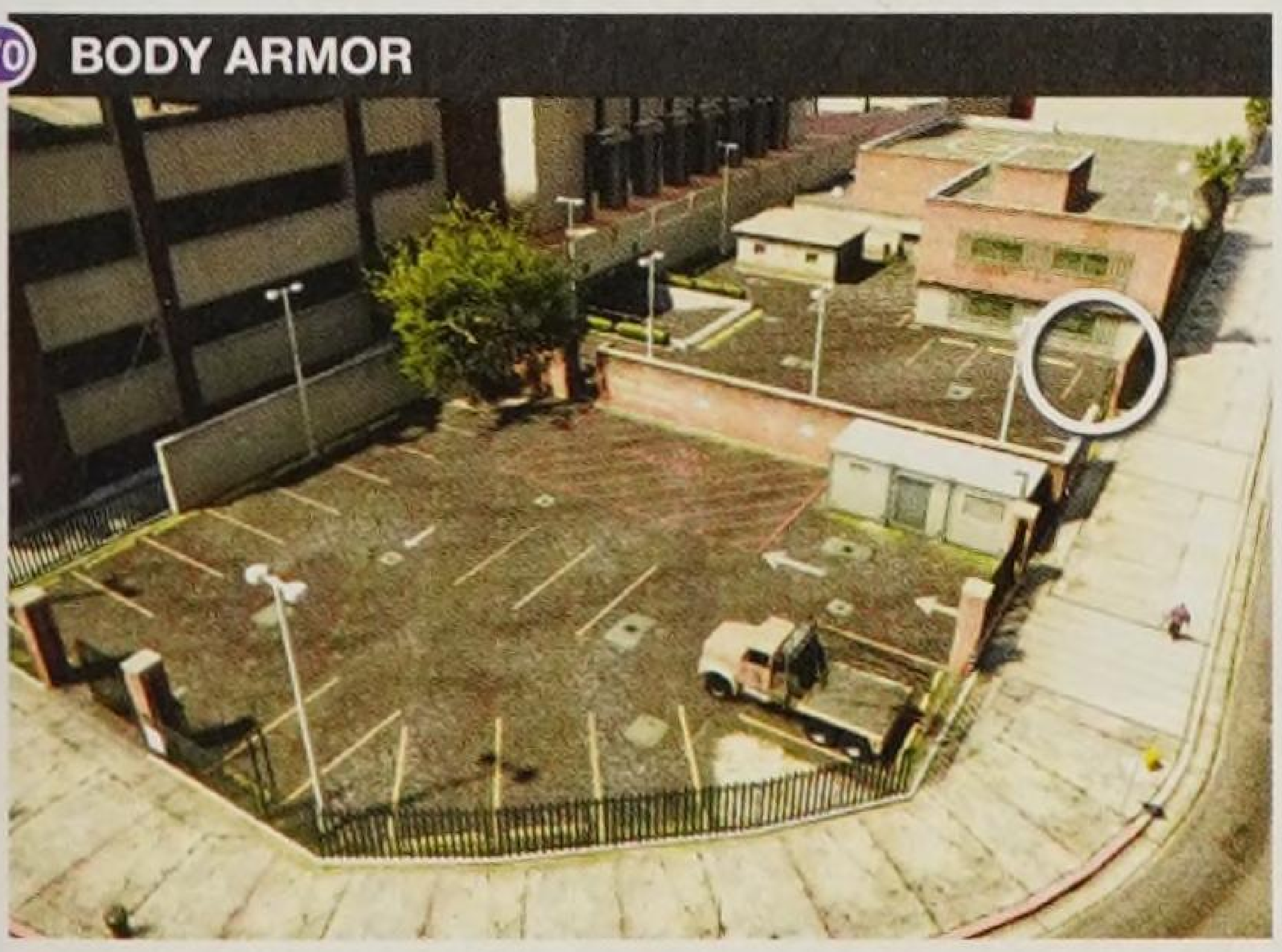
Los Santos Police Department, Mission Row: Inside the police station lobby.

(69) BODY ARMOR



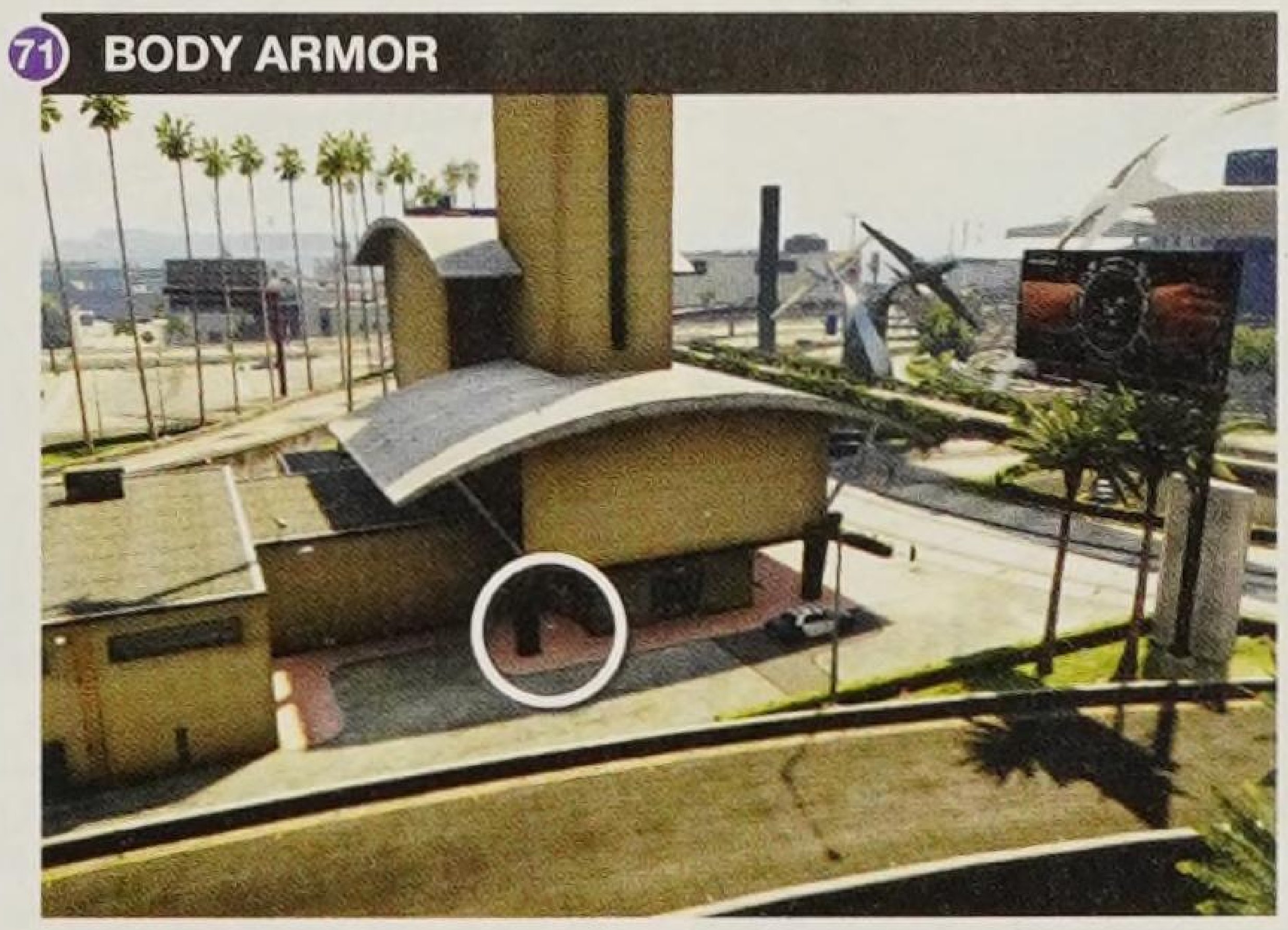
Vespucci Police Department, Vespucci Canals: On the garage rooftop patio.

(70) BODY ARMOR



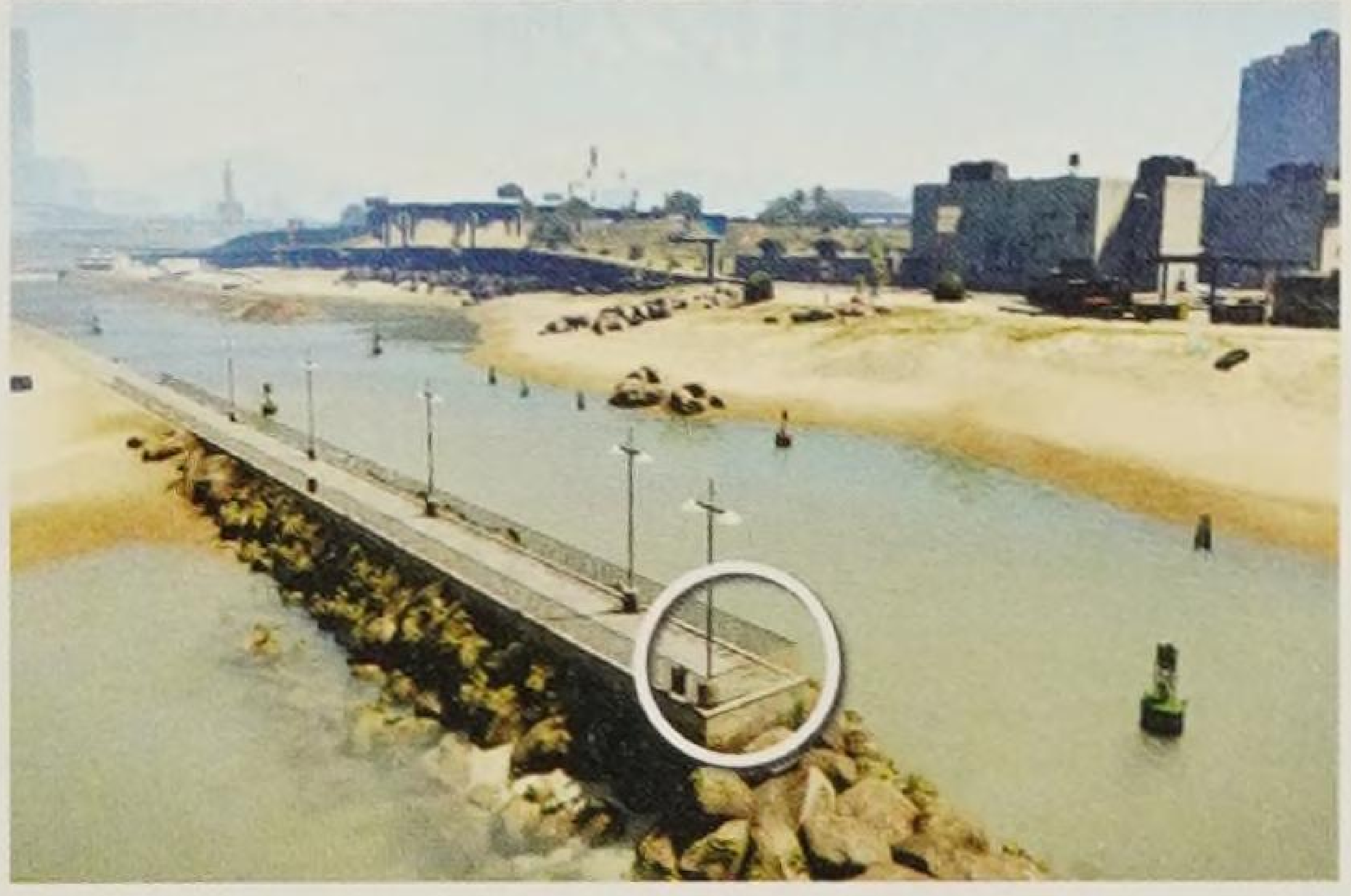
Police Station, Rancho: In the back corner behind the wall of the Sheriff's office, next to the towing lot.

(71) BODY ARMOR



Los Santos International Airport: Under this overhang.

(72) BODY ARMOR



Vespucci: At the end of the pier walkway.

Vehicle Showroom

Here in the showroom you can find every vehicle in *Grand Theft Auto V*. Never have the vehicles in the series been so beautifully detailed and so close to the original design of their real world inspired make and model. Most vehicles can be washed at carwashes and a great many can also be modified at mod shops, which actually enhance the vehicles' base stats.

WEIGHT SHIFTING

All vehicles have in-air controls to help guide the vehicle in those times when all tires are off the ground. Controlling the orientation of your vehicle in the air is done with the Left control stick. No matter which way the camera is positioned, pressing Left always rolls your vehicle to the left, and pressing Right always rolls your vehicle to the right. The same goes for forward and backward pitch.

You can also use weight shift to flip your vehicle over when it rolls and rests upside-down. Tilting the Left control stick to the Left or Right until the vehicle flips is how to roll the vehicle upright.

MODIFICATION

Decreasing Wanted Level

To use a mod shop to eliminate your Wanted Level, first pull into the garage without the police seeing you. Then purchase a paint job (we suggest finding the cheapest one available for purposes of losing the heat).

There are four Los Santos Customs mod shops in San Andreas. They are located at Los Santos International Airport, La Mesa, Burton, and Grand Senora Desert (this is the one that Franklin can purchase, and once he does, all modifications performed there are free for Franklin). These mod shops appear as a spray can icon and are selectable for easy searching on the in-game map.

Auto Repairs
Los Santos Customs
Auto Repairs
EST. 1967

Vehicles can be modified by entering one of four Los Santos Customs mod shops. The following vehicle types cannot be modified: boats, commercial, planes, cycles, emergency, helicopters, industrial, military, service, and utility (except Vapid Sadler). Besides the pure enjoyment and satisfaction of making cosmetic modifications, you can also completely bulletproof your vehicle (including the tires), which adds a new element to strategizing particular challenges in the game.

Vehicle base stats include Top Speed, Acceleration, Braking, and Traction. The following table shows the modifications that can greatly enhance most of those stats.

CATEGORY	PART	STAT ENHANCED
Brakes	Street, Sport, Race Brakes	Braking
Engine	EMS Upgrade, Lvl 1-4	Acceleration
Transmission	Street, Sport, Race Transmission	Acceleration
Turbo	Turbo Tuning	Acceleration

MODIFICATION UNLOCKS

Upon your first visit to a mod shop, not all modifications are available. Also, keep in mind that not all vehicle types have the same modifications available. The following table illustrates when certain modifications are unlocked.

MODIFICATION	MOD LEVELS UNLOCKED AFTER "FATHER/SON"	MOD LEVELS UNLOCKED AFTER "CASING THE JEWEL STORE"	MOD LEVELS UNLOCKED AFTER "DEAD MAN WALKING"	MOD LEVELS UNLOCKED AFTER "I FOUGHT THE LAW"
ARMOR	2	1	1	1
BRAKES	1		1	
BUMPER		2	2	3
ENGINE		1		
CHASSIS			1	1
FENDERS	2			
GRILL	1	1	1	1
HOOD	1	1	1	1
MUFFLER		1	1	2
ROOF		1	1	2
SKIRTS		1		1
LIGHTS	1			
SPOILER	1		1	1
SUSPENSION		1		1
TIRES		2	2	2
TRANSMISSION		1		
TURBO			1	
SUBWOOFER	1			
SUSPENSION	1		1	
WHEELS	7	7	8	8
WINDOWS	1	1		8

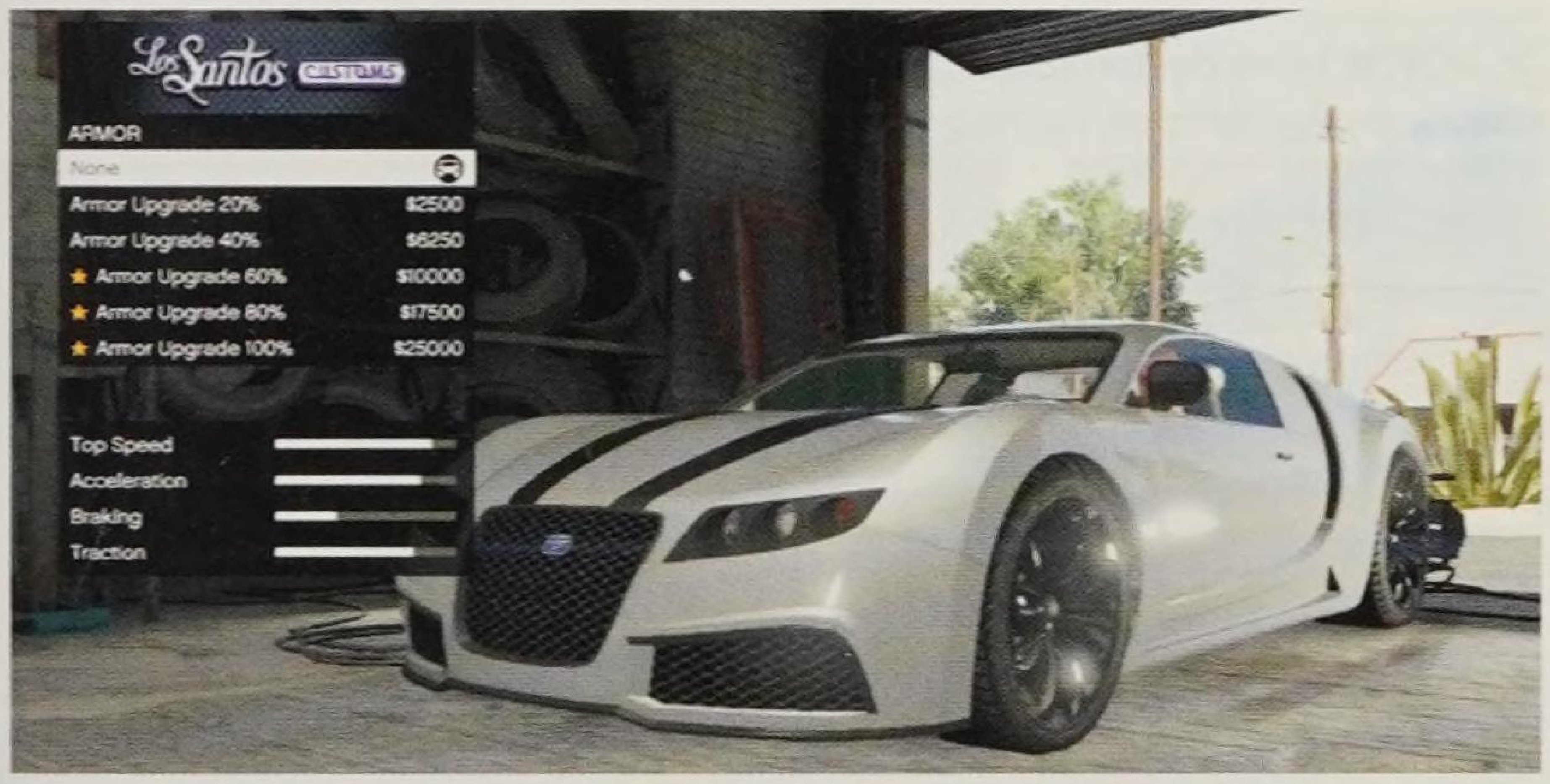
MODIFICATION BREAKDOWN

REPAIR

Before you can modify your vehicle, you must repair it if any damage has been sustained. This price varies depending on the extent of the damage and the vehicle type. Once you do a full body repair and engine service, vehicle modification can begin.

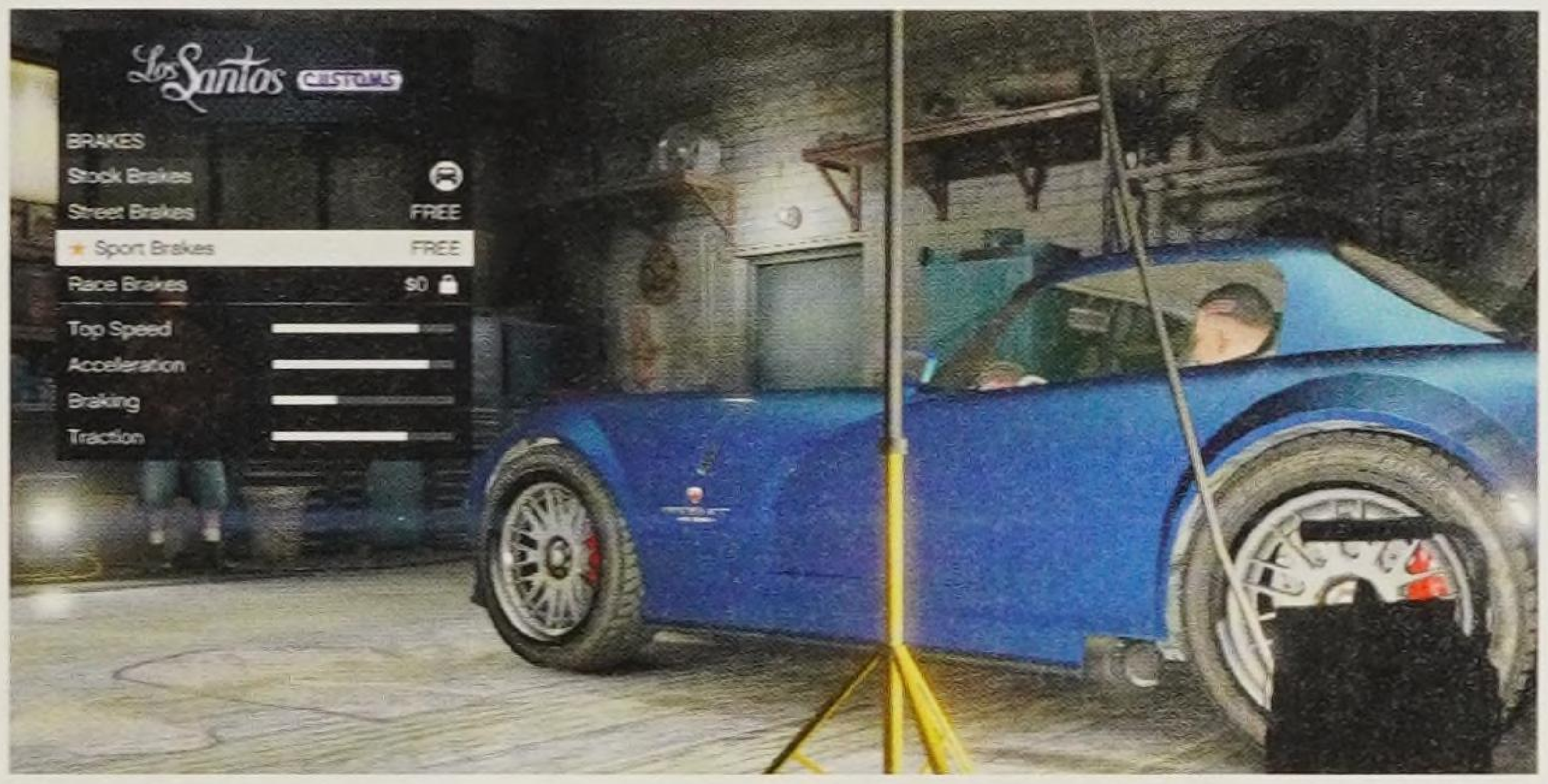
ARMOR

Eventually, there are five armor options available from 20% to a full 100% armor upgrade. This makes your vehicle extremely bulletproof. Although, this does not keep the windows from being shot out, so you aren't completely invincible inside a 100% armor upgrade. Make sure to bulletproof your tires to get the full effect. Armor upgrade prices range from $2500 to $25,0000 depending on vehicle type. Armor does not increase any base vehicle stats.


Los Santos CUSTOMS
ARMOR
None
Armor Upgrade 20% $2500
Armor Upgrade 40% $6250
★ Armor Upgrade 60% $10000
★ Armor Upgrade 80% $17500
★ Armor Upgrade 100% $25000
Top Speed
Acceleration
Braking
Traction

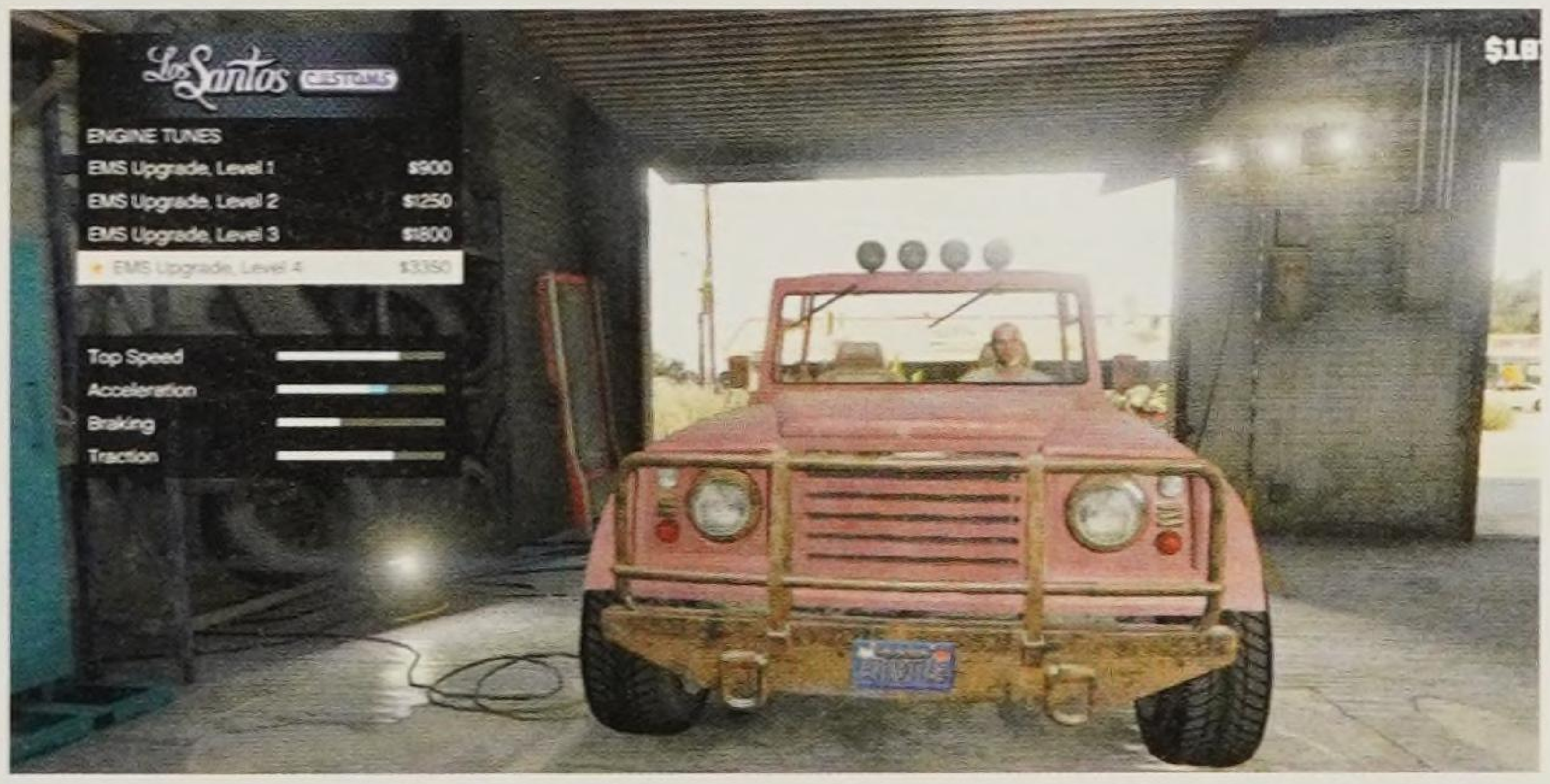
BRAKES

If you're going to tune your vehicle and increase speed and acceleration, some quality brakes are needed to stop the rocket. Notice that the effect of new brakes does not dramatically increase the braking base stat, but it does add a little extra stopping power. The brakes available are Stock, Street, Sport, and Race Brakes. The prices range from $1000 to $17,500 depending on the vehicle type.


Los Santos CUSTOMS
BRAKES
Stock Brakes
Street Brakes FREE
★ Sport Brakes FREE
Race Brakes $0
Top Speed
Acceleration
Braking
Traction

ENGINE

Engine upgrades increase your base horsepower, which increases the acceleration stat. By altering the Engine Monitoring System (EMS), you can get more power out of your vehicle. There are four levels of upgrades that range from $900 to $3350 depending on the vehicle. These upgrades slightly increase the acceleration stat. At level four, expect around a 15% increase in acceleration.


Los Santos CUSTOMS
ENGINE TUNES
EMS Upgrade, Level 1 $900
EMS Upgrade, Level 2 $1250
EMS Upgrade, Level 3 $1800
★ EMS Upgrade, Level 4 $3350
Top Speed
Acceleration
Braking
Traction

SUSPENSION

Suspension does not affect any of the base vehicle stats, but it does change the handling of your vehicle by giving it a lower center of gravity, improving its cornering ability. There are four suspension options available from $500 to $2200. These are the options from lowest to highest: Lowered, Street, Sport, and Competition Suspension.

TRANSMISSION

The transmission modifications have a direct effect on your vehicle's acceleration. There are three transmission options that range from $14,750 to $20,000. The options from highest to lowest price are Street, Sport, and Race Transmission. Motorcycle transmissions are much cheaper, ranging from $2950 to $4000. Not all vehicles have the transmission modification option. The best transmission upgrade (Race) only adds about 5% extra to your acceleration stat.

TURBO

Turbo Tuning adds the biggest boost to your vehicle's performance, giving your vehicle a 25% boost to its acceleration! The cost is a mere $5000 to $12,500 depending on your vehicle type.

WHEELS

There are two subcategories in wheels: Wheel Type and Wheel Accessories. In Wheel Types, there are many wheel options available to all types of vehicles. Motorcycles even have back and front wheel options available, so you can have a variety installed at the same time. You don't even have to put the matching vehicle type wheel on your vehicle. For example, you could put some off-road tires on your tuner vehicle.

VEHICLE WHEEL TYPE	AMOUNT OF WHEEL OPTIONS
High End	20
Lowrider	15
Muscle	18
Off-Road	11
Sport	25
SUV	19
Tuner	24

In Wheel Accessories, you can find some very interesting options, the most notable being the **Bulletproof Tires** to complete your vehicle armor package. You can also change the color of your burnout tire smoke: White, Black, Blue, Yellow, Orange, or Red (these choices range from $1000 to $2250).

RESPRAY

When it comes to painting your vehicle, plenty of options are available. There are primary and secondary color options (secondary applies to stripes and other markings on your vehicle). The primary color options are Chrome, Classic (75 color choices at $400), Matte (20 color choices at $1000), Metallic (75 color choices at $650), and Metal (3 choices at $900). Primary color is the option to use to lose a Wanted Level.

MISCELLANEOUS MODIFICATIONS

There are a host of other modifications that are vehicle specific and only add to the cosmetics of your vehicle. With so many options, you can truly create a unique look for your favorite vehicles. Some of the other options in the mod shop are included in the following list. So take some time, play around, and see what kind of cool looks you can create.

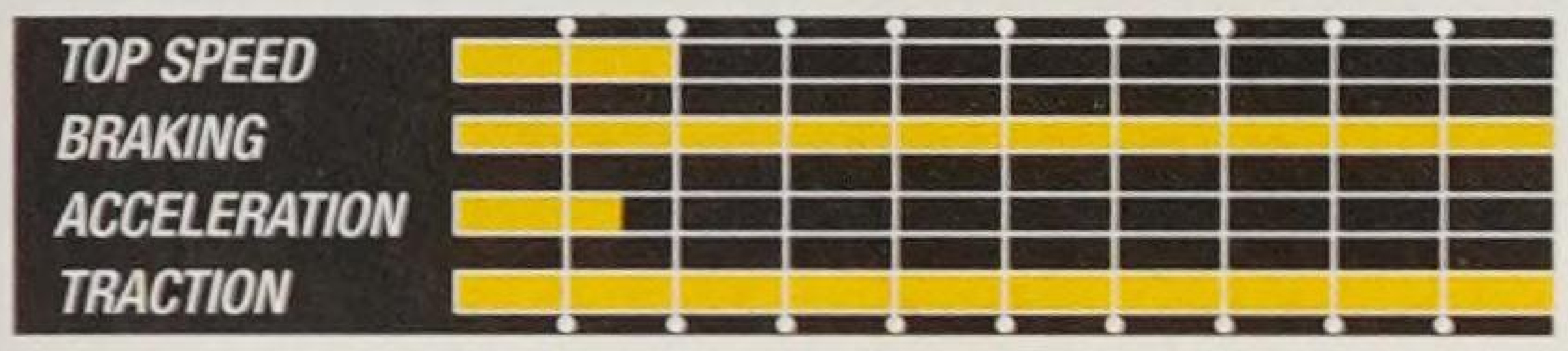
- **FENDERS:** *Many trucks have multiple fender options.*
- **HOOD:** *For example, Trevor's Canis Bodhi has 6 very interesting hood options, including Bull Horns.*
- **GRILLE:** *For example, Trevor's Canis Bodhi has 4 different front grille options.*
- **ROLL CAGE:** *Available to some trucks and sports and super cars.*
- **CHASSIS:** *Some vehicles have chassis options, including roll cages.*
- **ROOF:** *Example: Carbon-fiber rooftop.*
- **SPOILER:** *Some vehicles have a few rear spoiler options.*
- **WINDOWS:** *Tinting: Light and Dark Smoke, and Limo.*
- **SKIRTS:** *These are the panels on the side of the vehicle below the doors.*
- **BUMPERS:** *Front and back bumper options range from $500 to $13,000. An interesting bumper option is the Stickerbomb (for the Declasse Asea).*
- **EXHAUSTS:** *This is an option available to all motorcycles and cars that can have mufflers.*
- **HORN:** *Horn customizations range from $60 to $500: Truck, Cop, Clown, and 5 Musical Horn options.*
- **LIGHTS:** *Xenon Lights run around $1450. These give your vehicle that blinding bright-blue-tinted light enjoyed by all other motorists on the road.*
- **PLATE:** *There are 5 plate options ranging from $50 to $150: Blue on White (option 1 - 3), Yellow on Blue, and Yellow on Black. There are no personalization options available. You must download the iFruit app for your personal smartphone or tablet to modify your car and create customized license plates. Visit www.rockstargames.com/v/downloads for details.*

VEHICLE MODIFICATION OPTIONS

All modifiable vehicles have the following mods available: Repair, Armor, Engine, Horn, Lights, Plate, Respray, Transmission, Wheels, and Windows. But not all vehicles have the same mods available beyond that. In the following showroom, these "other" modifiable vehicle options are listed.

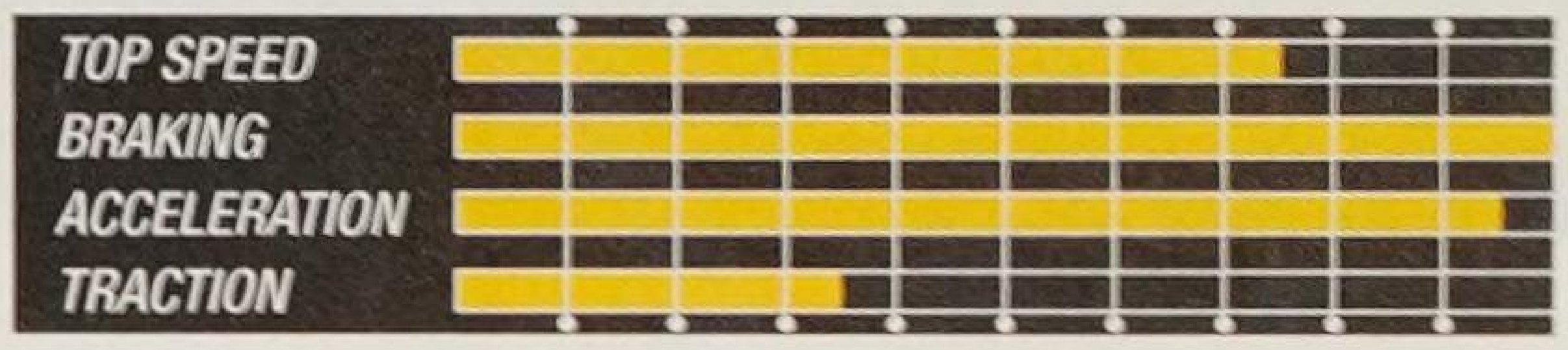
BOATS

Dinka Marquis



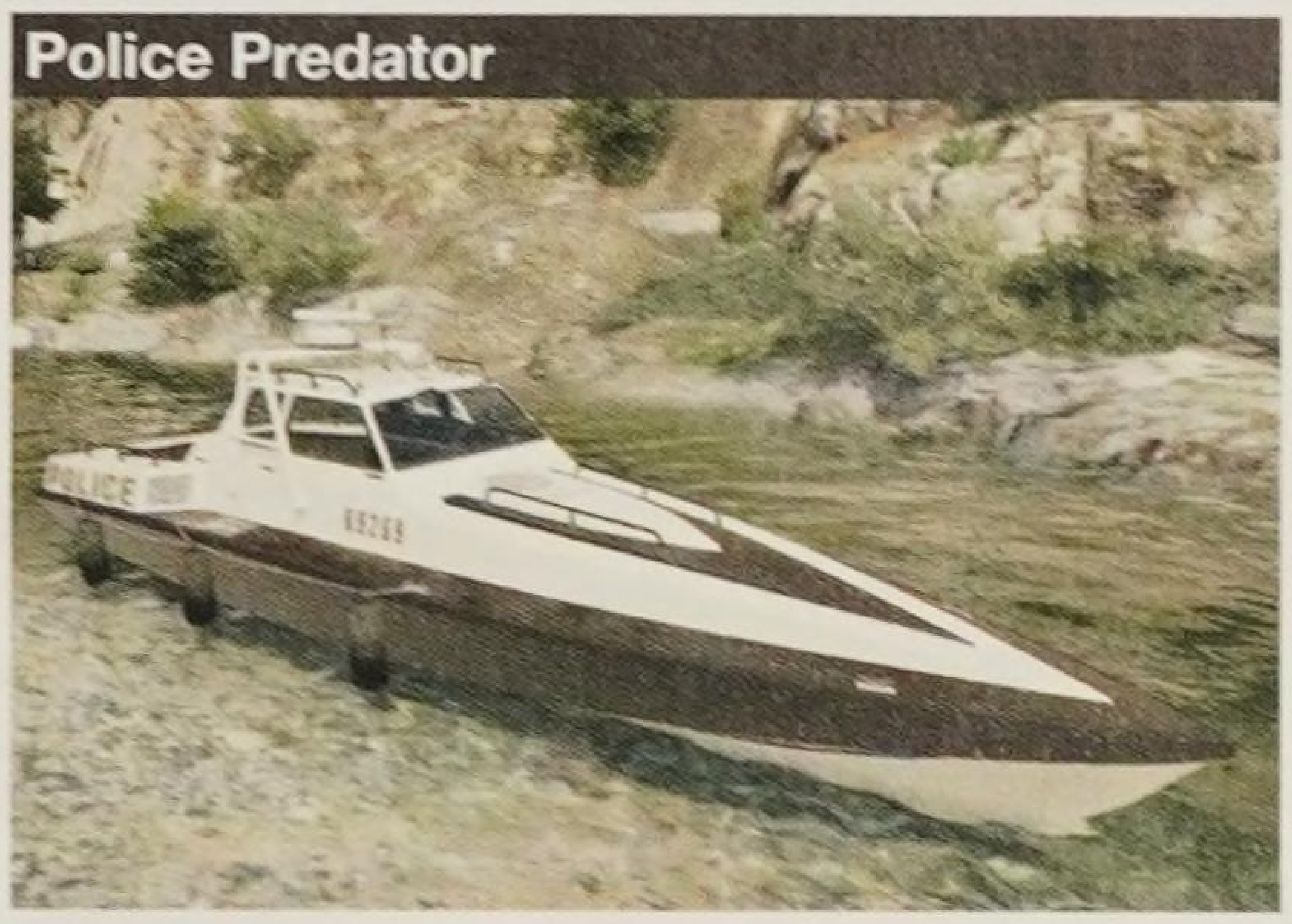
$413,990 | www.docktease.com

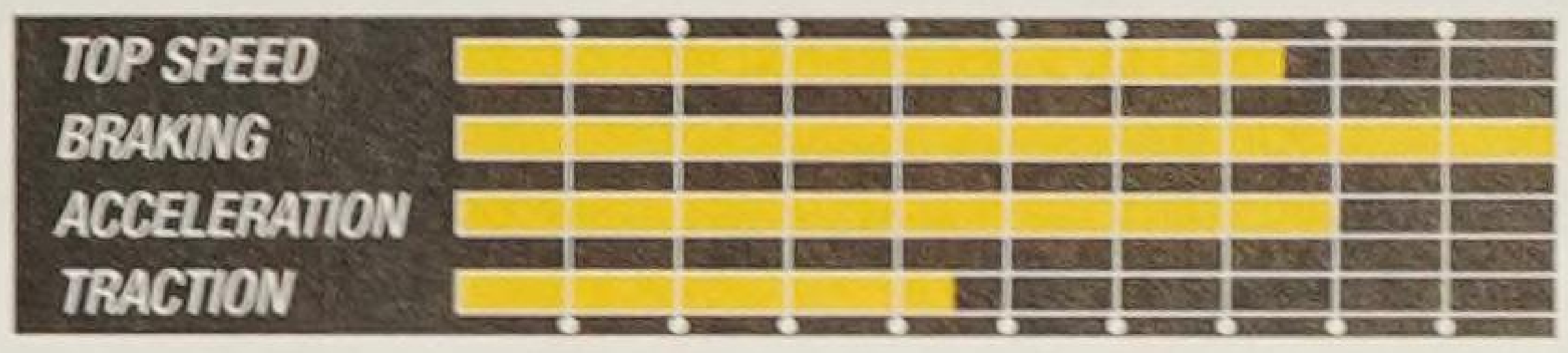
Nagasaki Dinghy



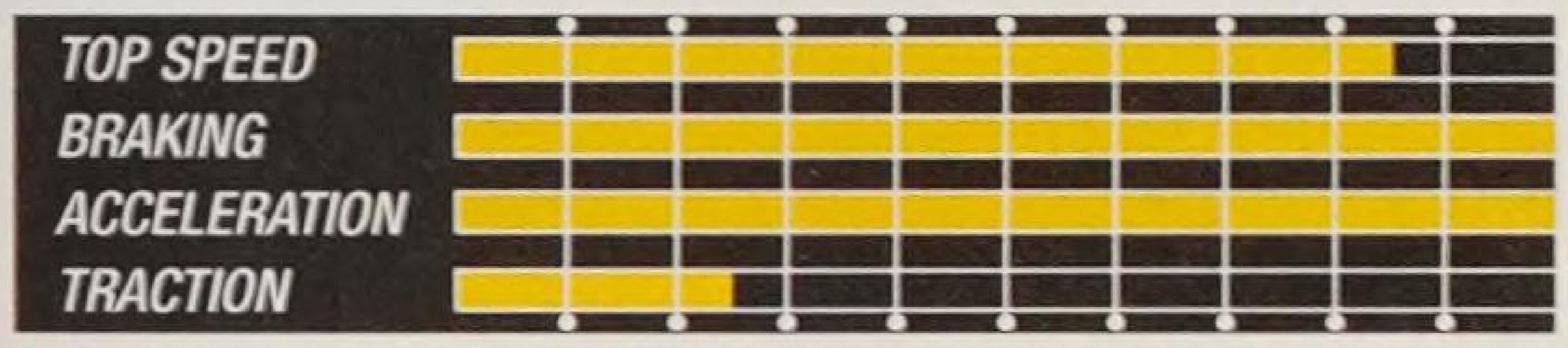
See Abigail on the Sonar Collections Dock after purchasing the property to get your own special Dinghy complete with Sonar capabilities.

Police Predator



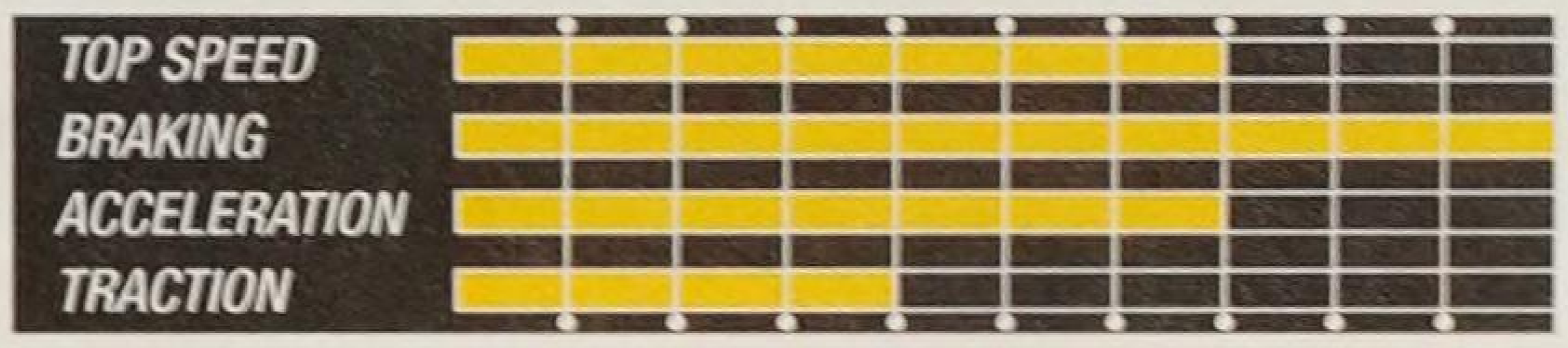


Shitzu Jetmax



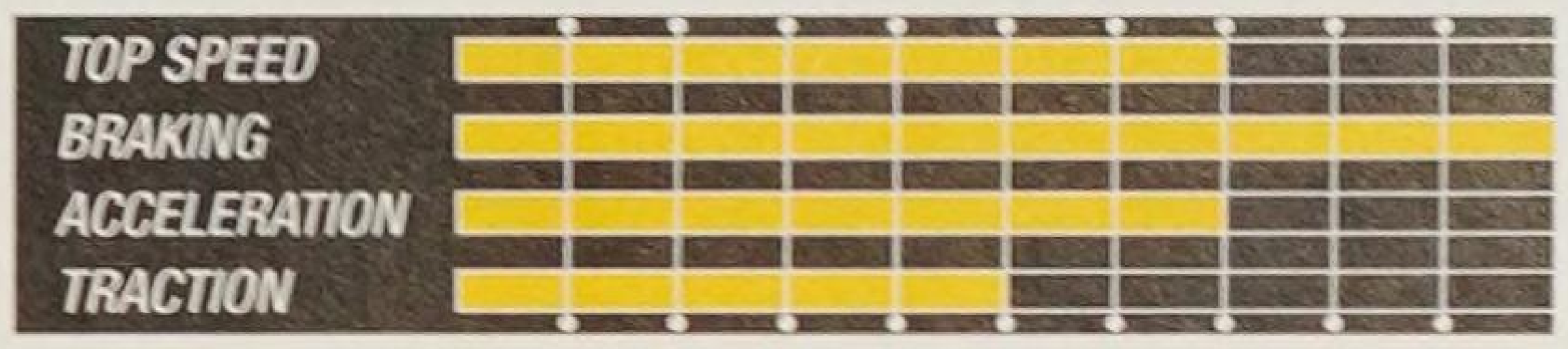
$299,000 | www.docktease.com

Shitzu Squalo



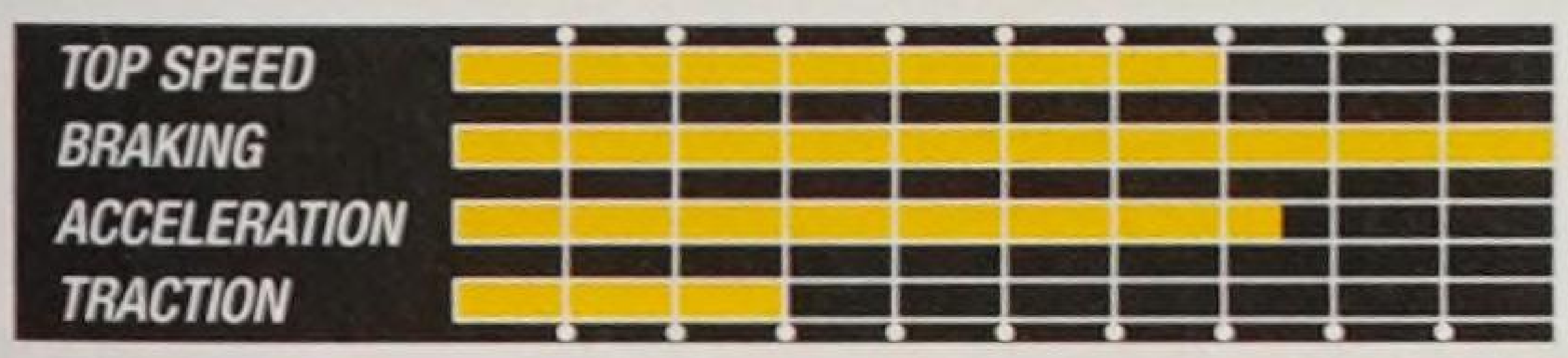
$196,621 | www.docktease.com

Shitzu Suntrap



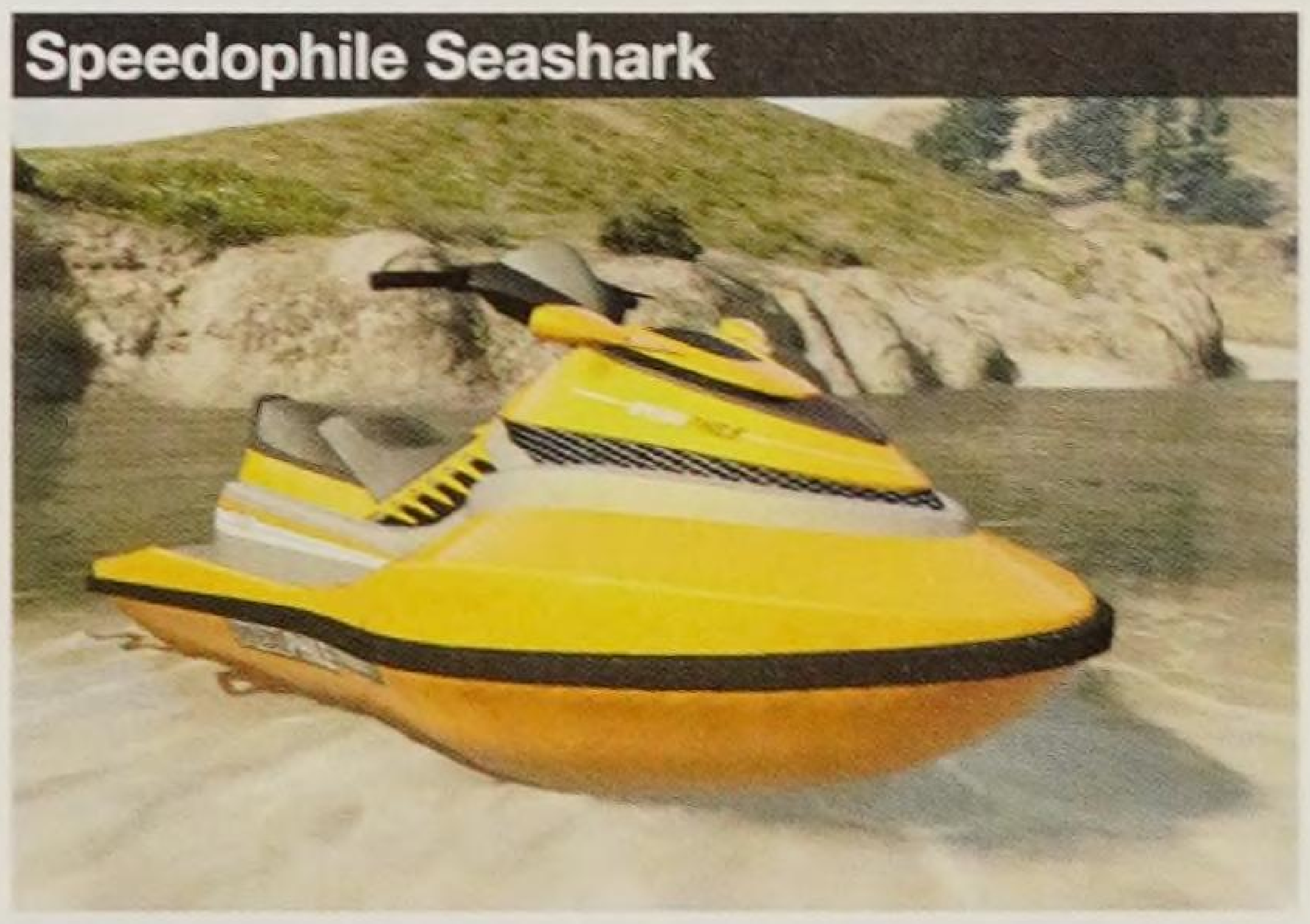
$25,160 | www.docktease.com

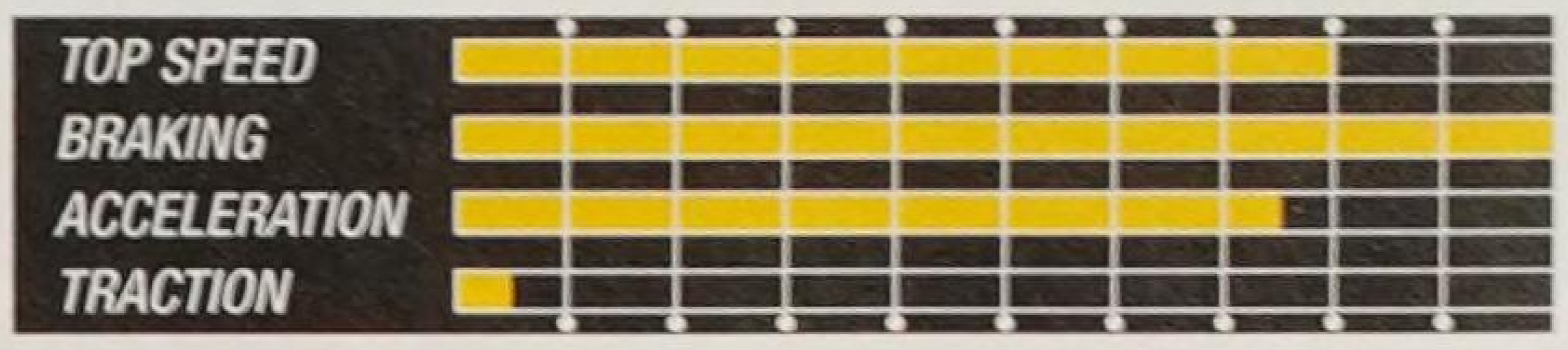
Shitzu Tropic



$22,000 | www.docktease.com

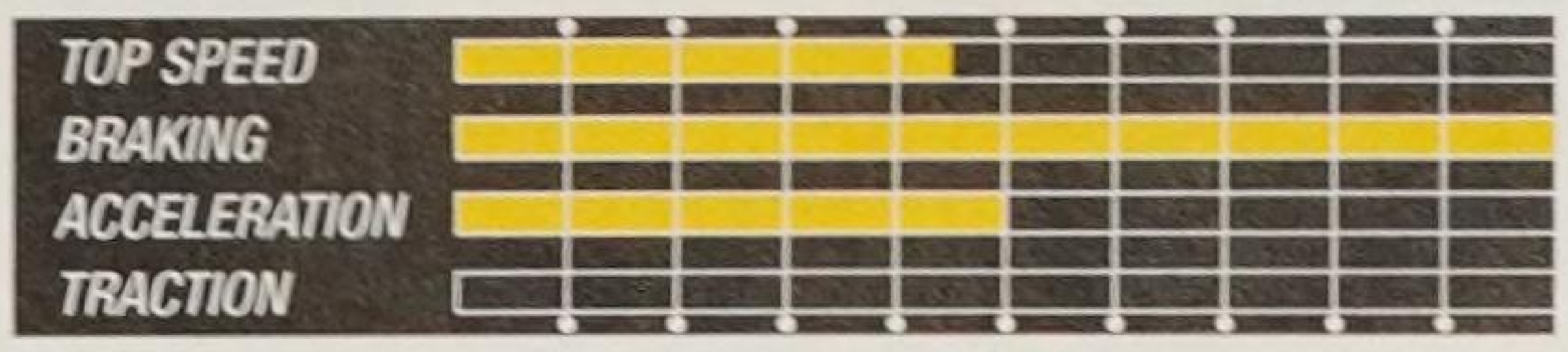
Speedophile Seashark





$16,899 | www.docktease.com

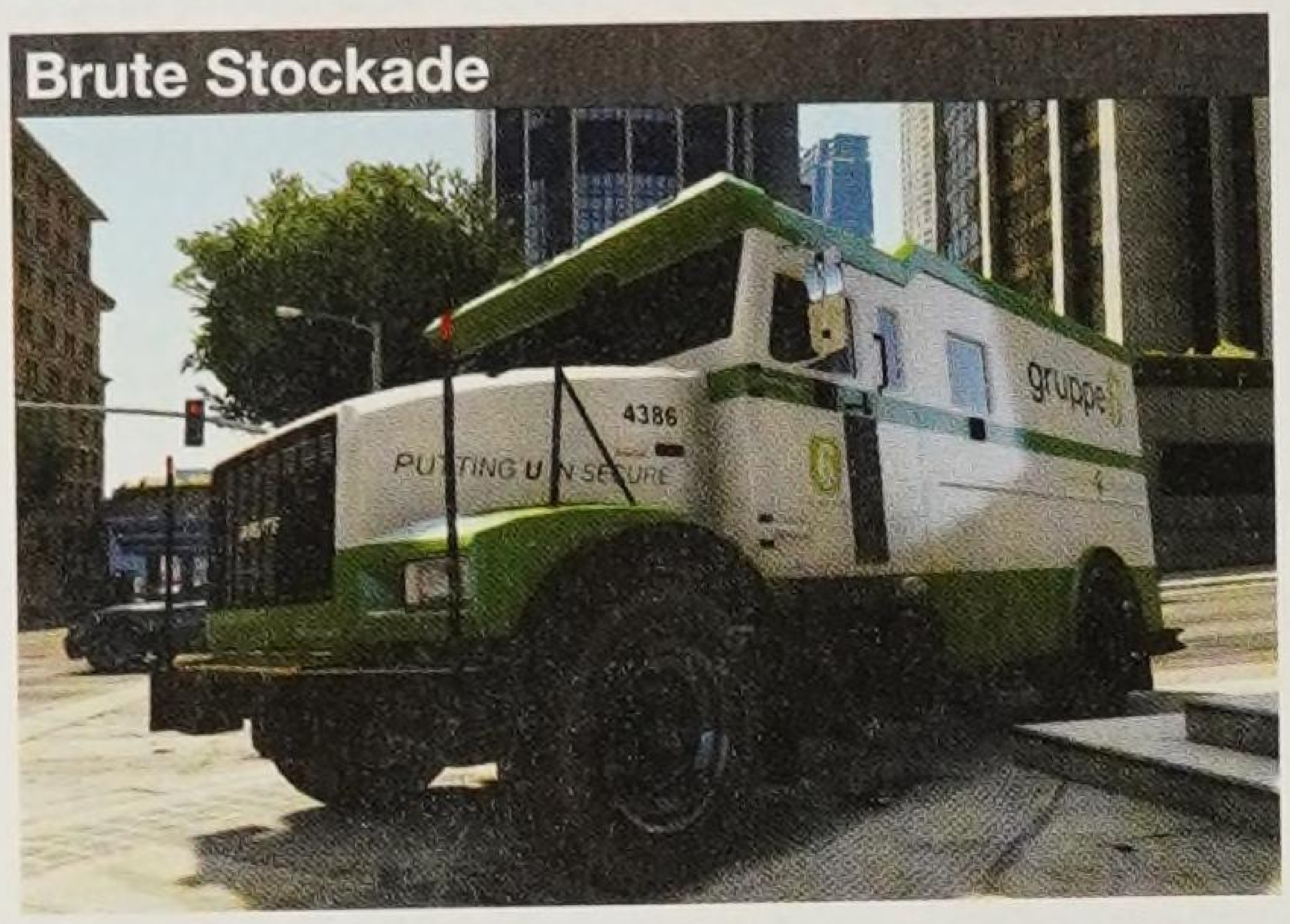
Submersible

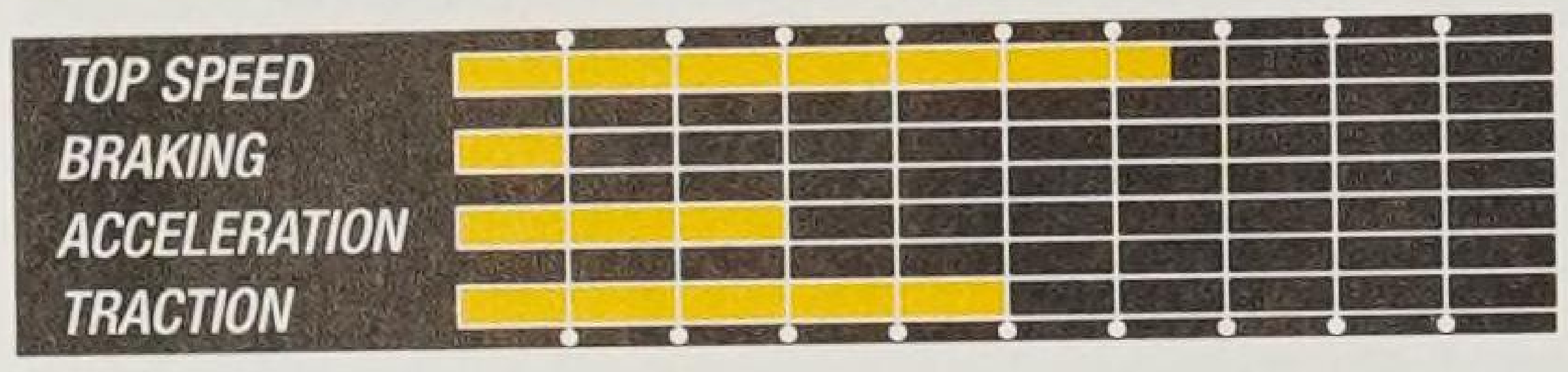


Purchase the Sonar Collections Dock and receive your very own Submersible complete with Trackify, the Nuclear Waste-tracking app for your smartphone. When exiting the sub you automatically equip scuba gear, so you can swim underwater for an unlimited amount of time.

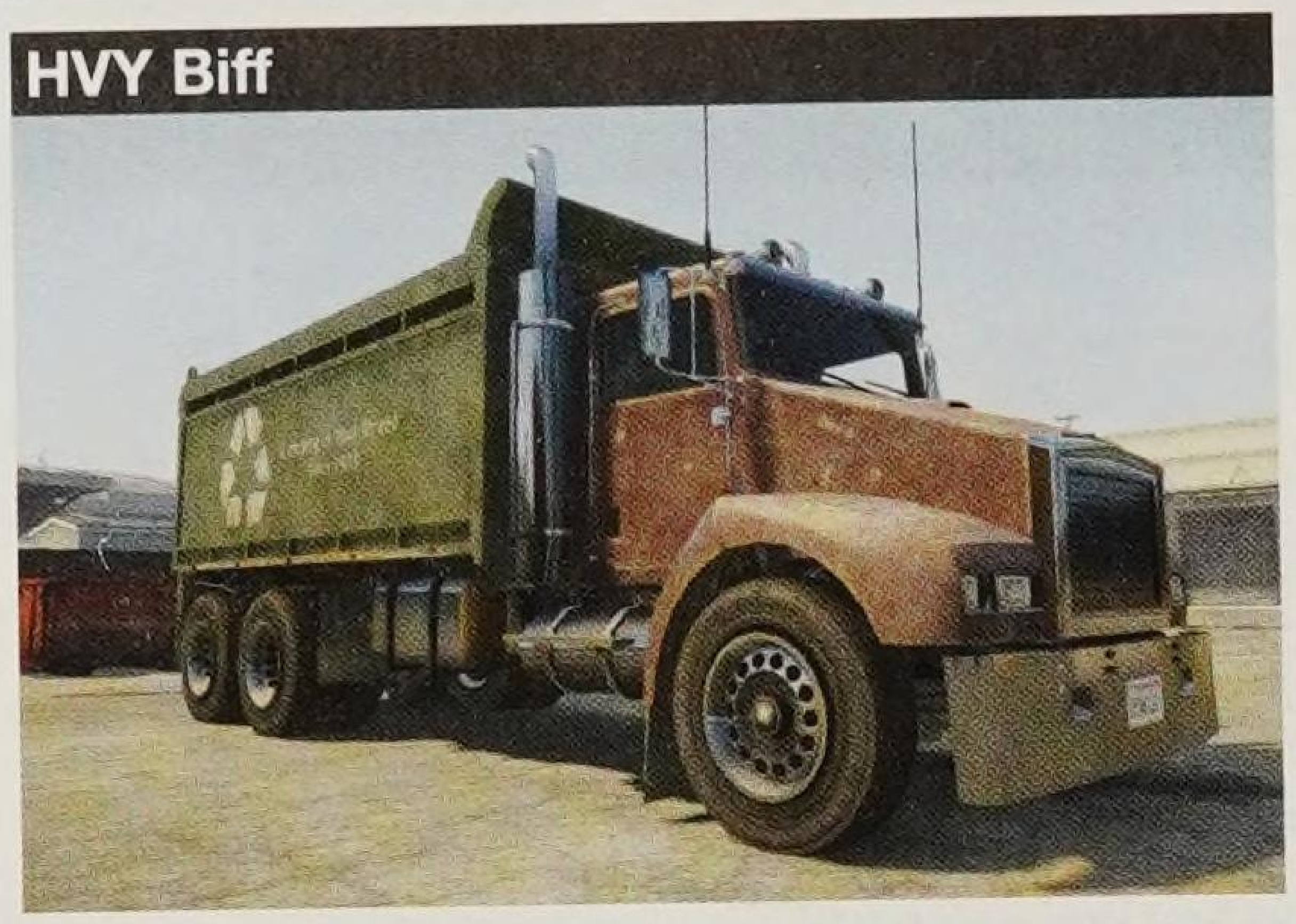
COMMERCIAL

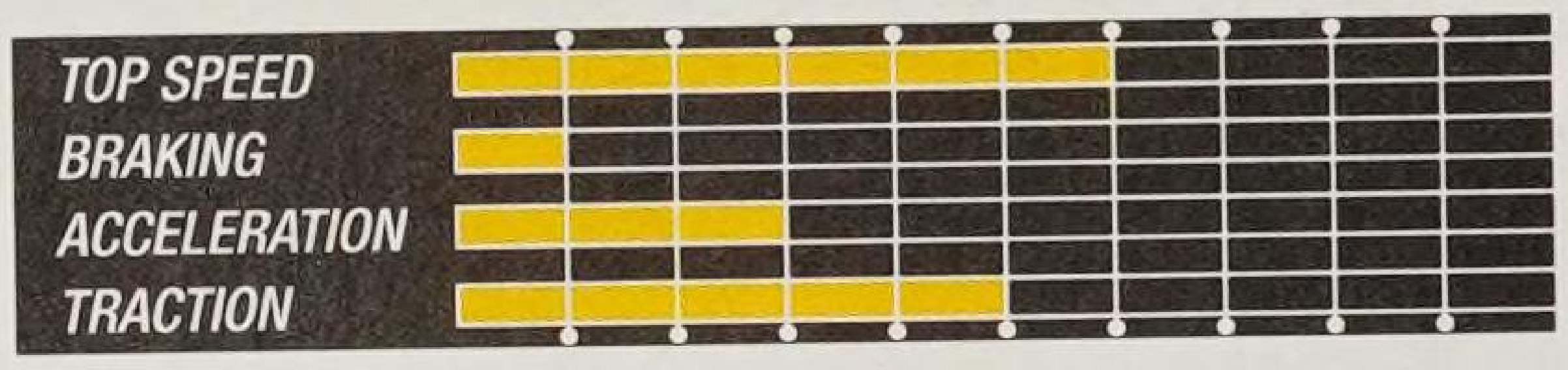
Brute Stockade



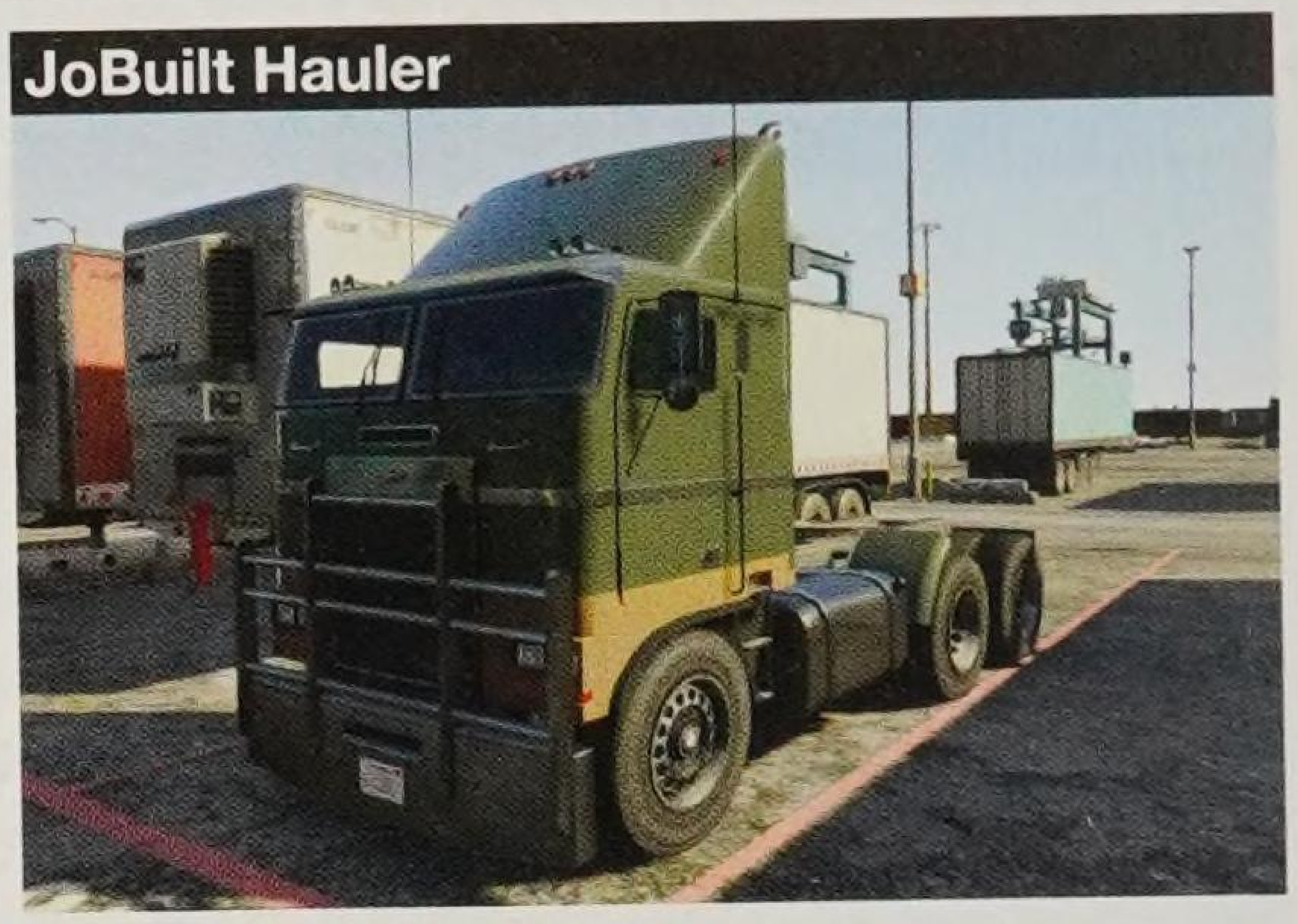


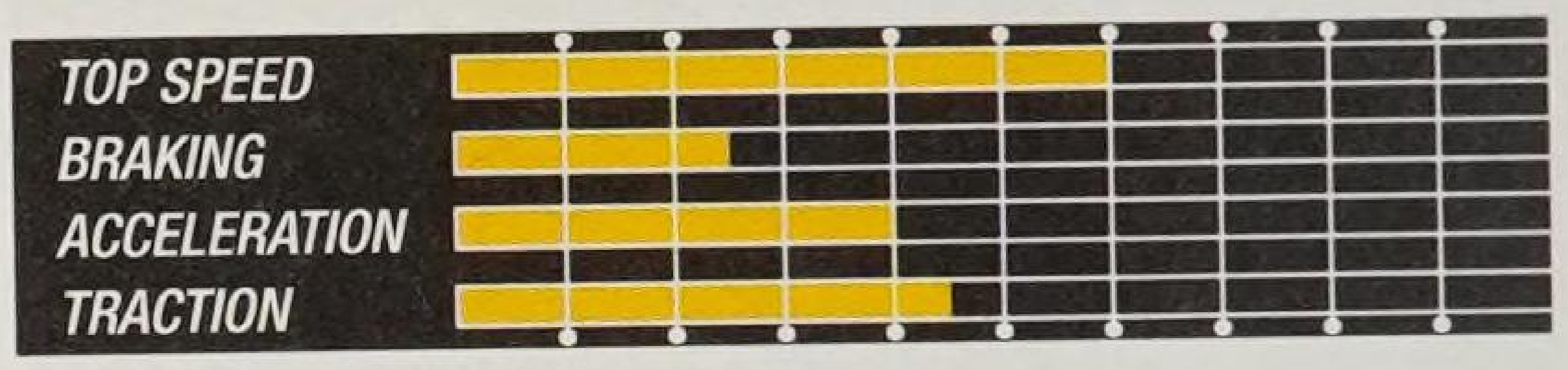
HVY Biff



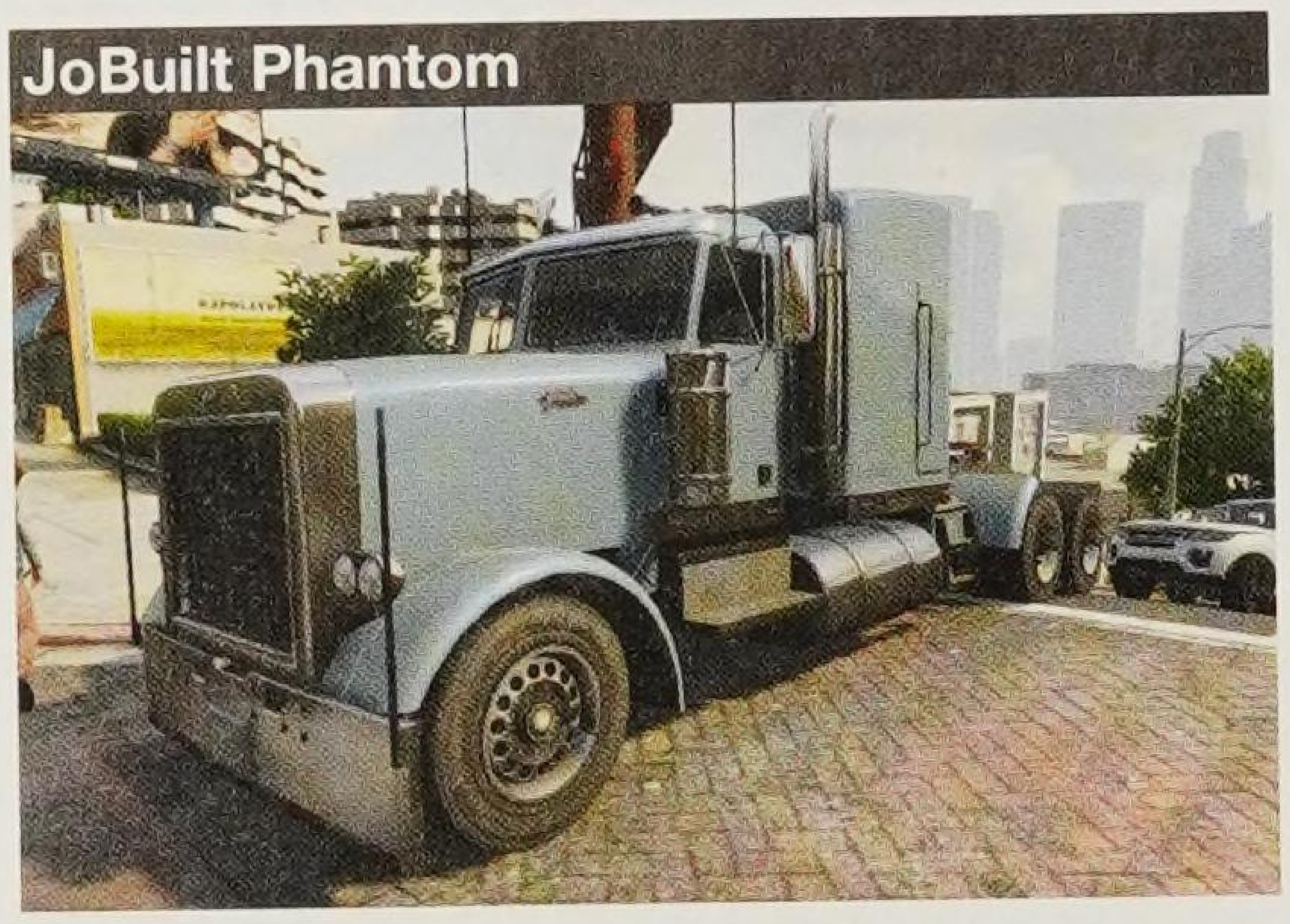


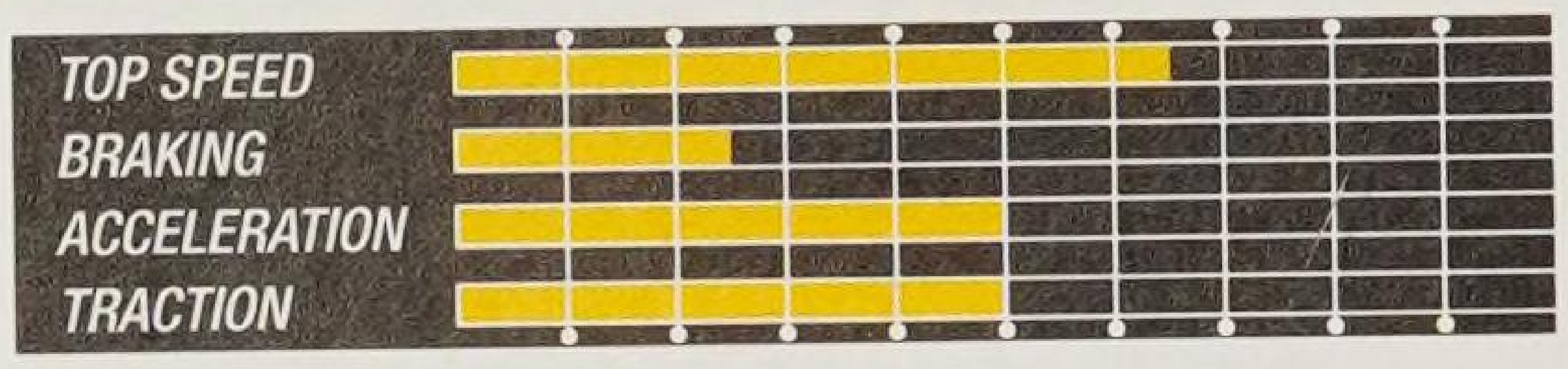
JoBuilt Hauler



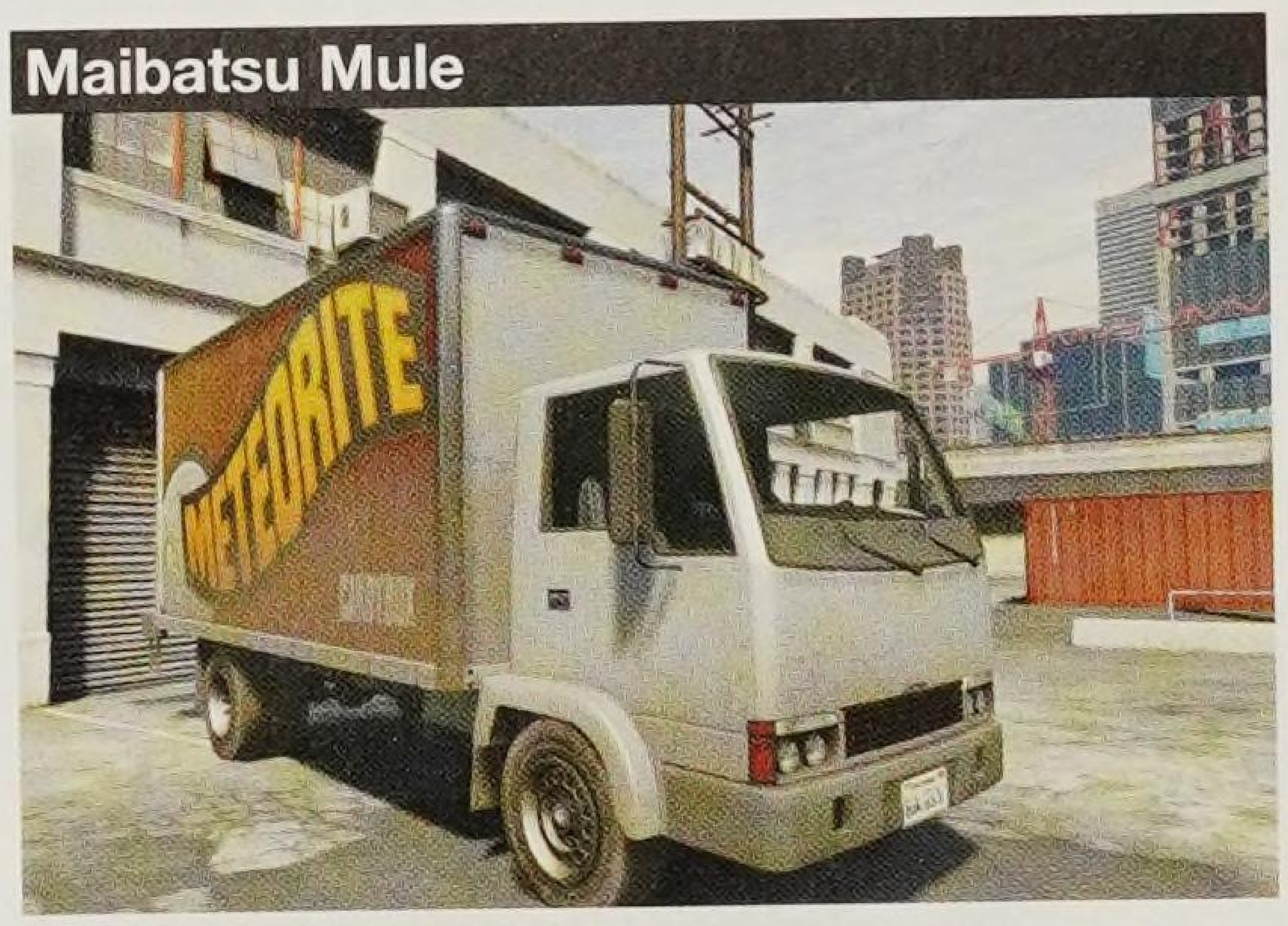


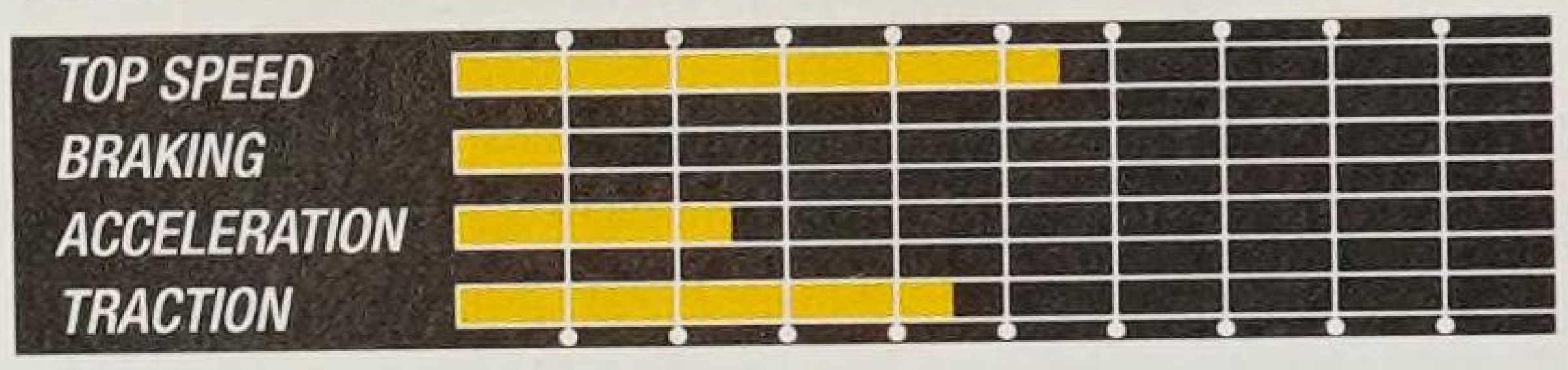
JoBuilt Phantom



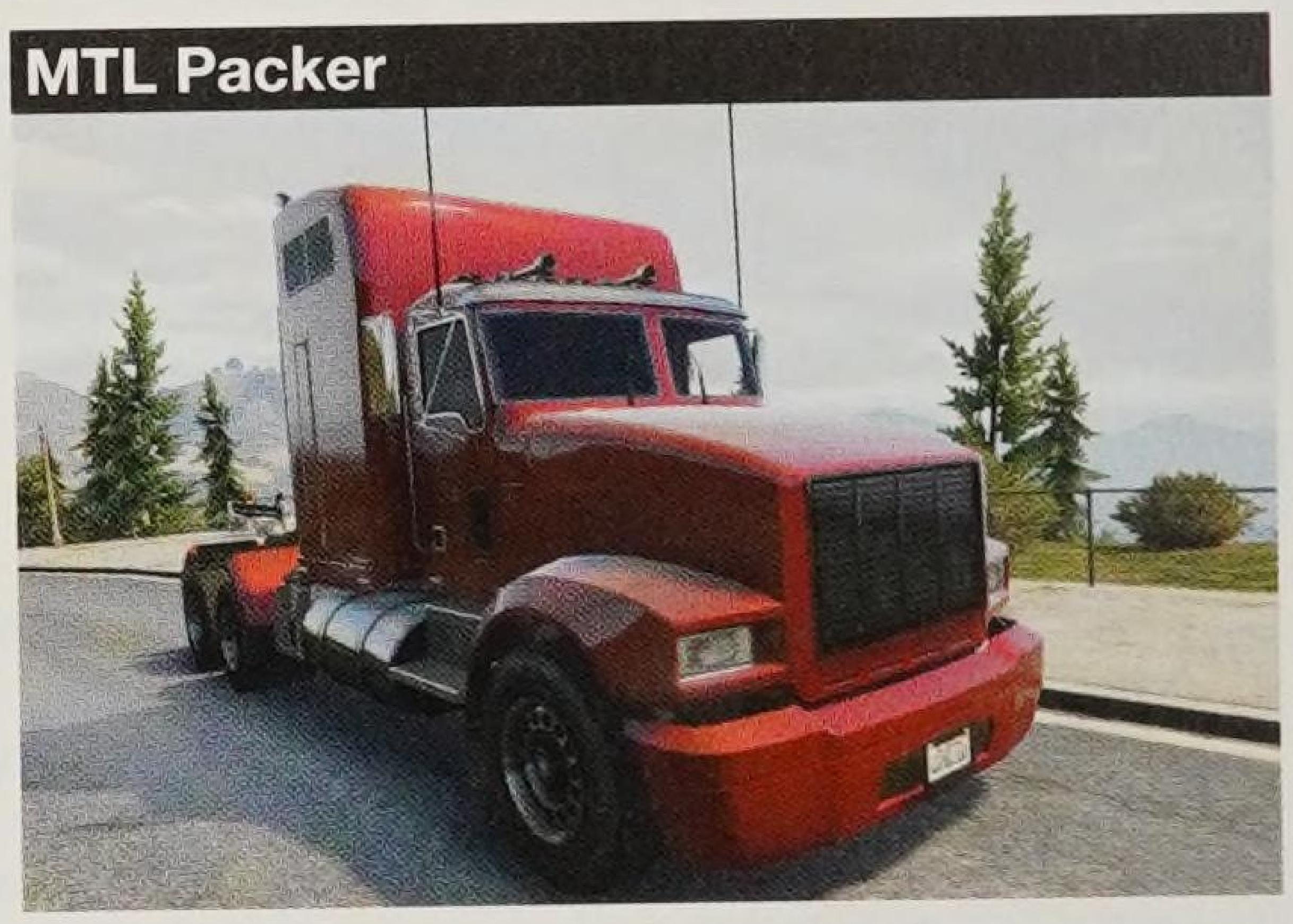


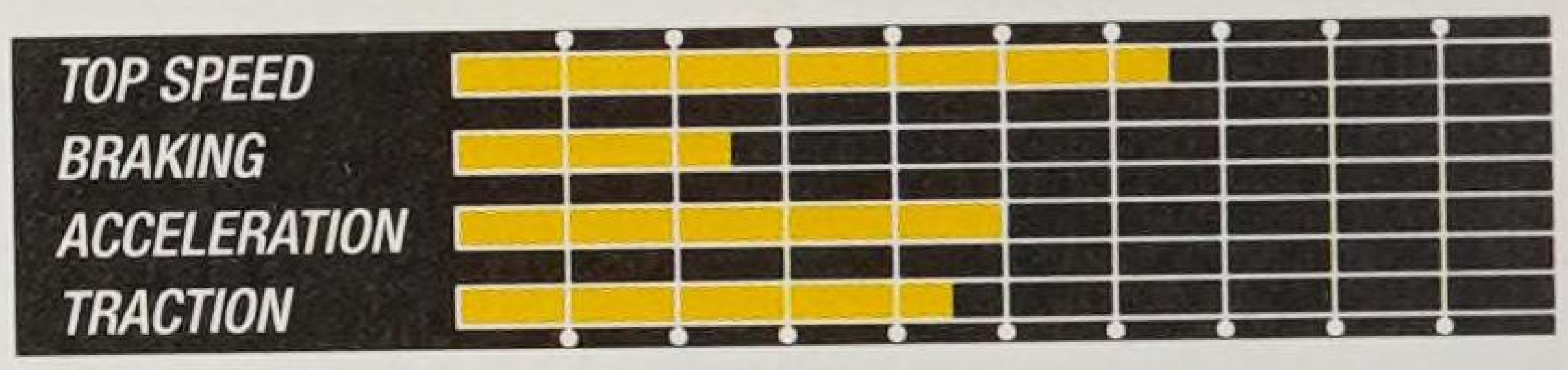
Maibatsu Mule



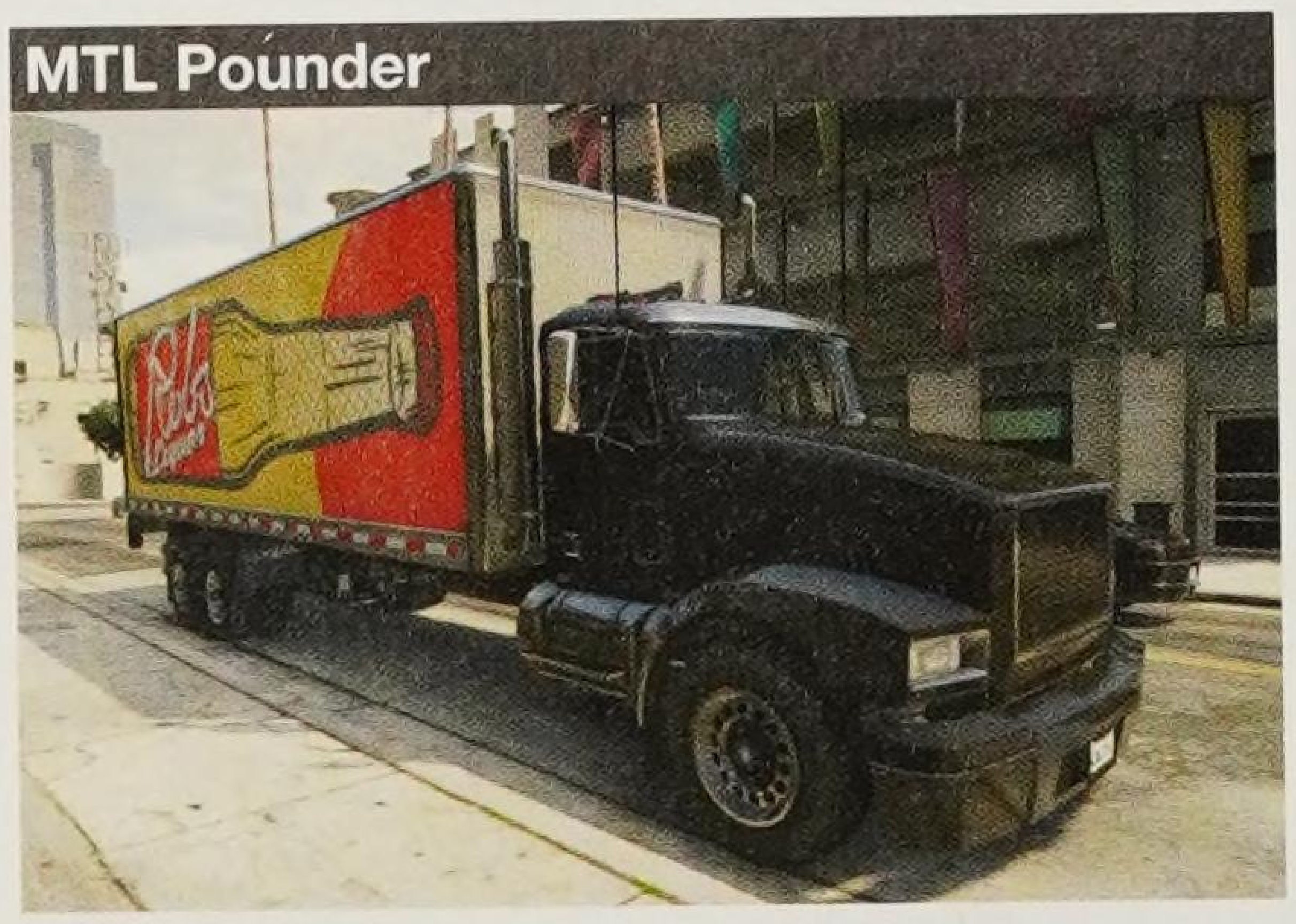


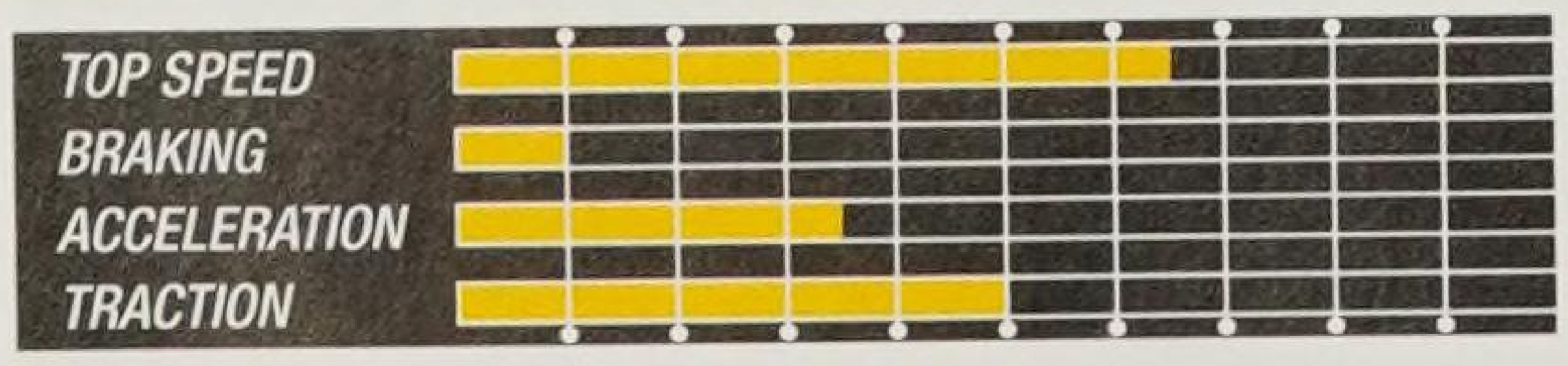
MTL Packer



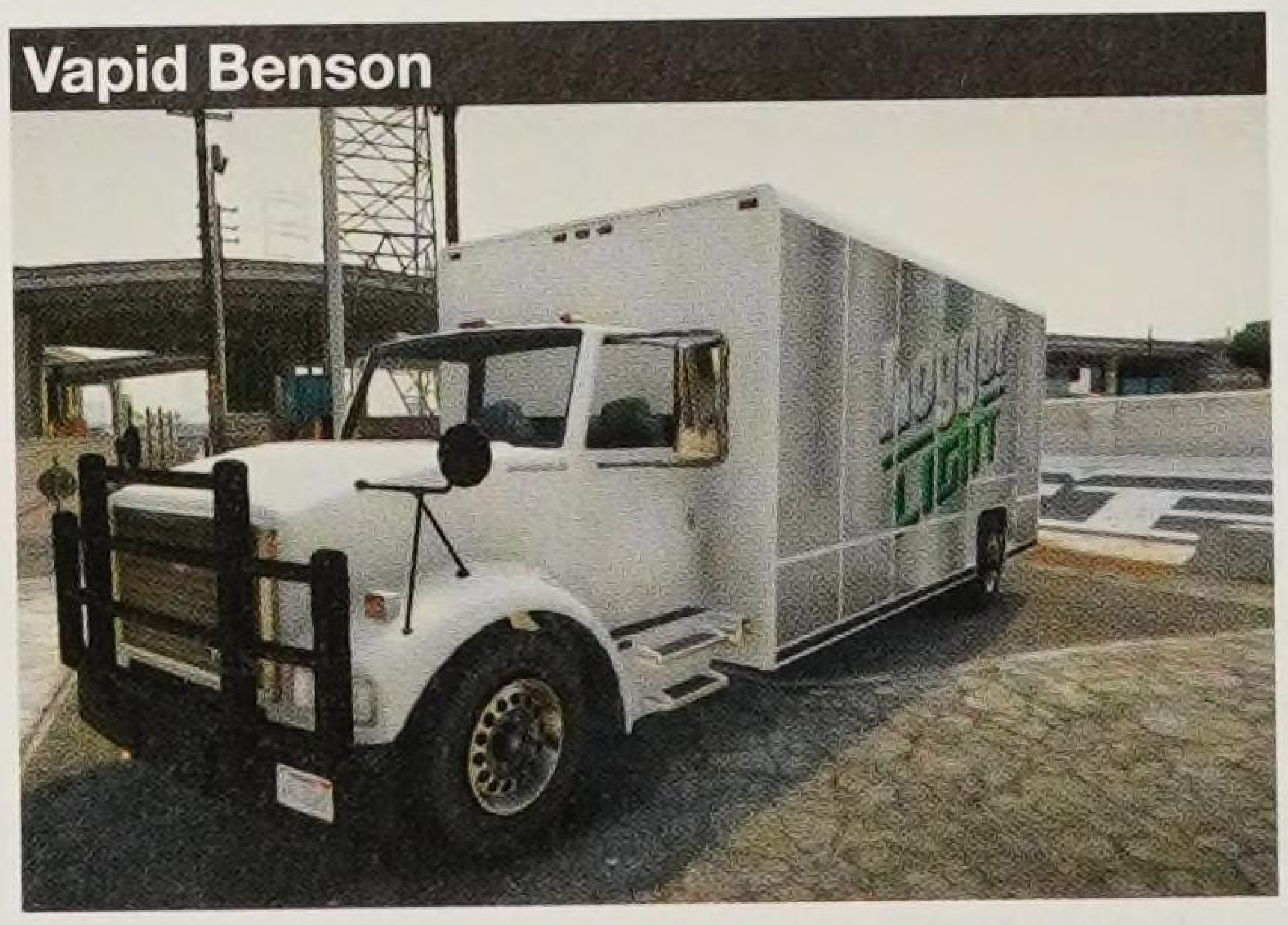


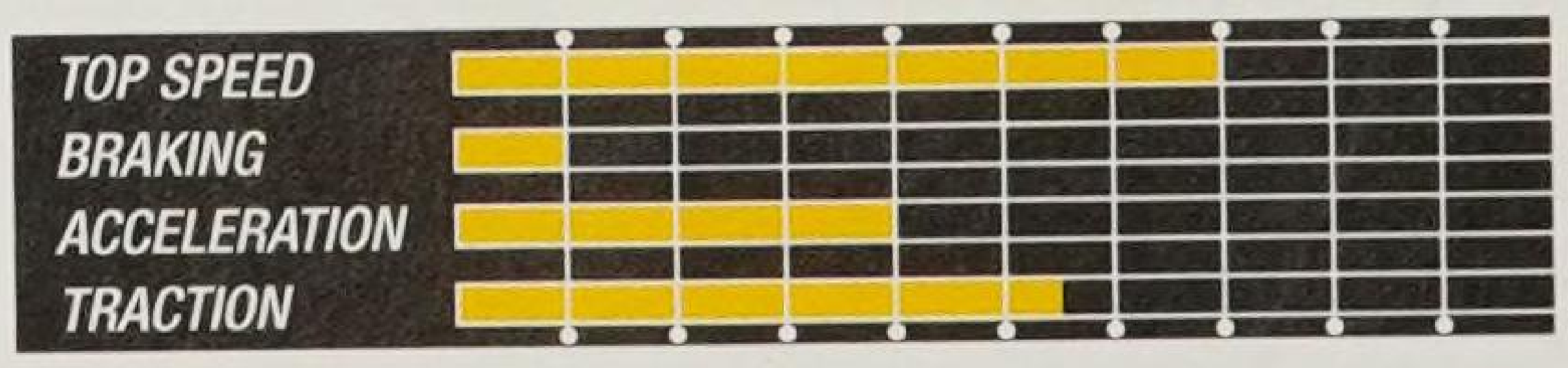
MTL Pounder





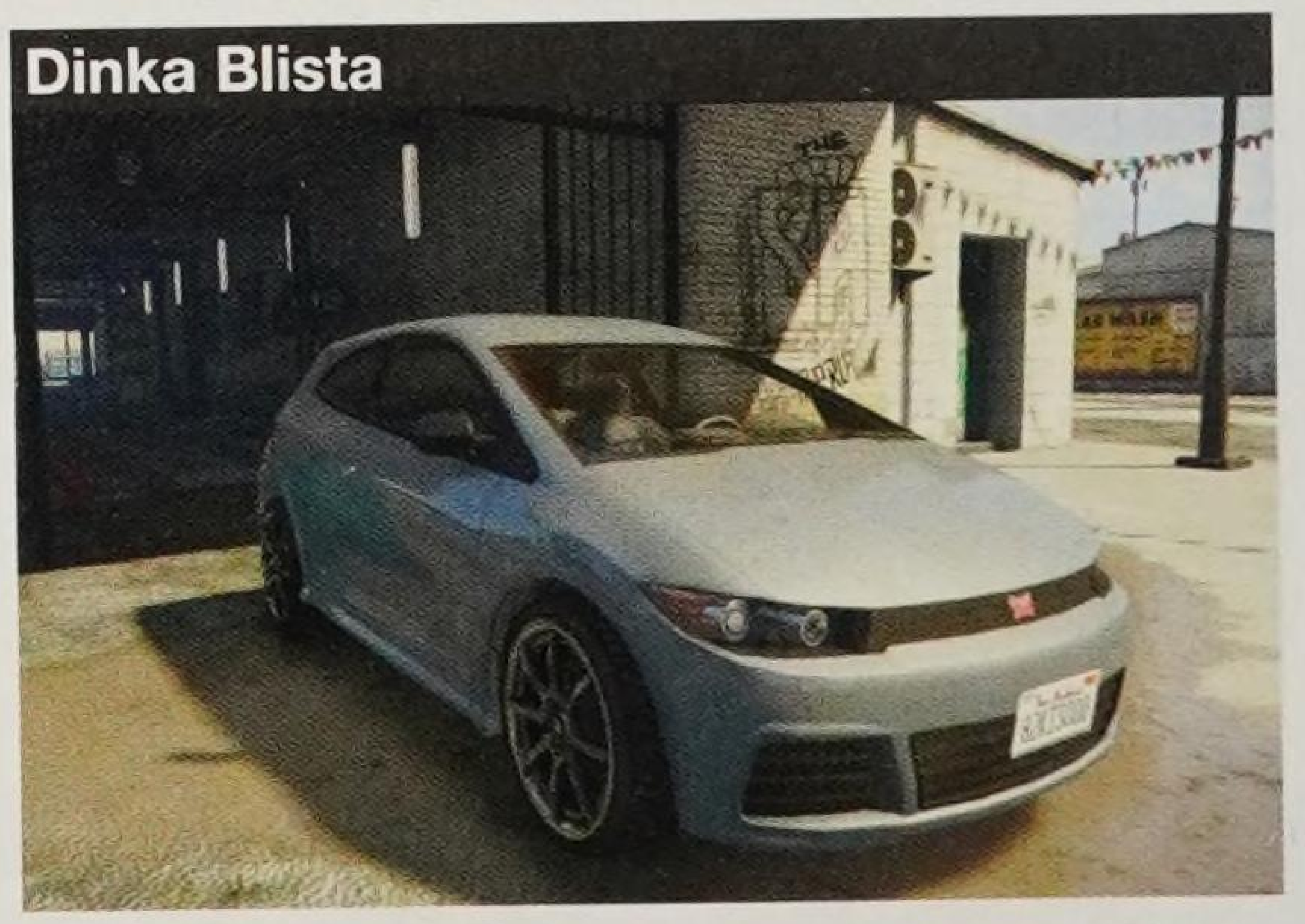
Vapid Benson

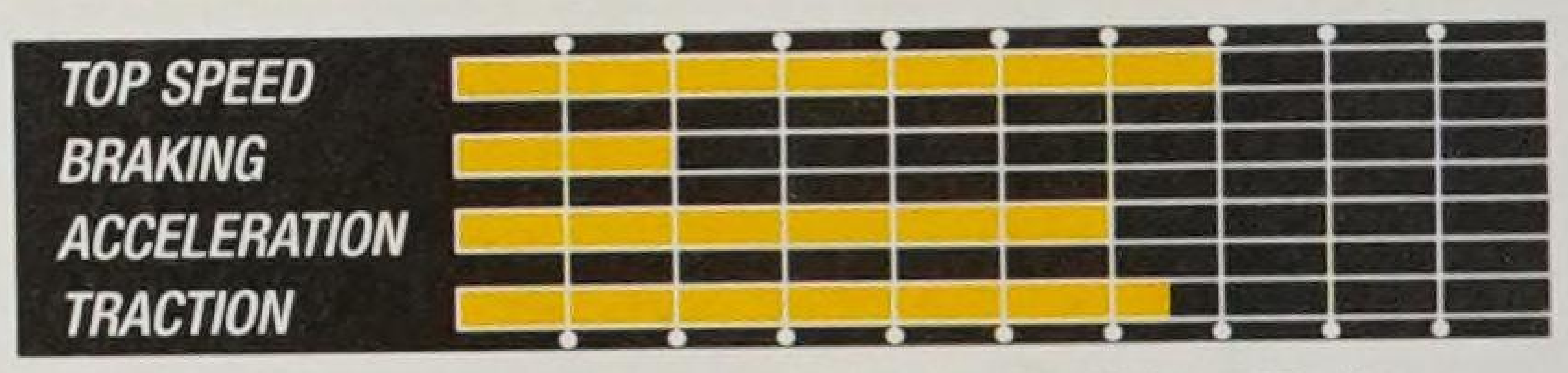




COMPACTS

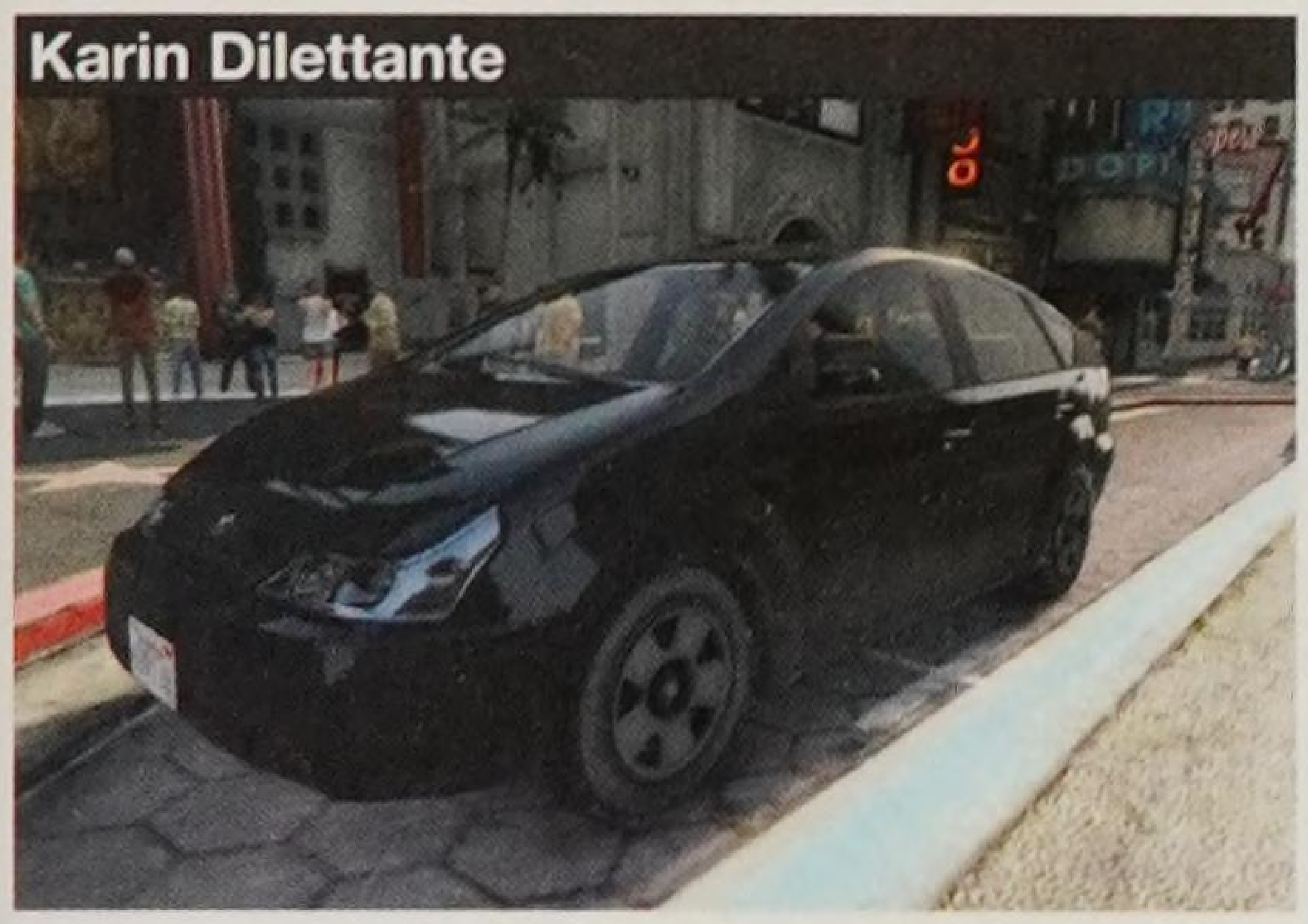
Dinka Blista

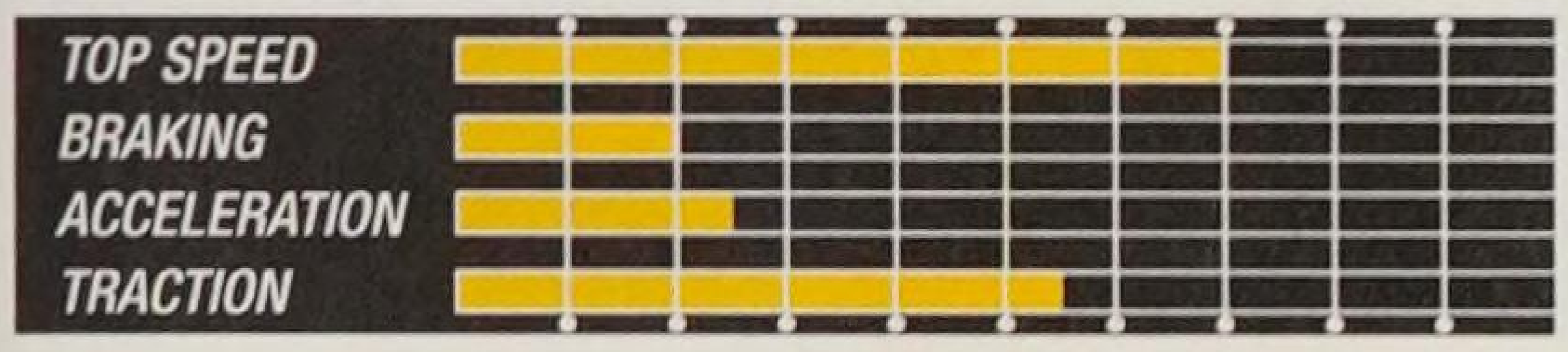




Extra Mods: Bumpers, Exhaust, Hood, Skirts, Turbo

Karin Dilettante

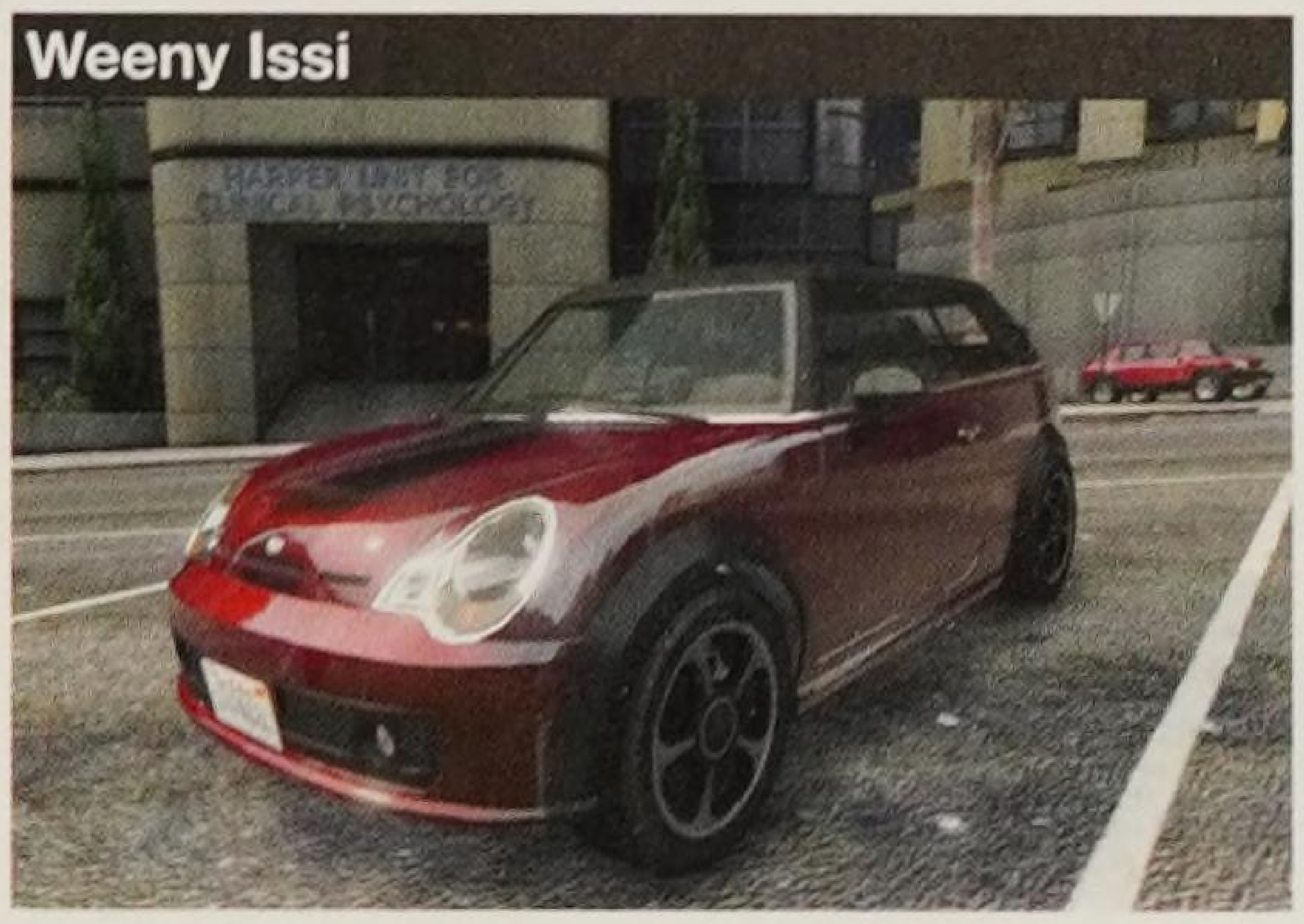


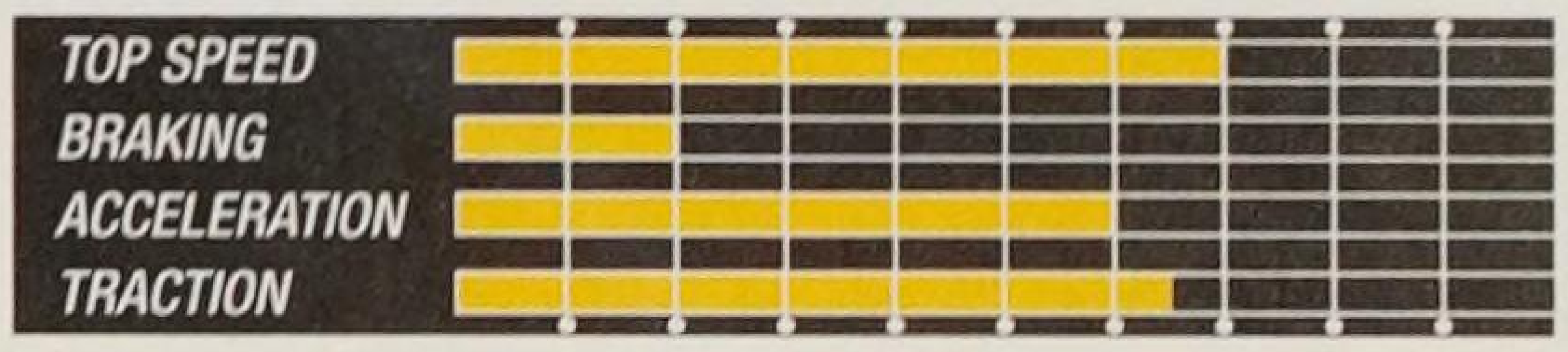


$25,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

Weeny Issi

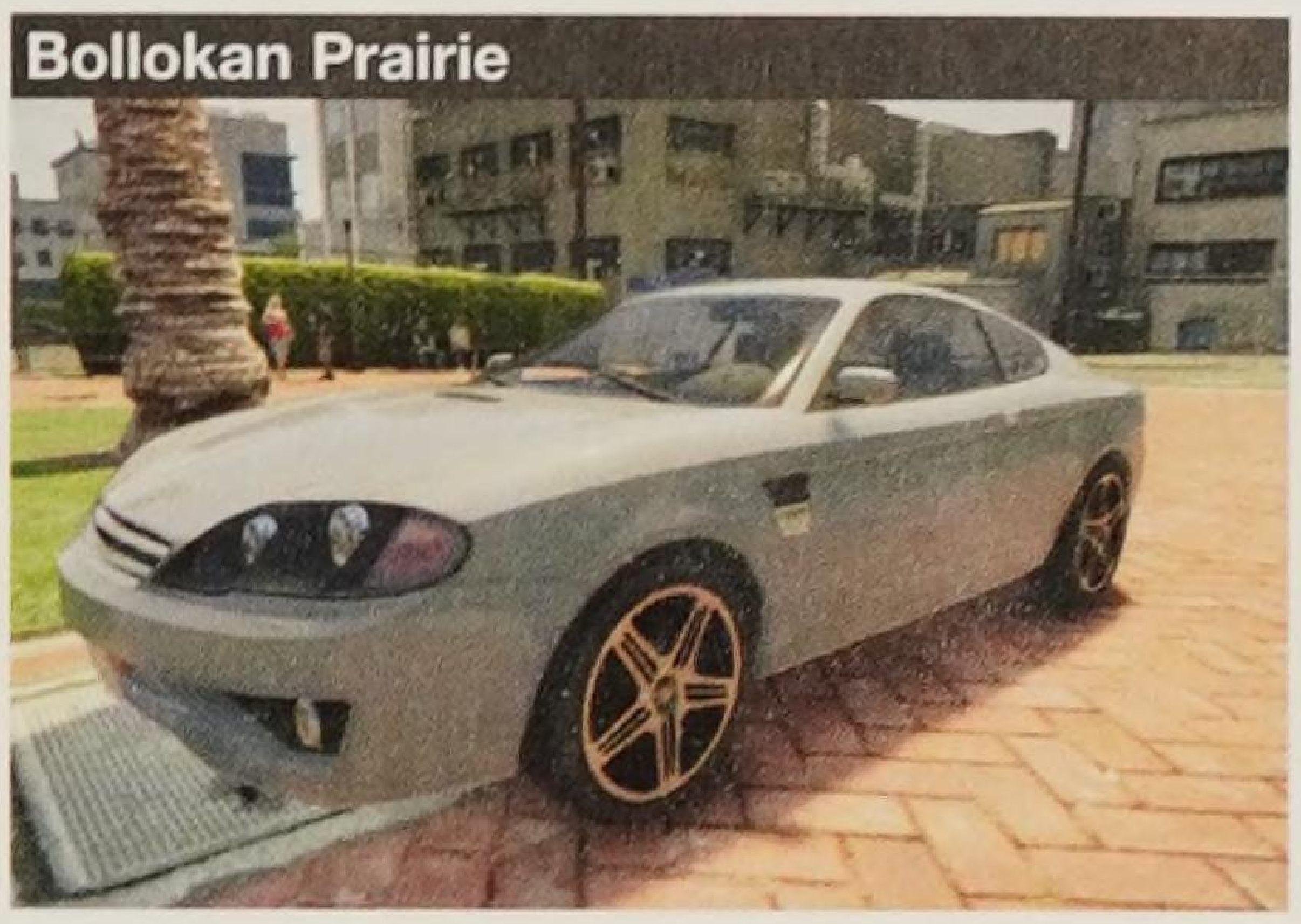


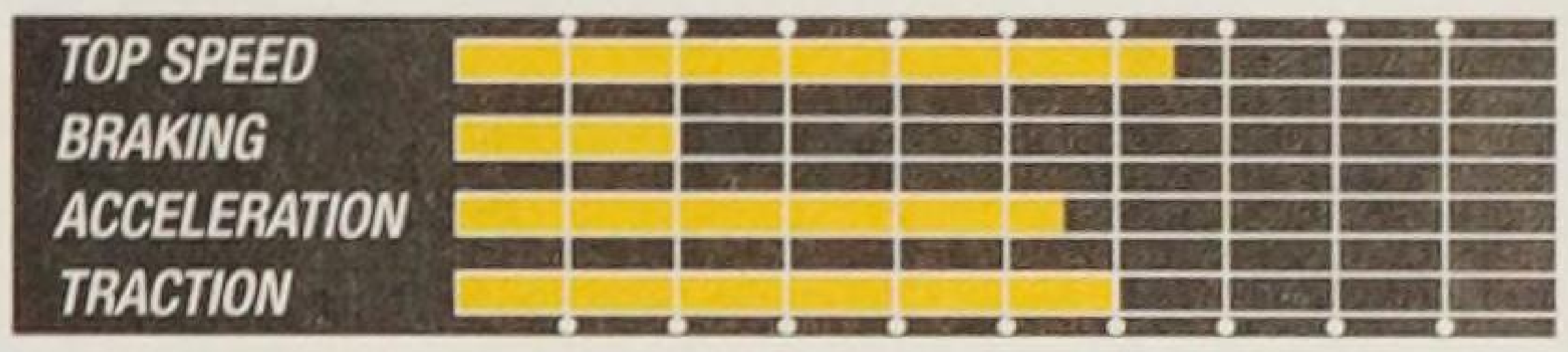


$18,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Exhaust, Skirts, Turbo

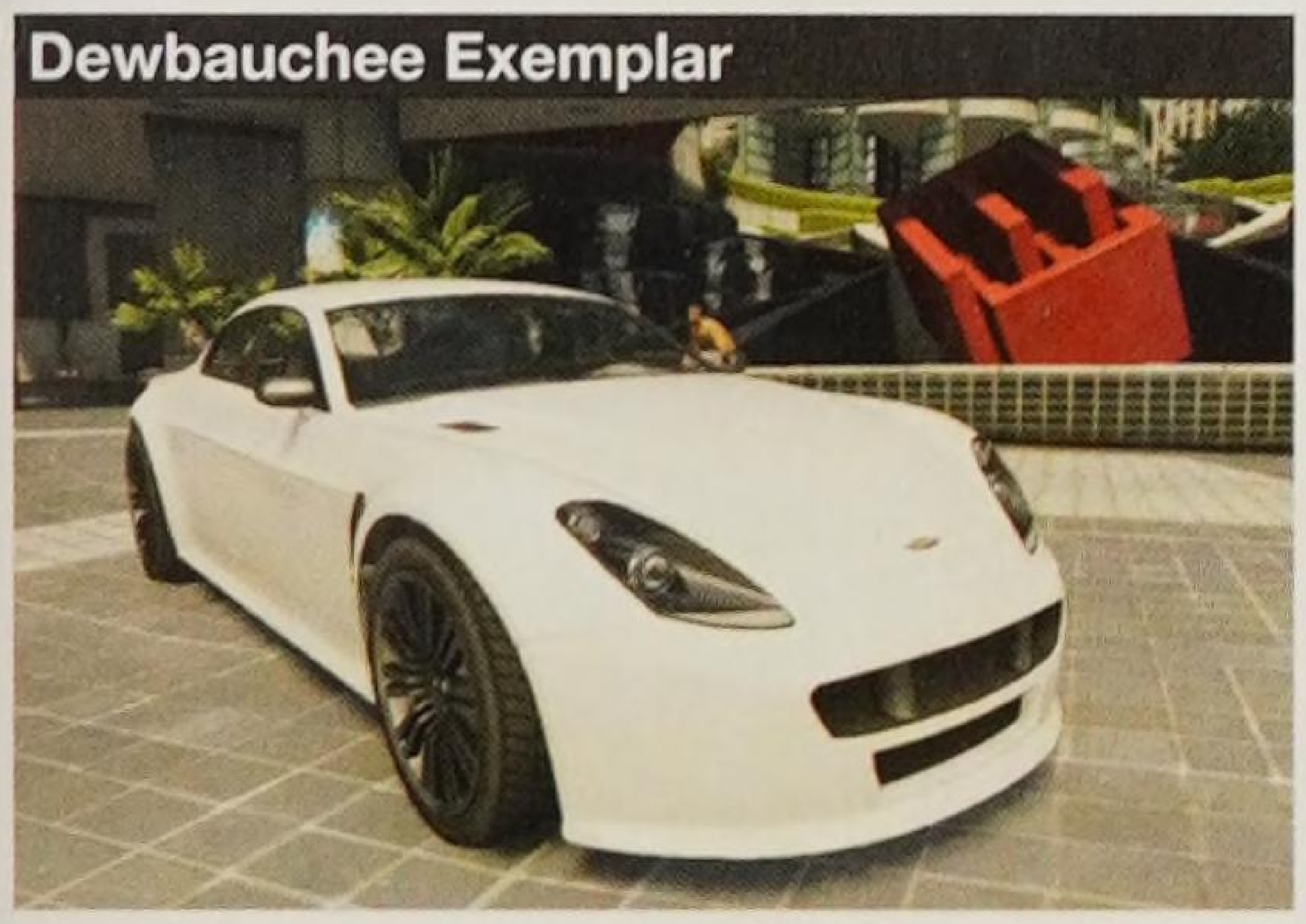
Bollokan Prairie

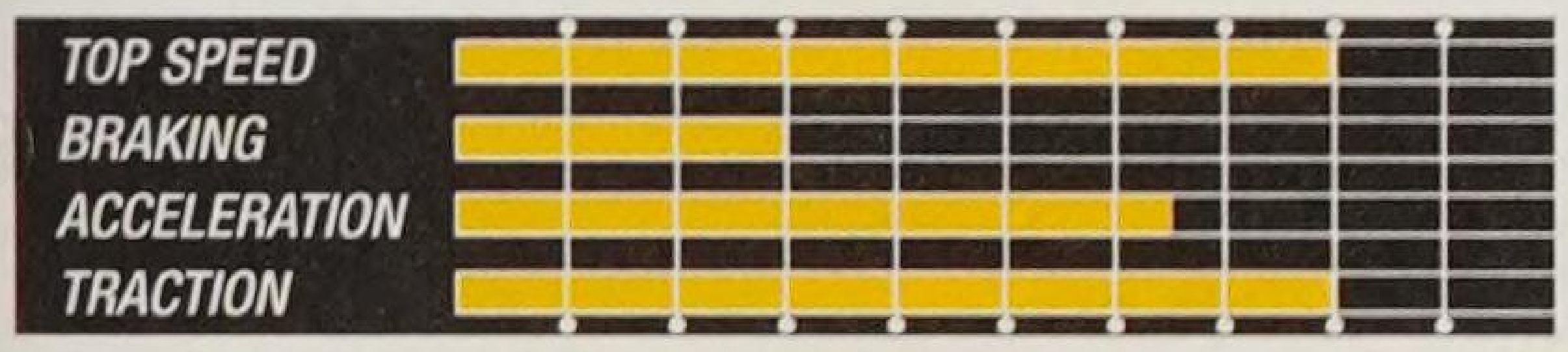




Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

Dewbauchee Exemplar

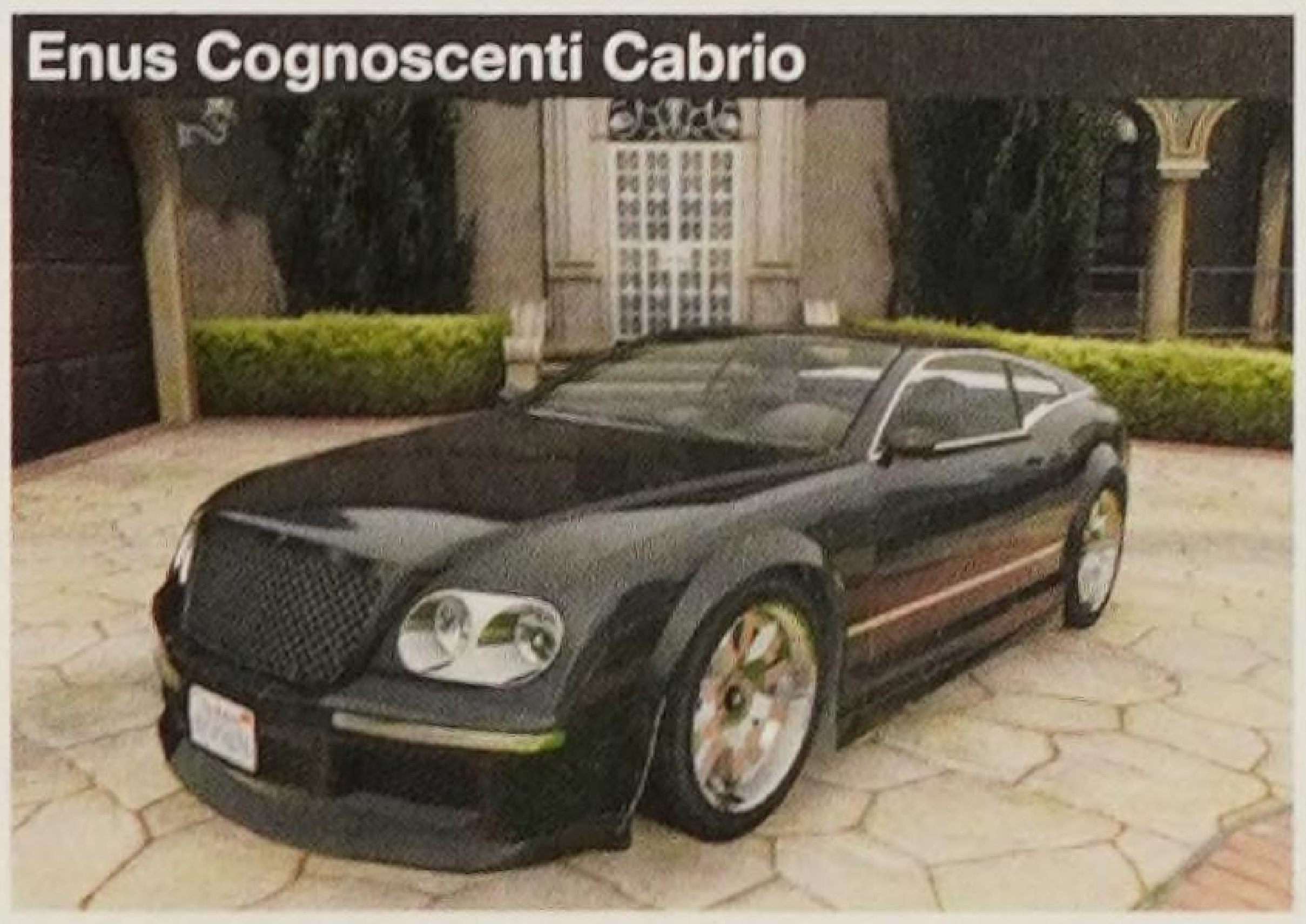


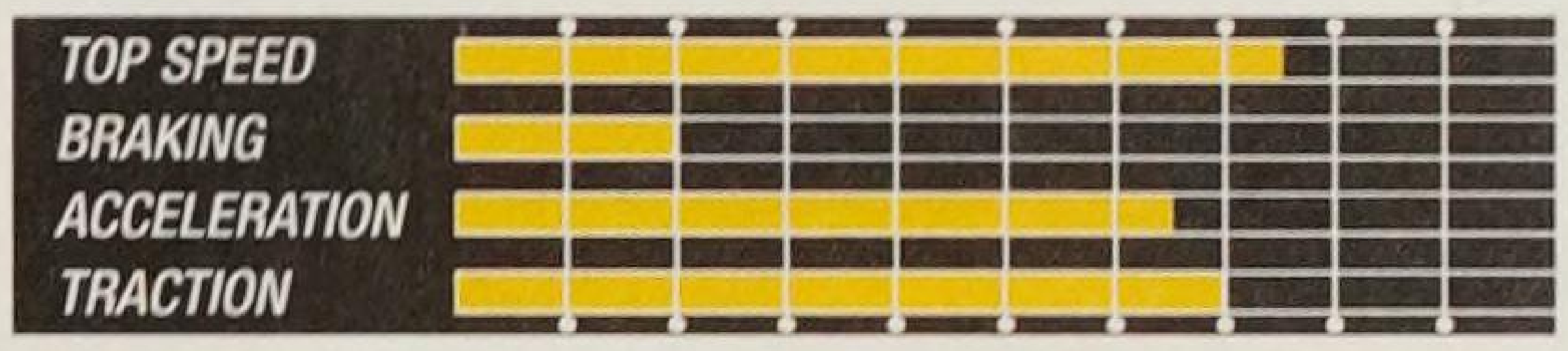


$205,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

Enus Cognoscenti Cabrio

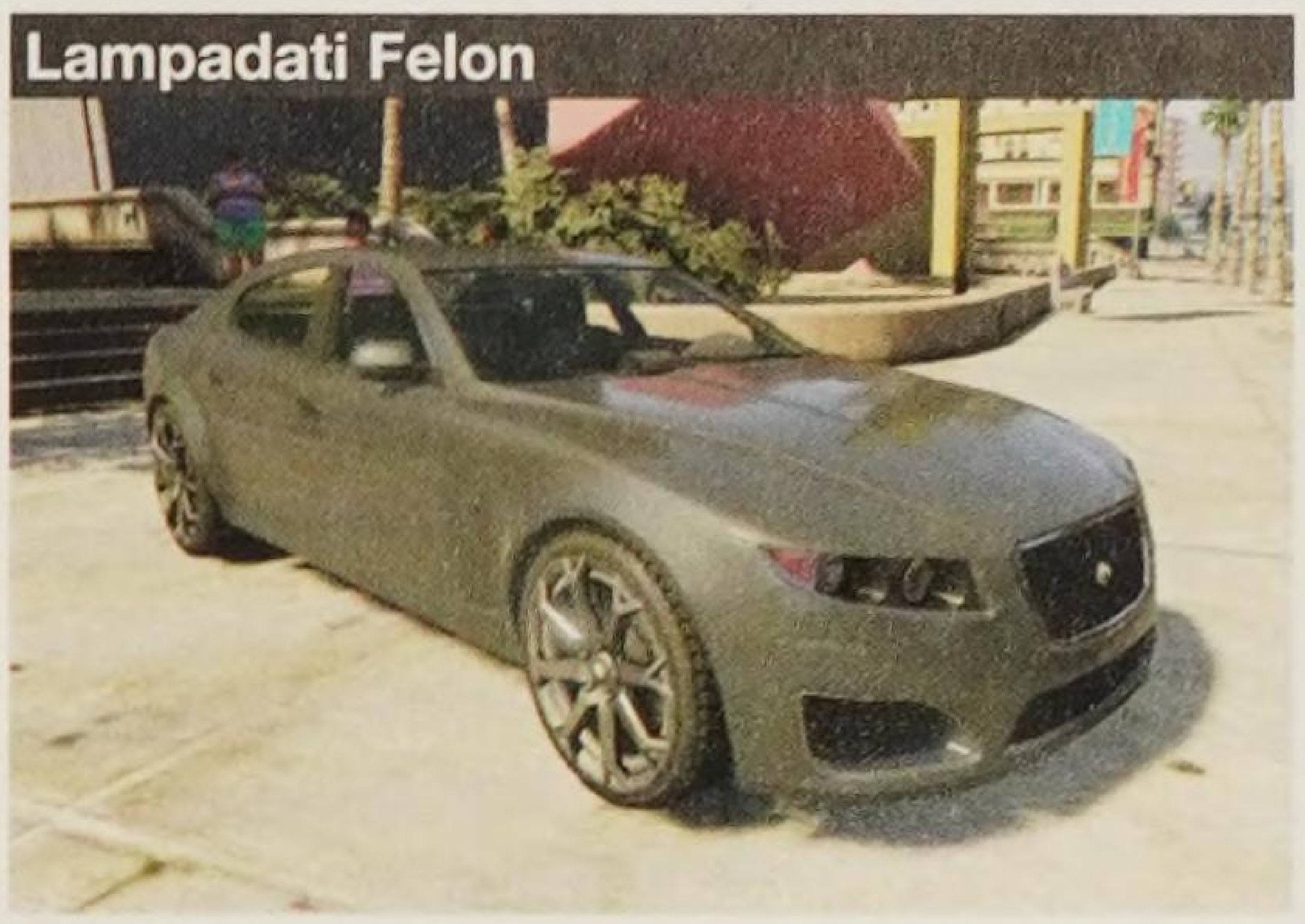


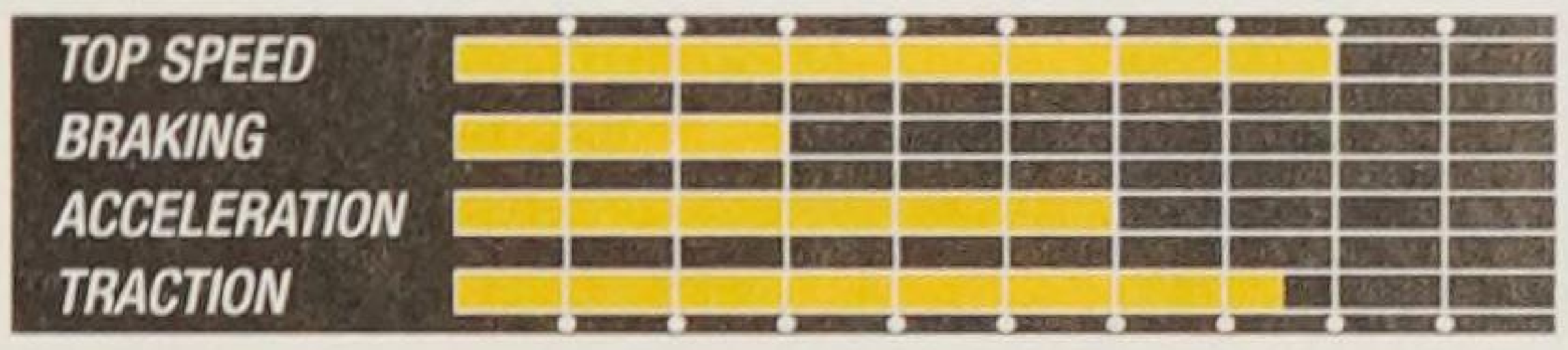


$185,000 | www.legendarymotorsport.net

Extra Mods: Turbo

Lampadati Felon

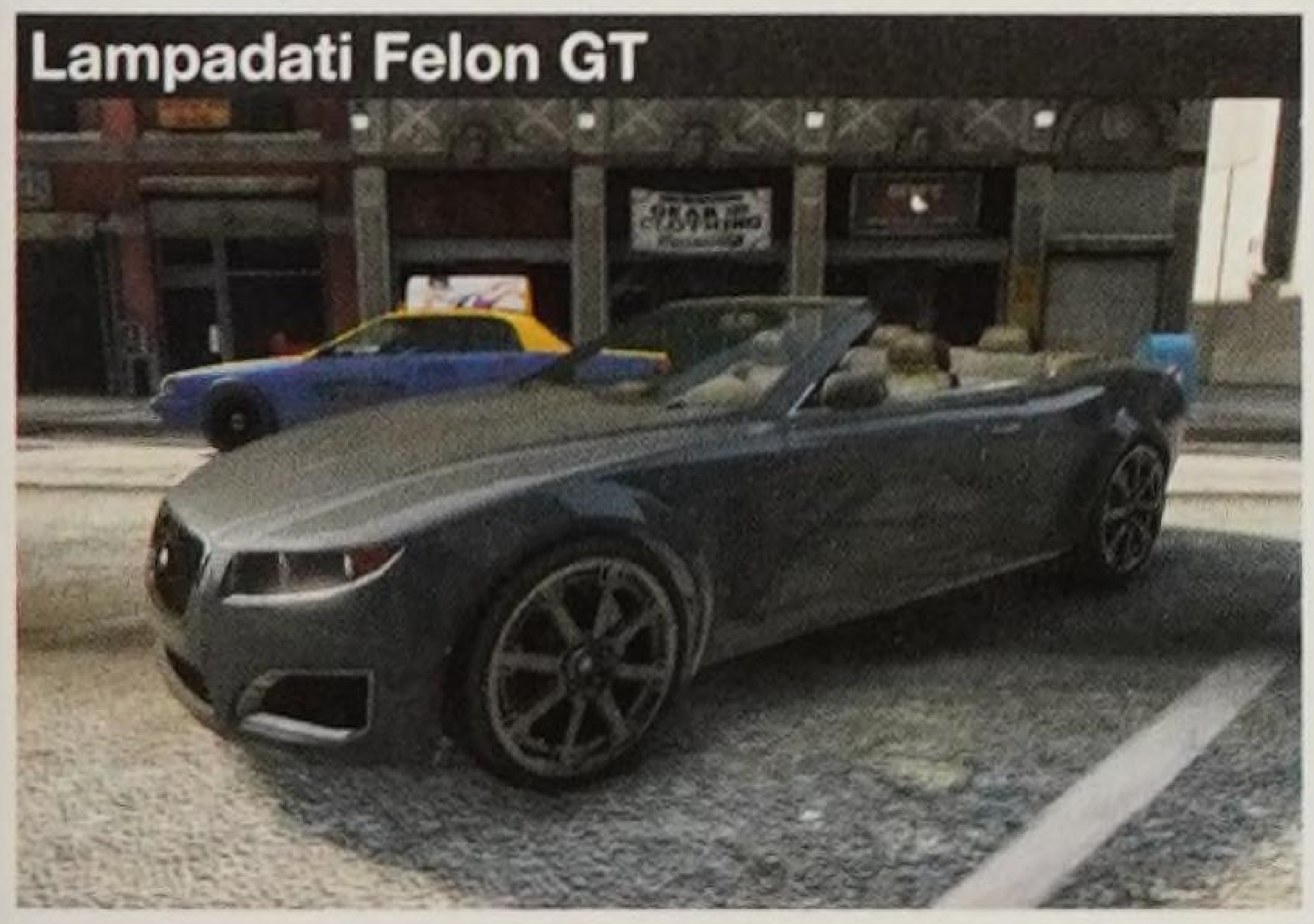


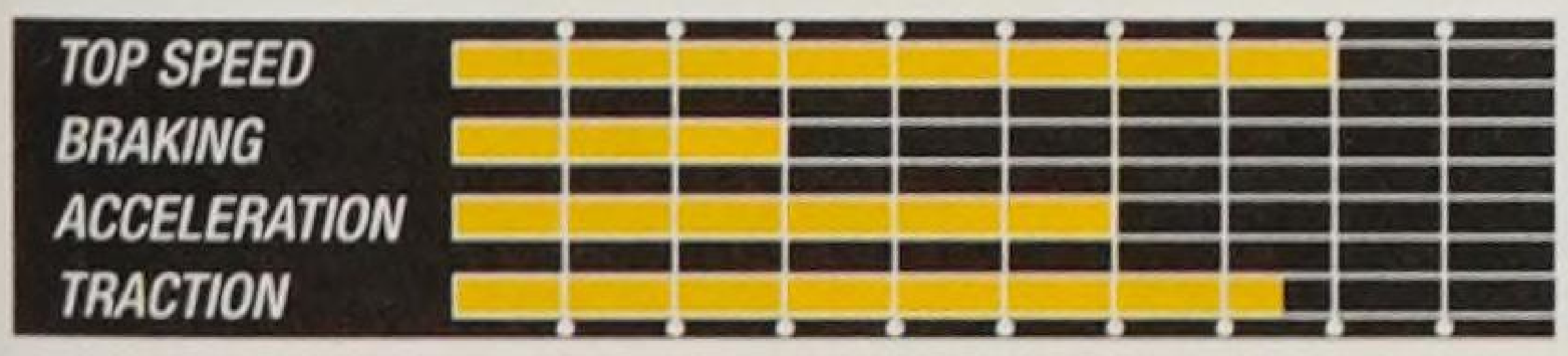


$100,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

Lampadati Felon GT

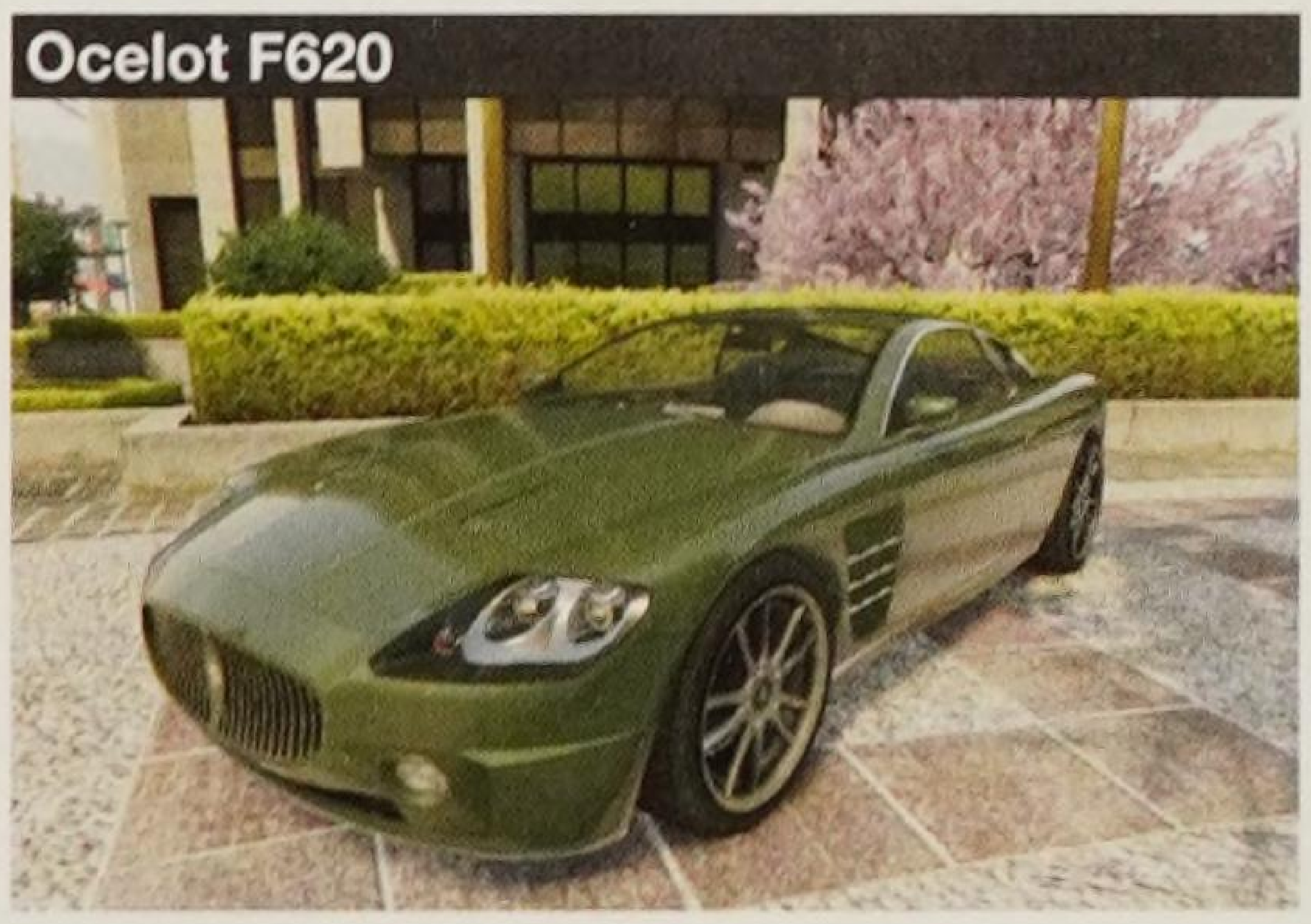


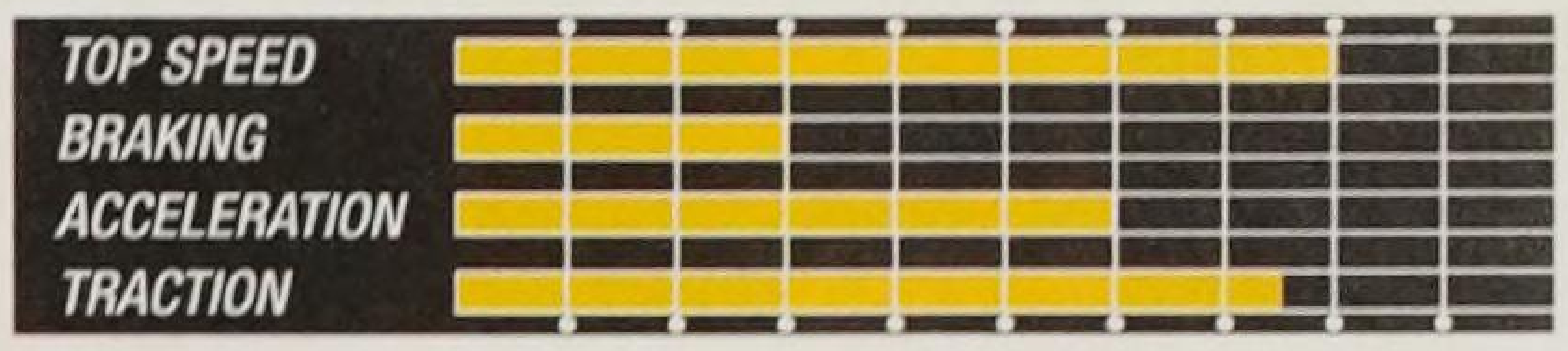


Extra Mods: Turbo

Note: Retractable top

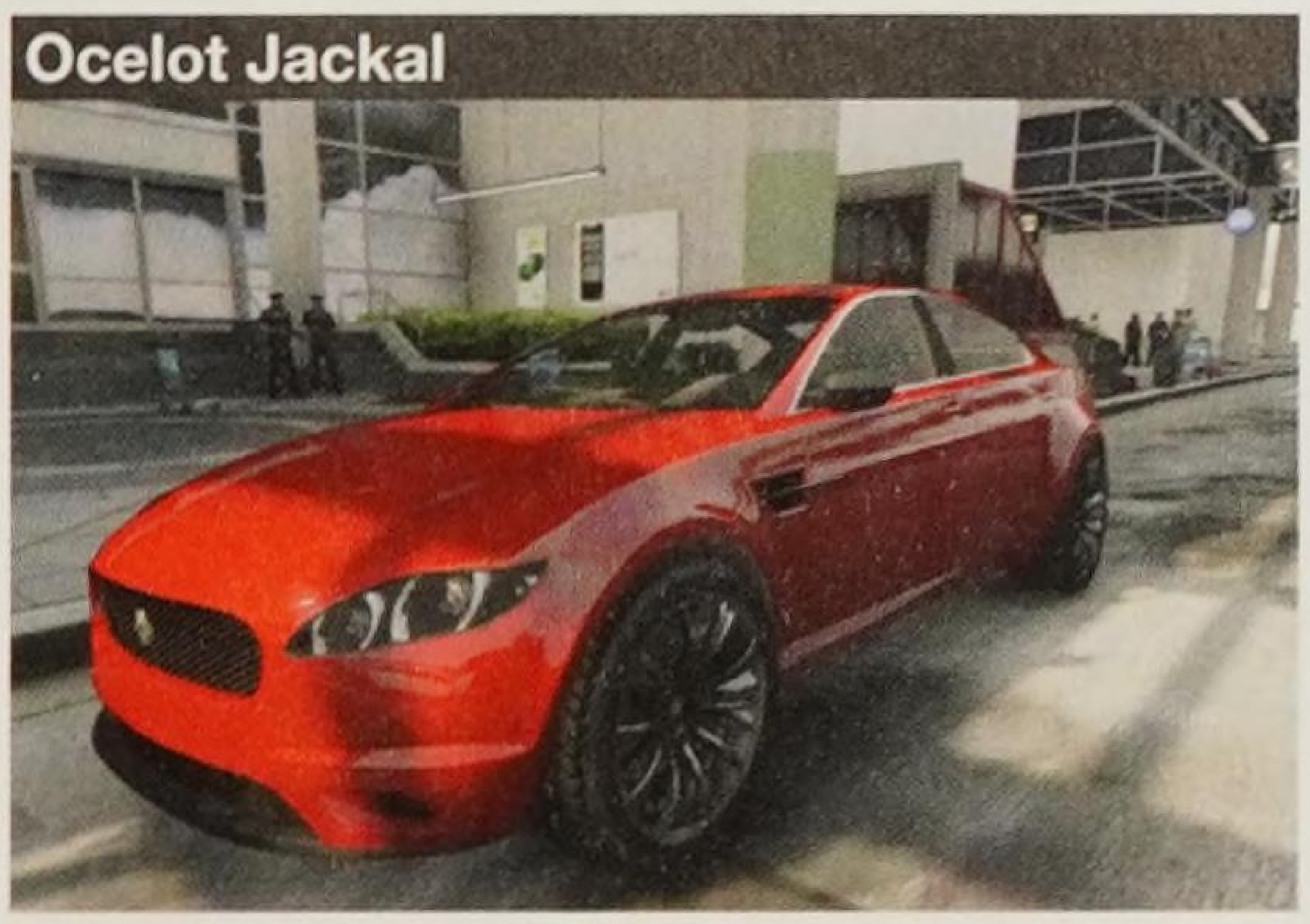
Ocelot F620

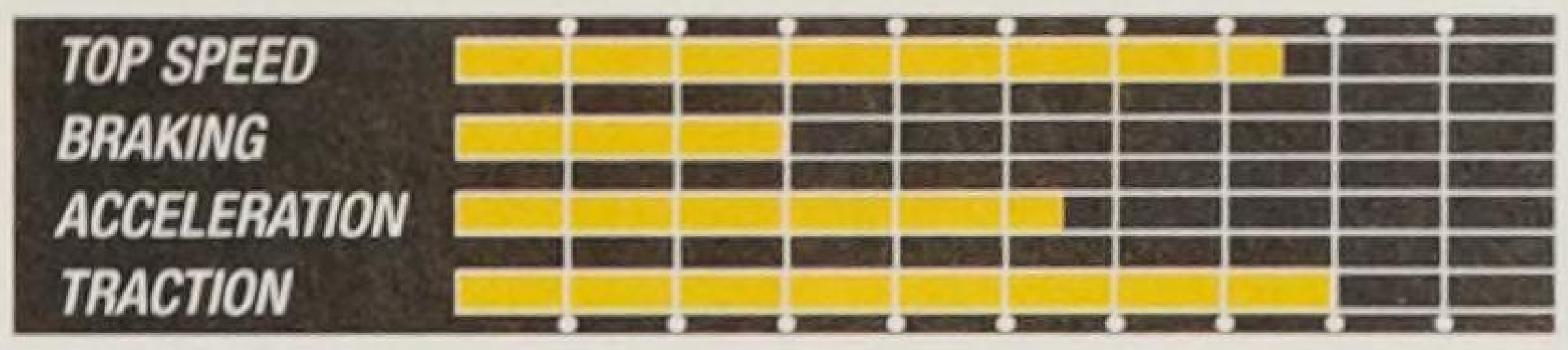




Extra Mods: Turbo

Ocelot Jackal

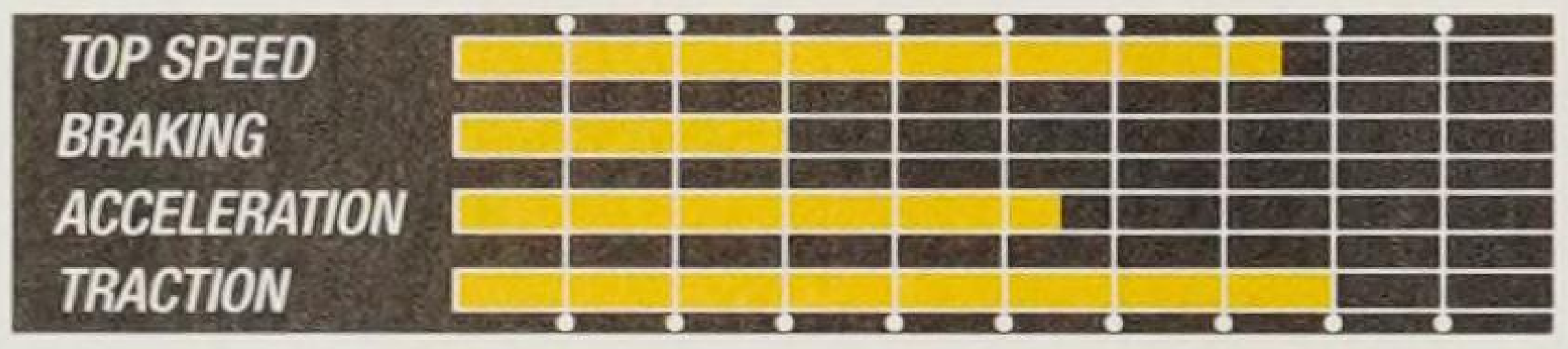




Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

COUPES (continued)

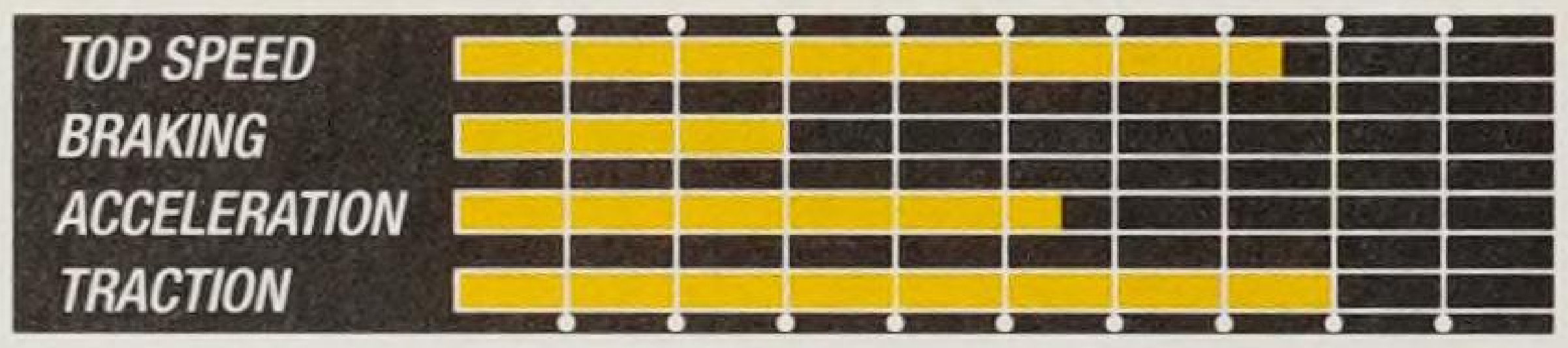
Ubermacht Zion



$50,000 | www.southernsanandreassuperautos.com

Extra Mods: Exhaust, Hood, Roll Cage, Roof, Spoiler, Turbo

Ubermacht Zion Cabrio

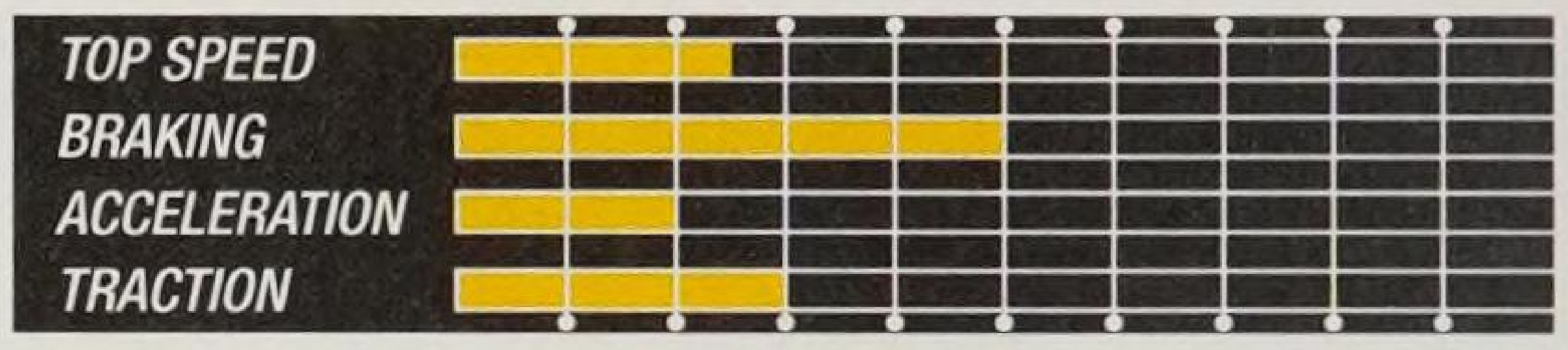


Extra Mods: Chassis, Exhaust, Hood, Spoiler, Turbo

Note: Convertible (retractable roof)

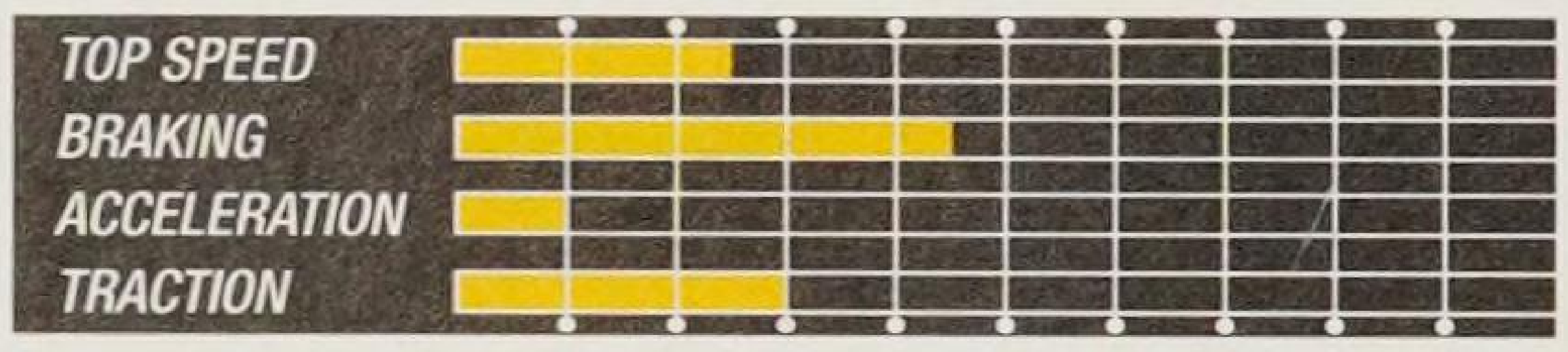
CYCLES

BMX



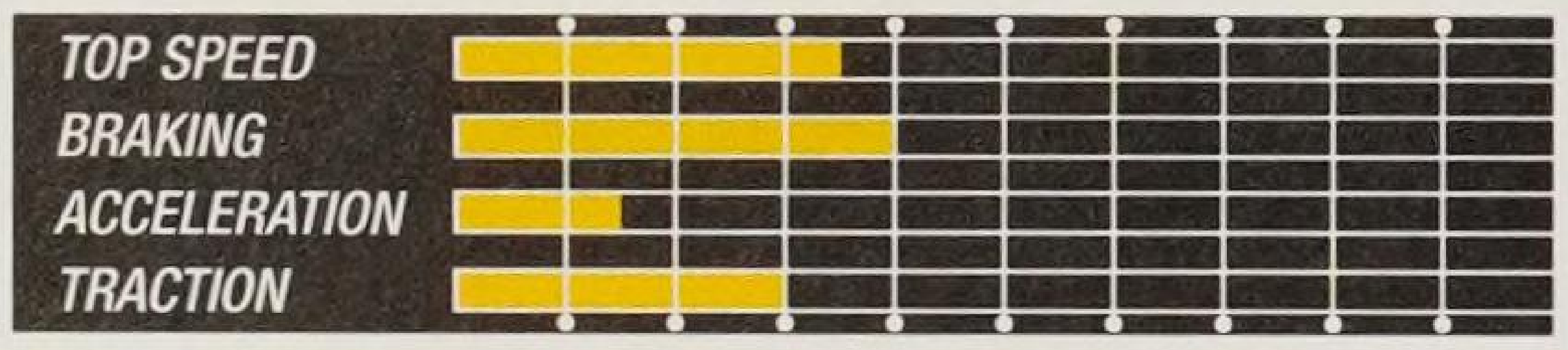
$500 | www.pandmcycles.com

Cruiser



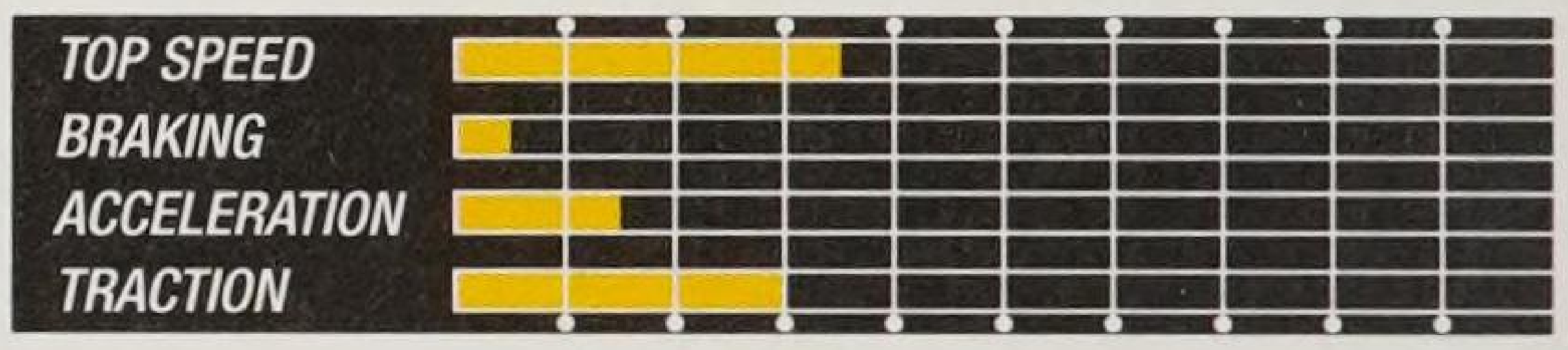
$3000 | www.pandmcycles.com

Endurex Race Bike

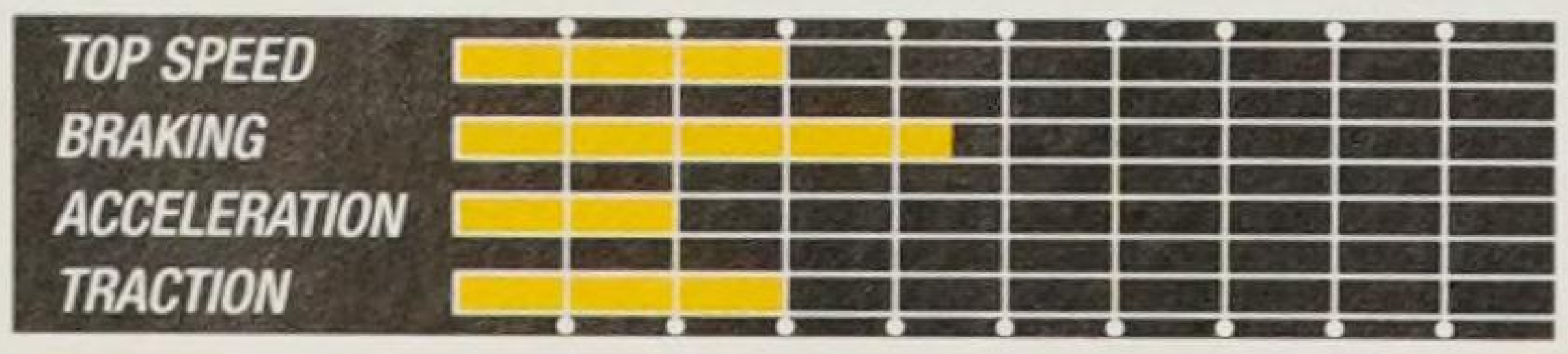


$2500 | www.pandmcycles.com

Fixter

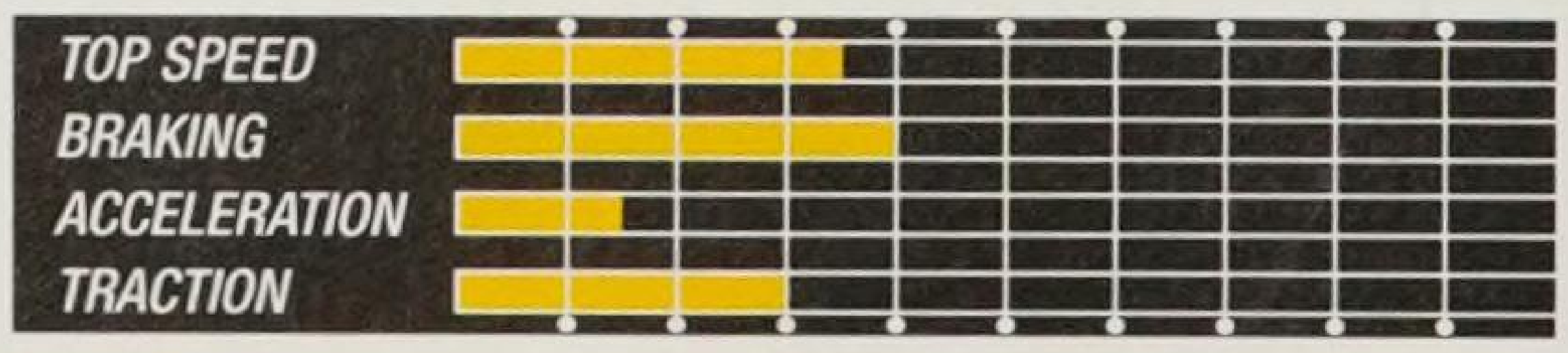


Scorcher



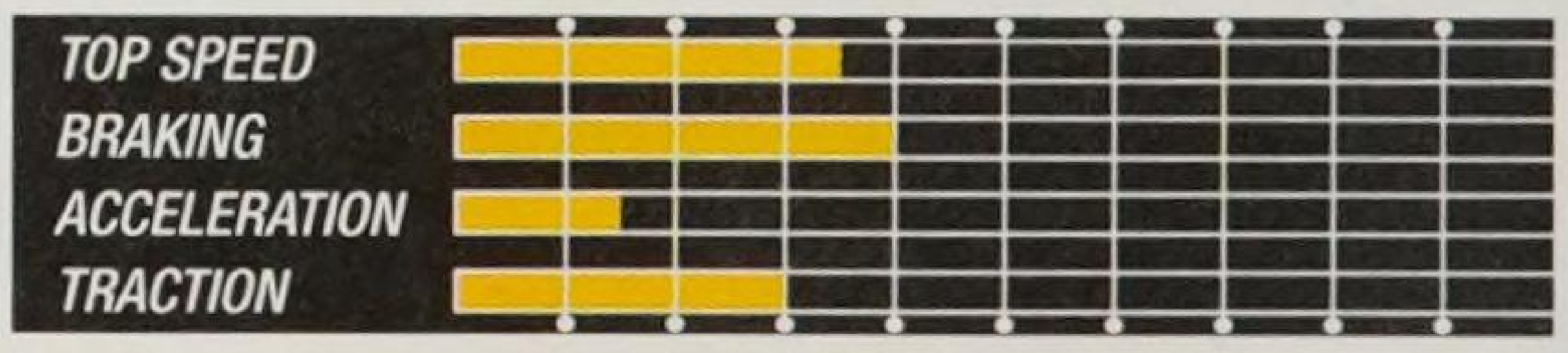
$1000 | www.pandmcycles.com

Tri-Cycles Race Bike



$2500 | www.pandmcycles.com

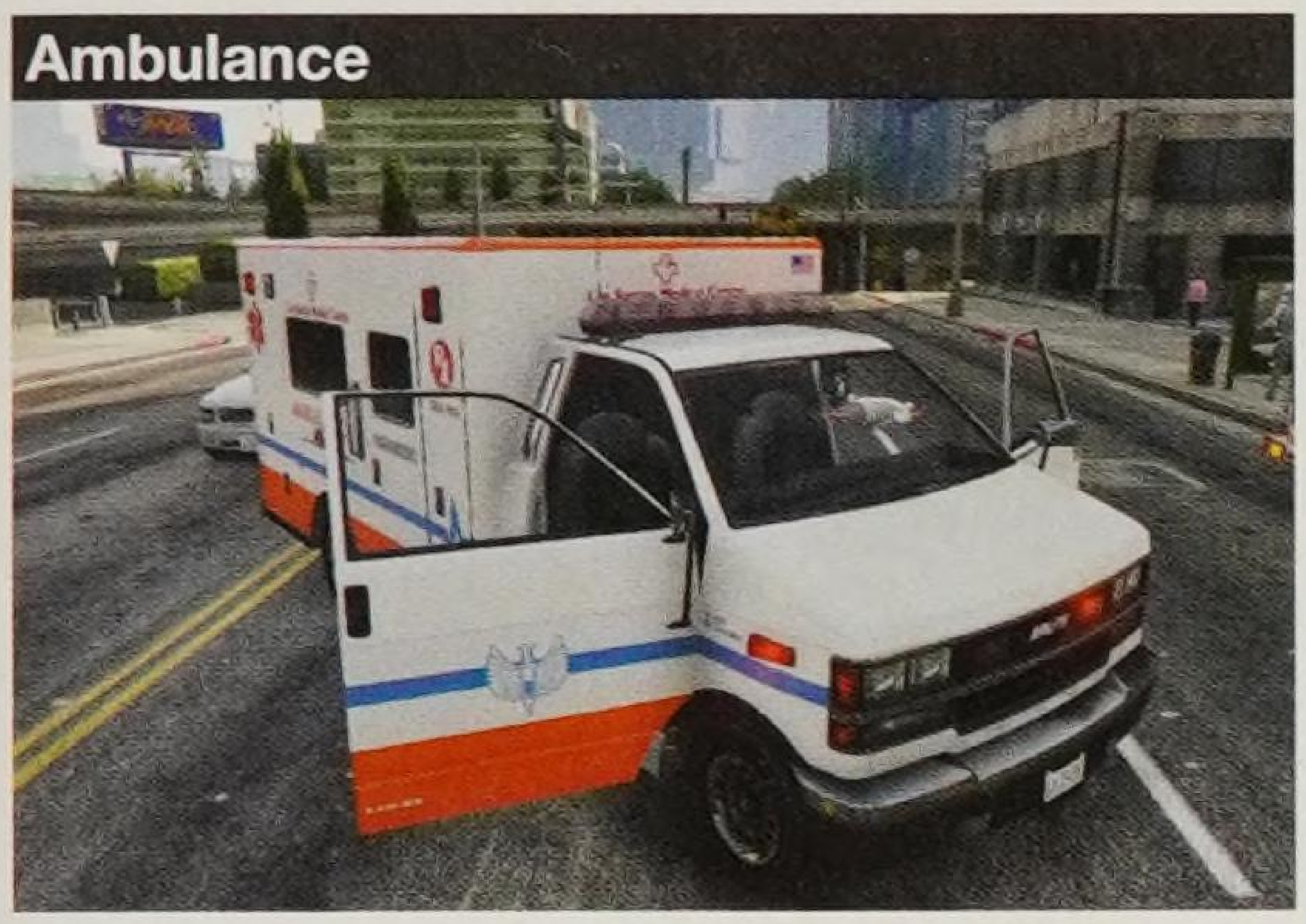
Whippet Race Bike

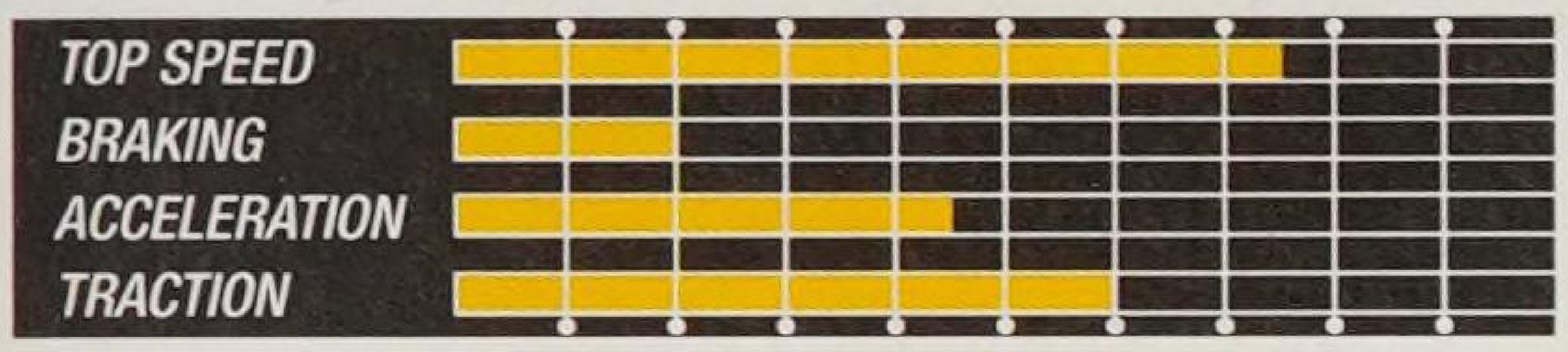


$2500 | www.pandmcycles.com

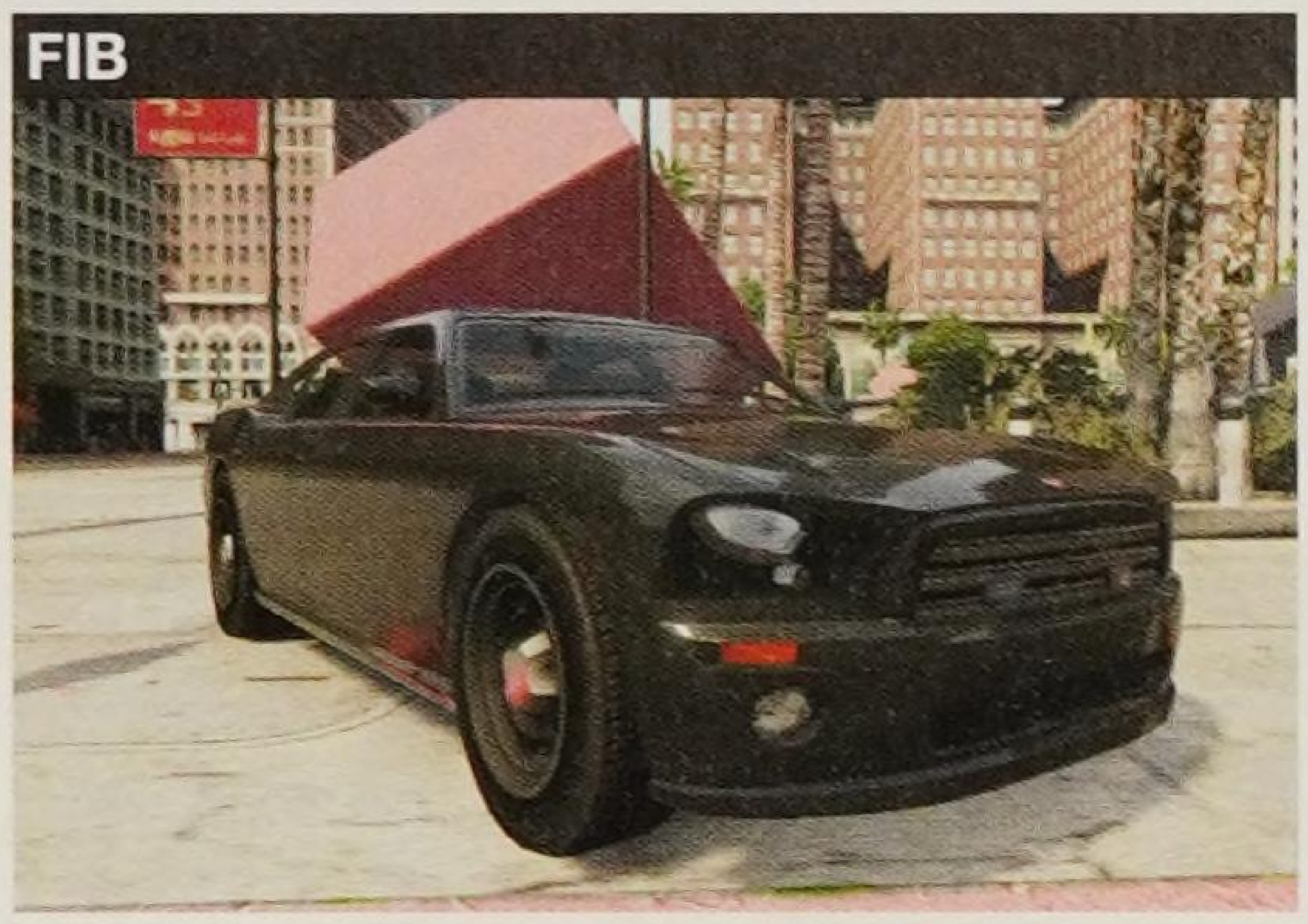
EMERGENCY

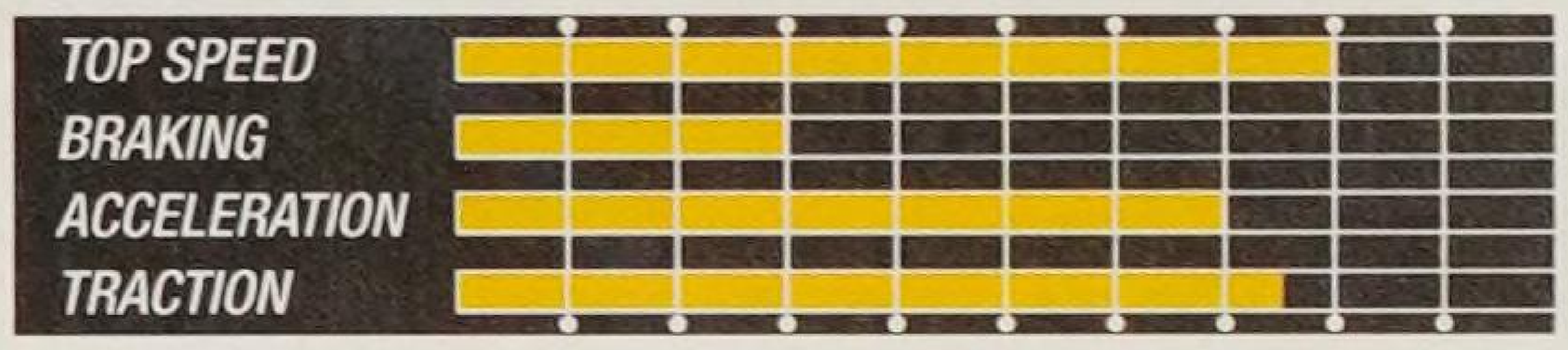
Ambulance



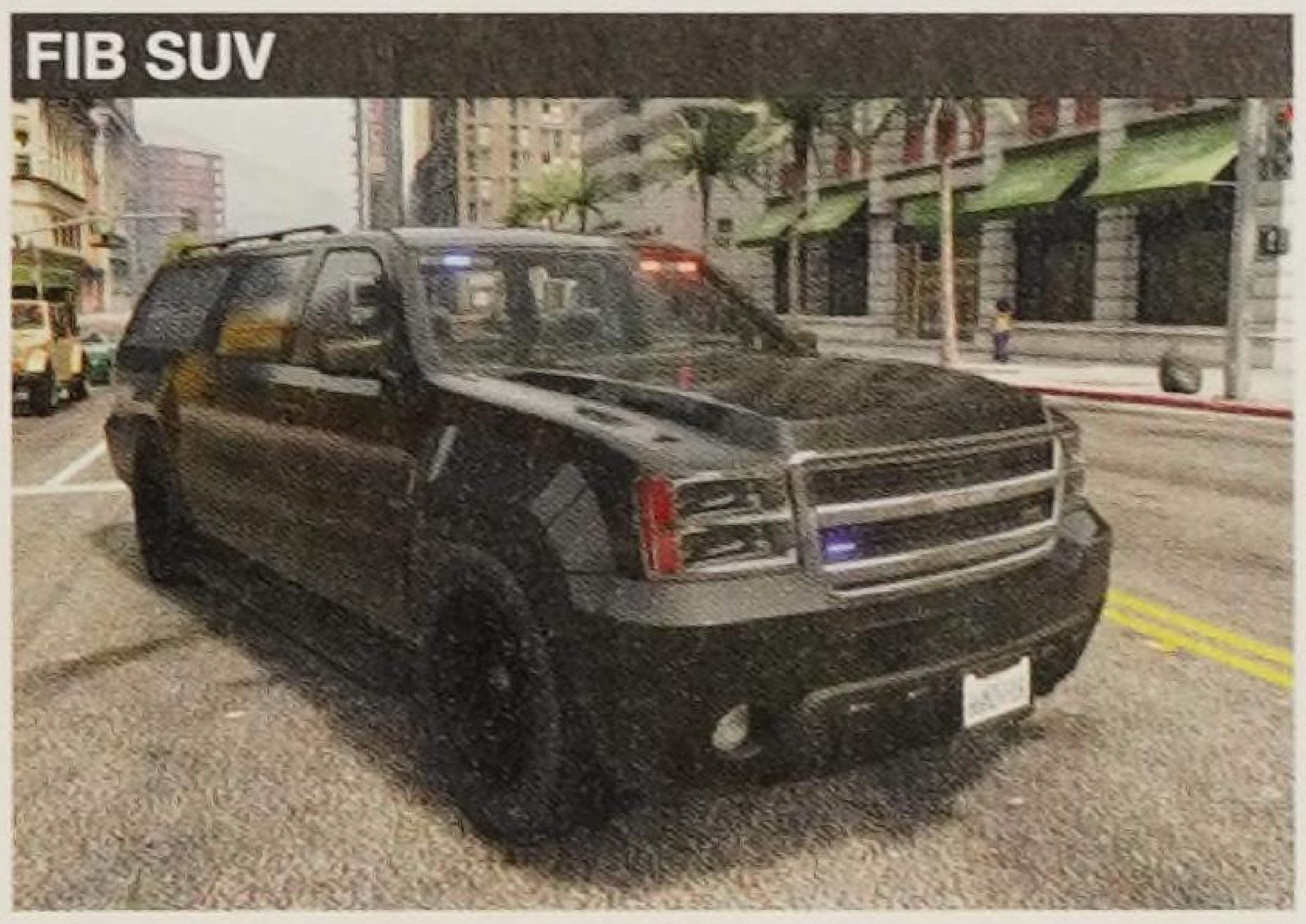


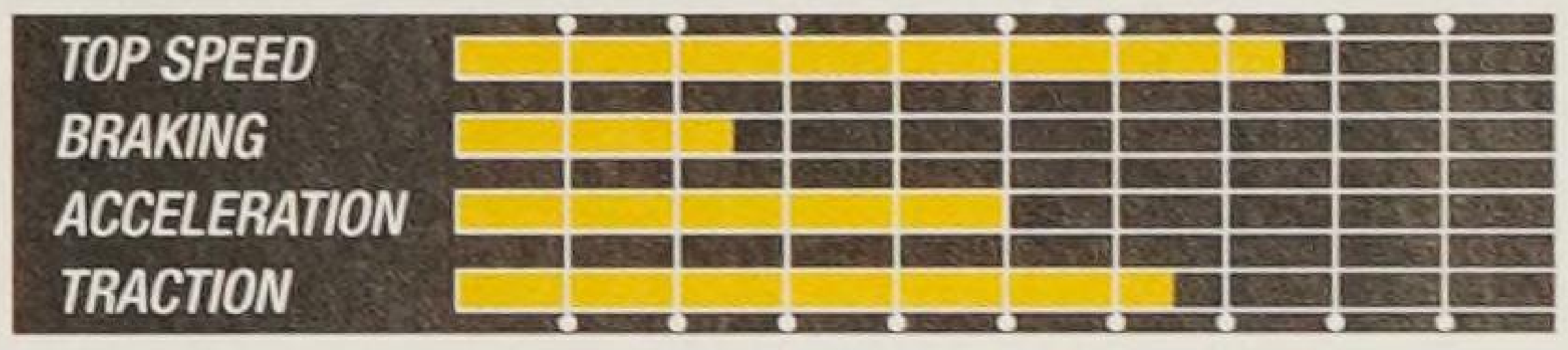
FIB



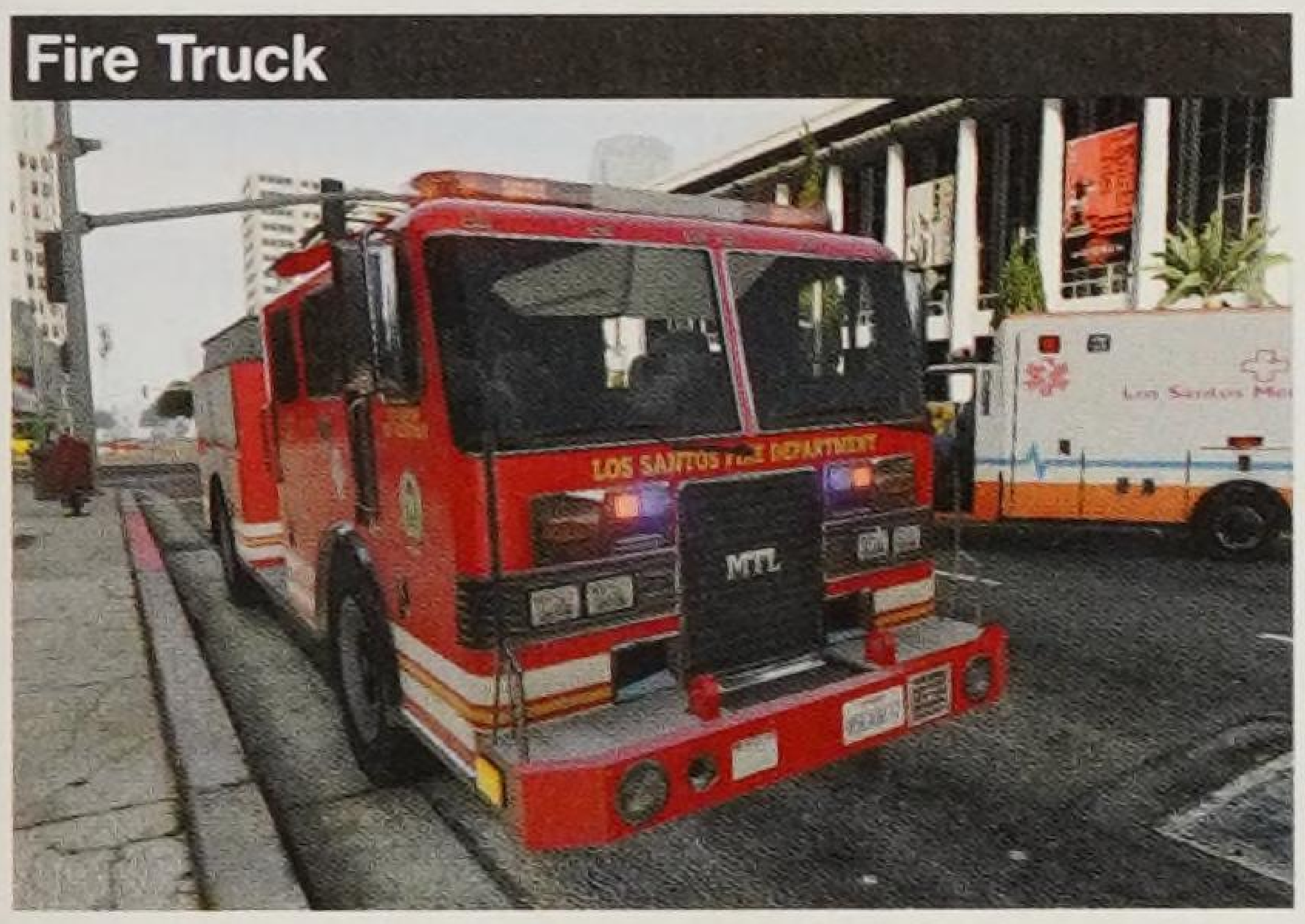


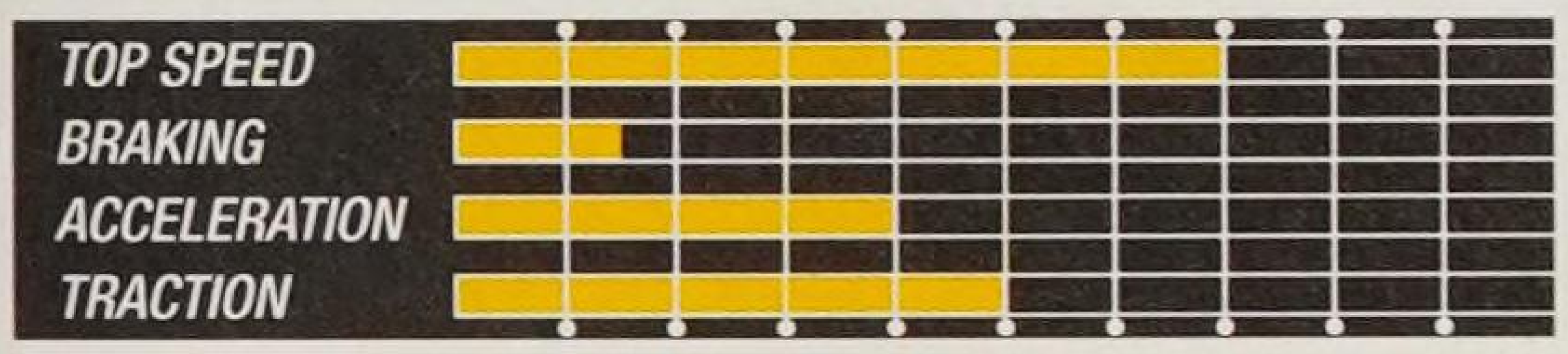
FIB SUV



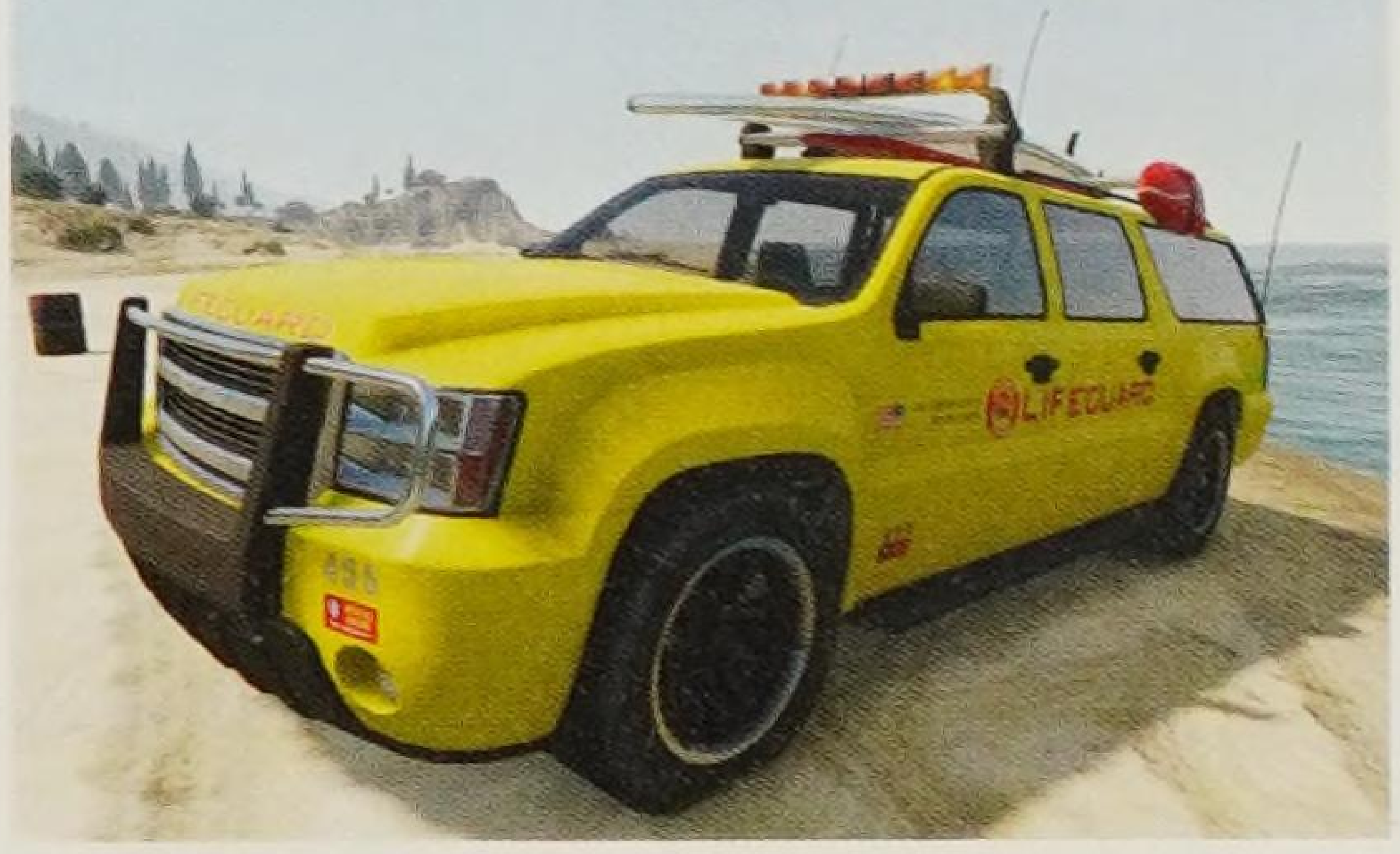


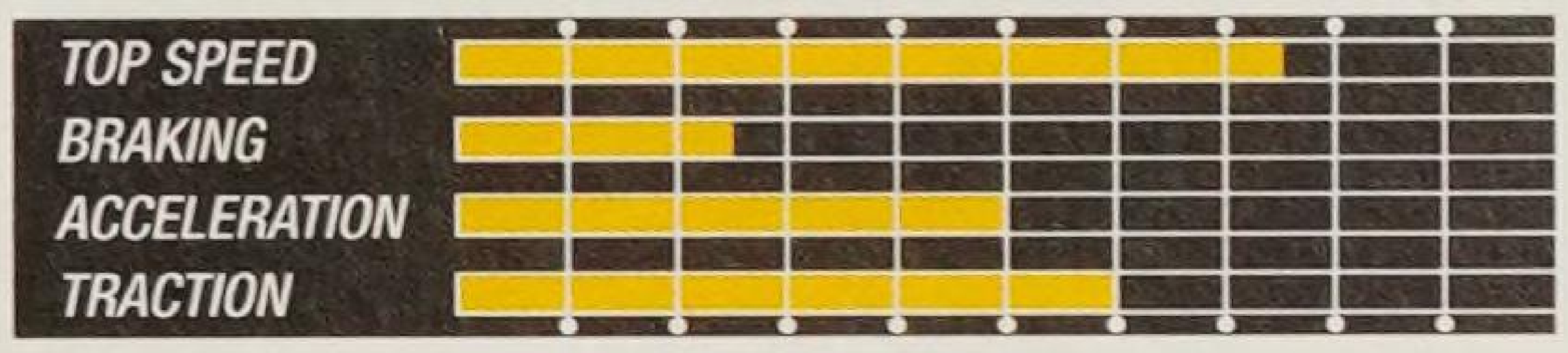
Fire Truck


LOS SANTOS FIRE DEPARTMENT
MTL

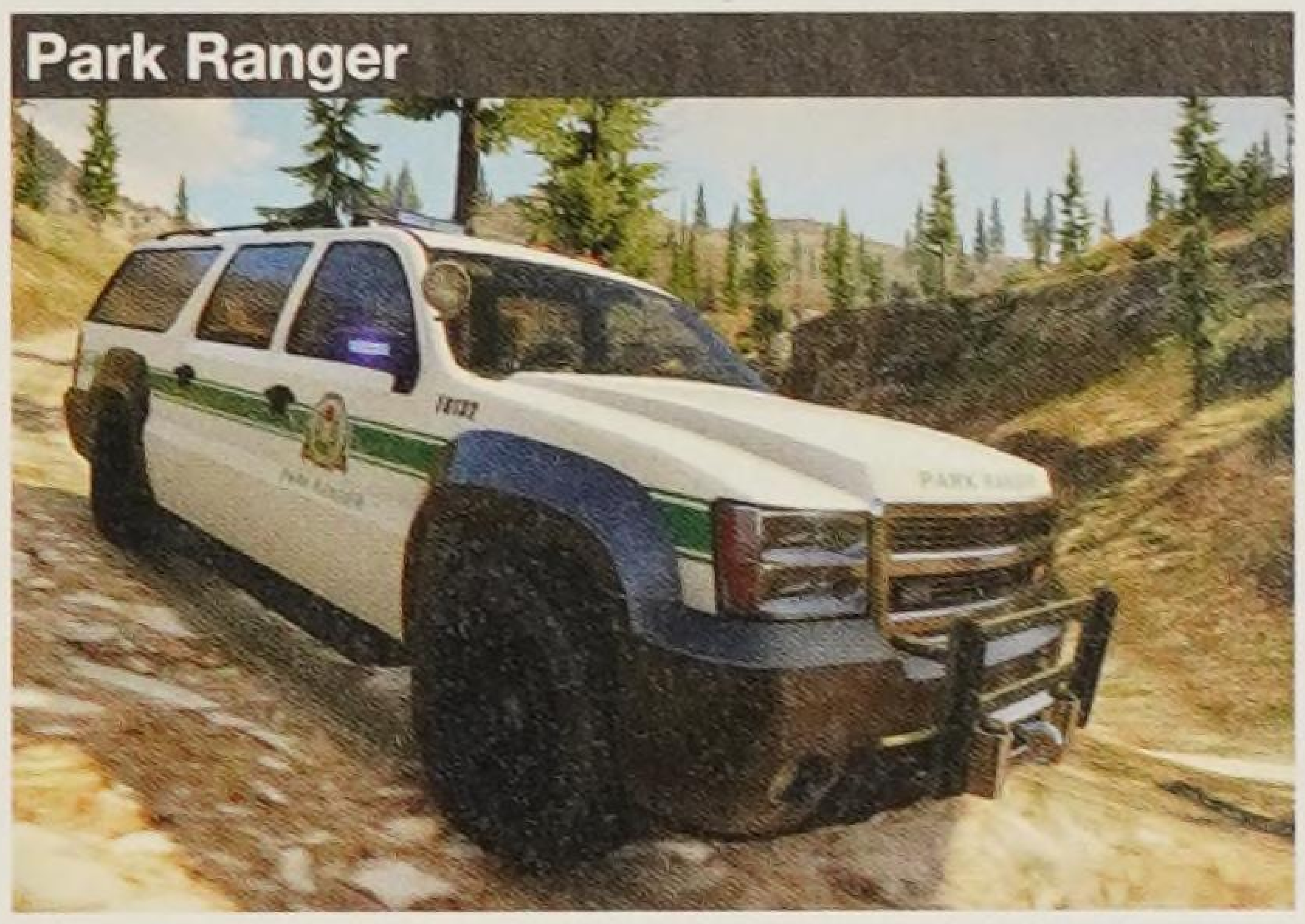


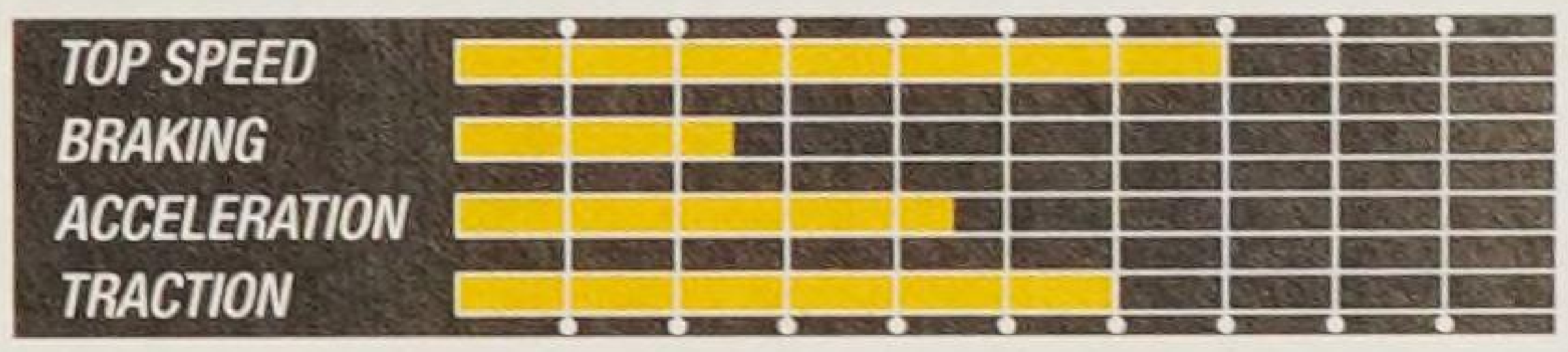
Lifeguard



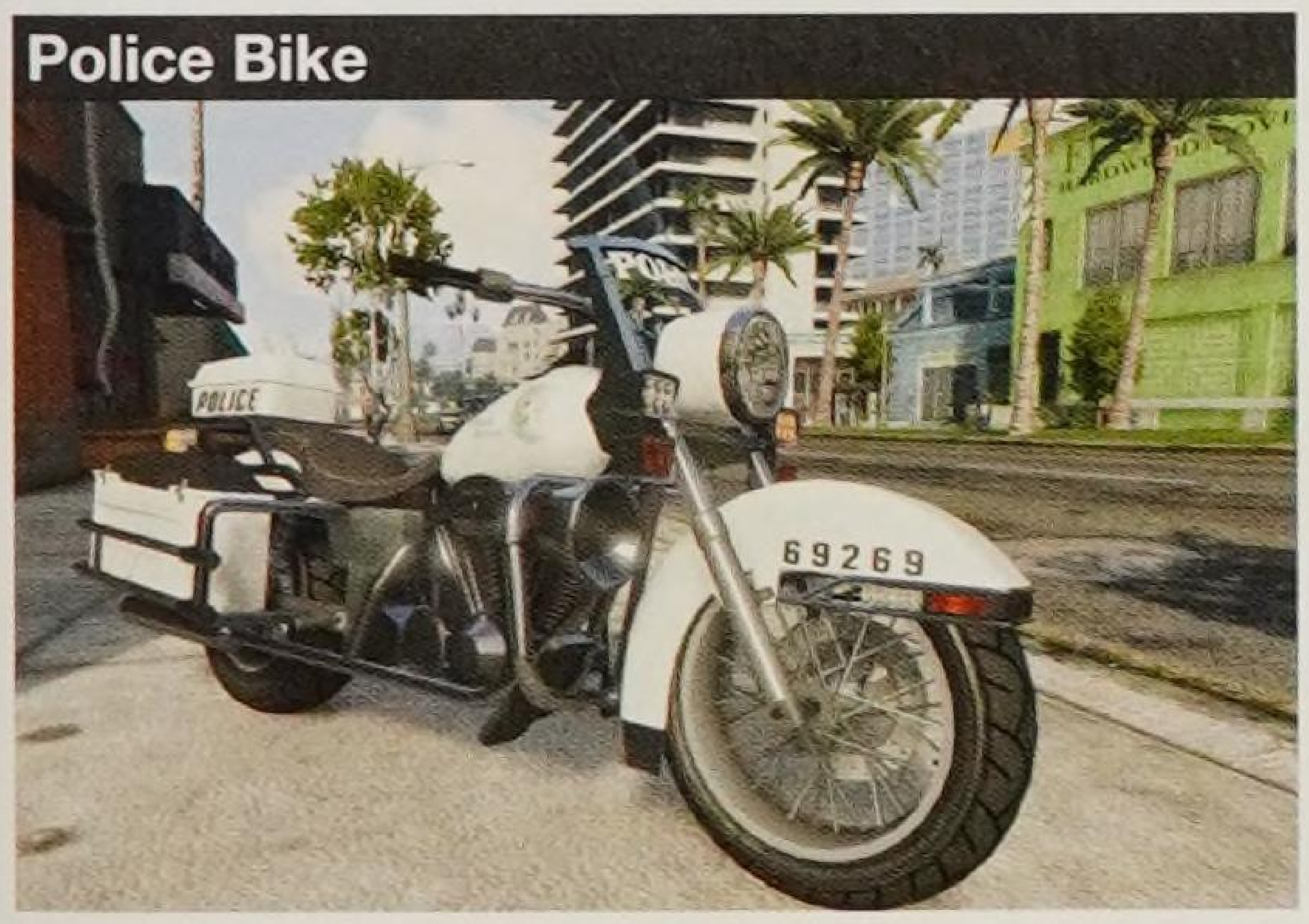


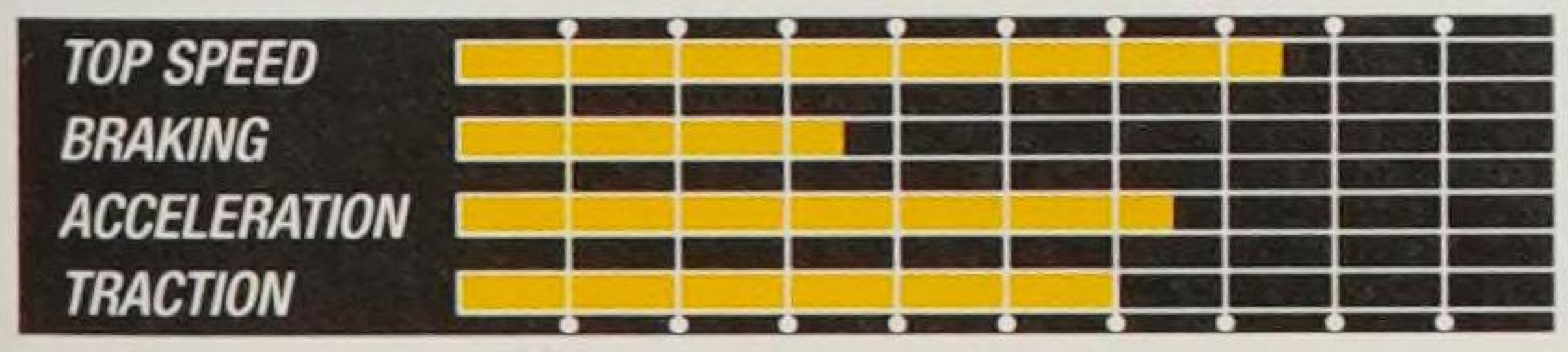
Park Ranger



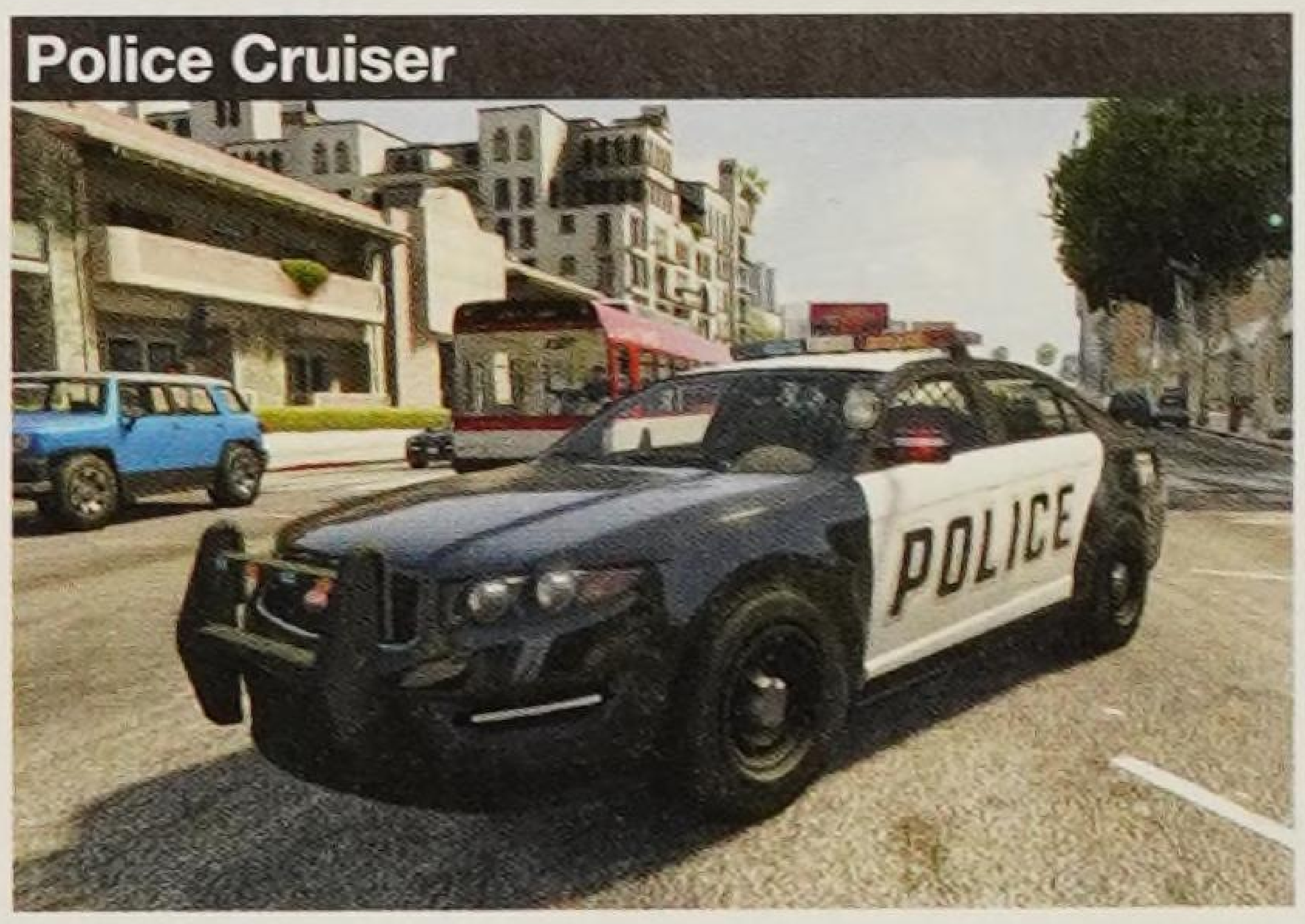


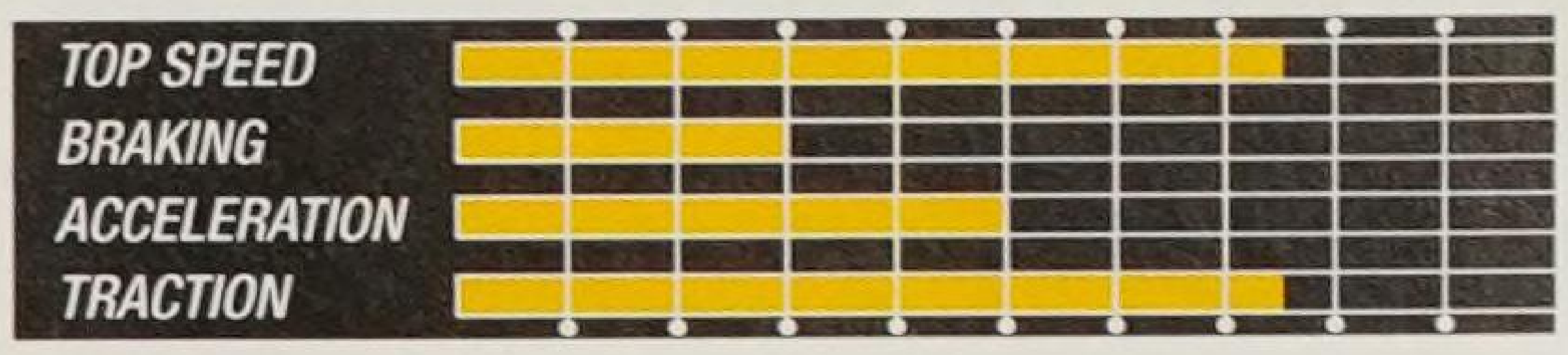
Police Bike


POLICE
69269

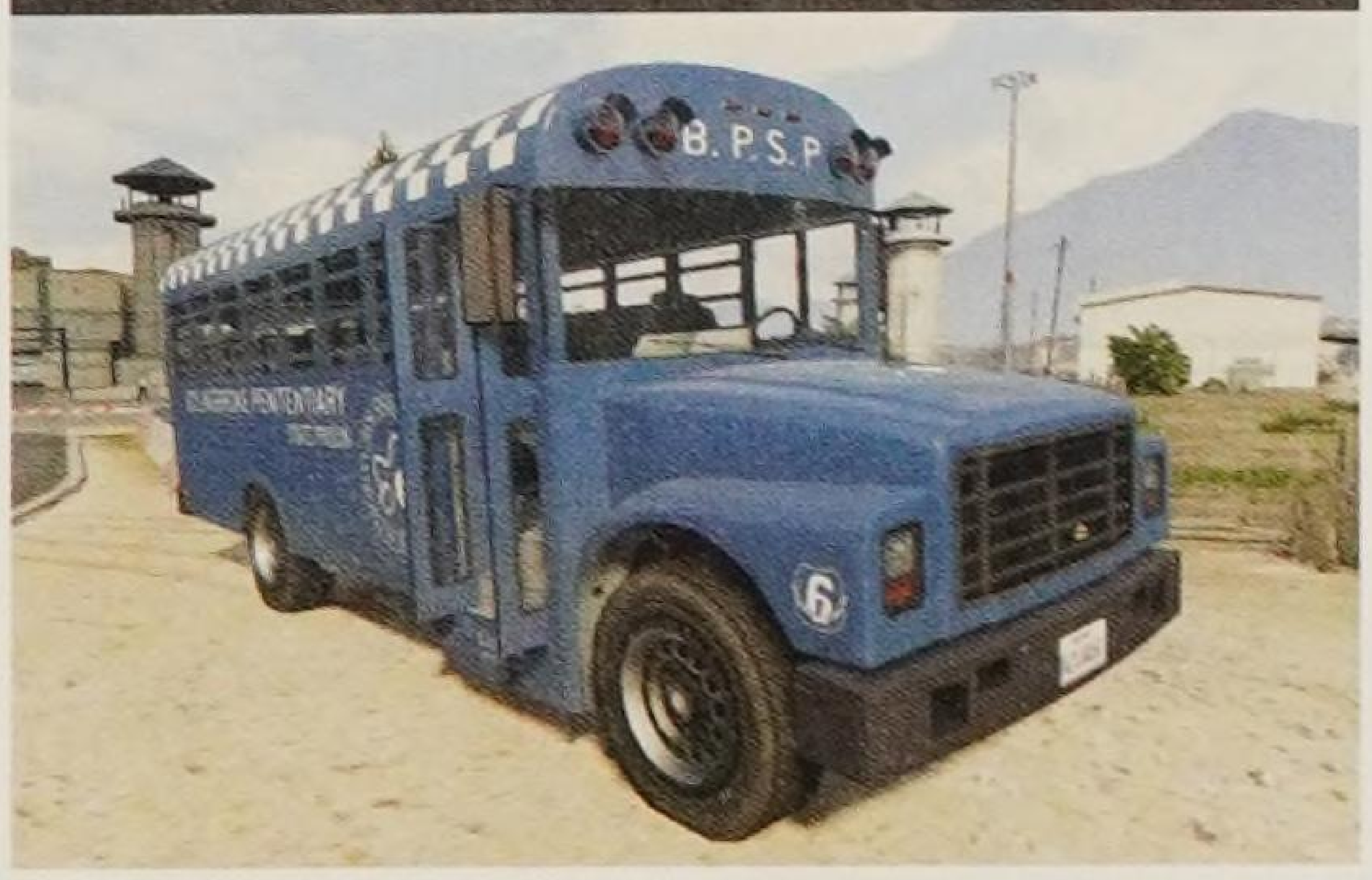


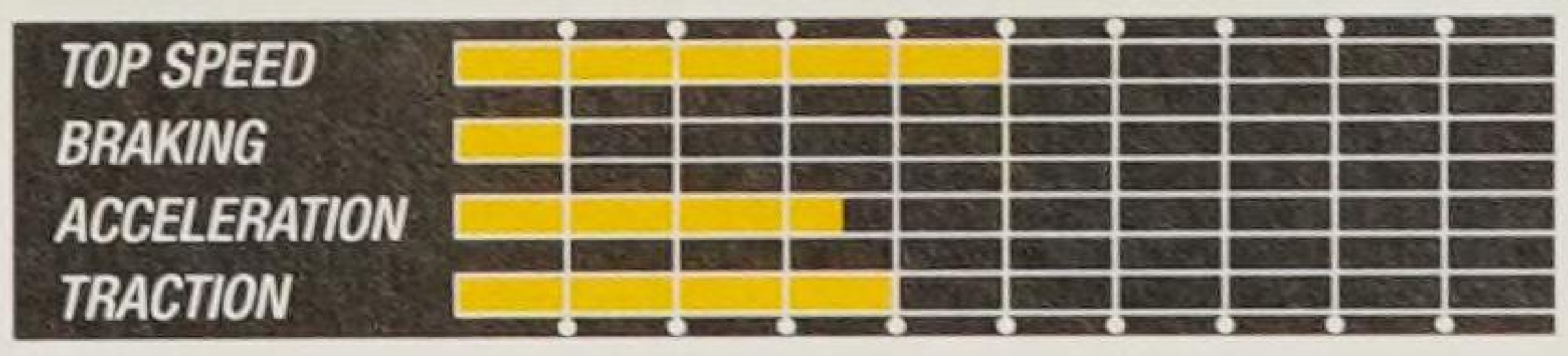
Police Cruiser





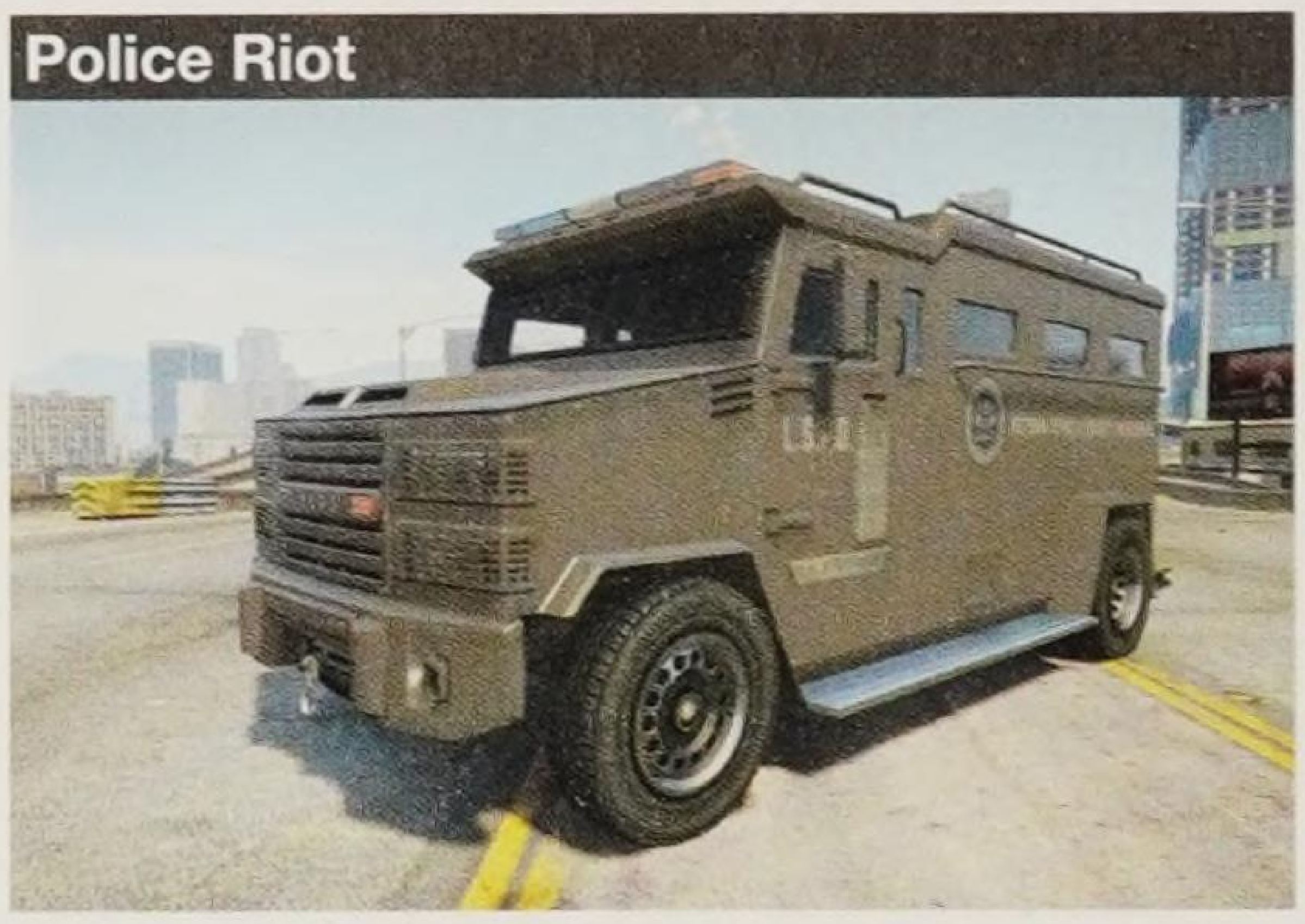
Police Prison Bus

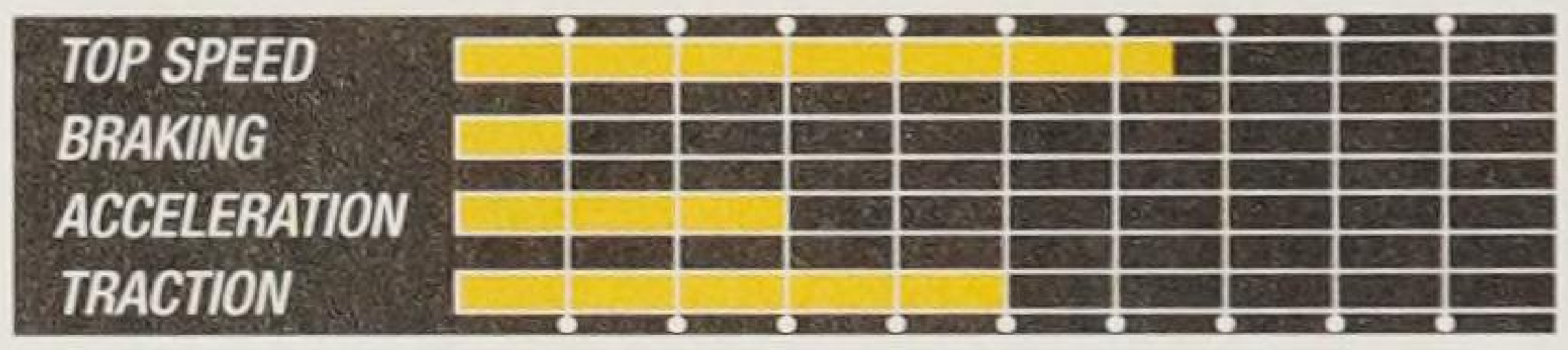




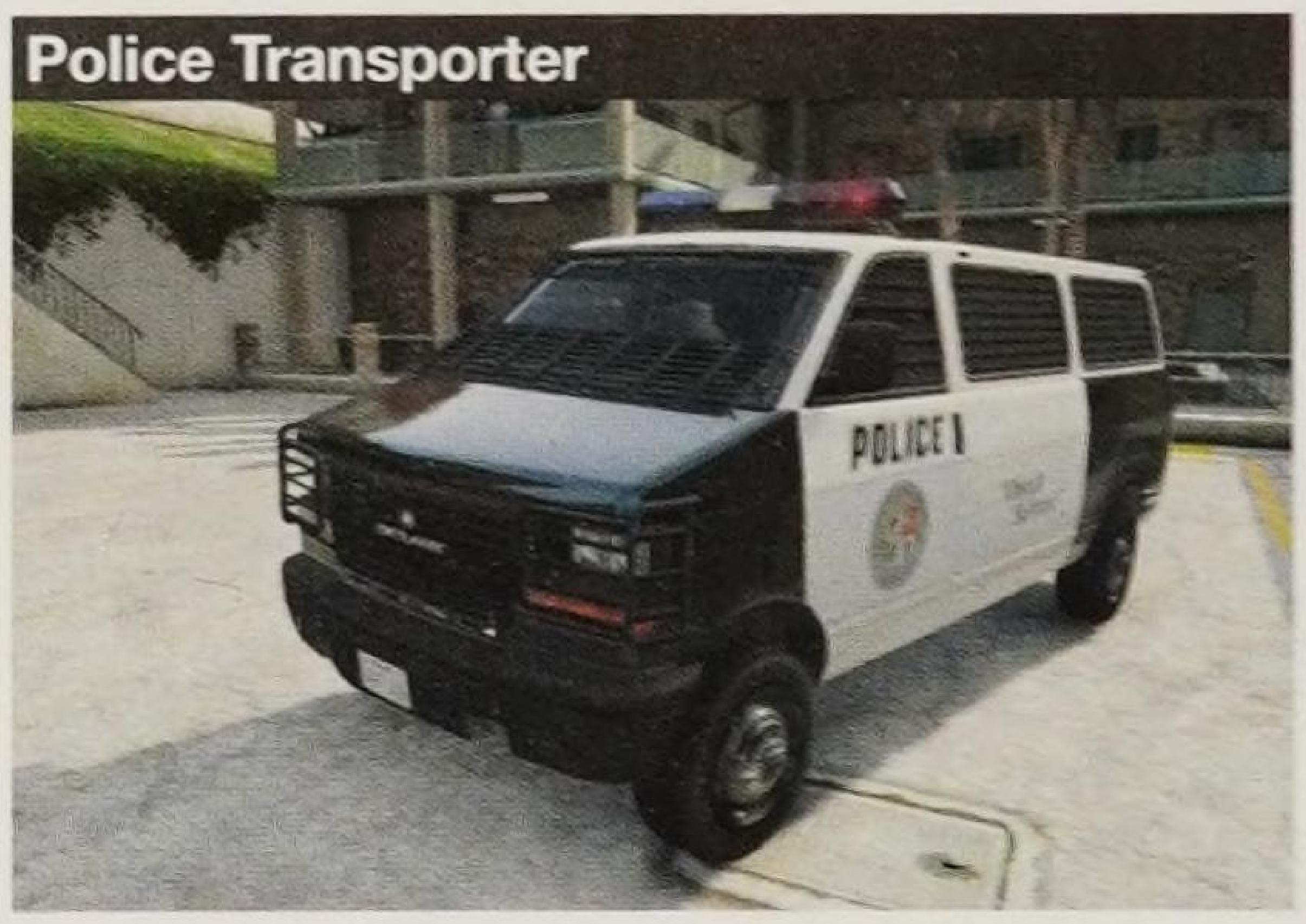
EMERGENCY *(continued)*

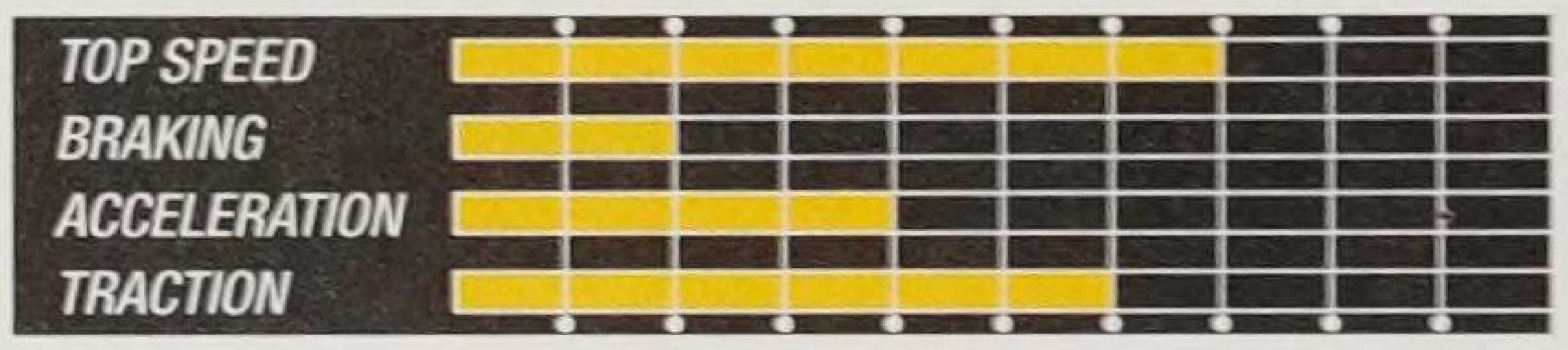
Police Riot



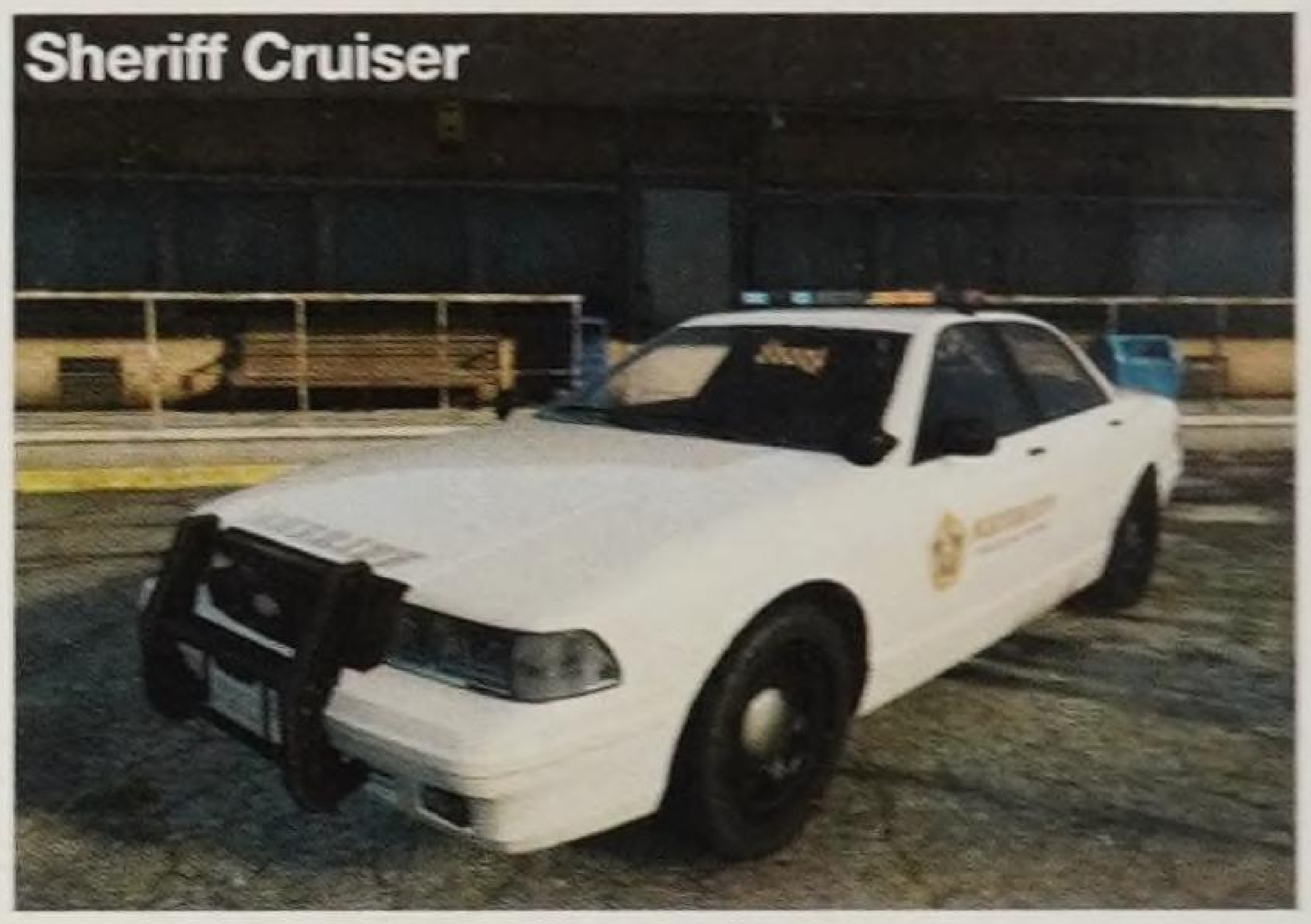


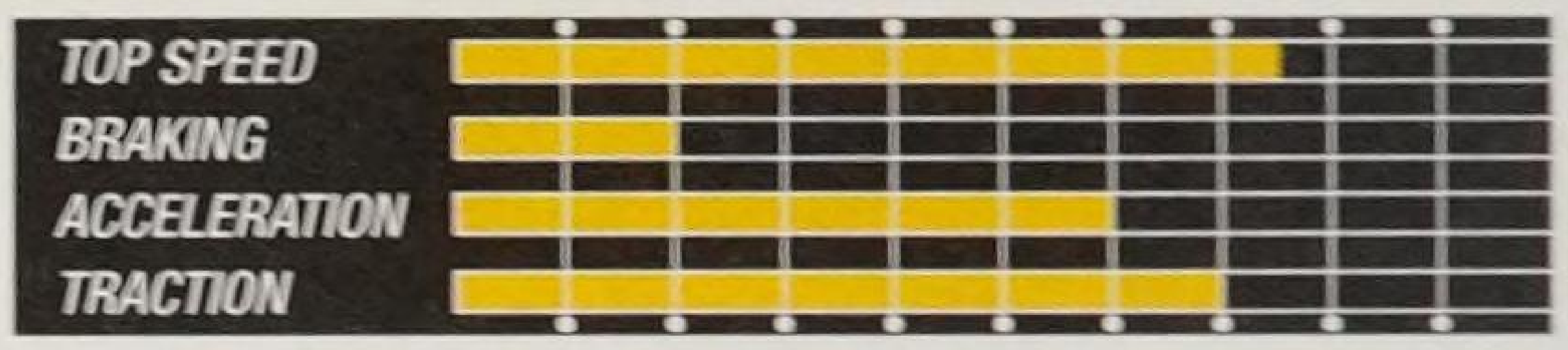
Police Transporter



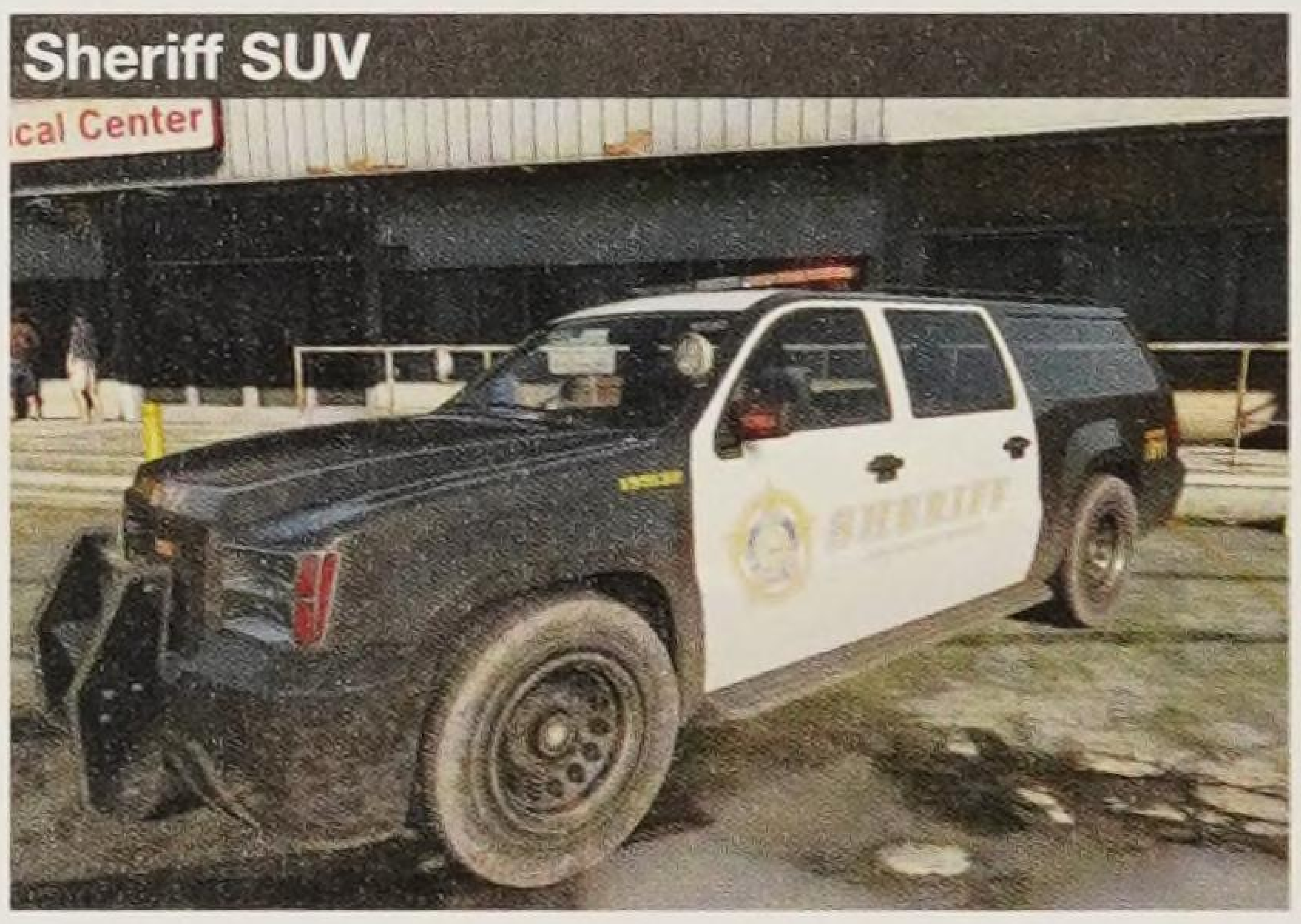


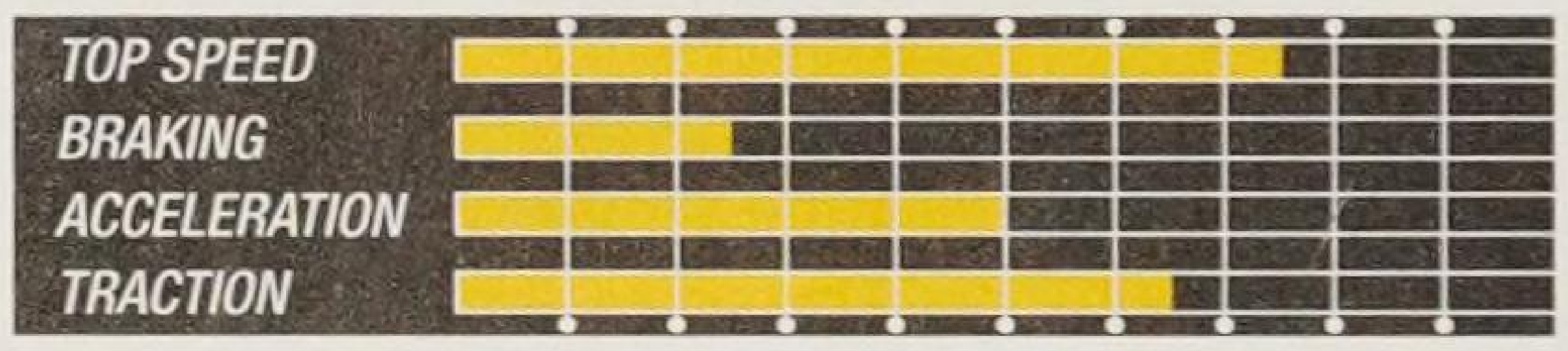
Sheriff Cruiser



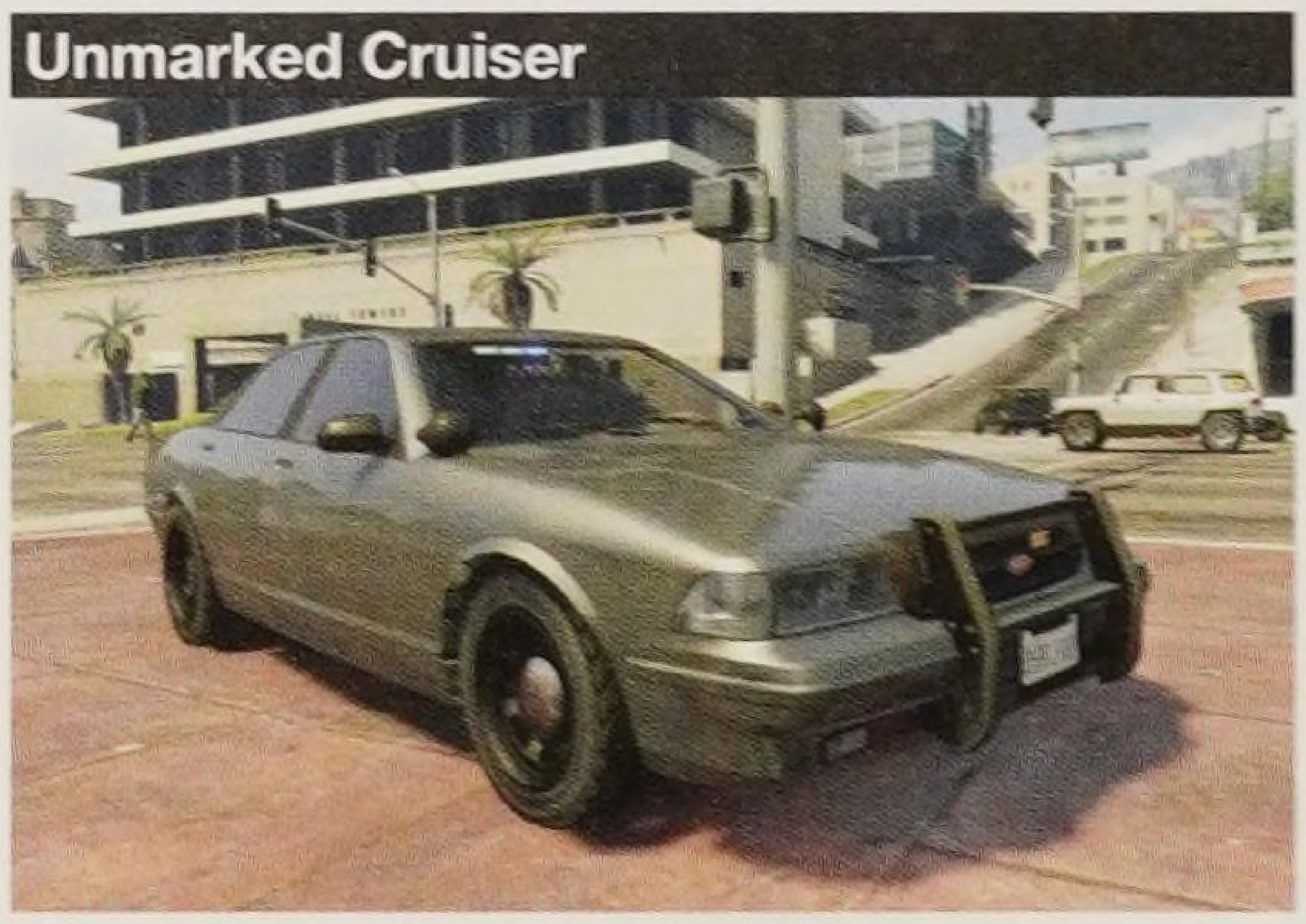


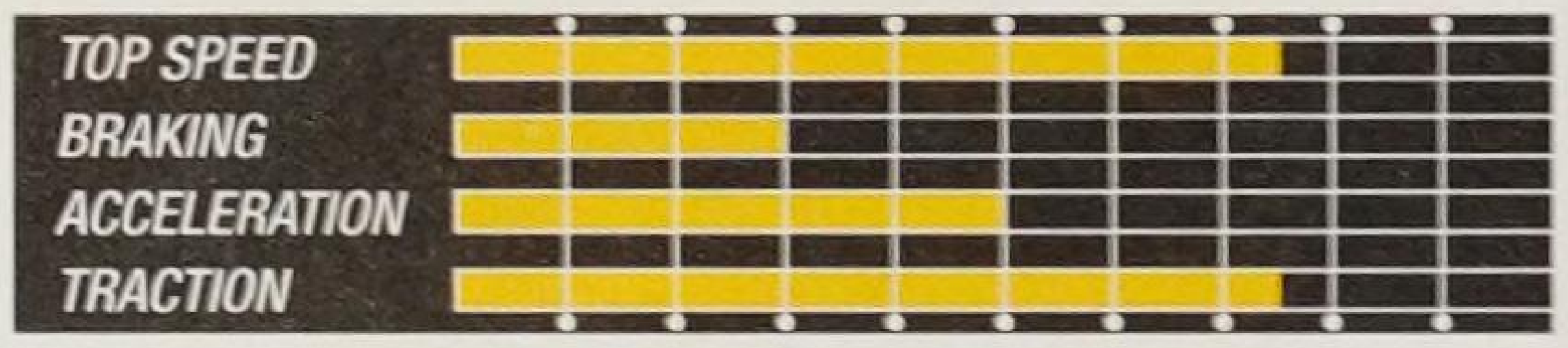
Sheriff SUV





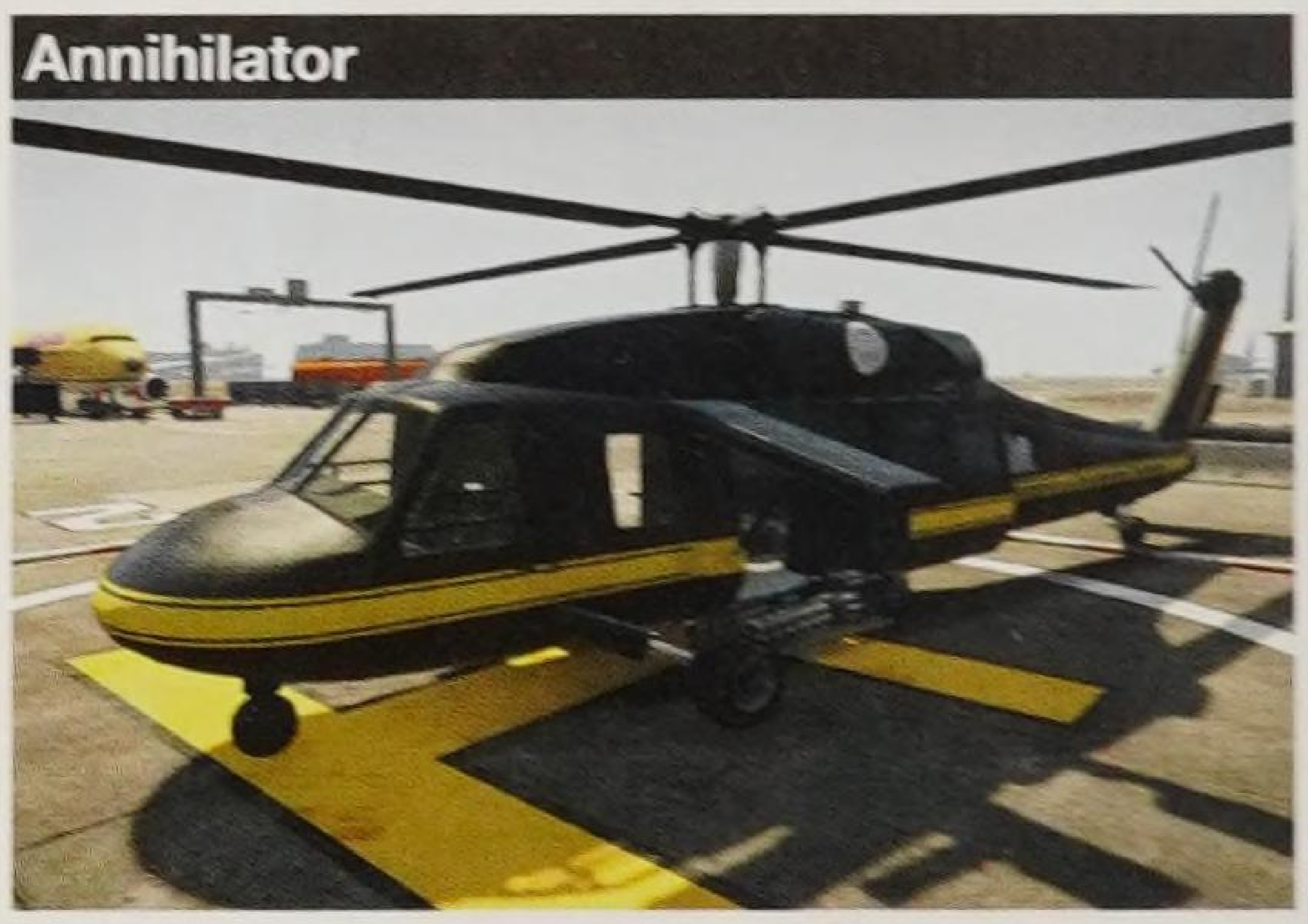
Unmarked Cruiser

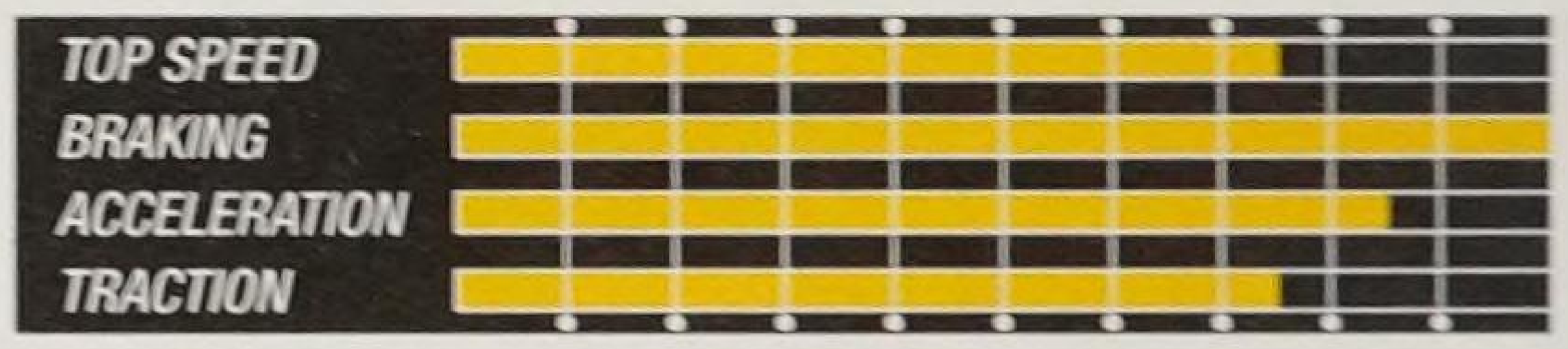




HELICOPTERS

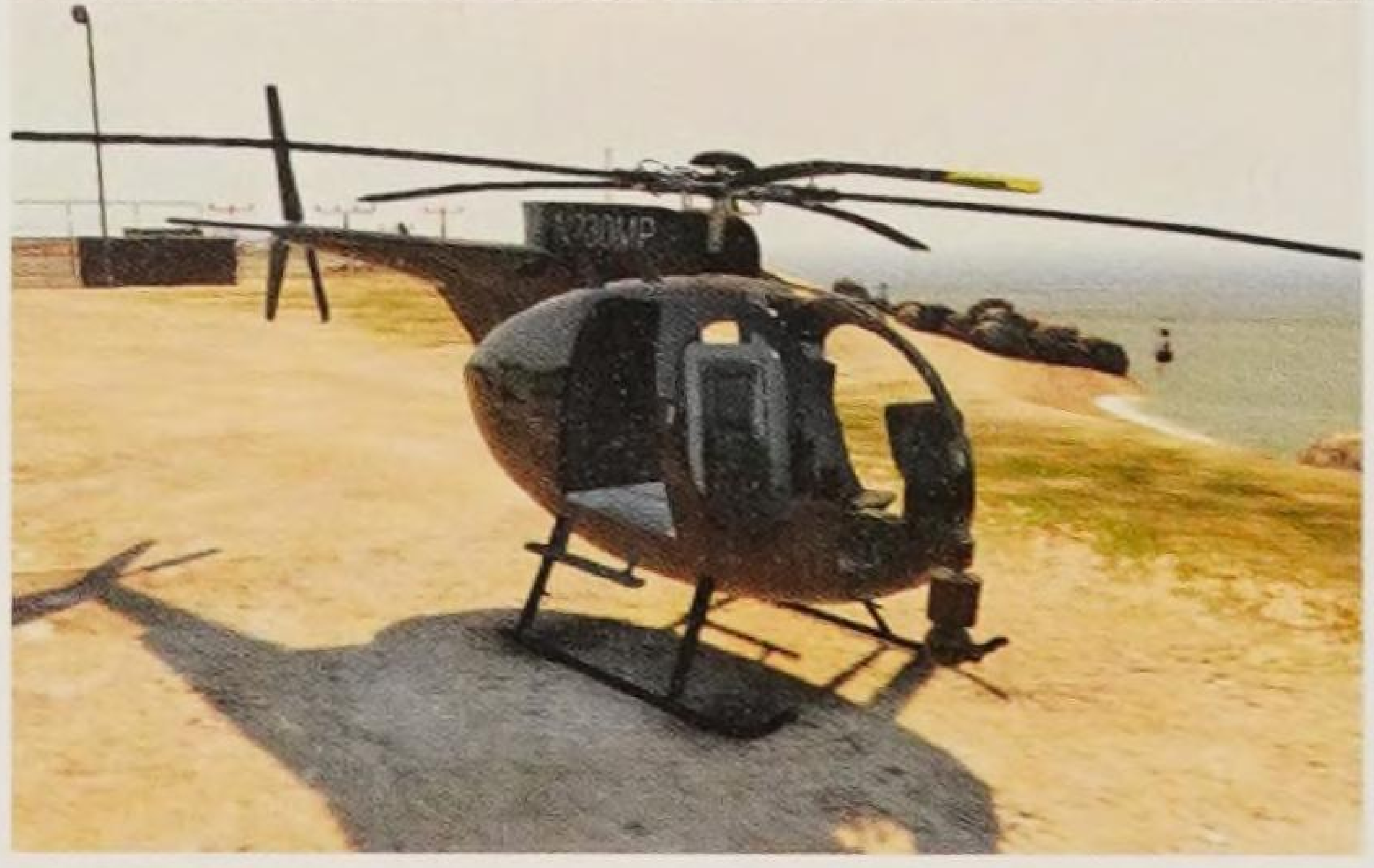
Annihilator

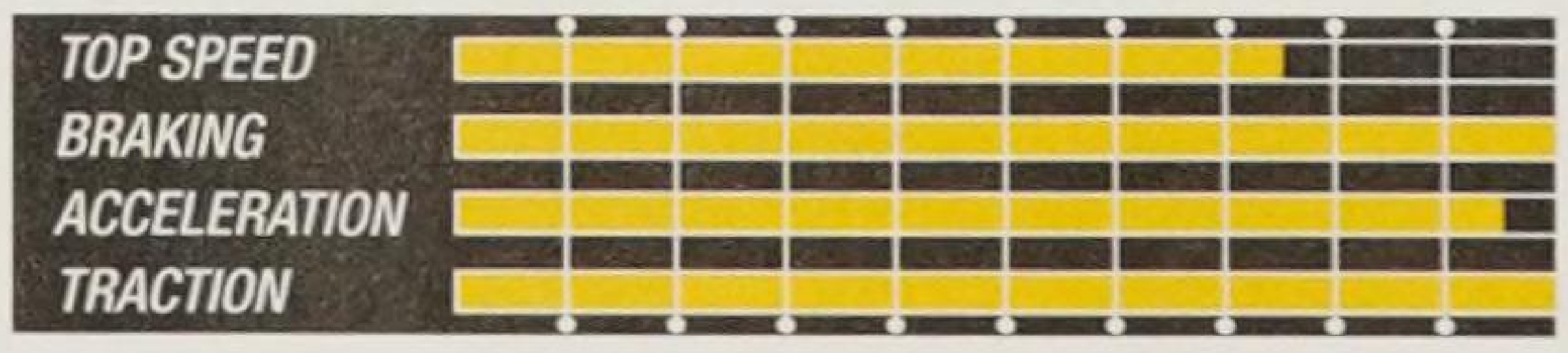




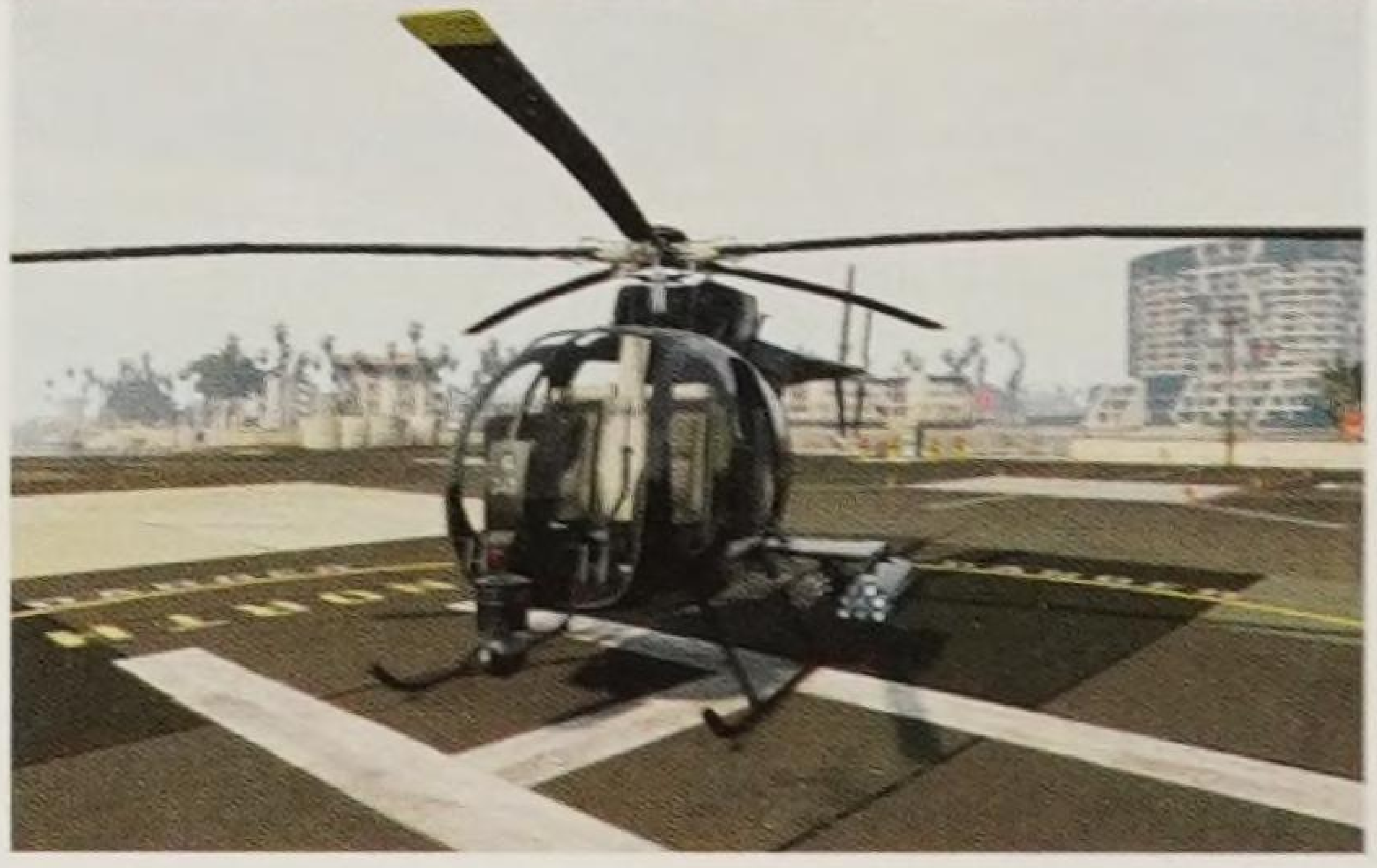
Note: Working Machine Guns

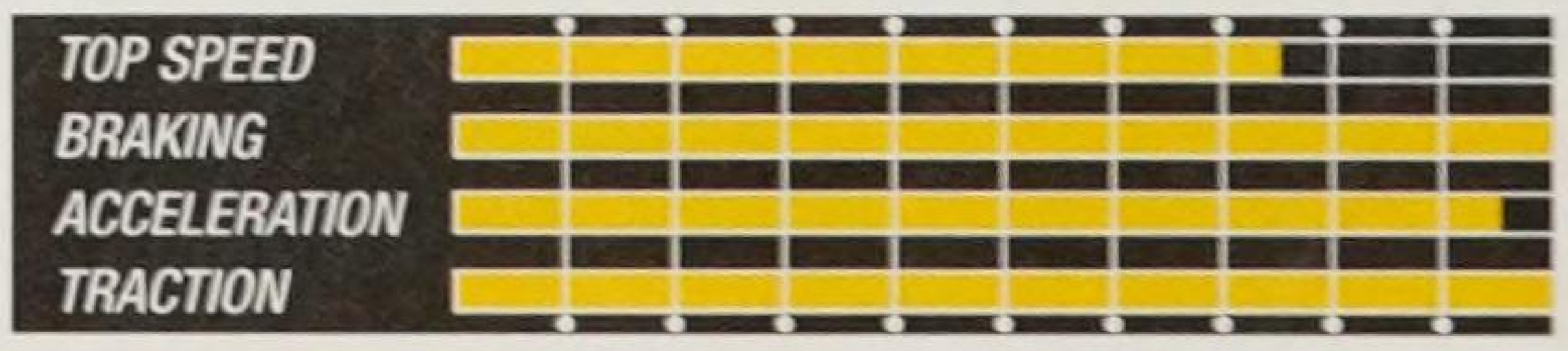
Buzzard





Buzzard Attack Chopper

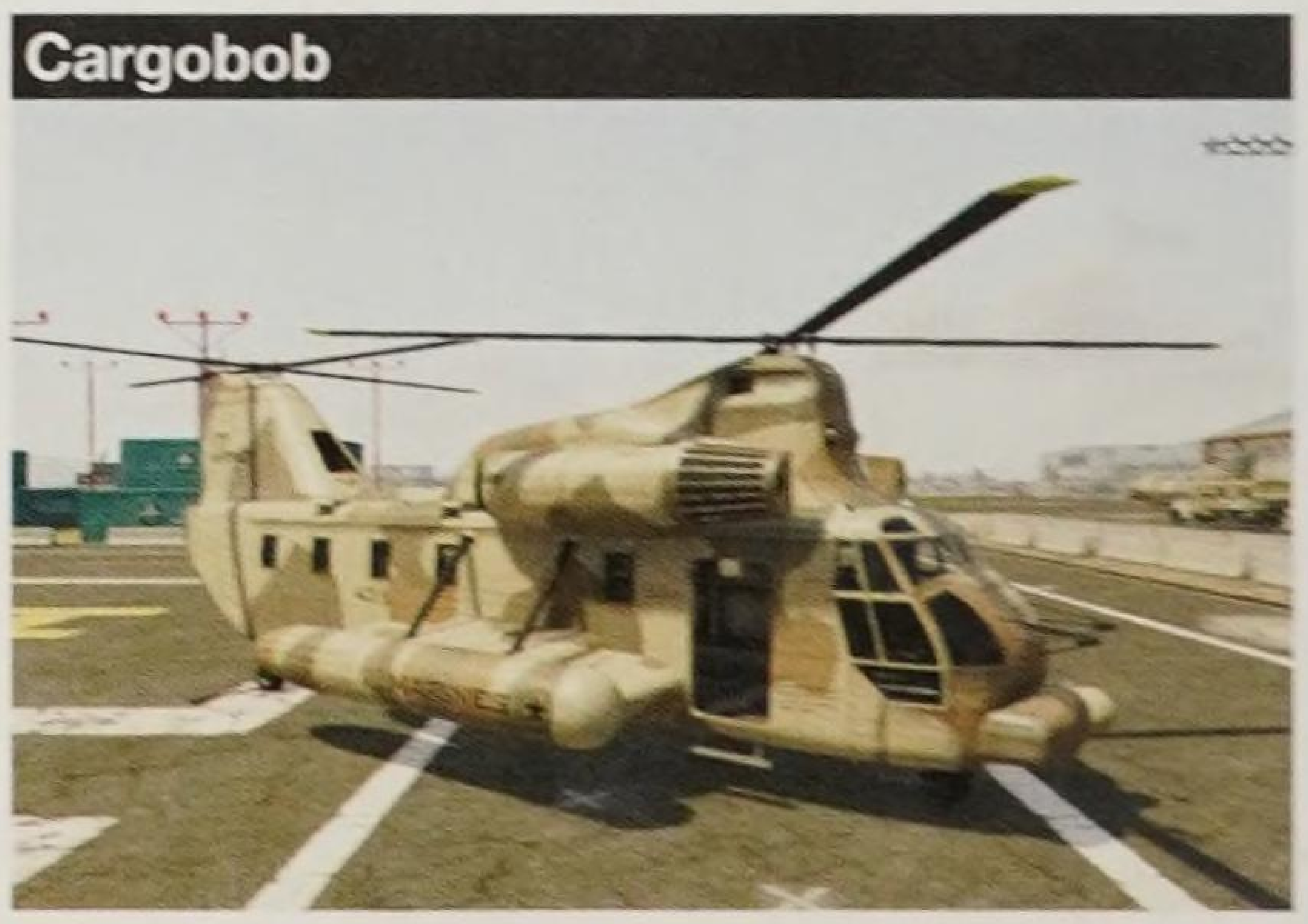


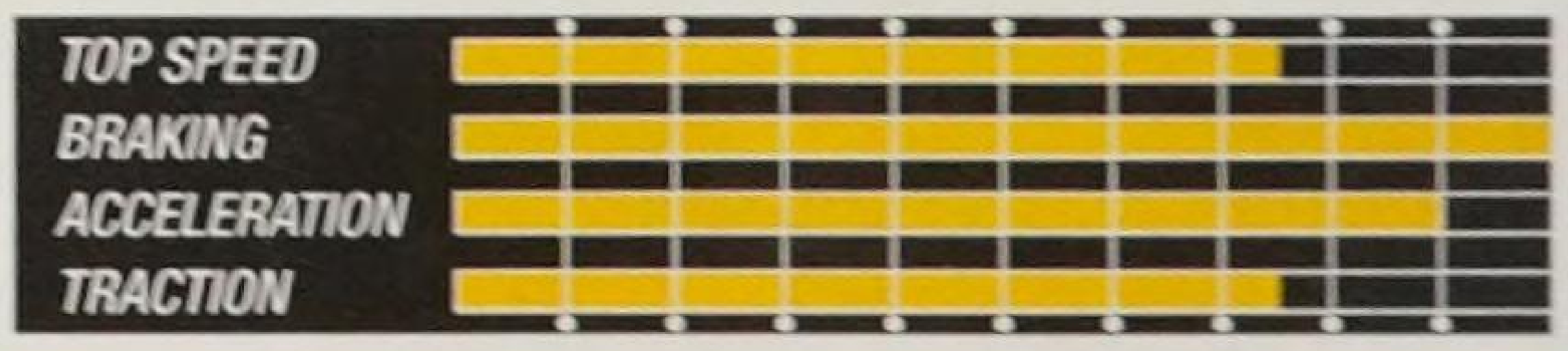


$2,000,000 | www.warstock-cache-and-carry.com

Note: Working Machine Guns and Aircraft Guided Missiles. Missiles also track Authority Vehicles on ground. Try first-person view for different battle view.

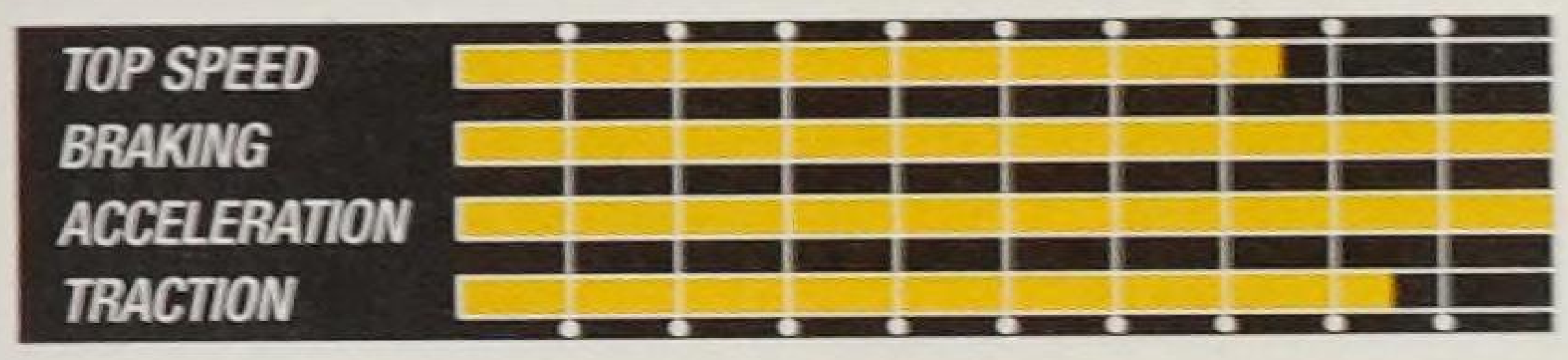
Cargobob





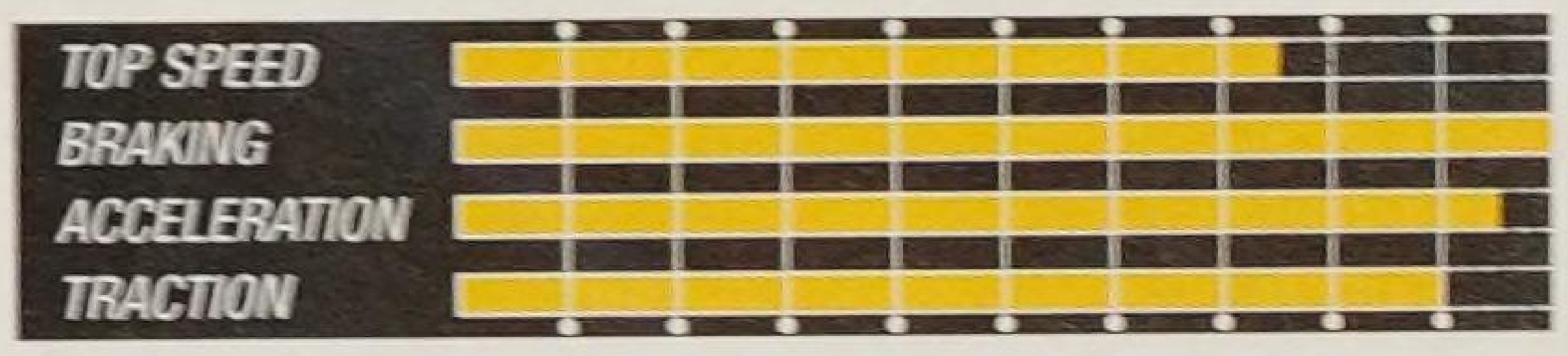
$2,200,000 | www.warstock-cache-and-carry.com

Frogger



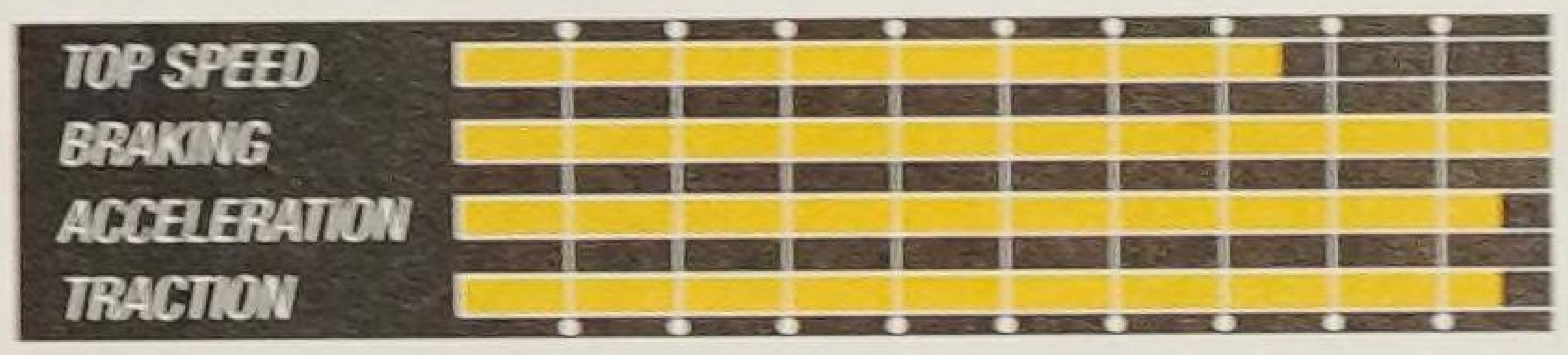
$1,300,000 | www.elitastravel.com

Maverick



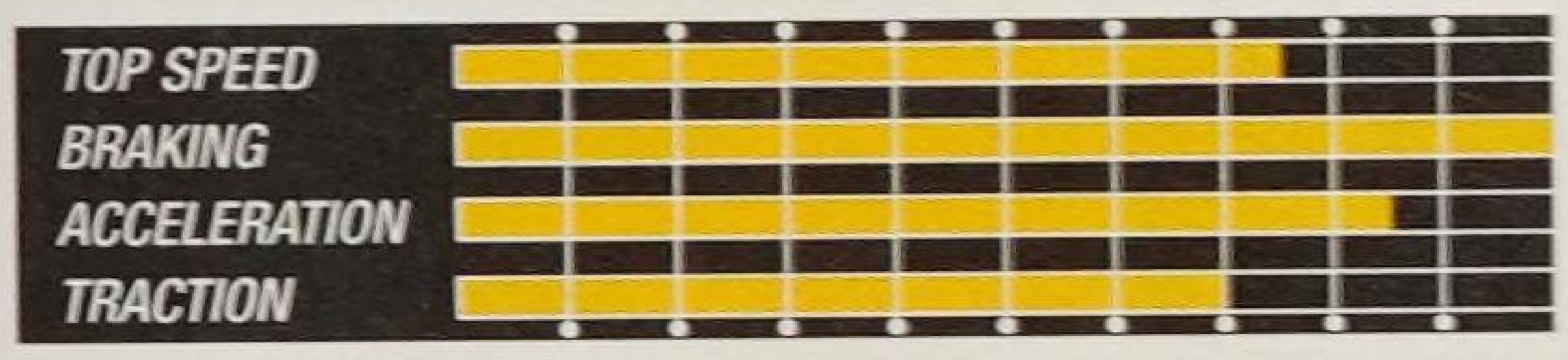
$780,000 | www.elitastravel.com

Police Maverick

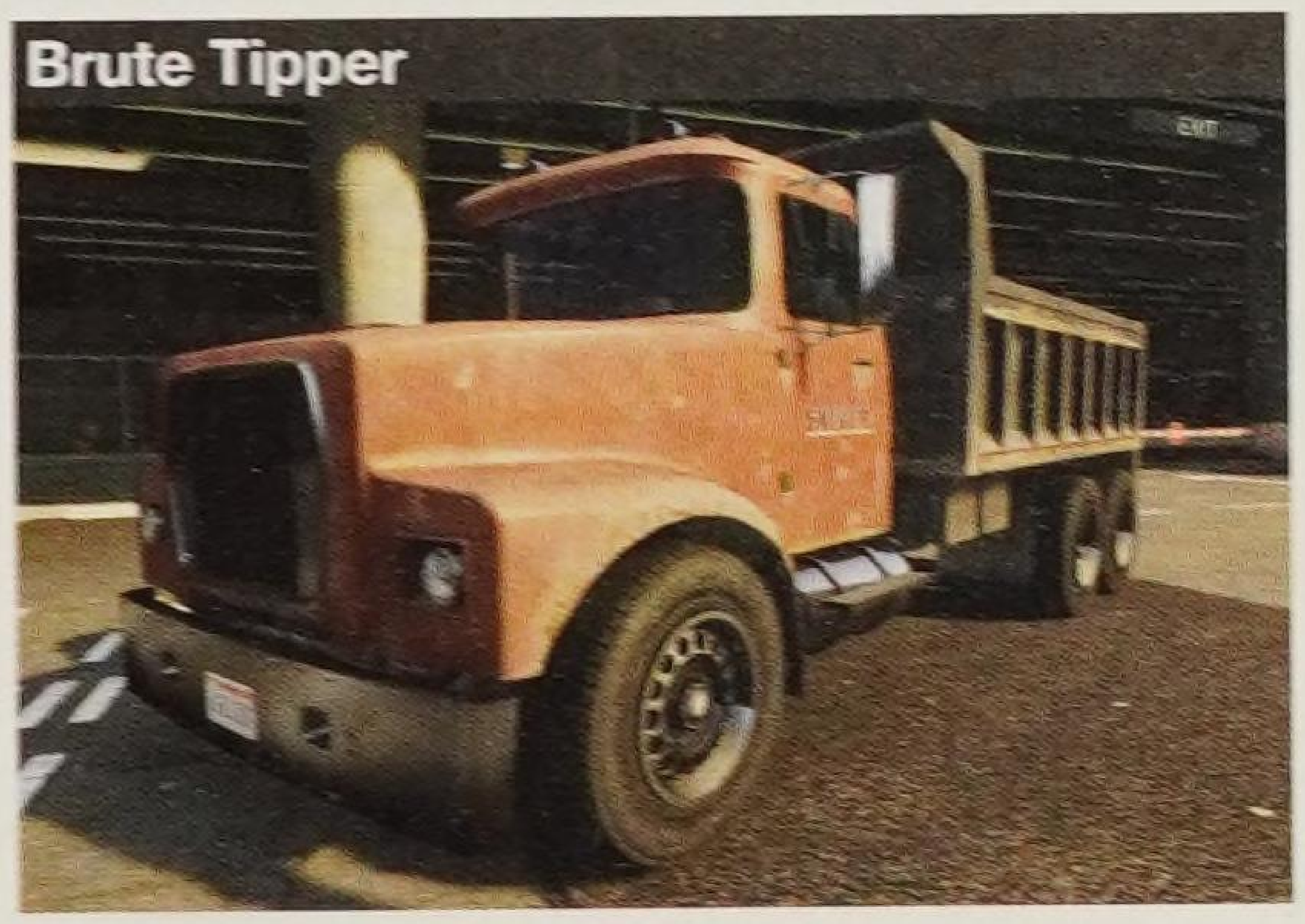


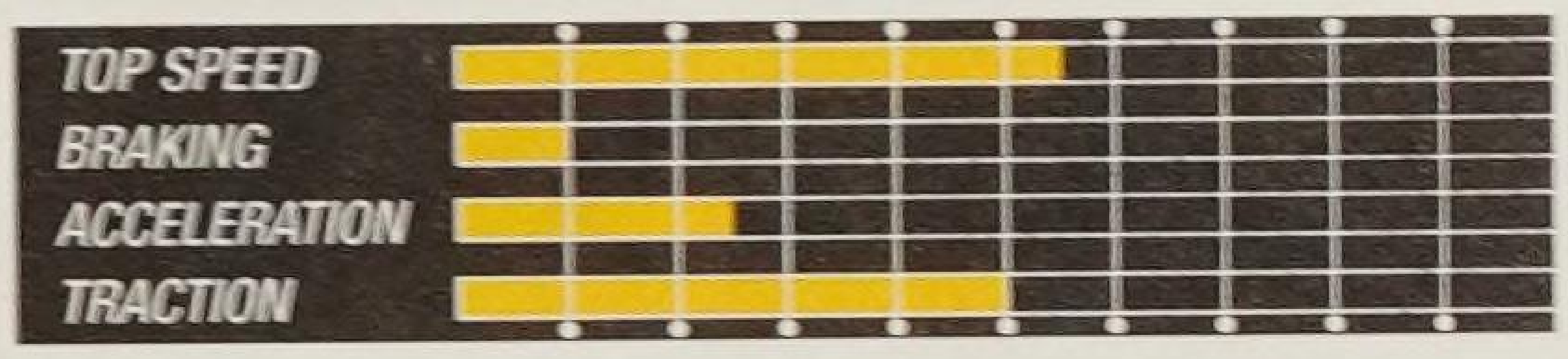
INDUSTRIAL

Skylift

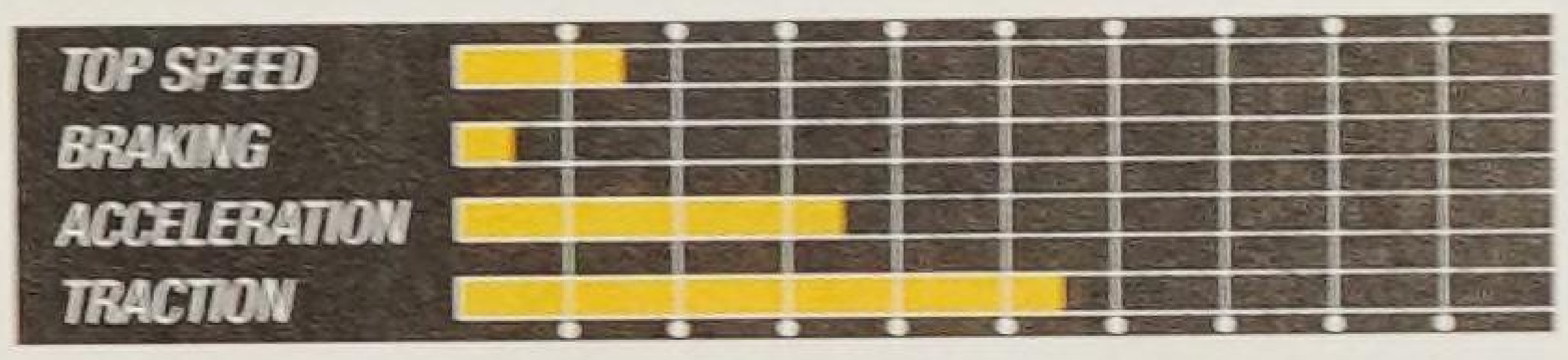


Brute Tipper

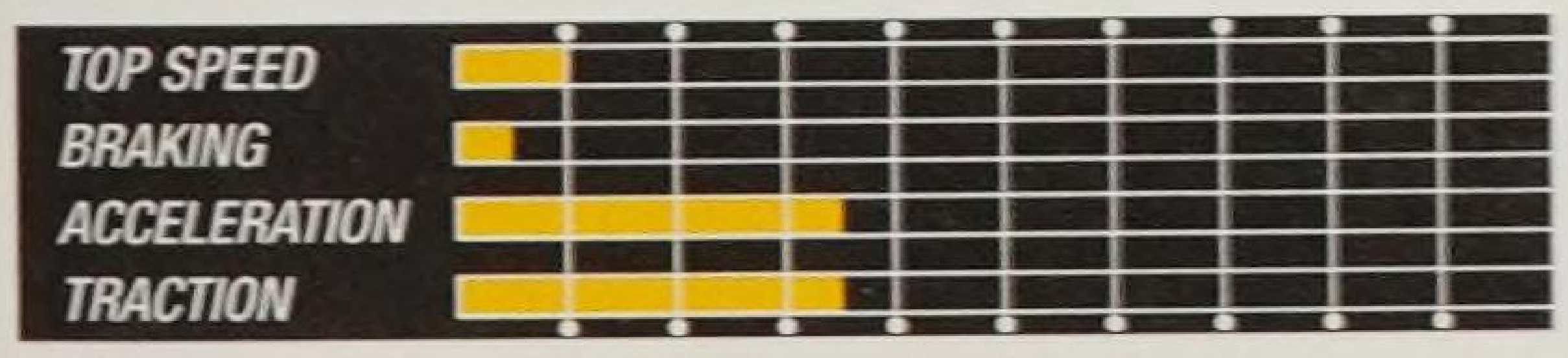




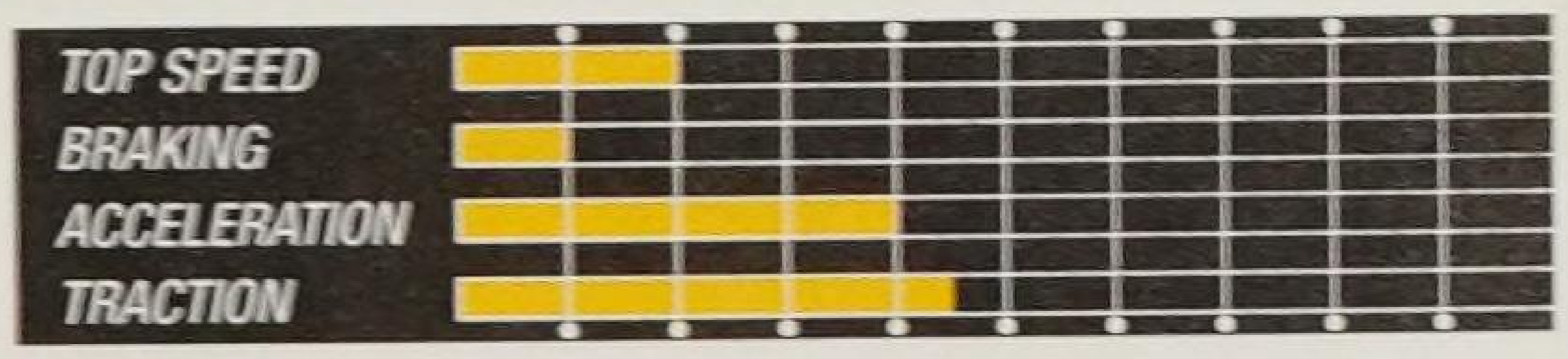
Dock Handler



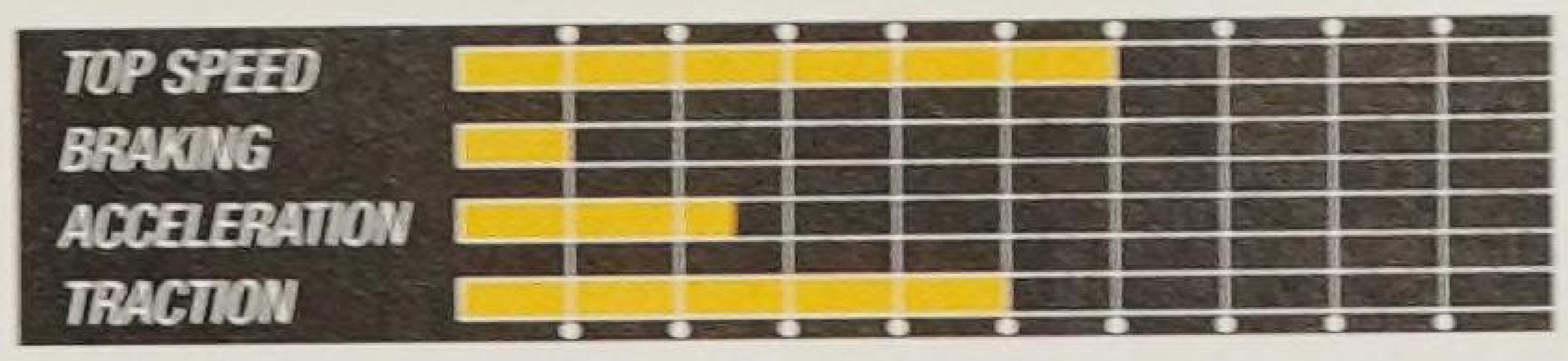
HVY Dozer



HVY Dump

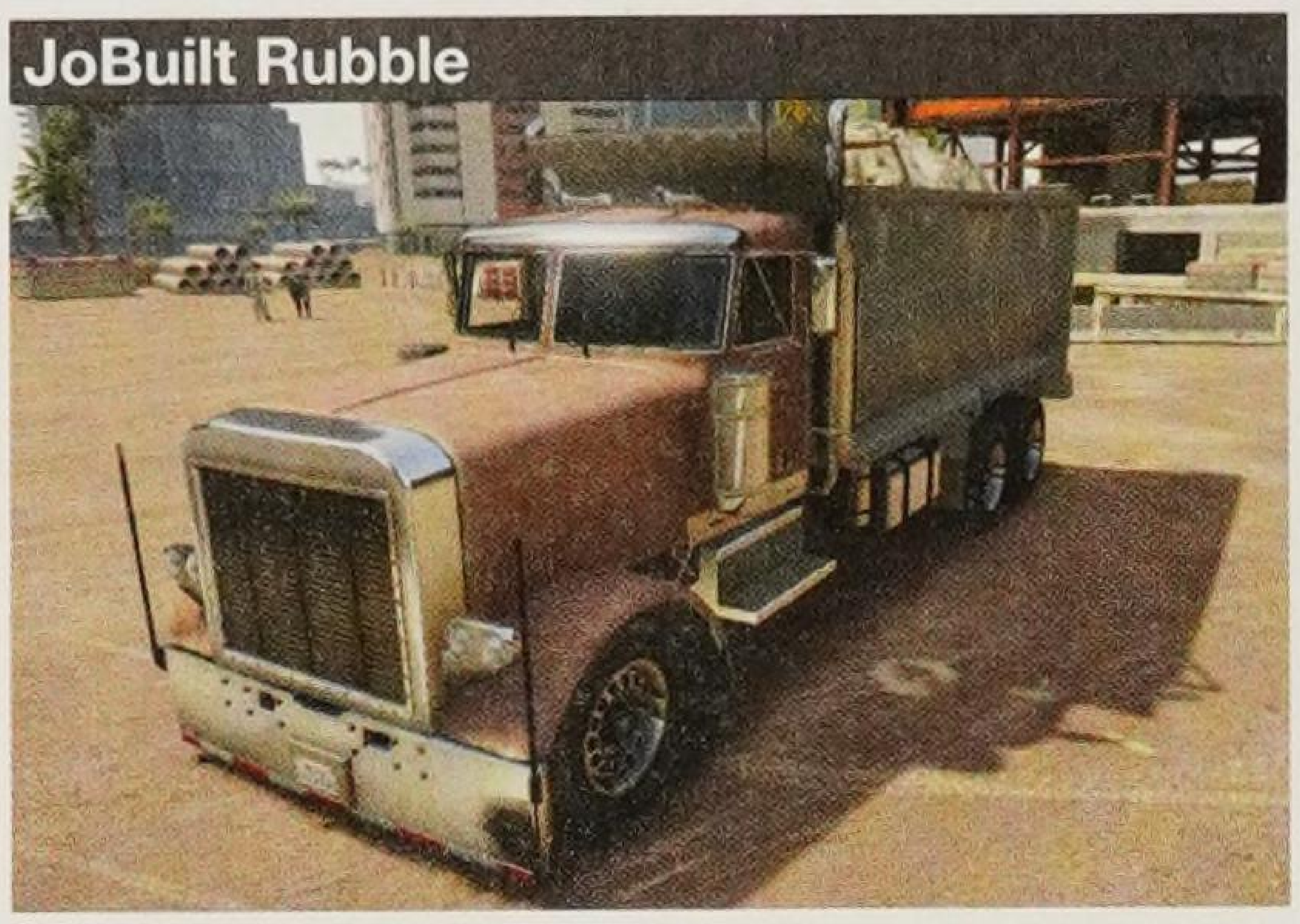


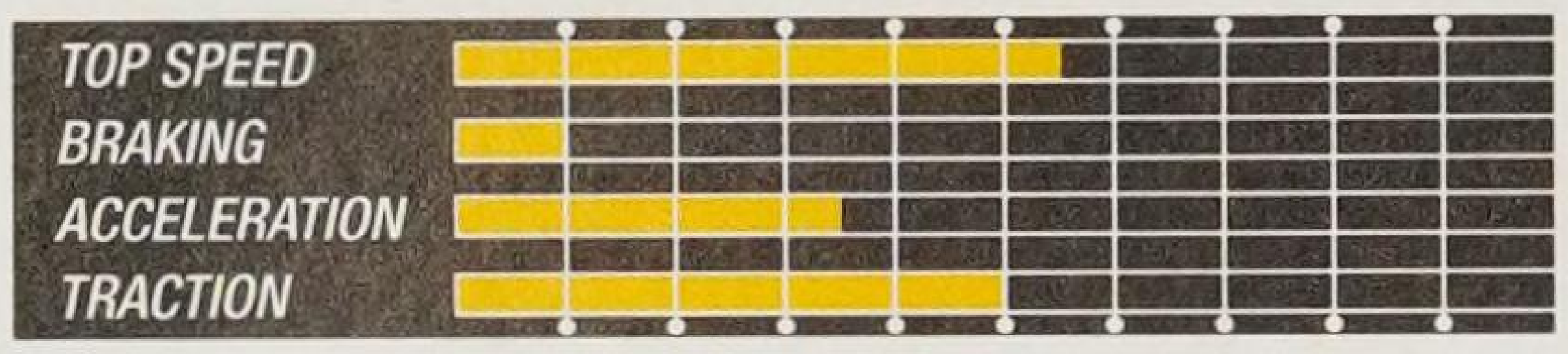
HVY Mixer



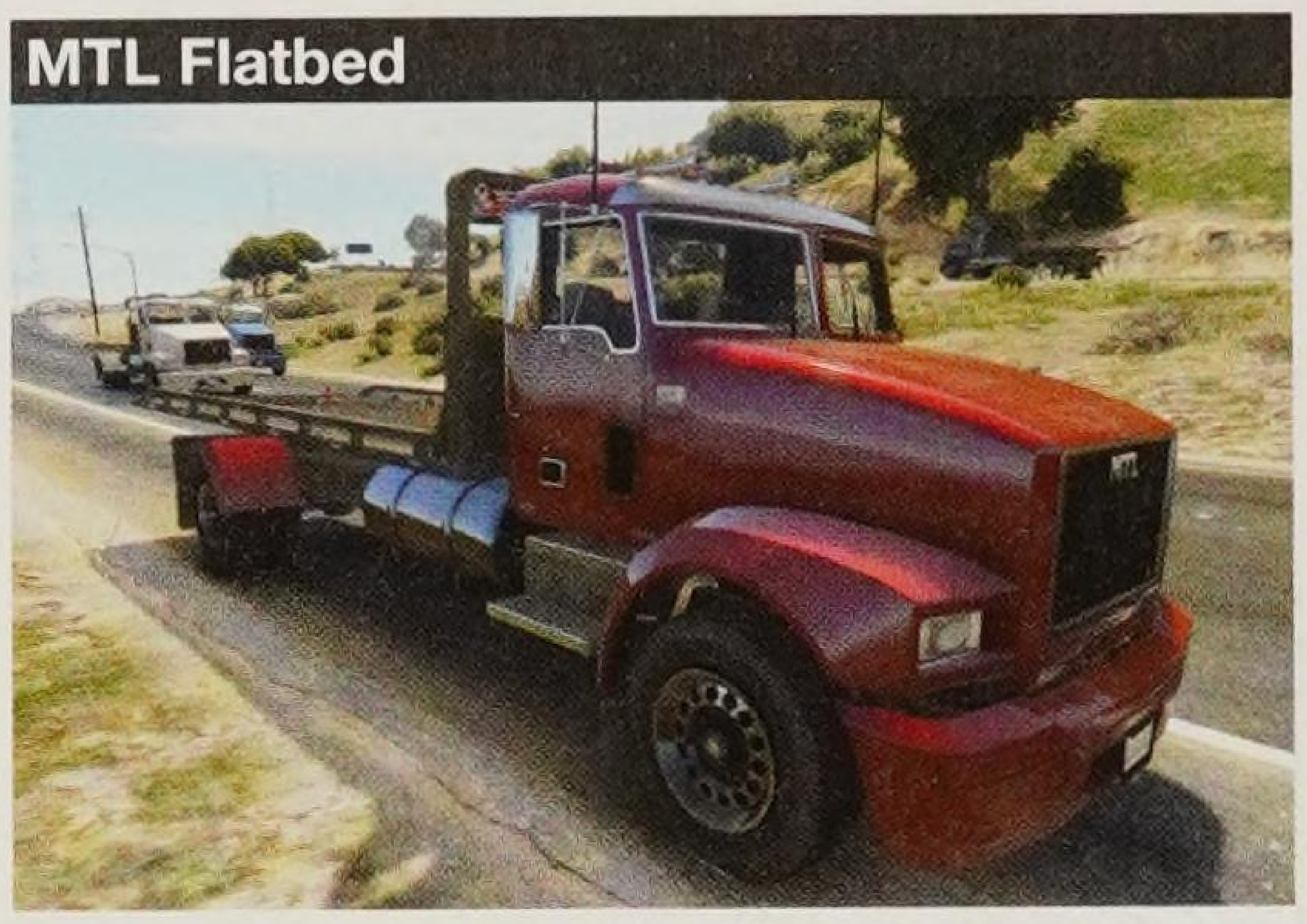
INDUSTRIAL *(continued)*

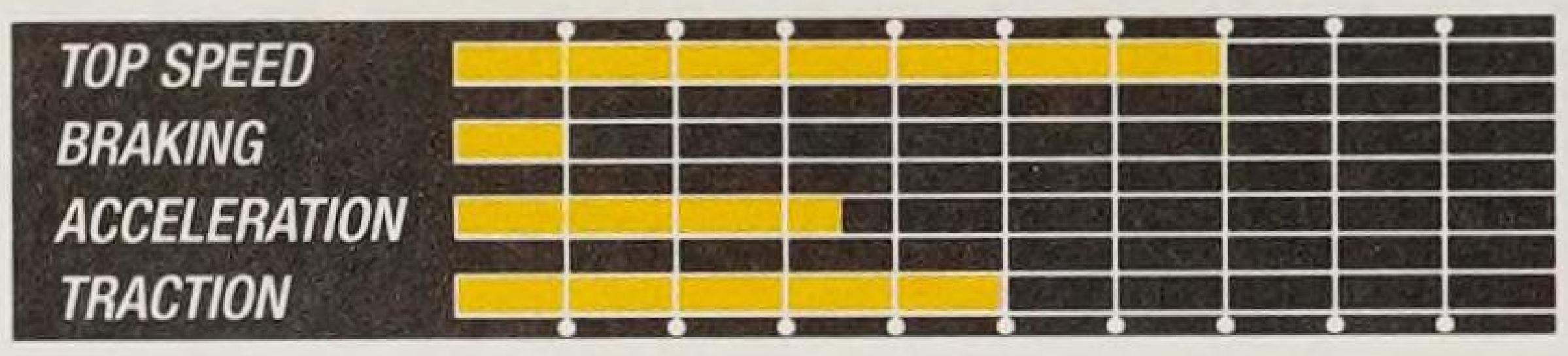
JoBuilt Rubble



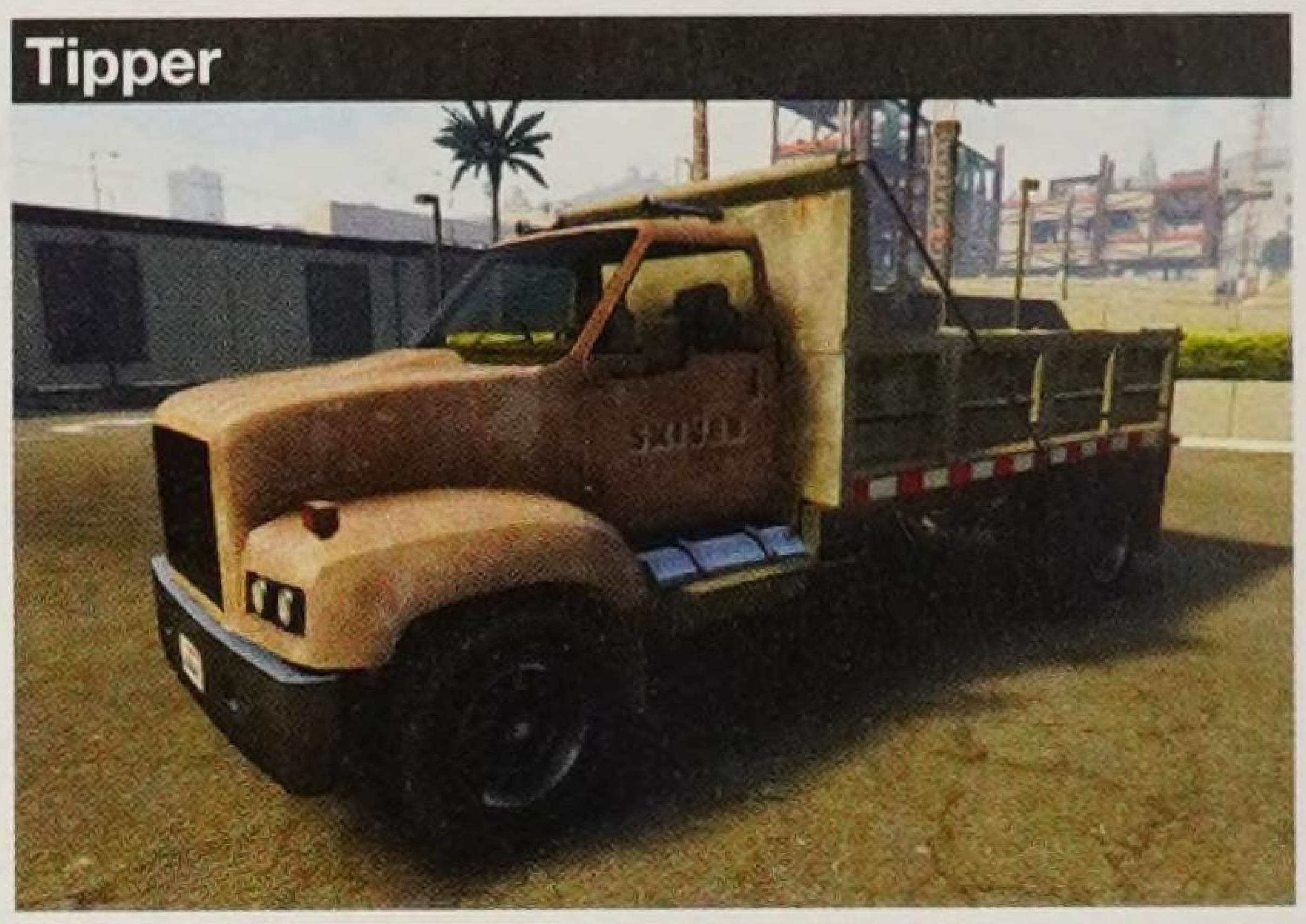


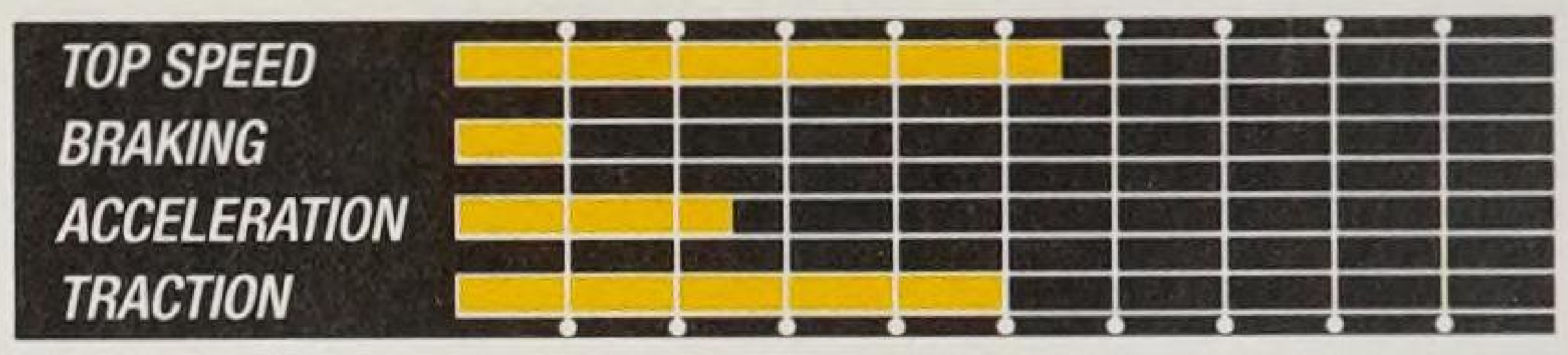
MTL Flatbed





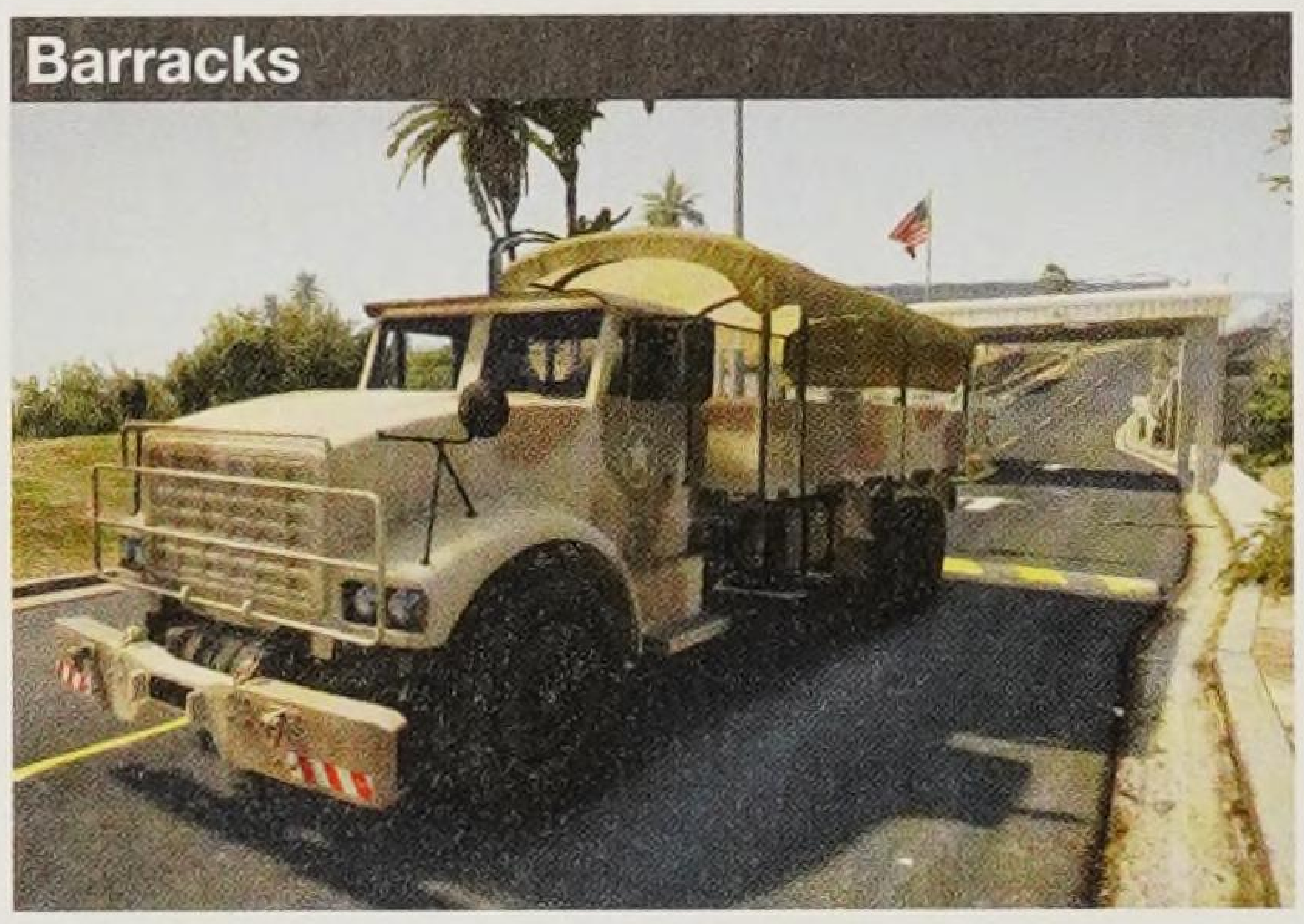
Tipper

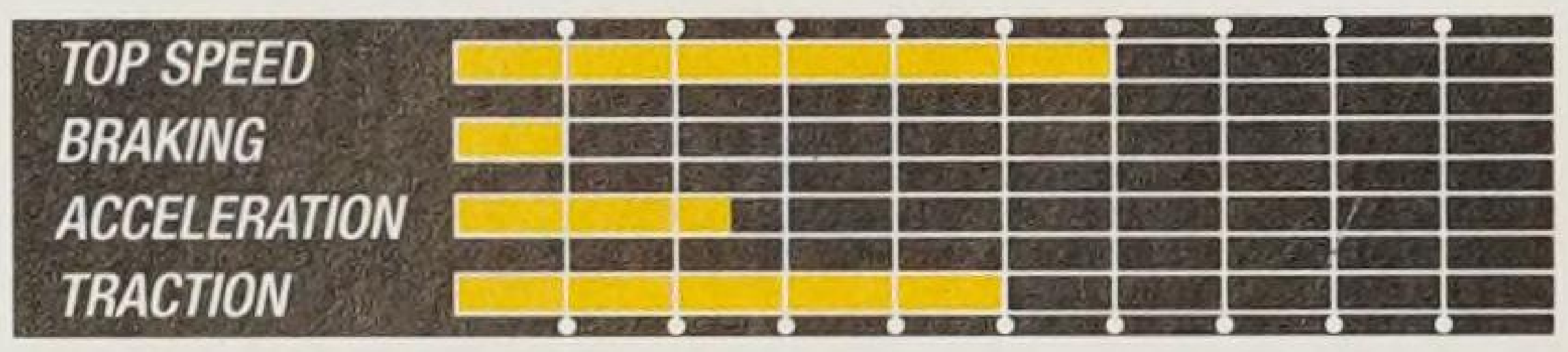




MILITARY

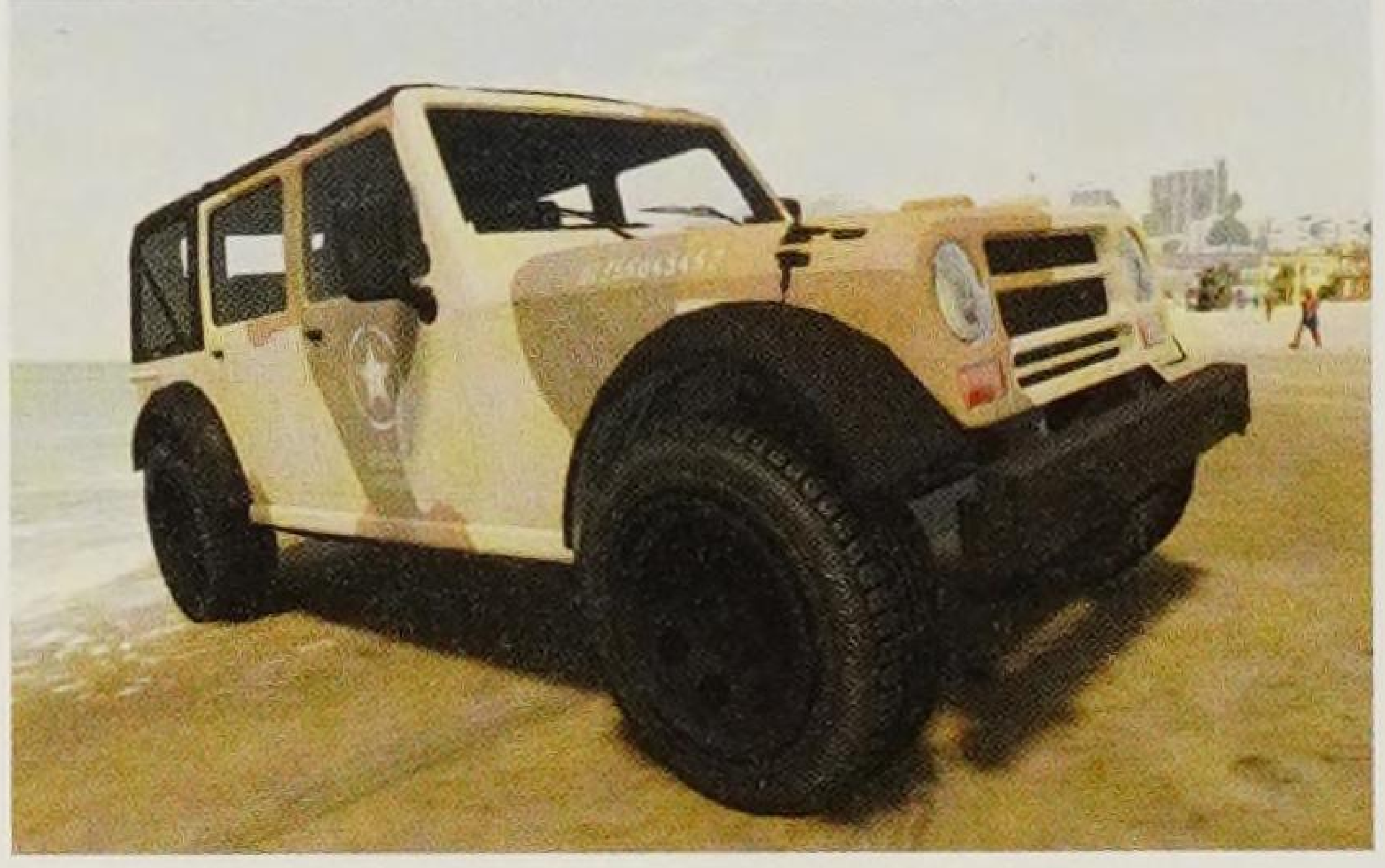
Barracks

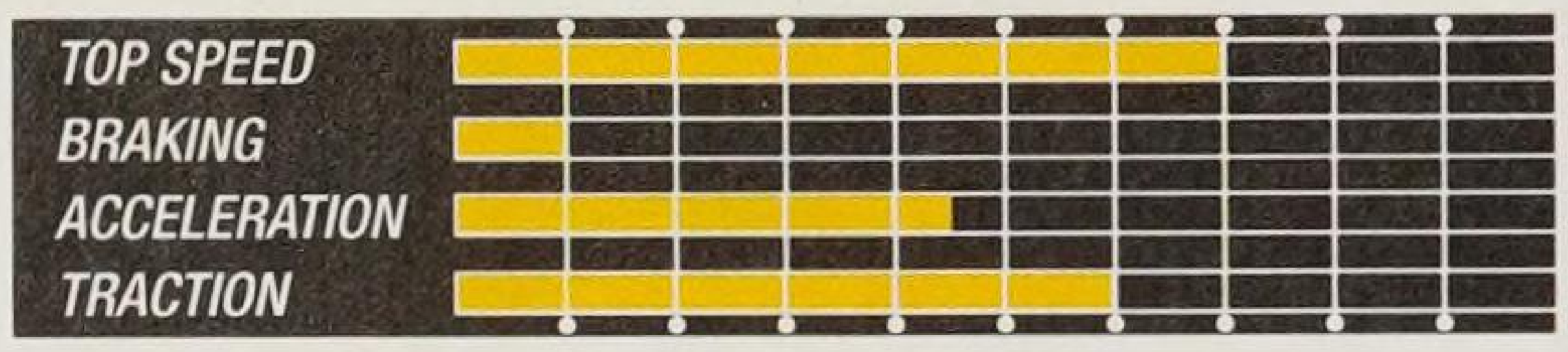




$450,000 | www.warstock-cache-and-carry.com

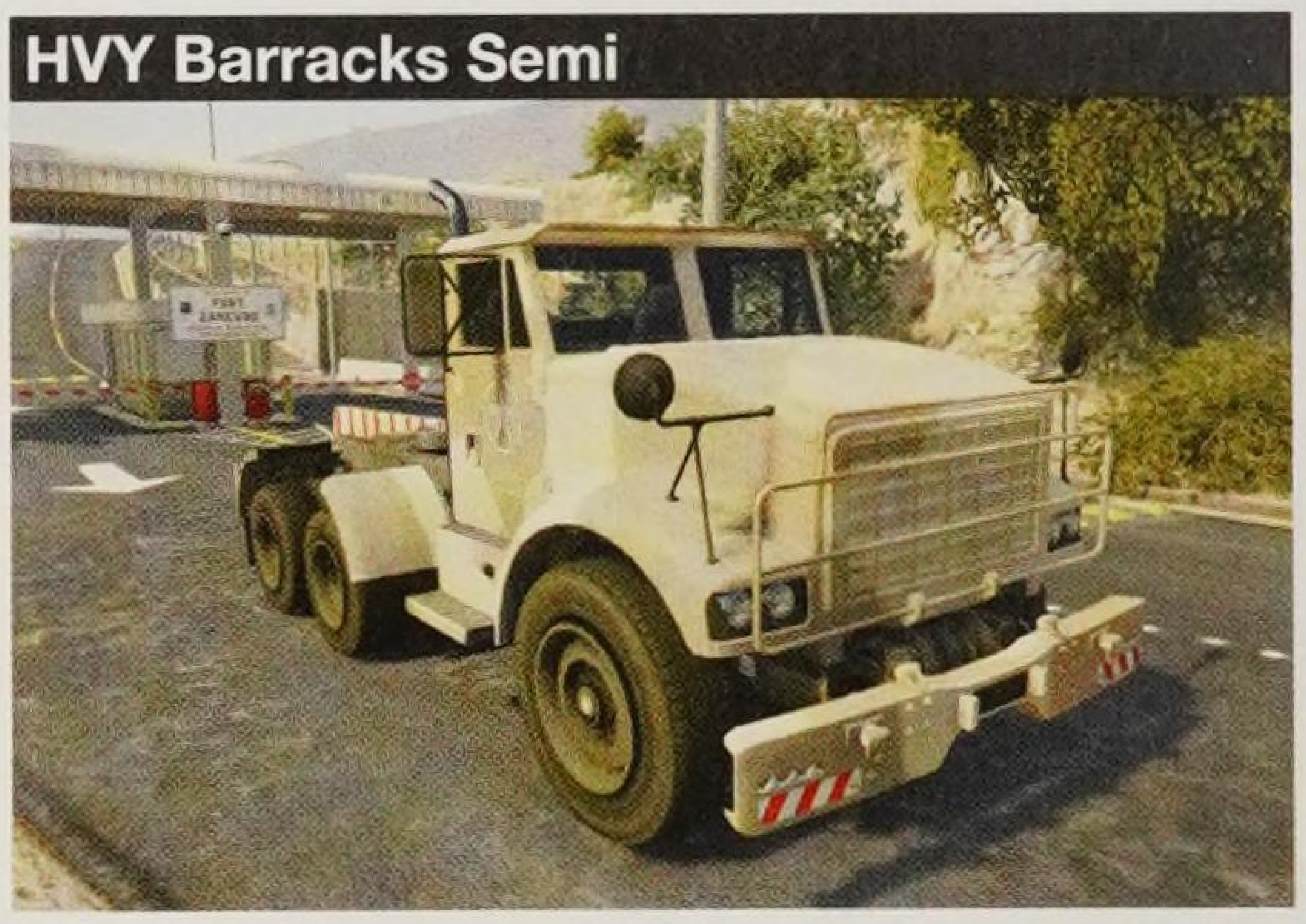
Canis Crusader

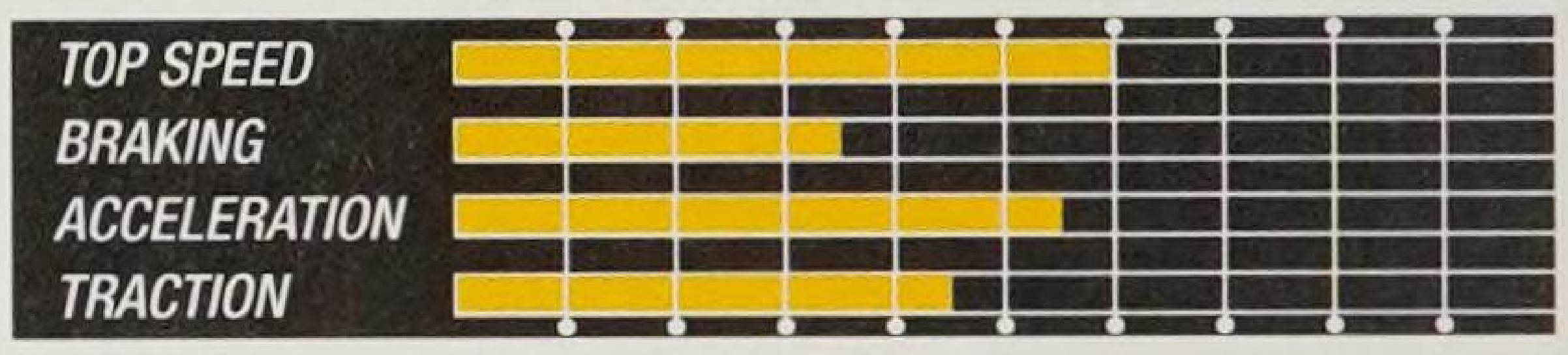




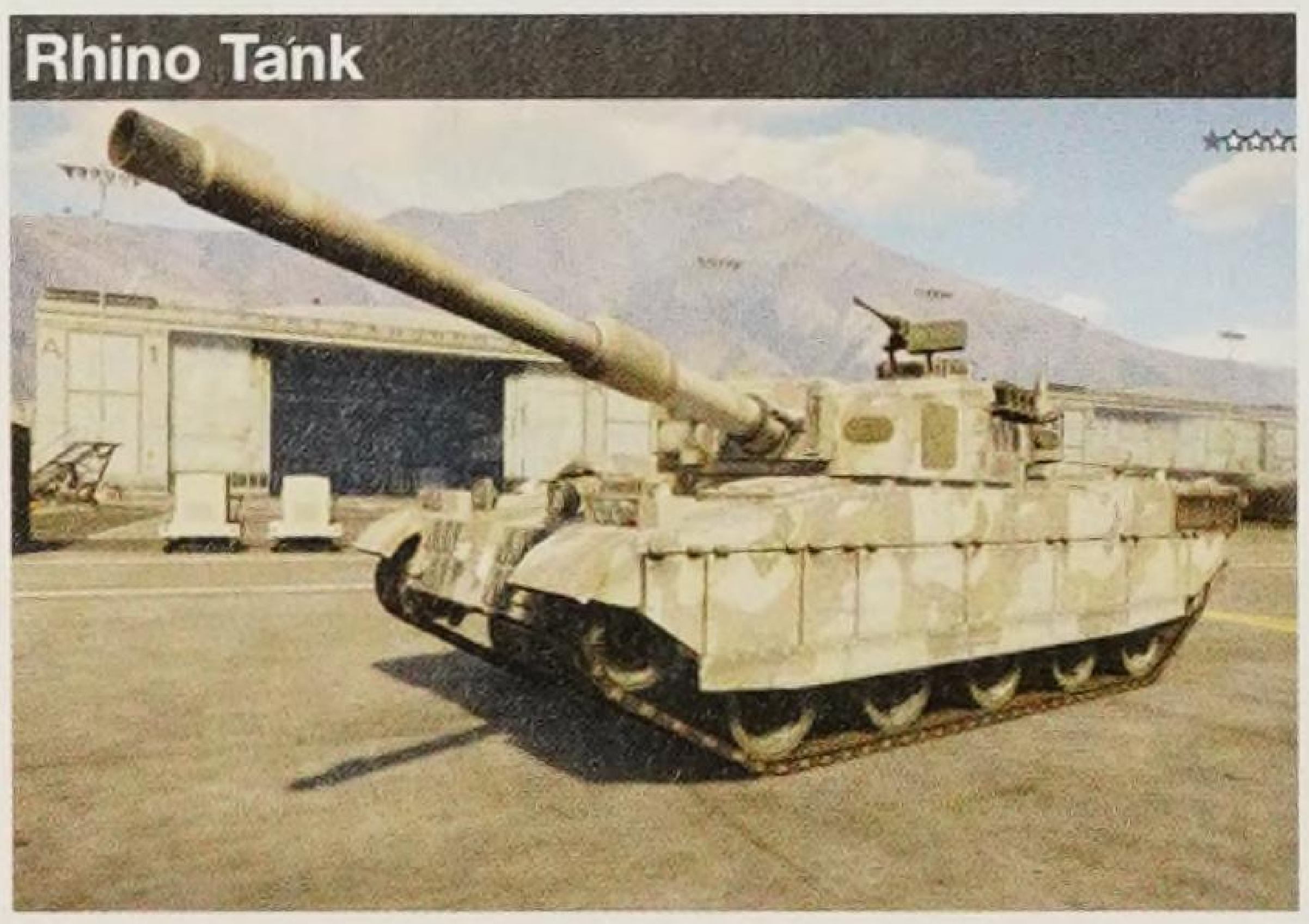
$225,000 | www.warstock-cache-and-carry.com

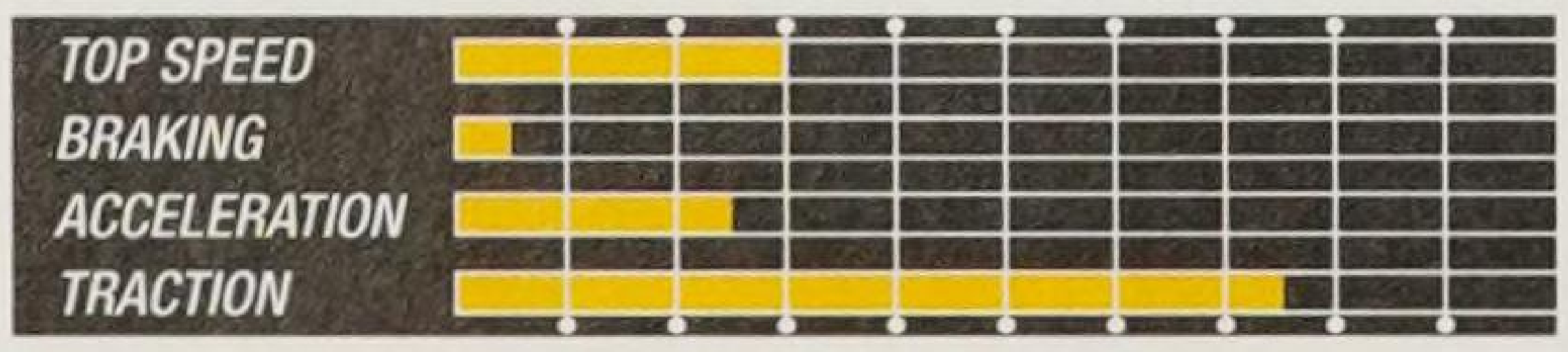
HVY Barracks Semi





Rhino Tank



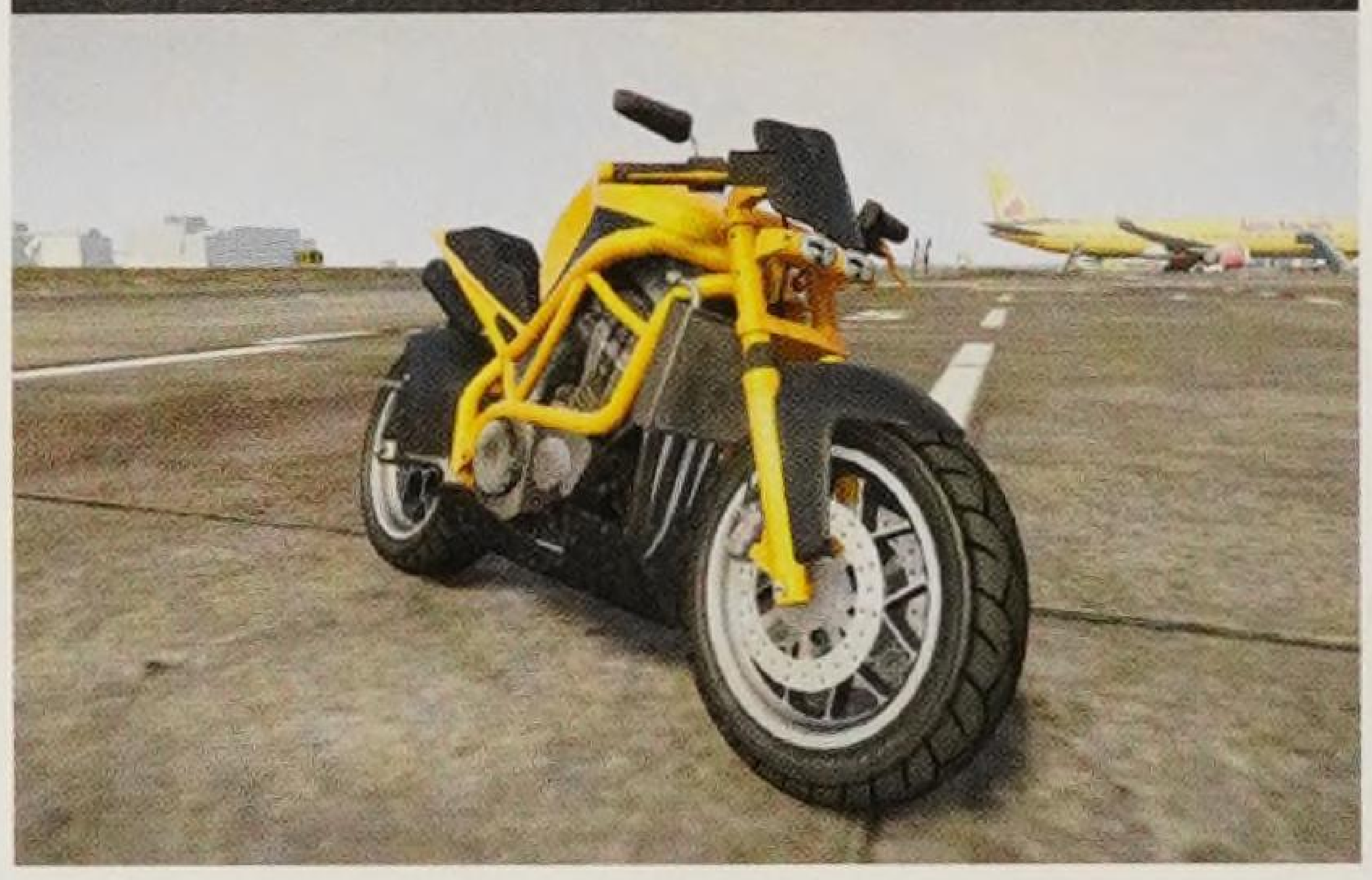


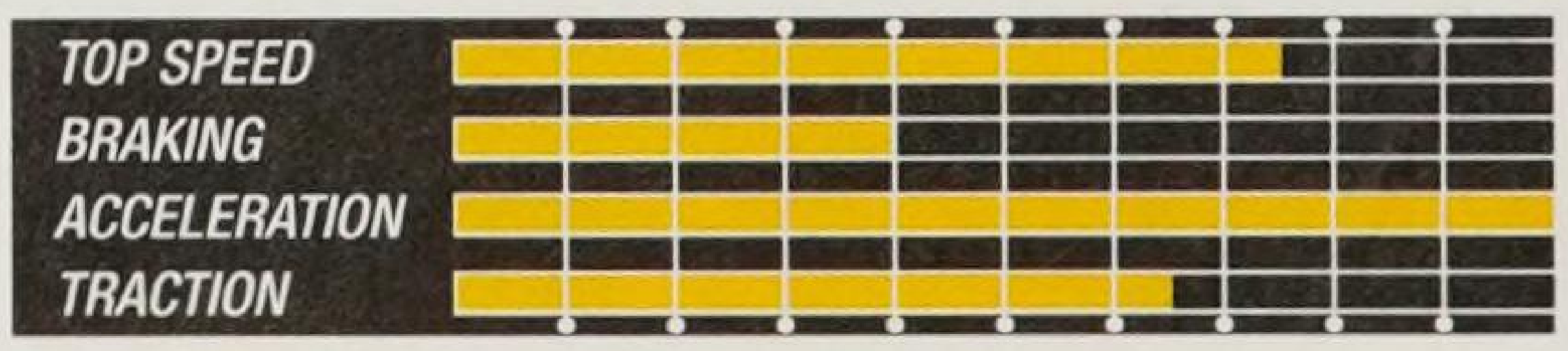
$3,000,000 | www.warstock-cache-and-carry.com

Note: Appears in your hangar after purchase. Working cannon.

MOTORCYCLES

Dinka Akuma

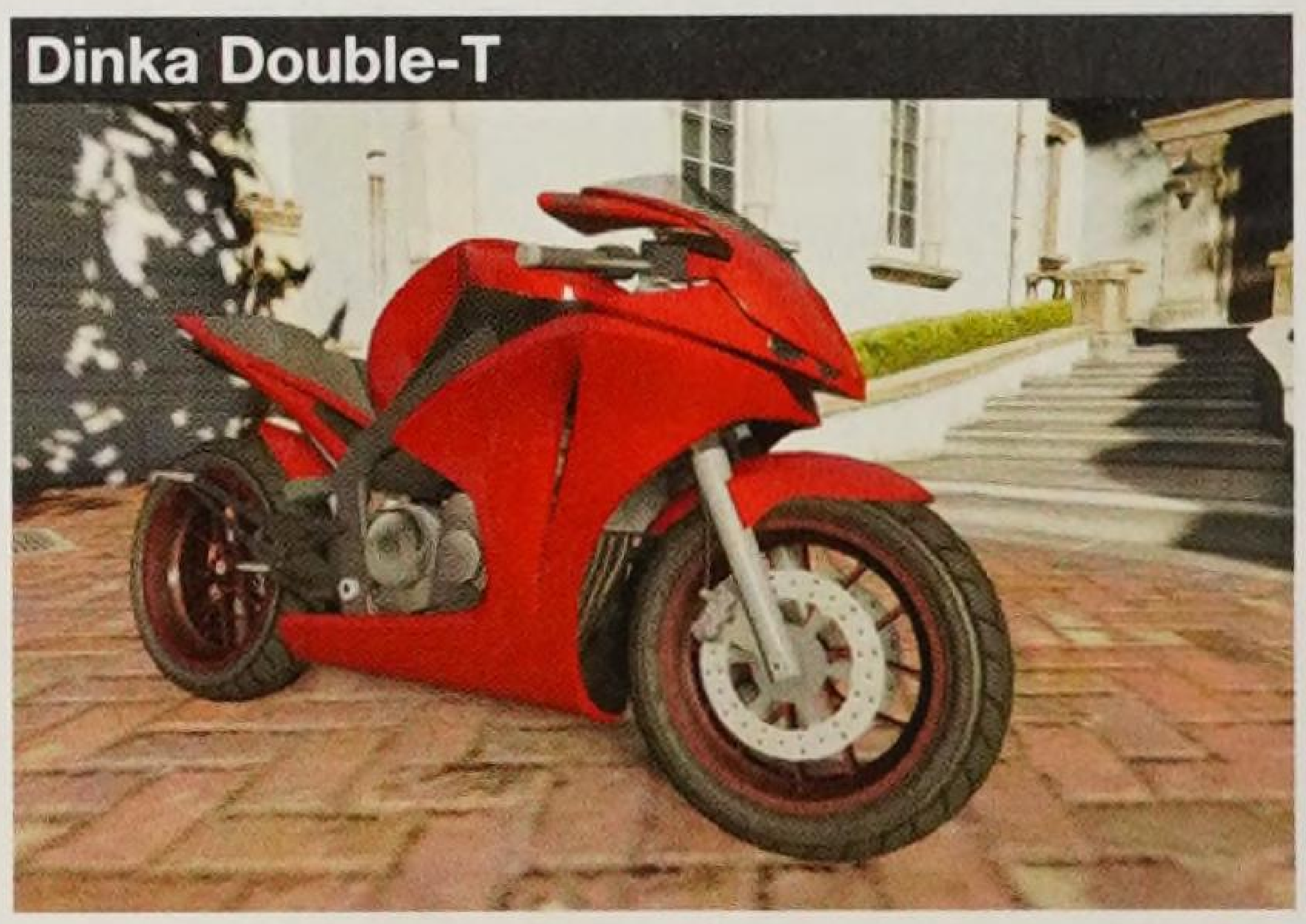


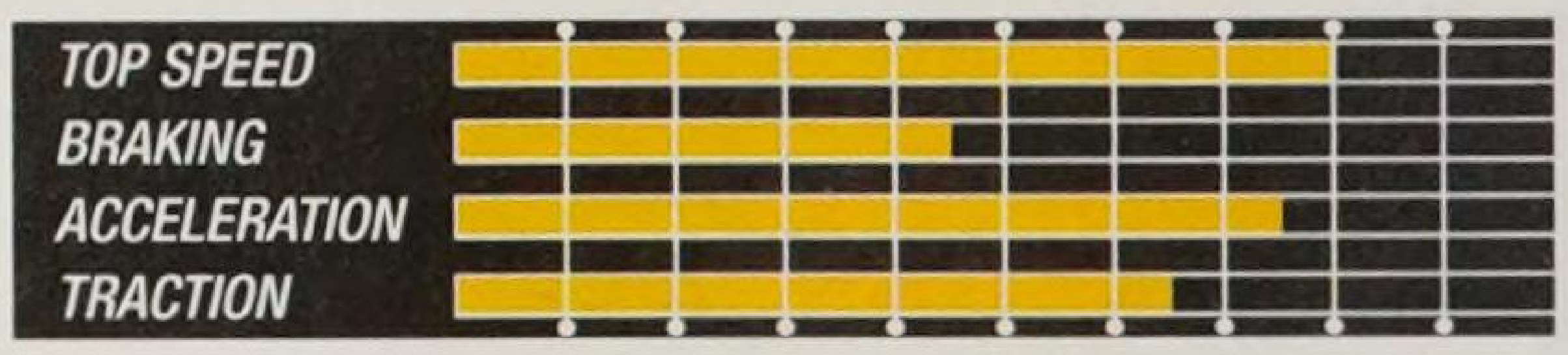


$9,000 | www.southernsanandreassuperautos.com

Extra Mods: Exhaust, Turbo

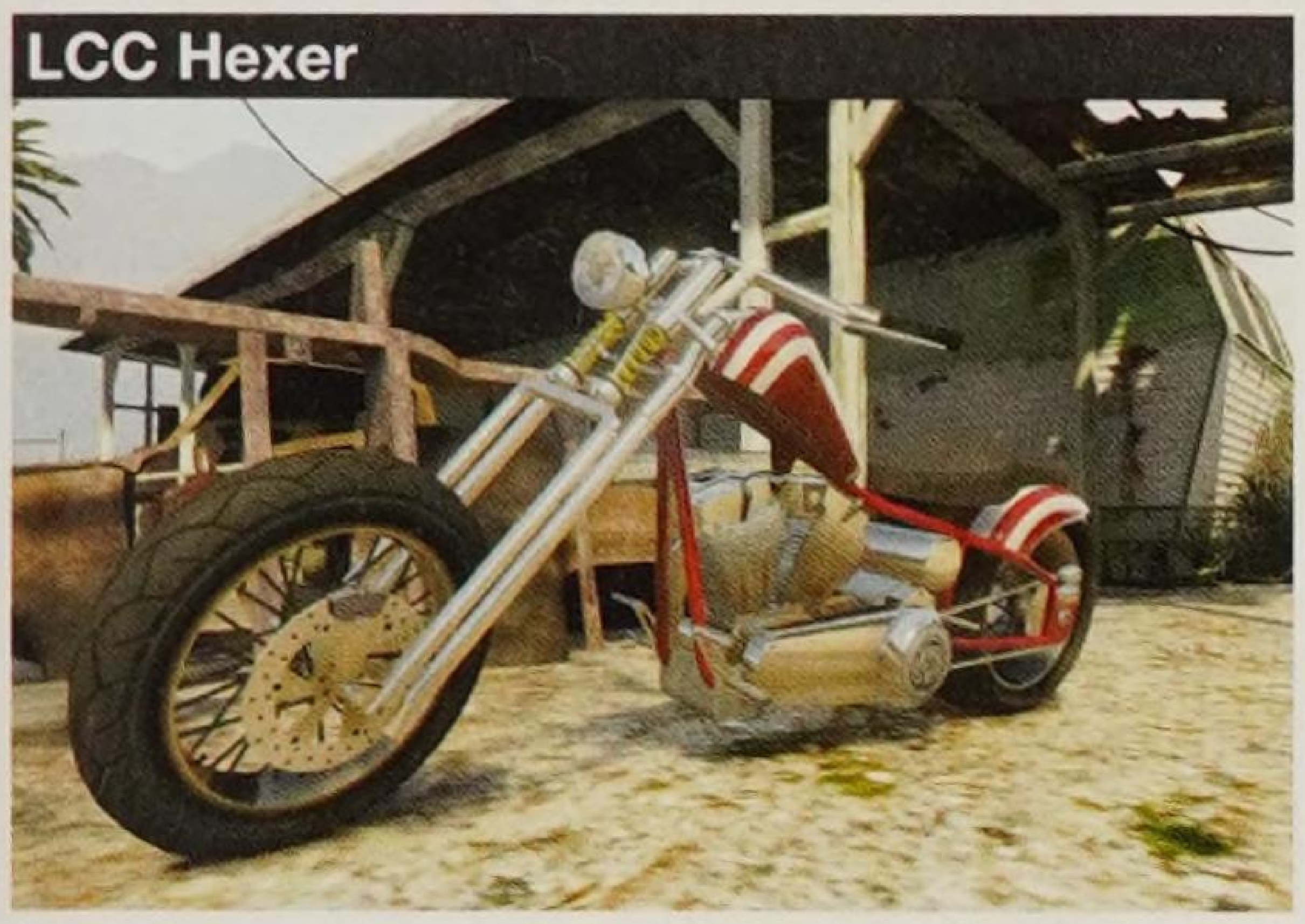
Dinka Double-T

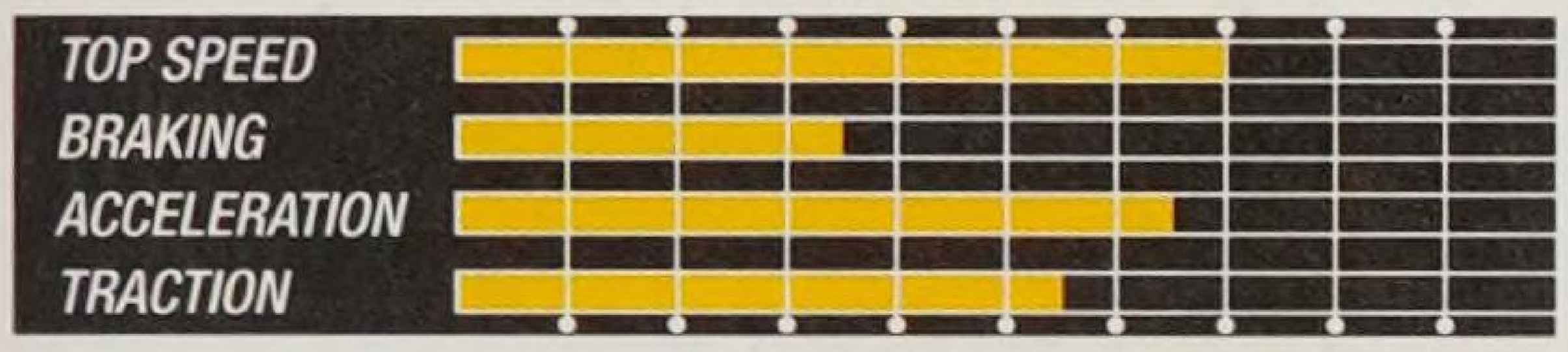




Extra Mods: Bodywork, Exhaust, Turbo

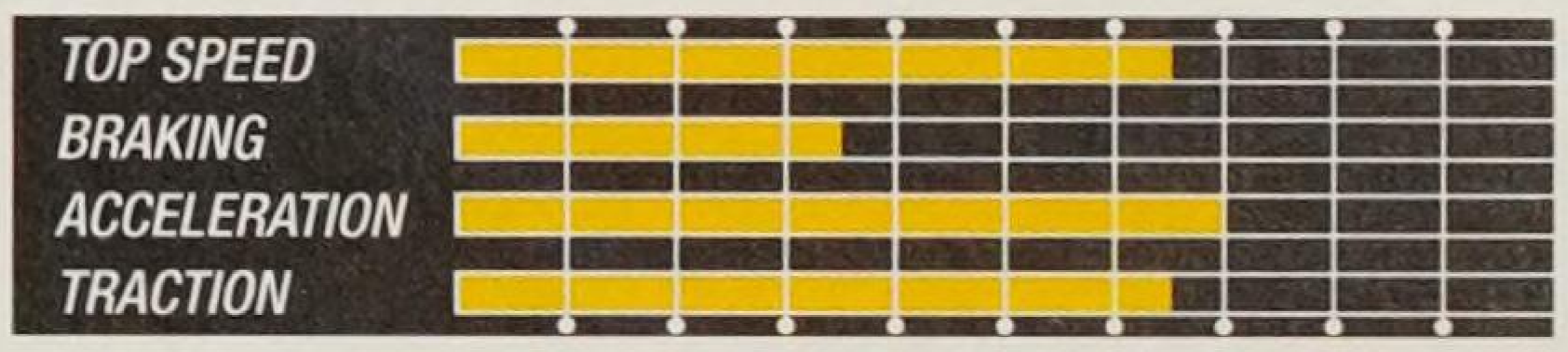
LCC Hexer





Extra Mods: Turbo

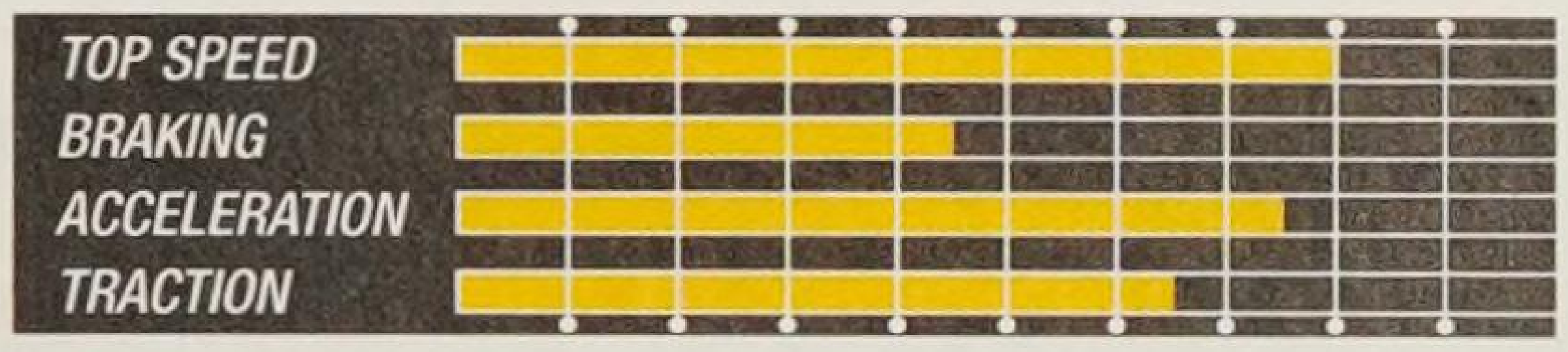
Maibatsu Sanchez



$7,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

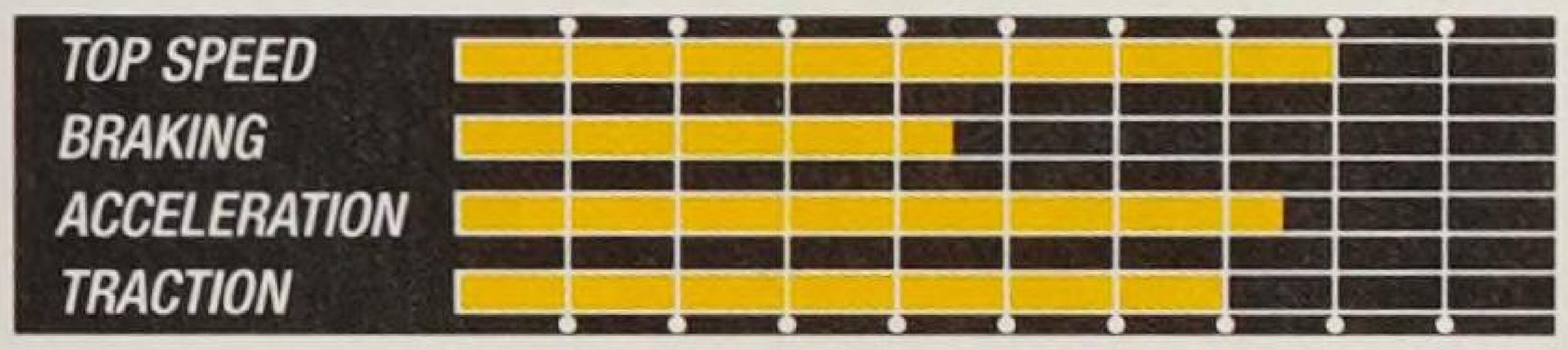
Nagasaki Carbon RS



Extra Mods: Turbo

Note: Found only in the Collector's Edition of the game

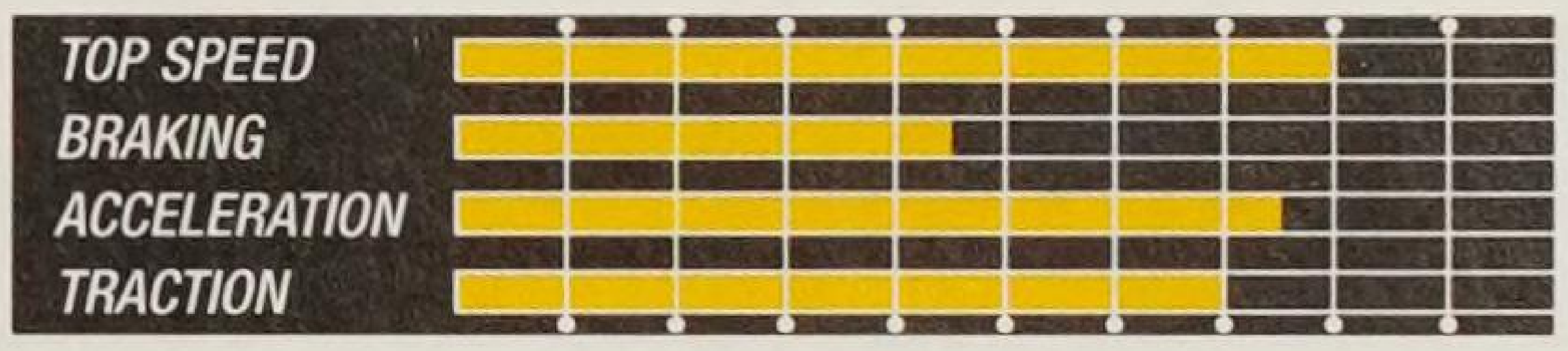
Pegassi Bati 801



$10,000 | www.southernsanandreassuperautos.com

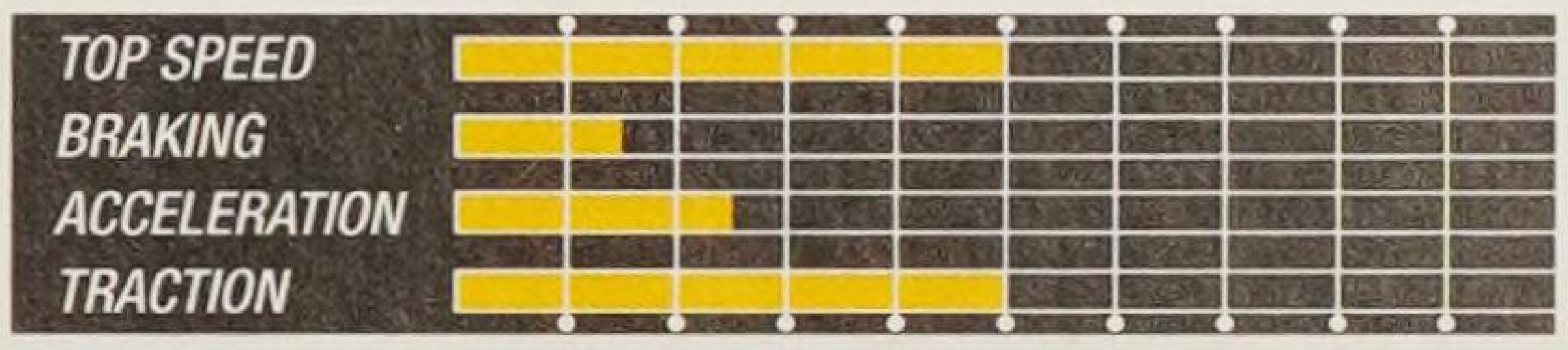
Extra Mods: Turbo

Pegassi Bati 801RR



Extra Mods: Turbo

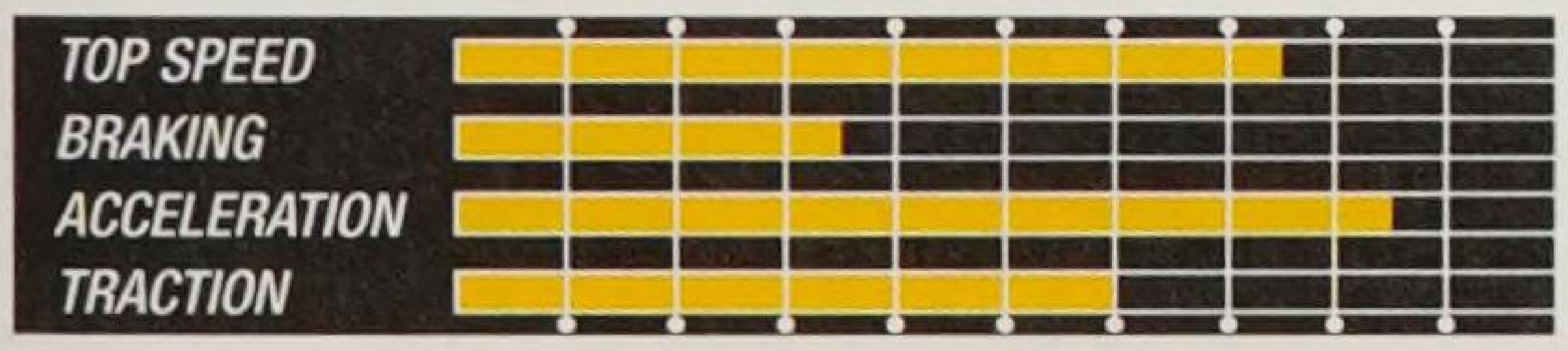
Pegassi Faggio



$5,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

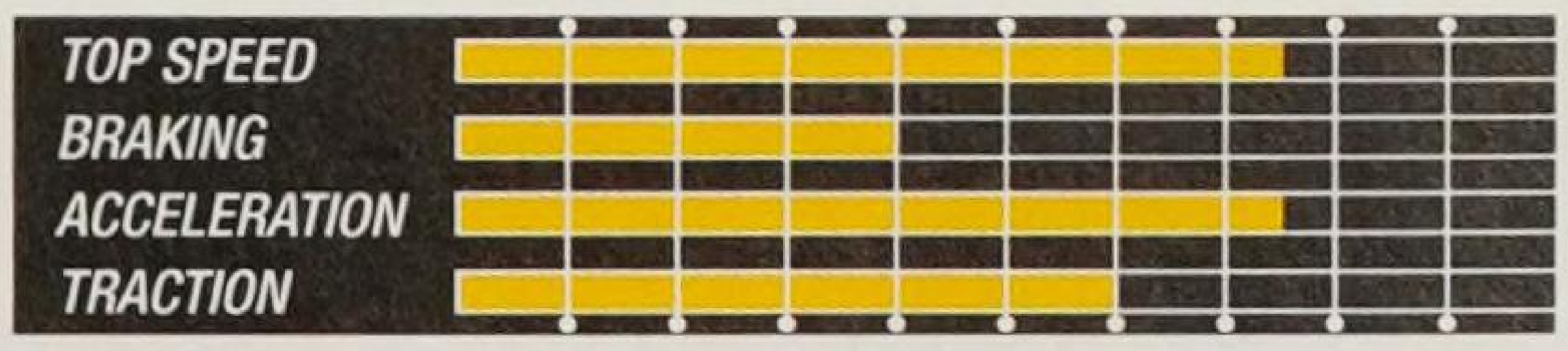
Pegassi Ruffian



$10,000 | www.southernsanandreassuperautos.com

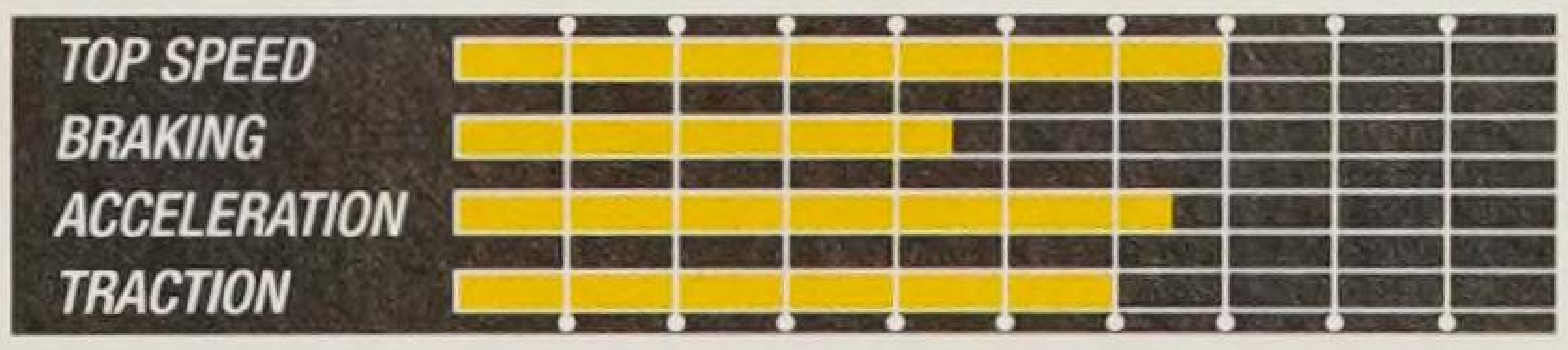
Extra Mods: Bodywork, Exhaust, Front Forks, Rear Mudguard, Turbo

Principe Nemesis



Extra Mods: Turbo

Shitzu PCJ 600

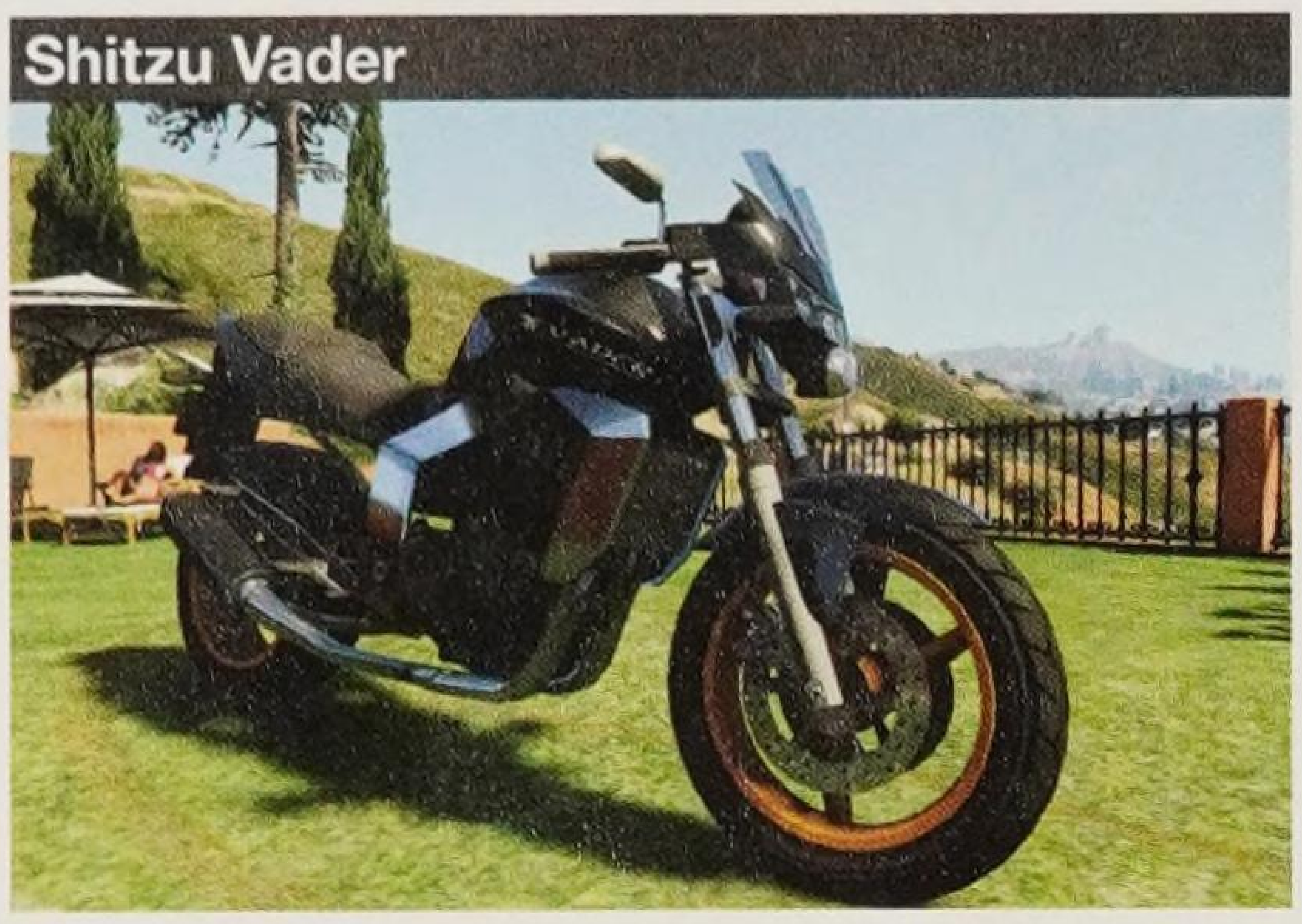


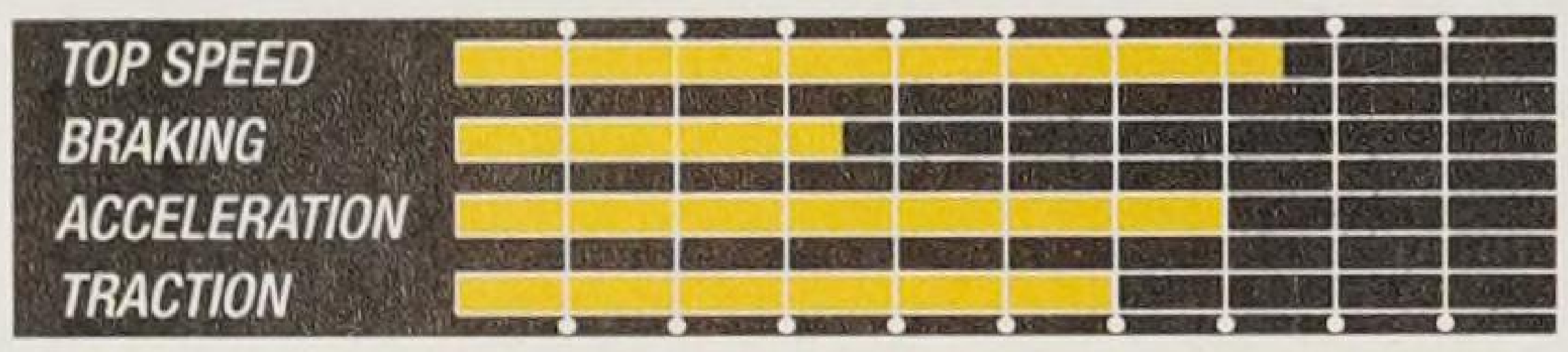
$9,000 | www.southernsanandreassuperautos.com

Extra Mods: Bodywork, Exhaust, Frame, Front Mudguard, Mirrors, Plate Holder, Turbo

MOTORCYCLES *(continued)*

Shitzu Vader

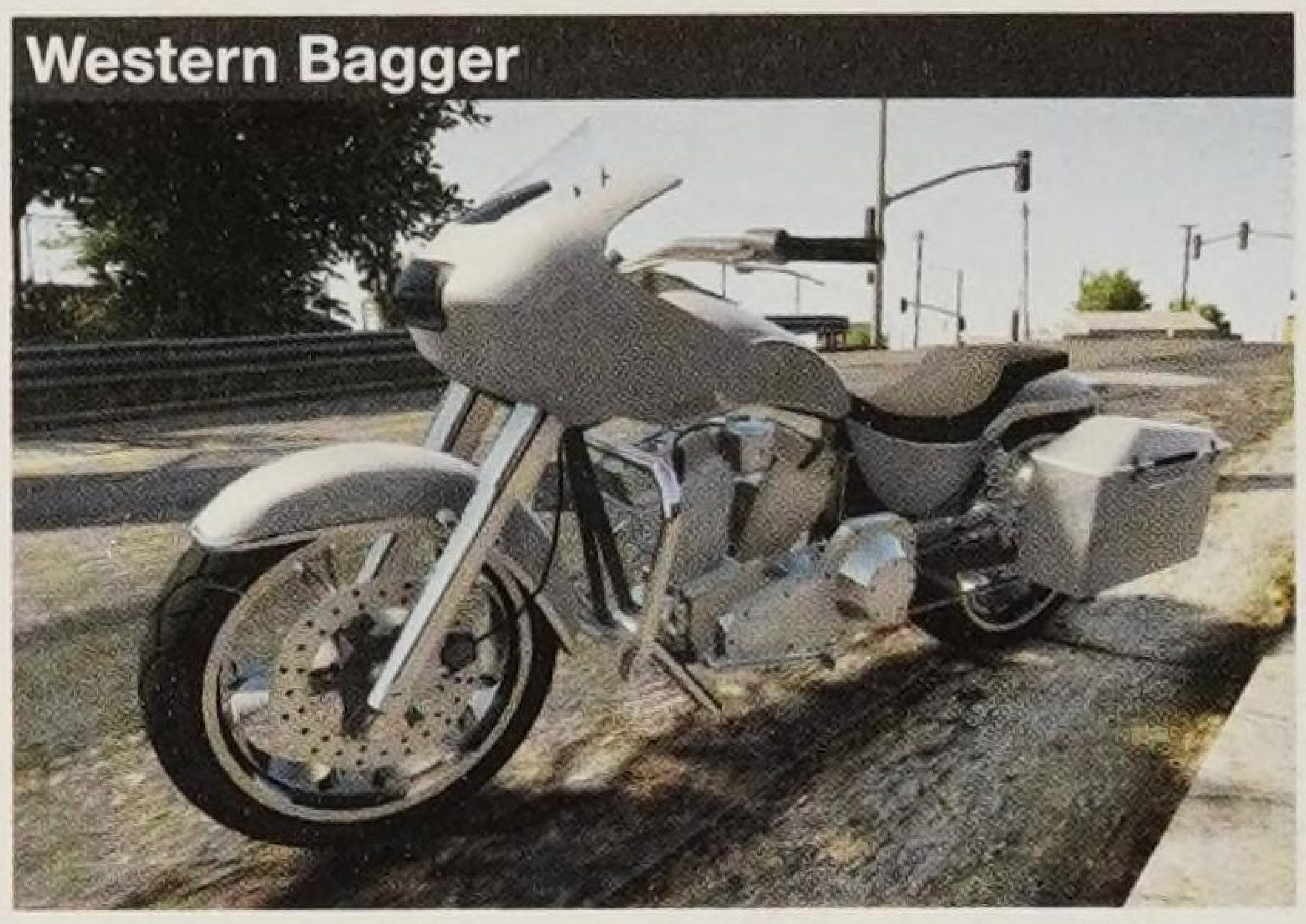


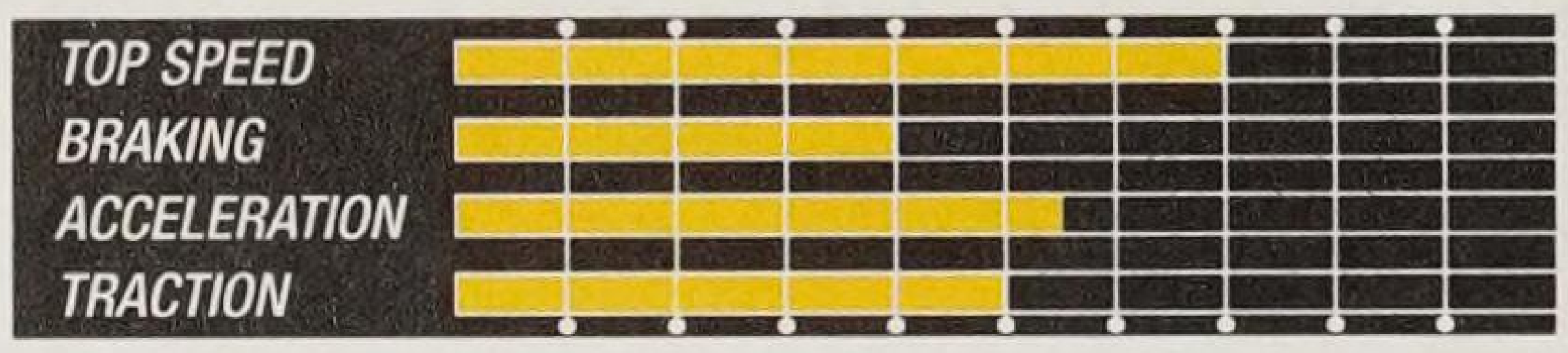


$9,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

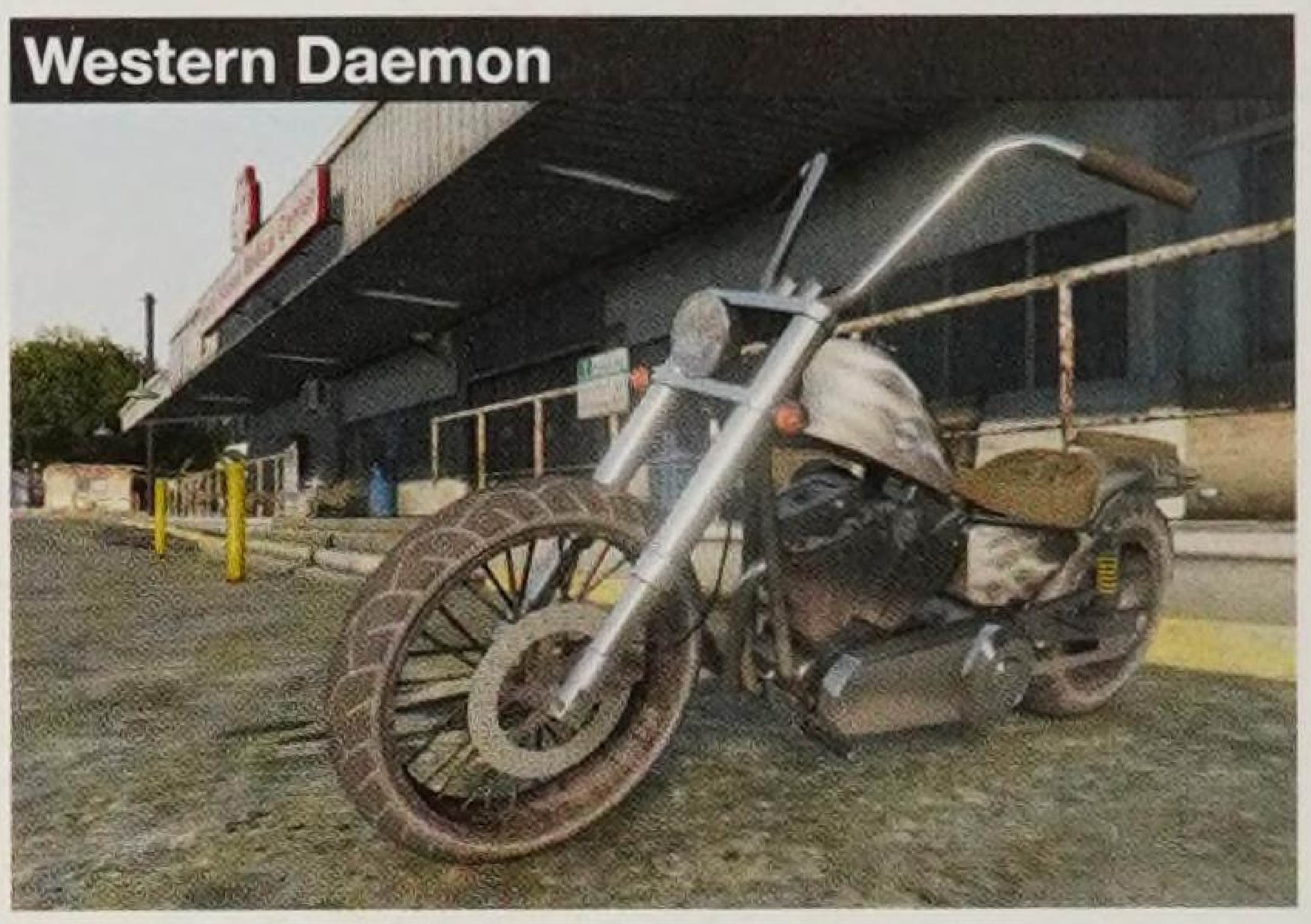
Western Bagger

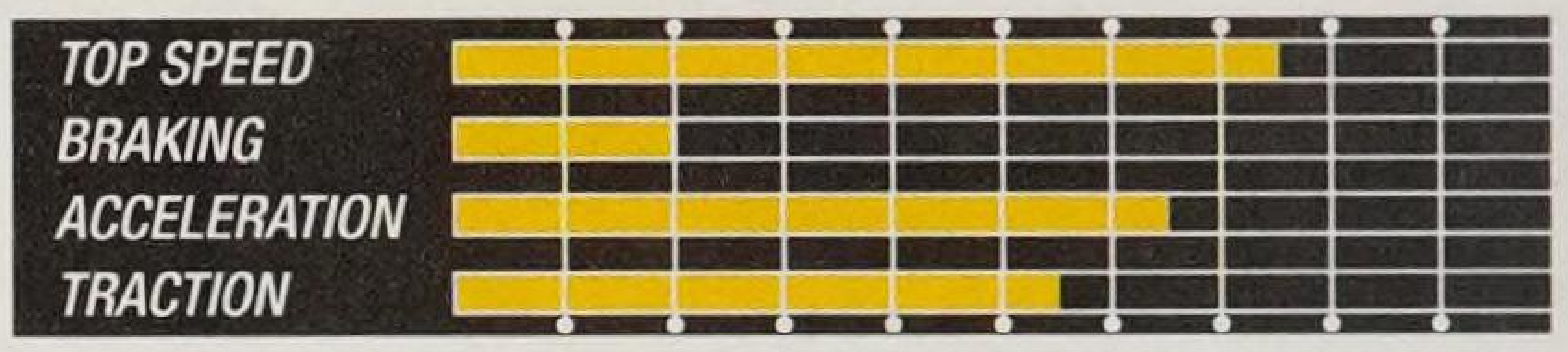




Extra Mods: Exhaust, Fairing, Frame, Fuel Tank, Saddle Bags, Turbo

Western Daemon

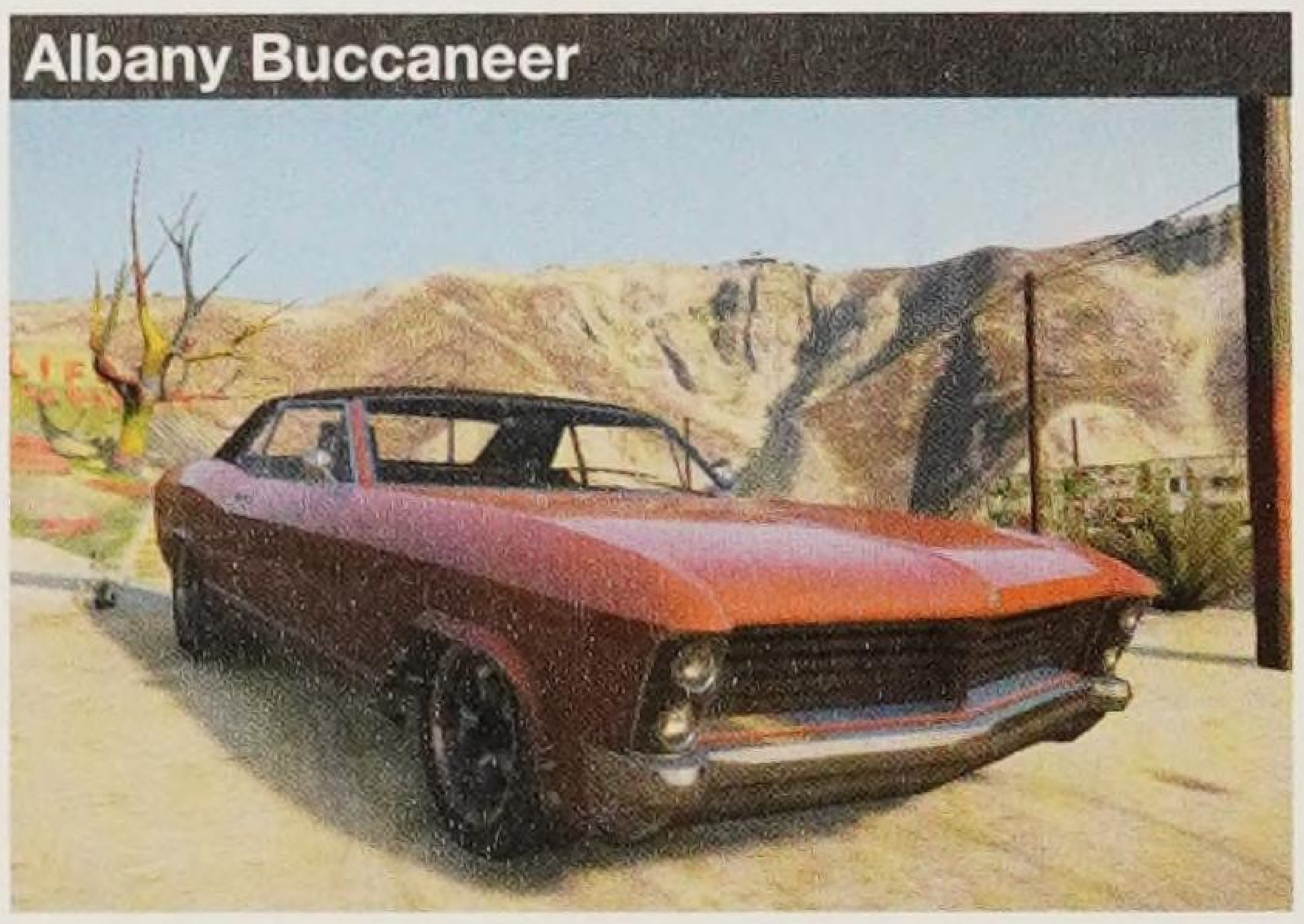


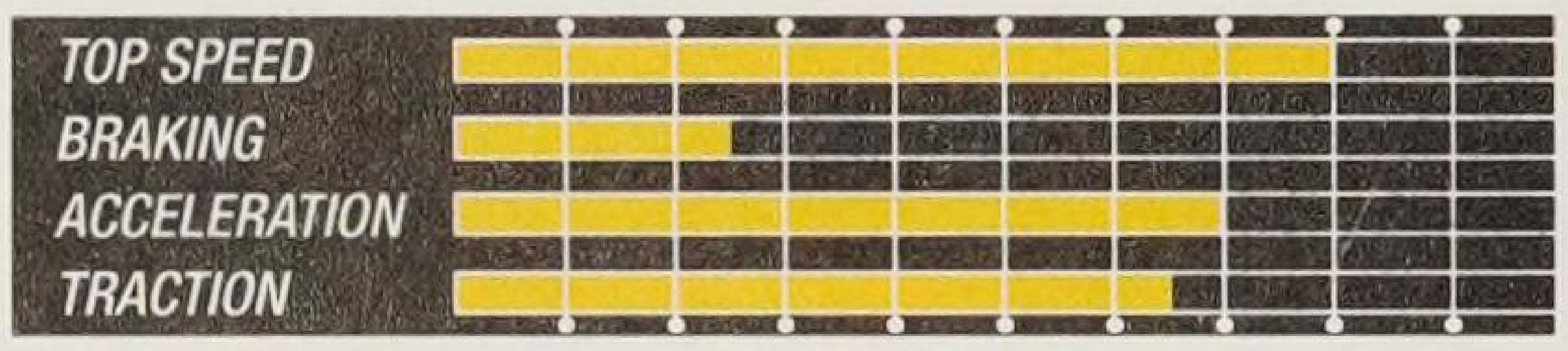


Extra Mods: Exhaust, Front Seat, Fuel Tank, Handlebars, Rear Mudguard, Rear Seat, Turbo

MUSCLE

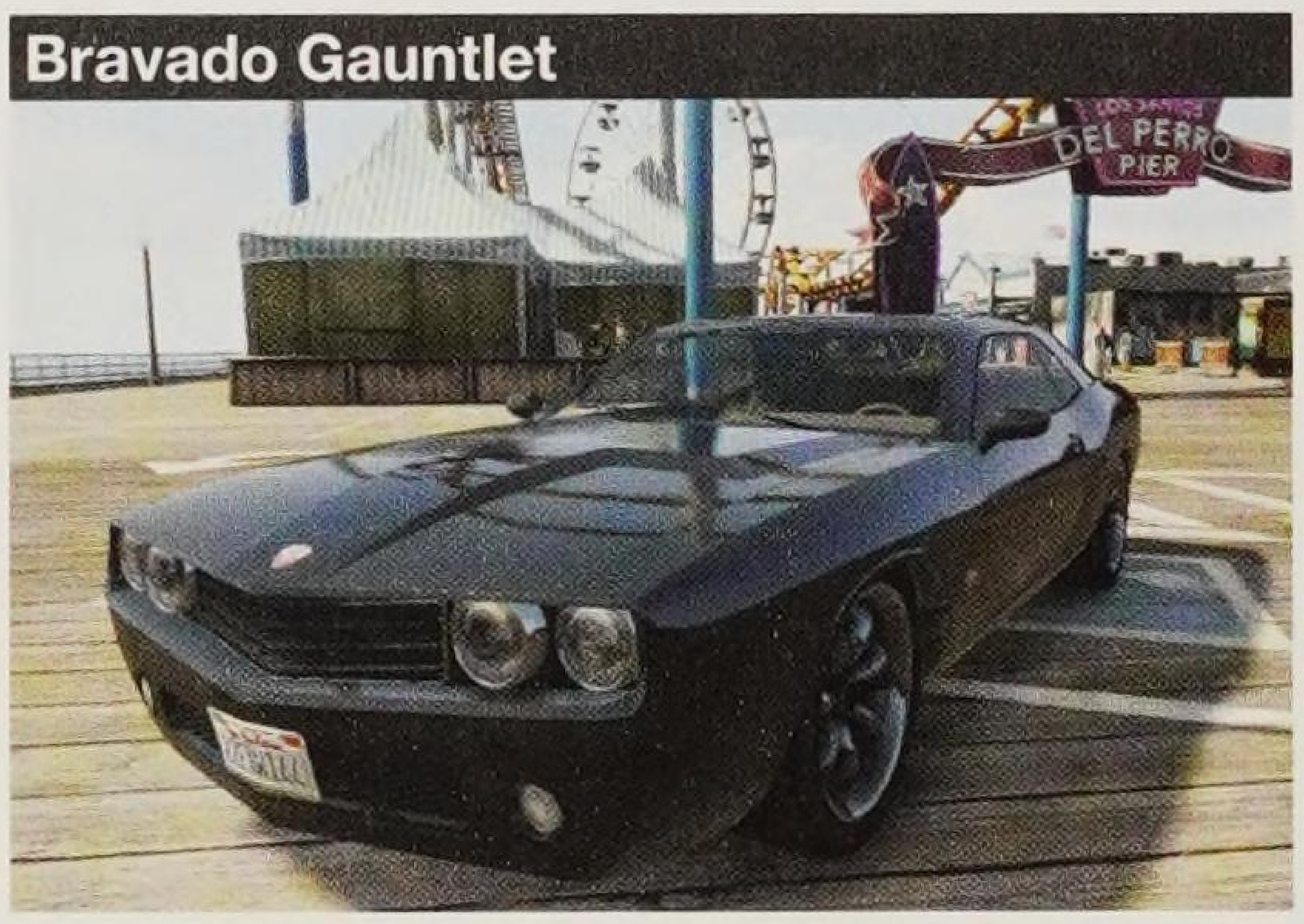
Albany Buccaneer

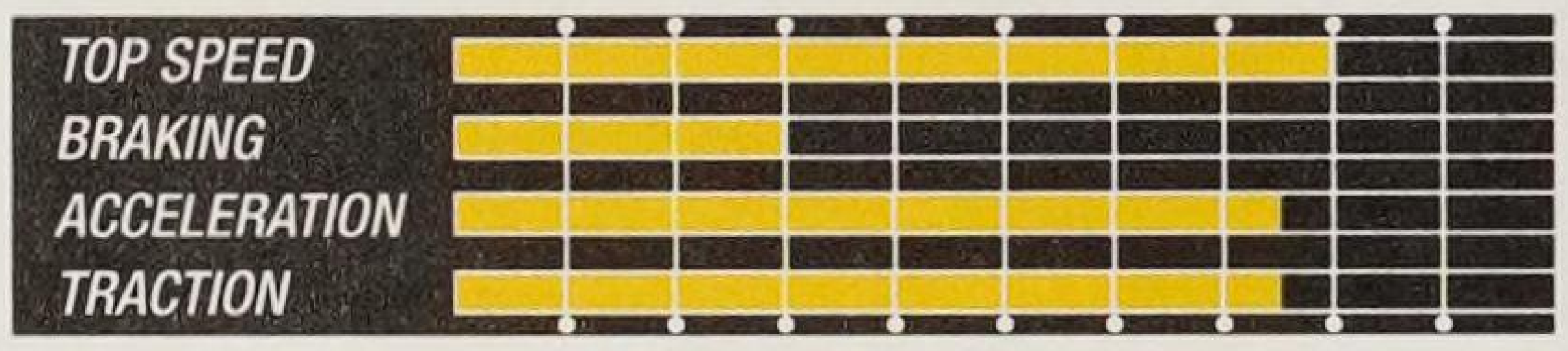




Extra Mods: Bumpers, Grille, Hood, Roof, Turbo

Bravado Gauntlet

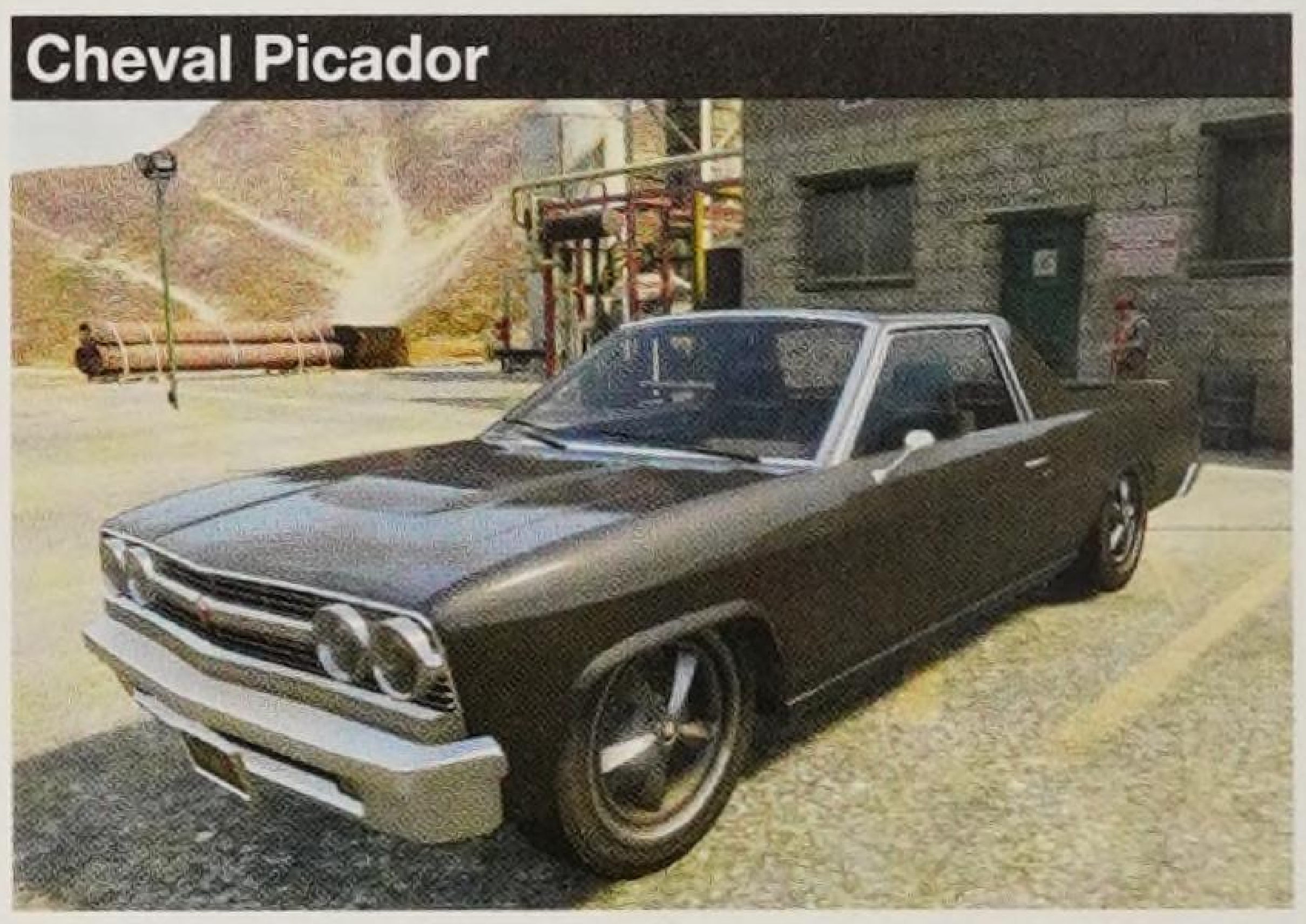


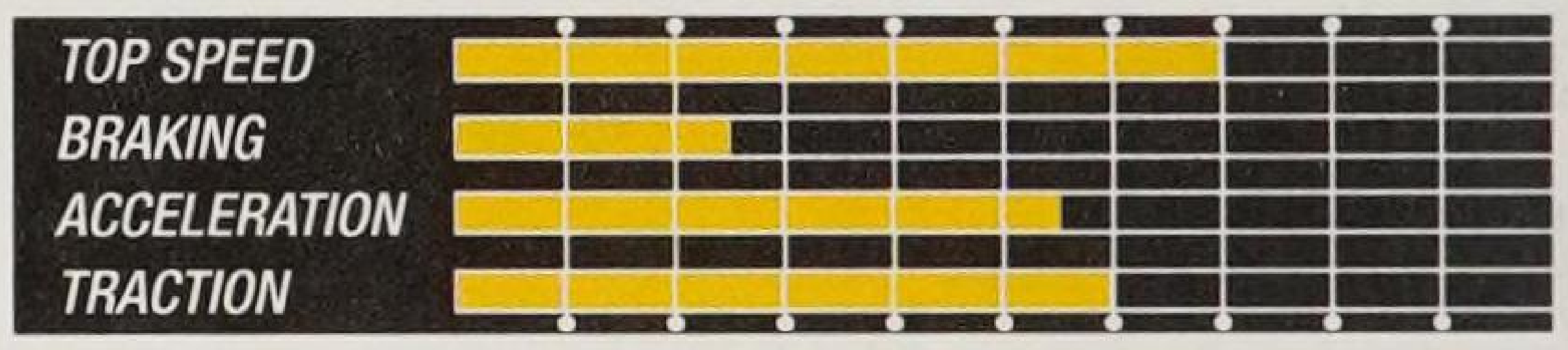


$32,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

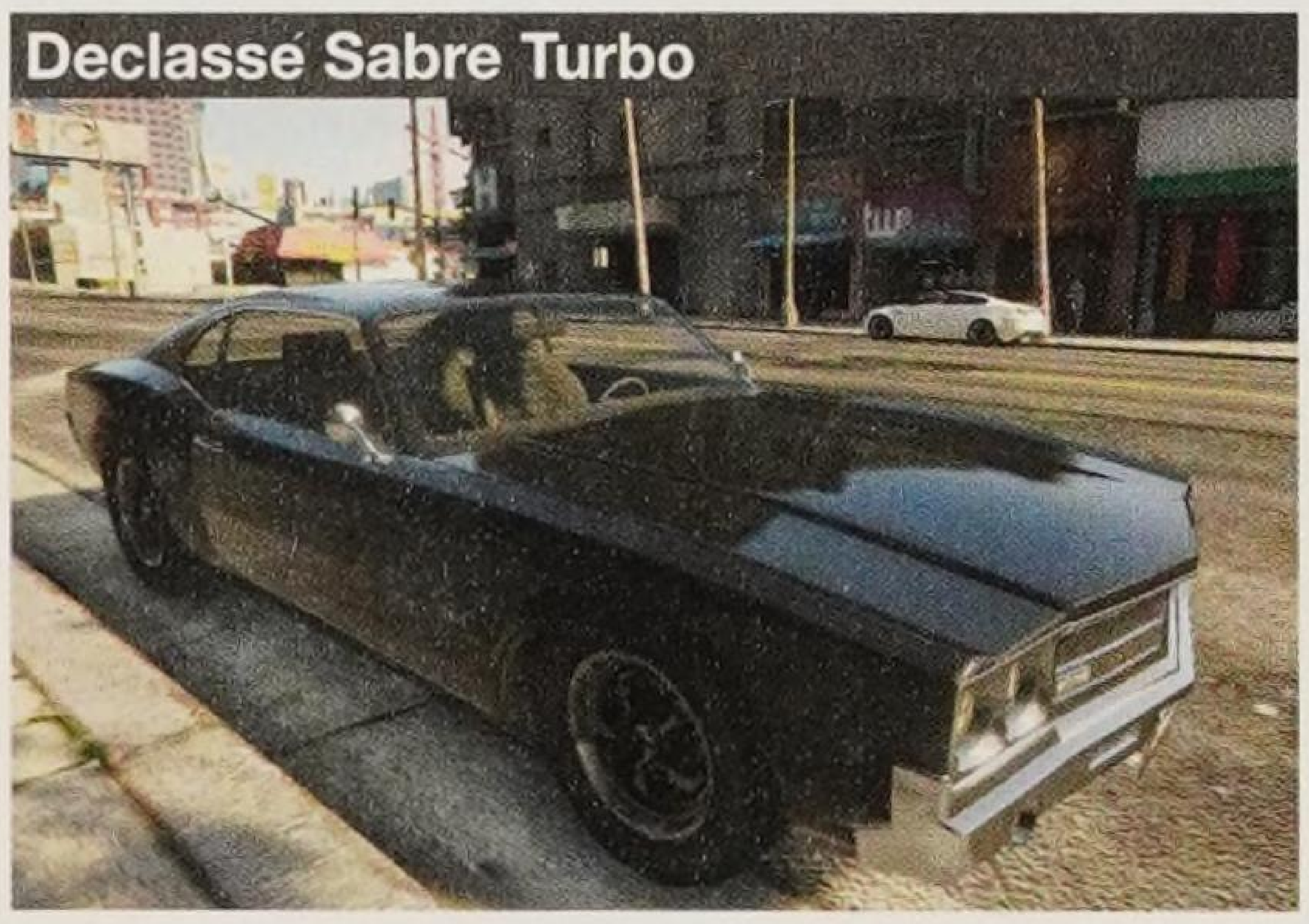
Cheval Picador

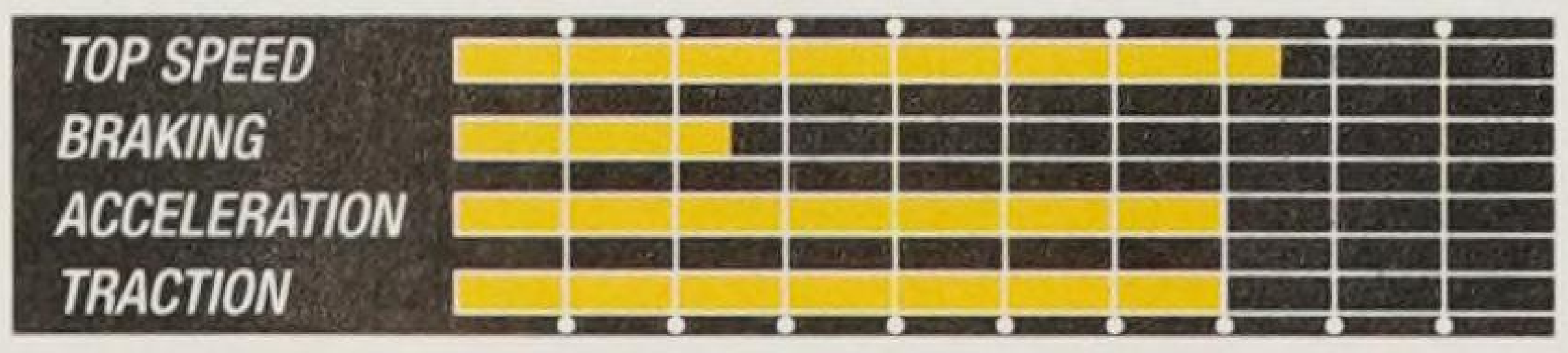




Extra Mods: Turbo

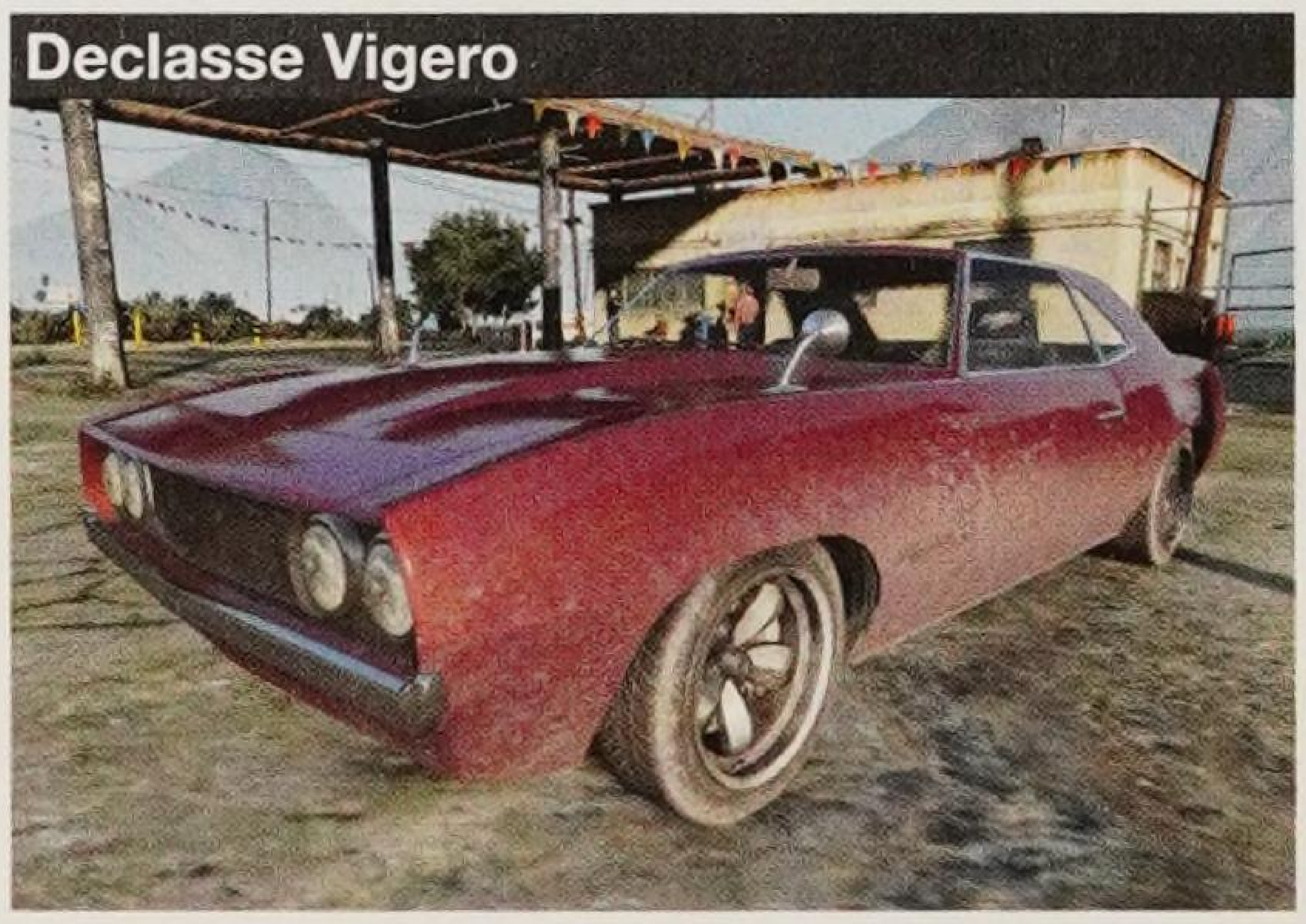
Declasse Sabre Turbo

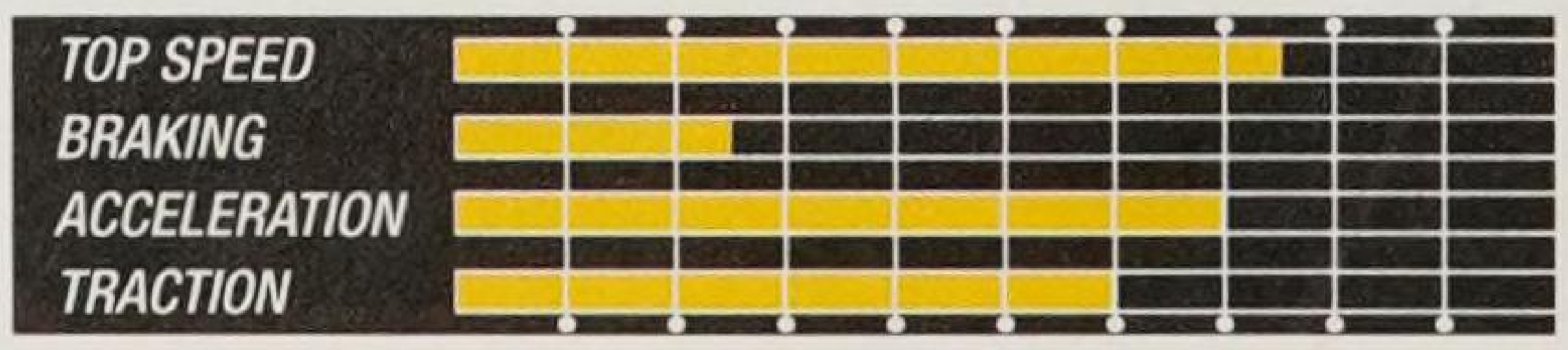




Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Spoiler, Turbo, Wheelie Bar

Declasse Vigero





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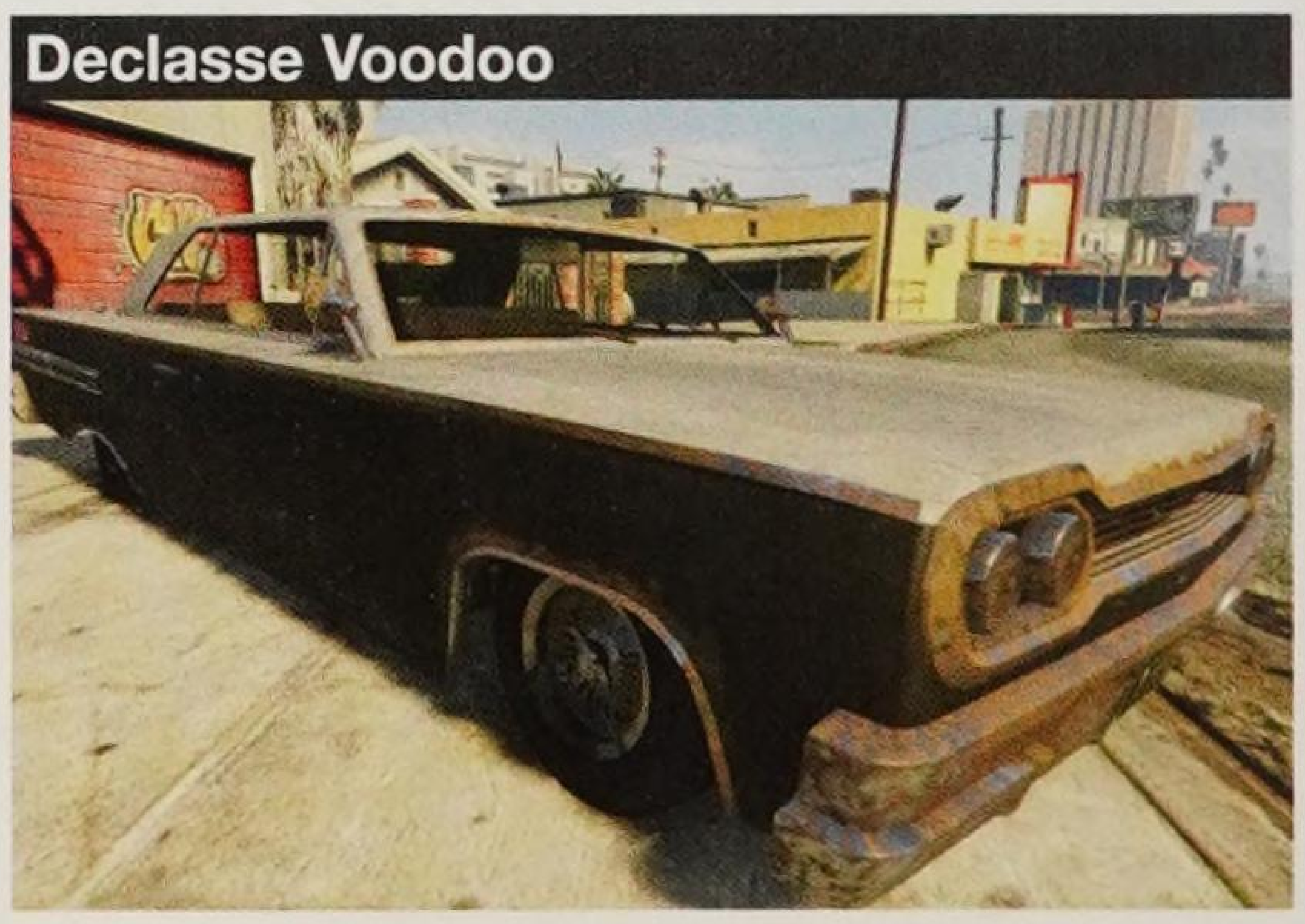
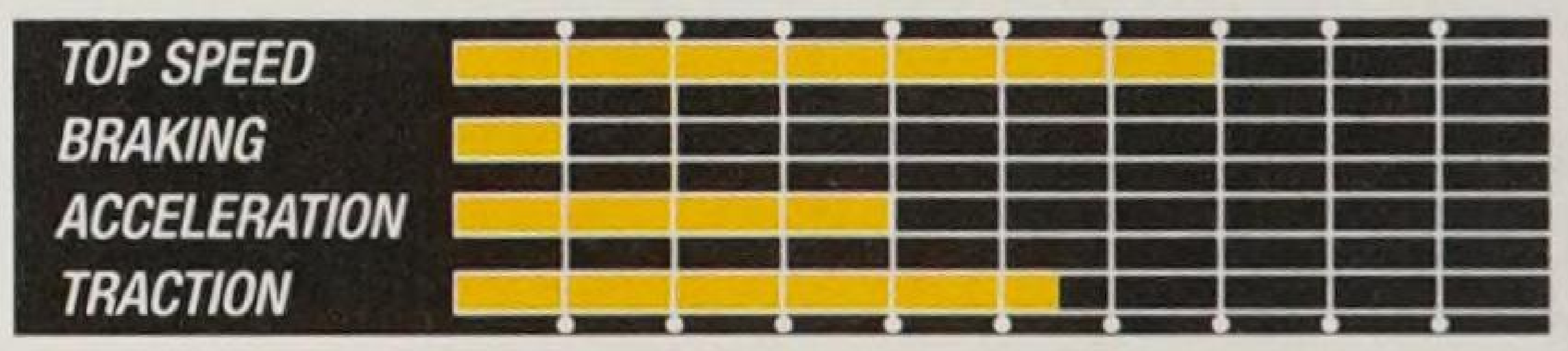
Extra Mods: Exhaust, Hood, Roll Cage, Spoiler, Turbo, Wheelie Bar

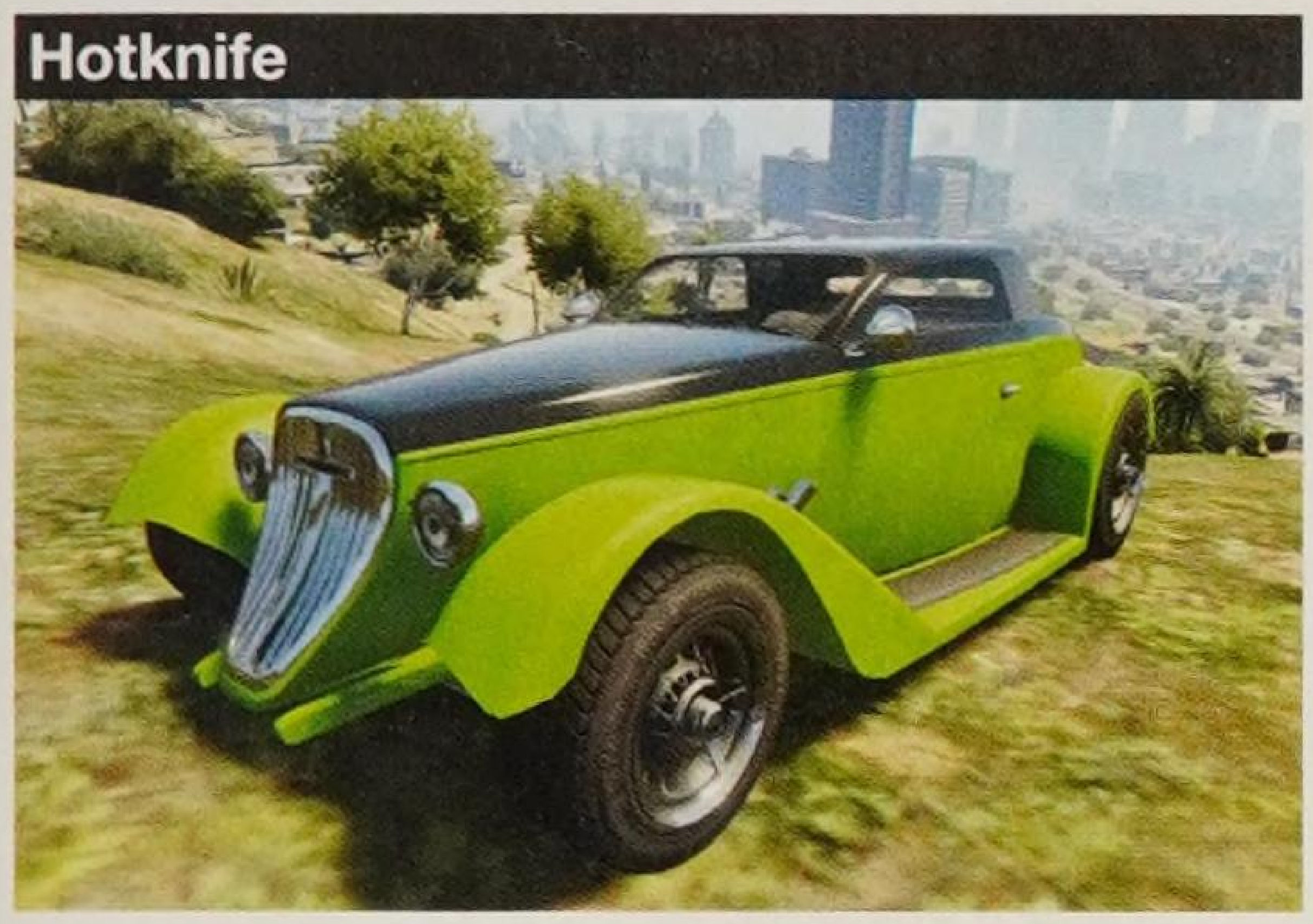
Declasse Voodoo

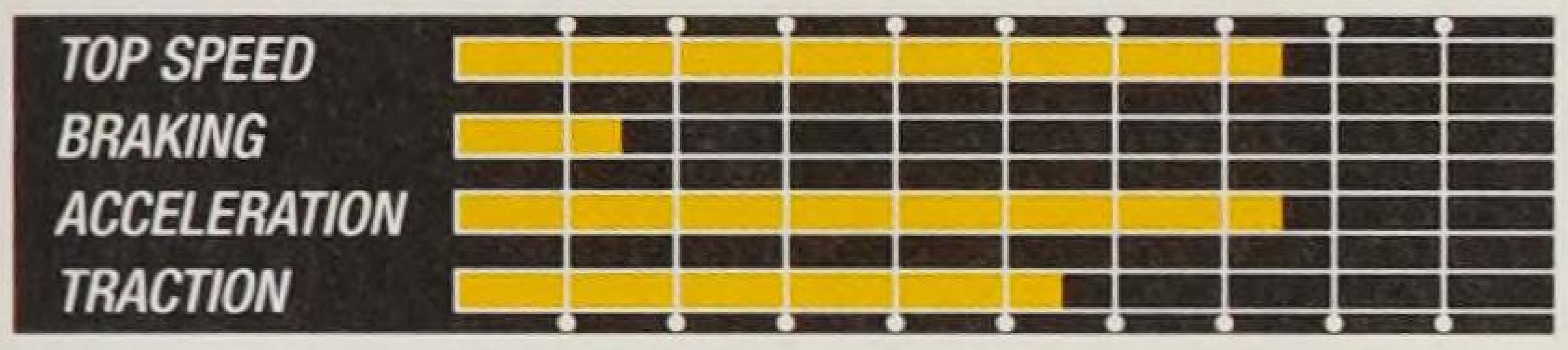




Extra Mods: Turbo

Hotknife

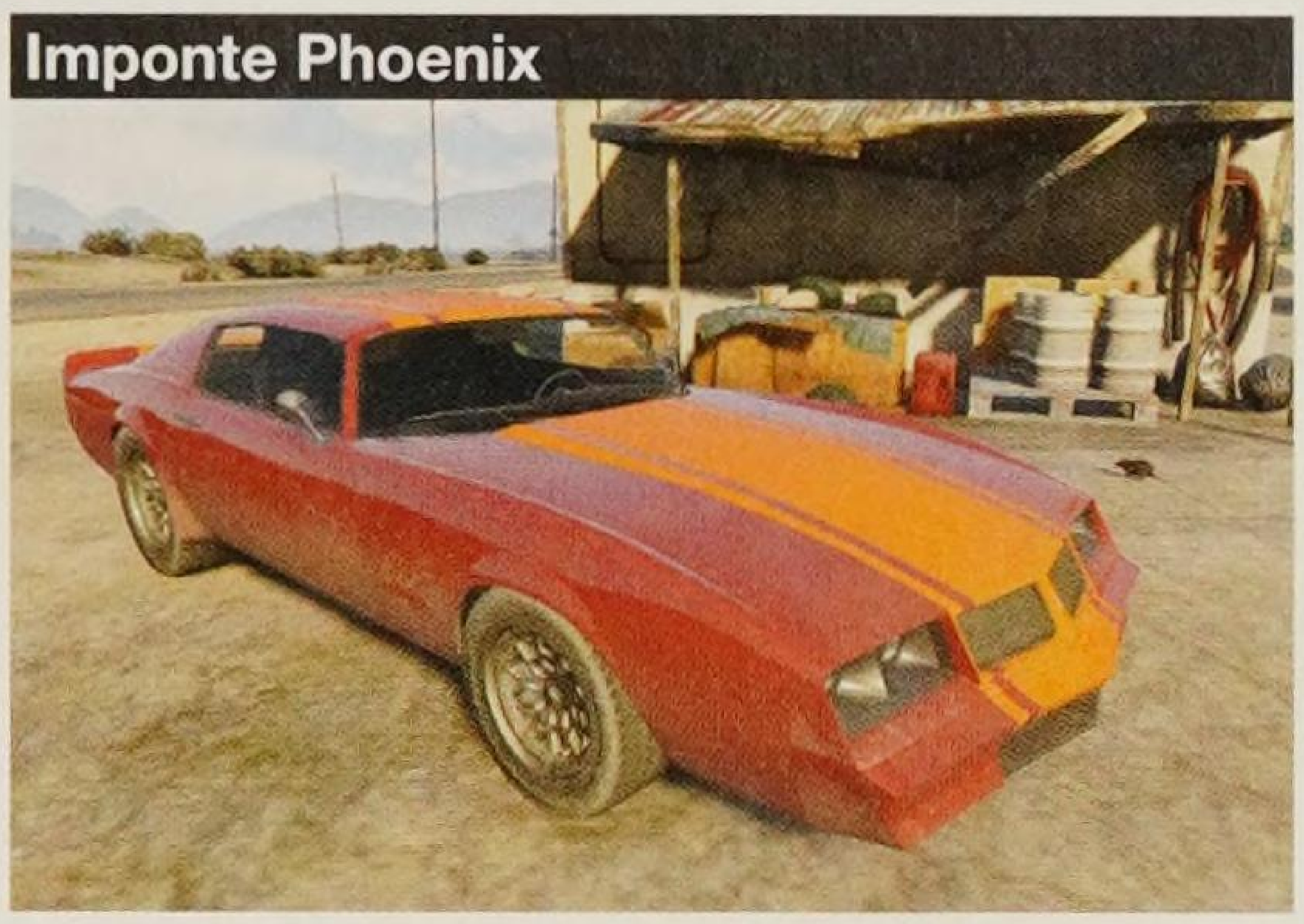


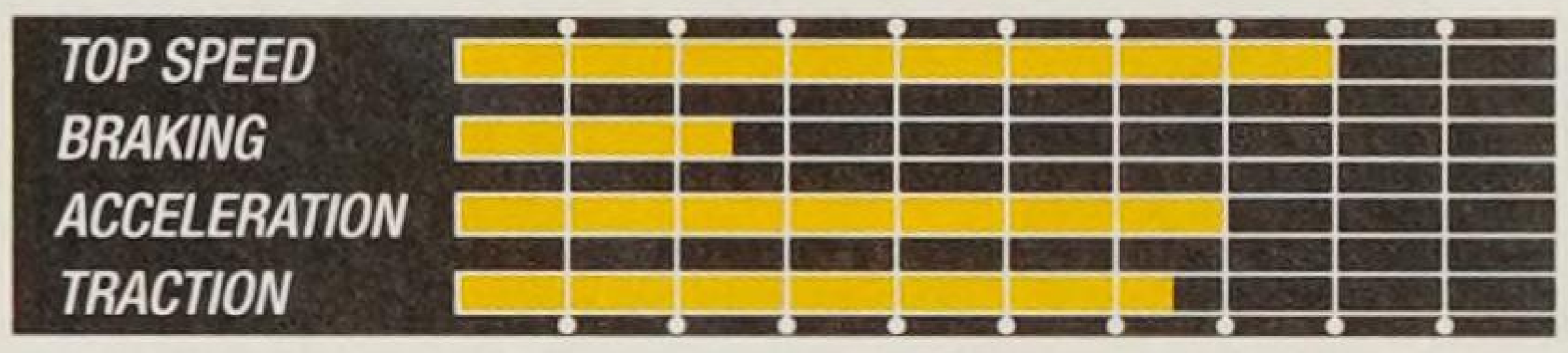


Extra Mods: Bodywork, Hood, Turbo

Note: Found only in the Collector's Edition of the game

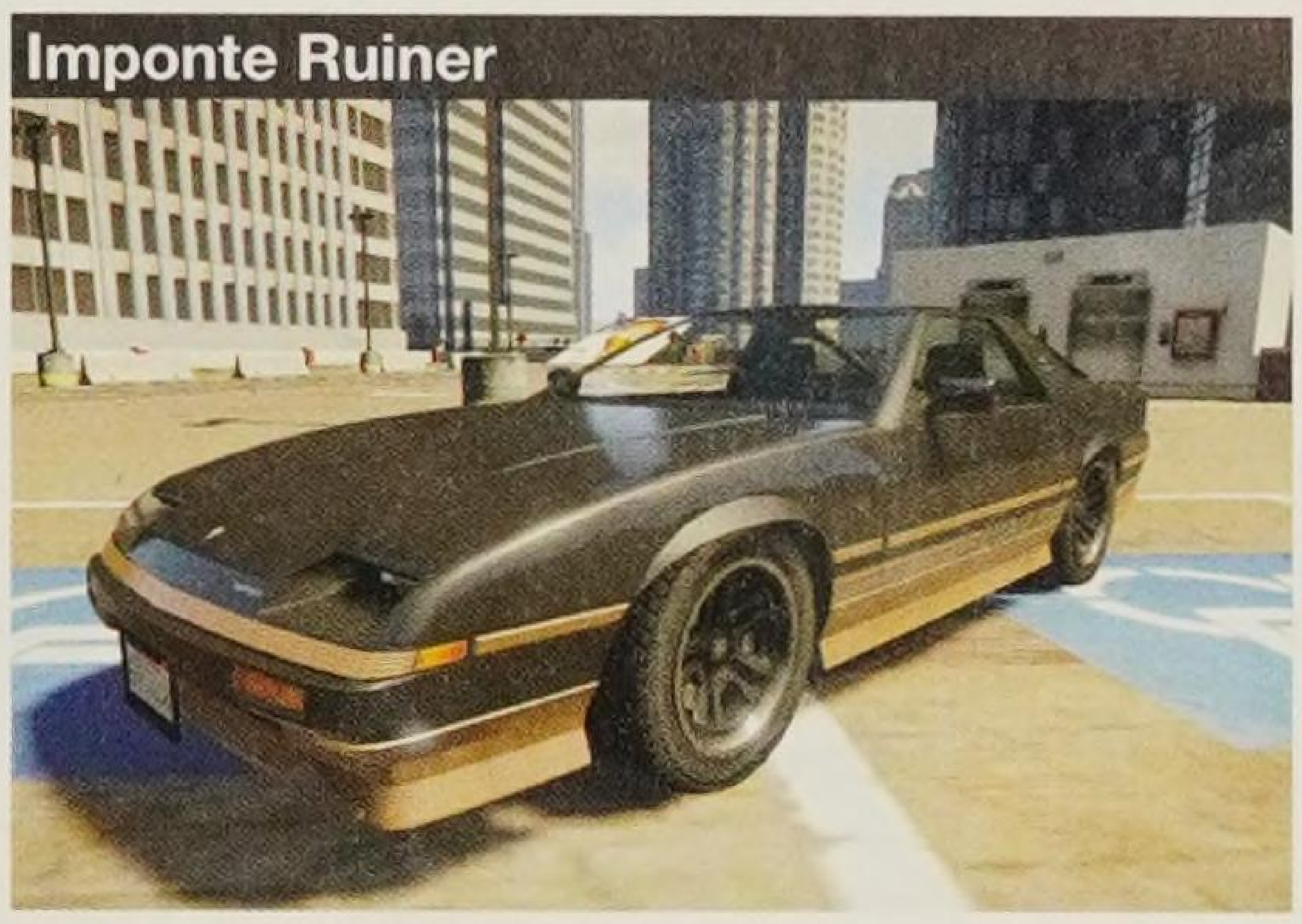
Imponte Phoenix

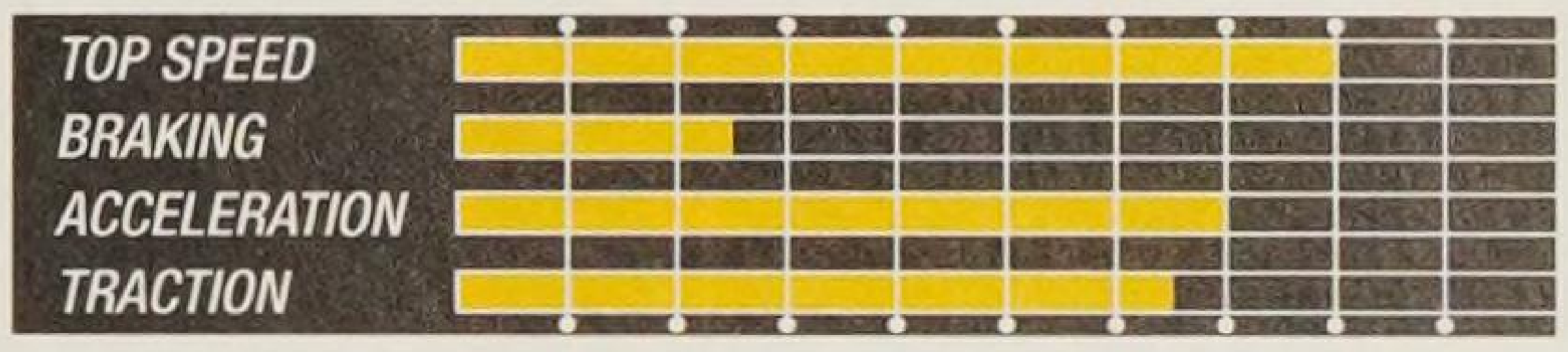




Extra Mods: Bumpers, Exhaust, Grille, Hood, Roof, Skirts, Spoiler, Turbo

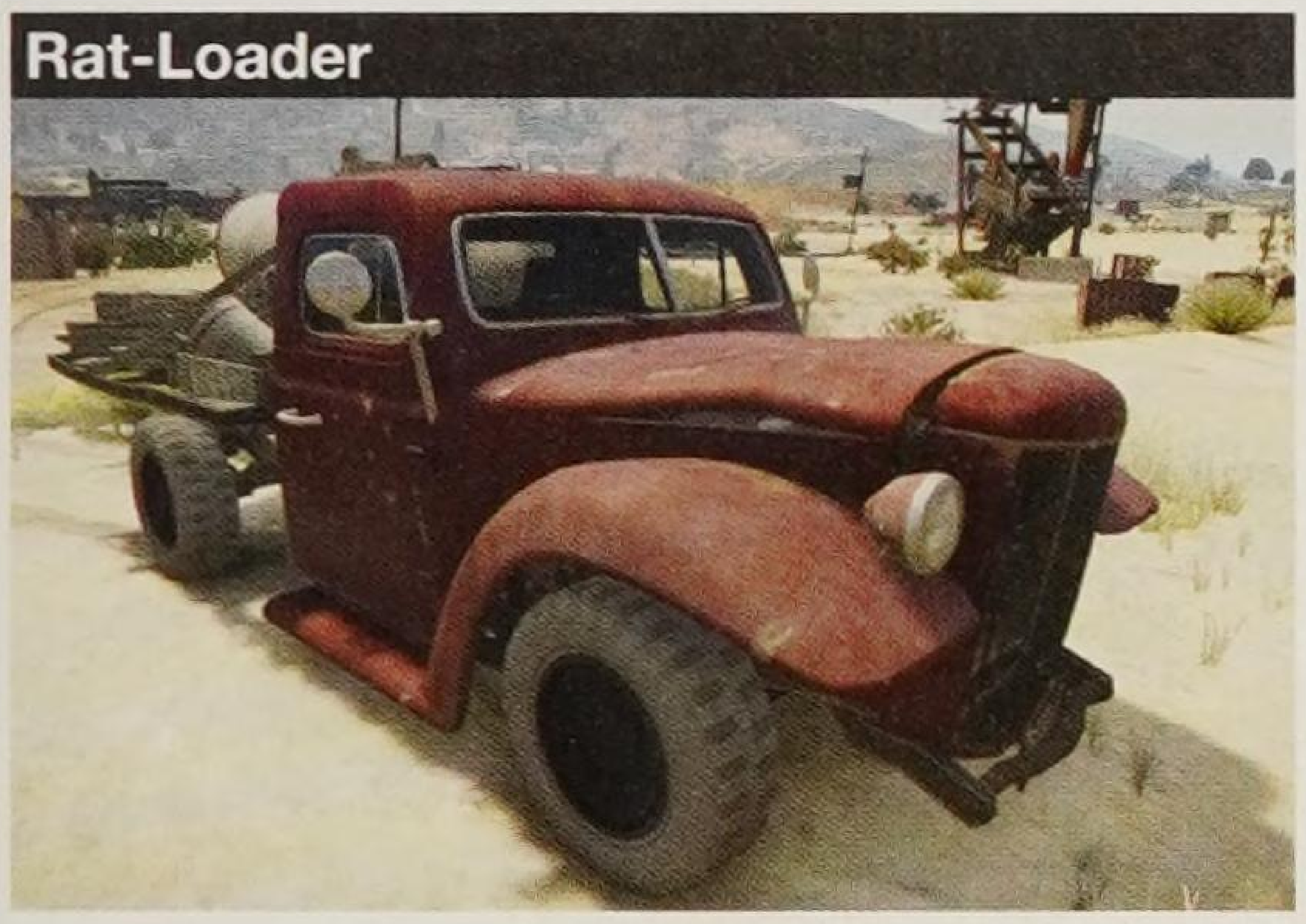
Imponte Ruiner

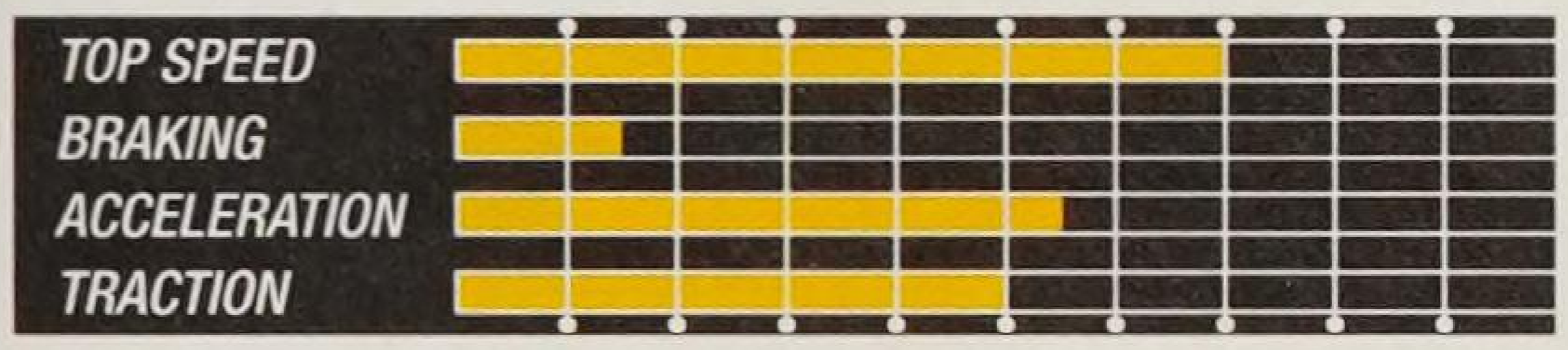




Extra Mods: Bumpers, Exhaust, Hood, Spoiler, Turbo

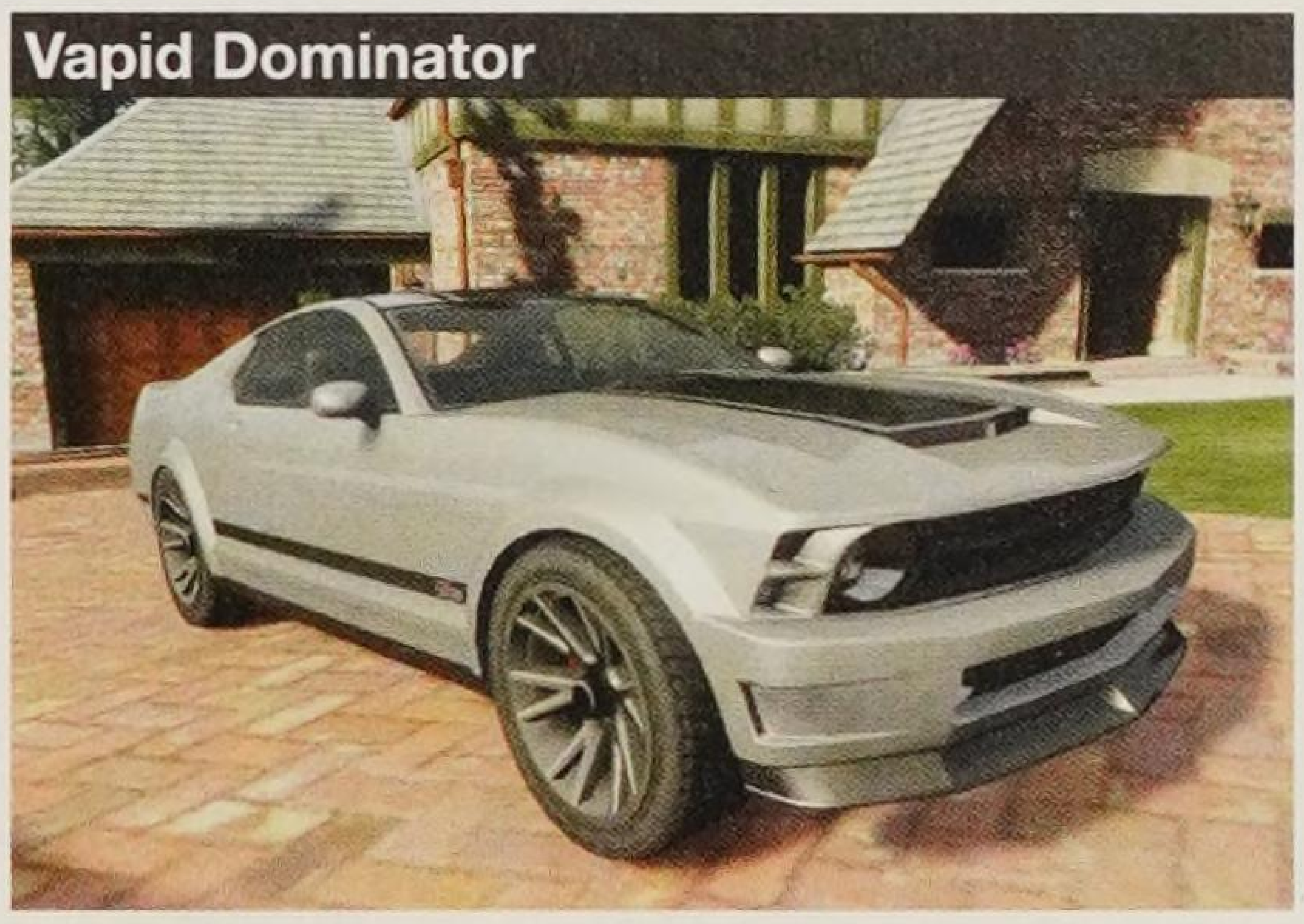
Rat-Loader

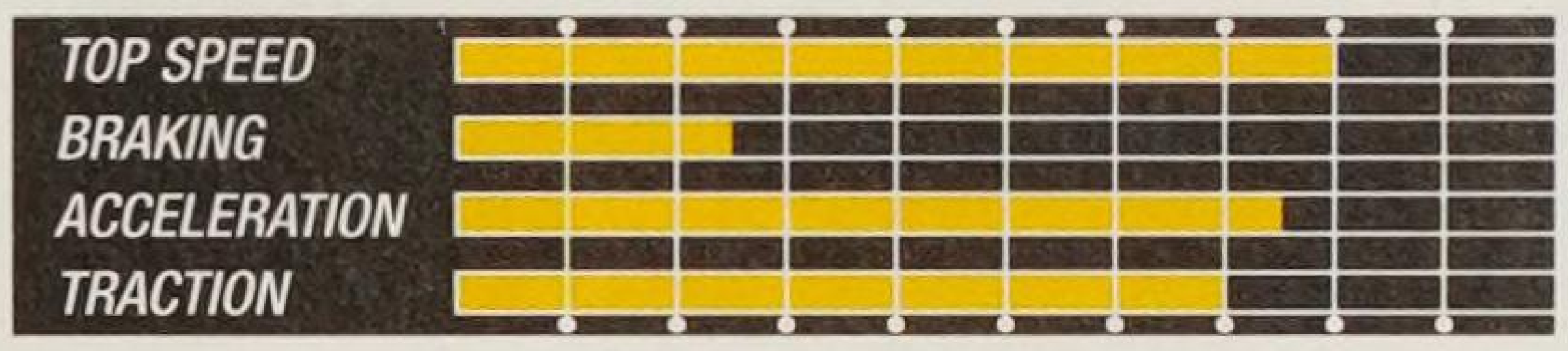




Extra Mods: Engine Bay, Exhaust, Fender, Grille, Hood, Truck Bed, Turbo

Vapid Dominator

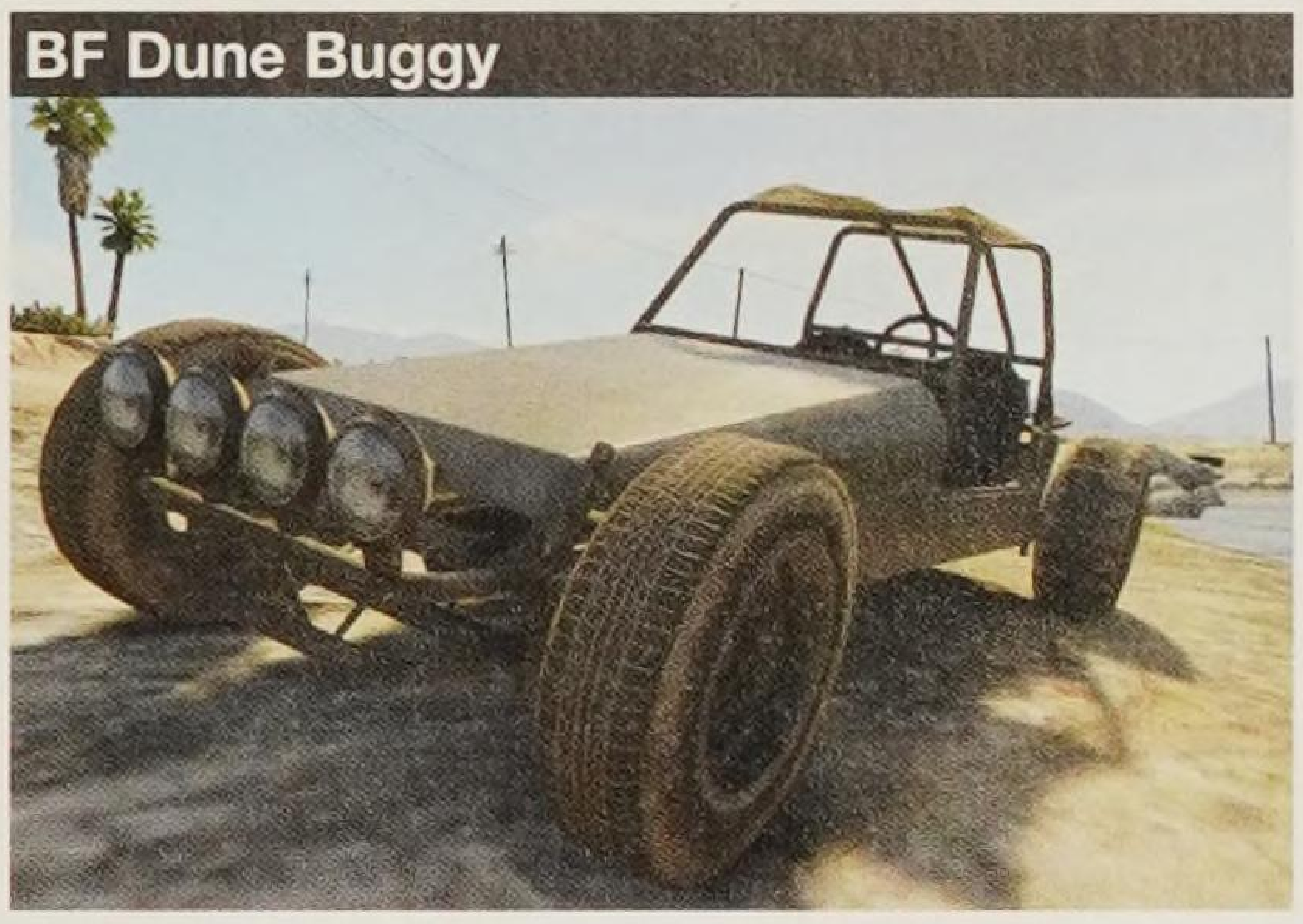


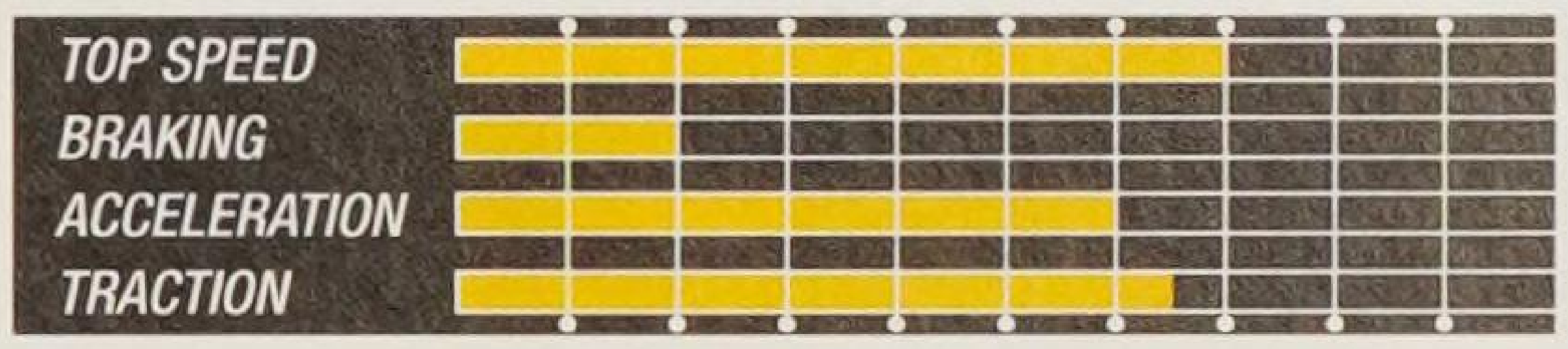


Extra Mods: Bodywork, Bumpers, Exhaust, Grille, Hood, Roof, Skirts, Spoiler, Turbo

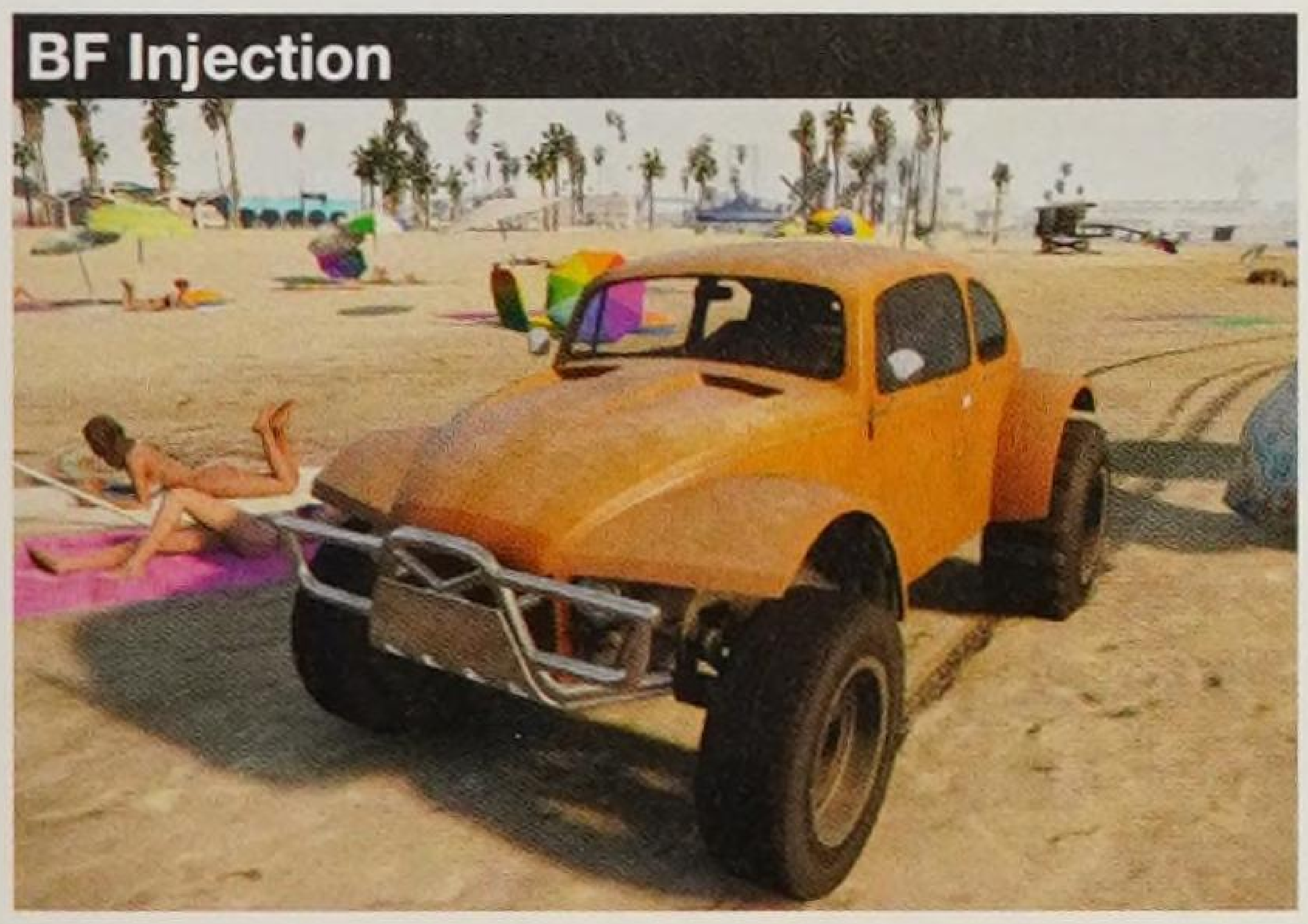
OFF-ROAD

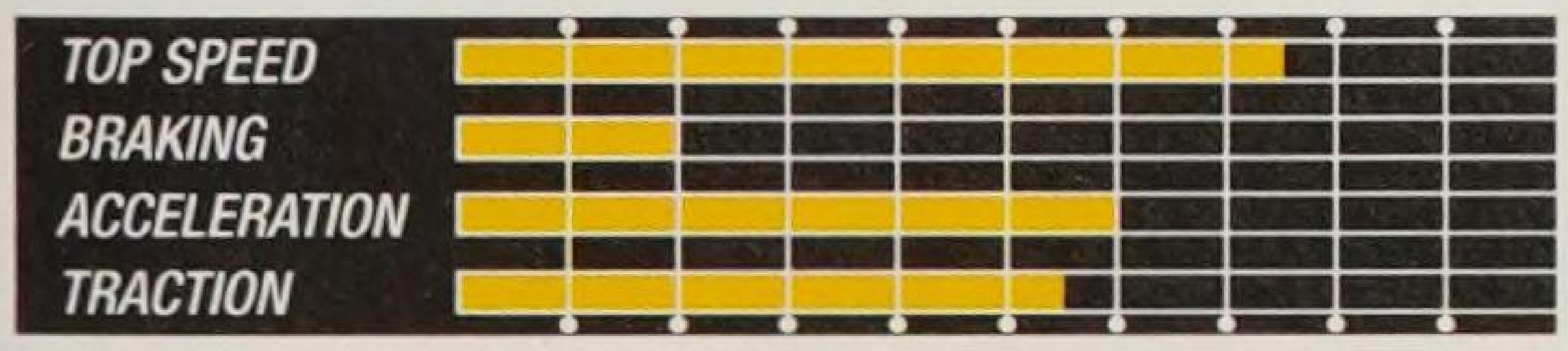
BF Dune Buggy





BF Injection





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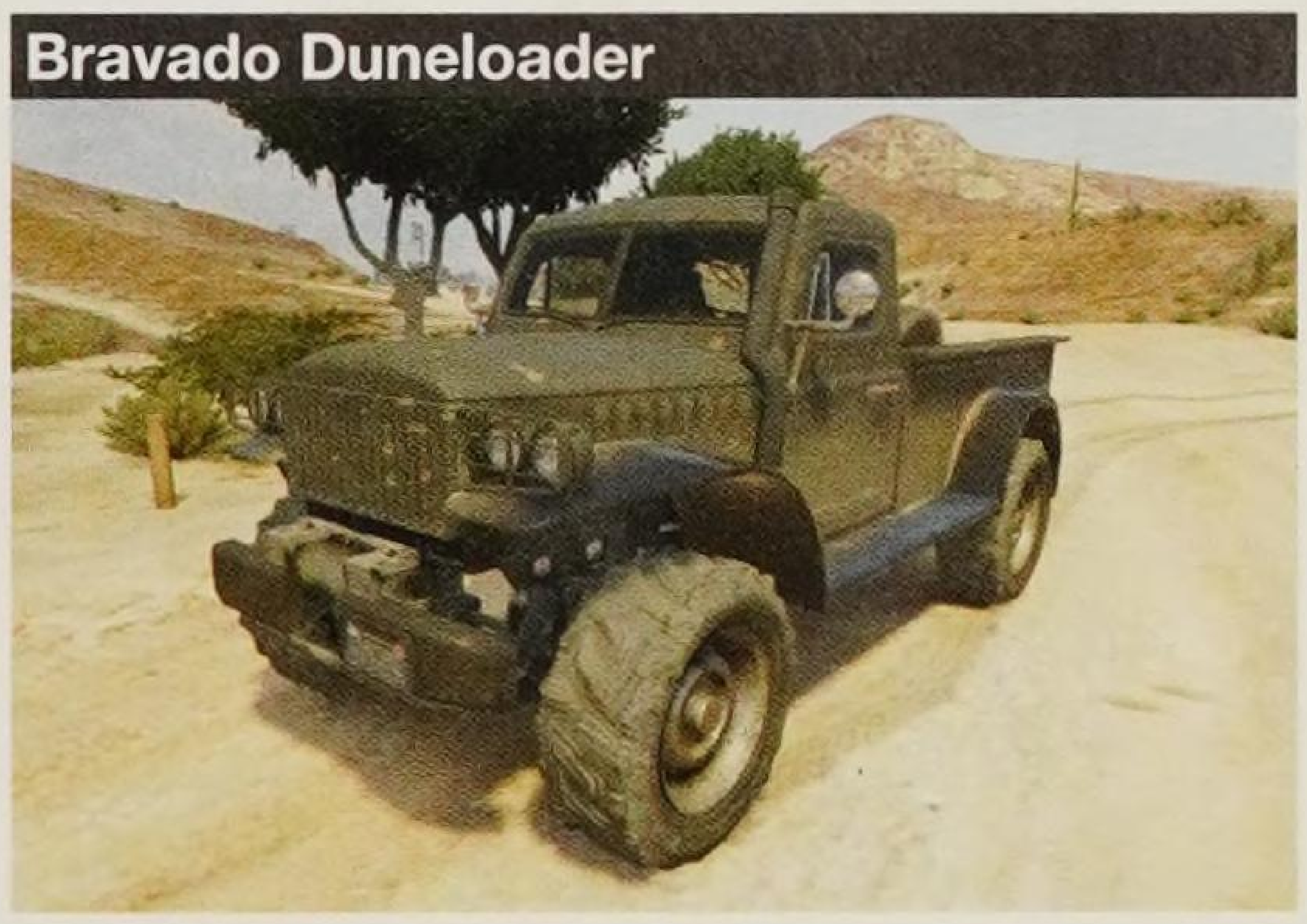
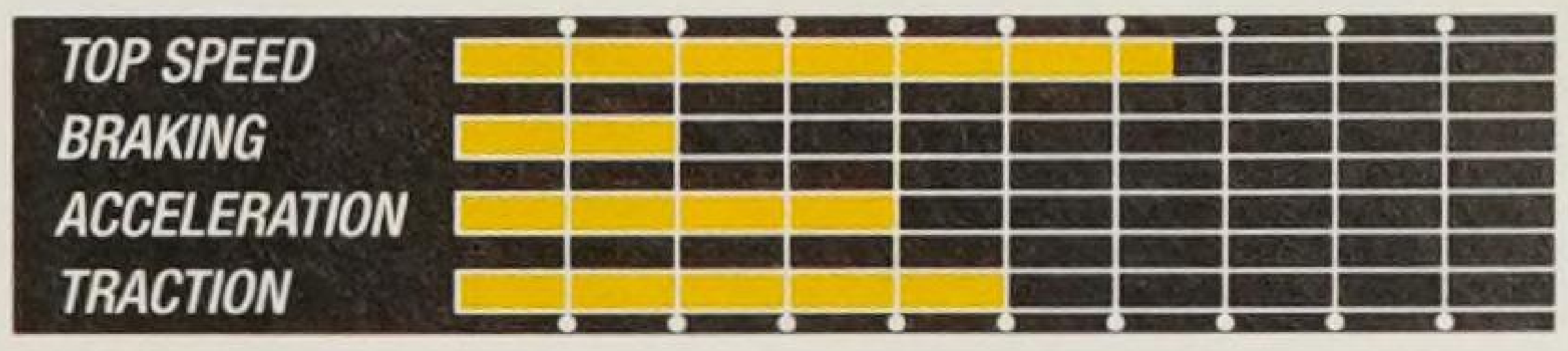
Extra Mods: Turbo

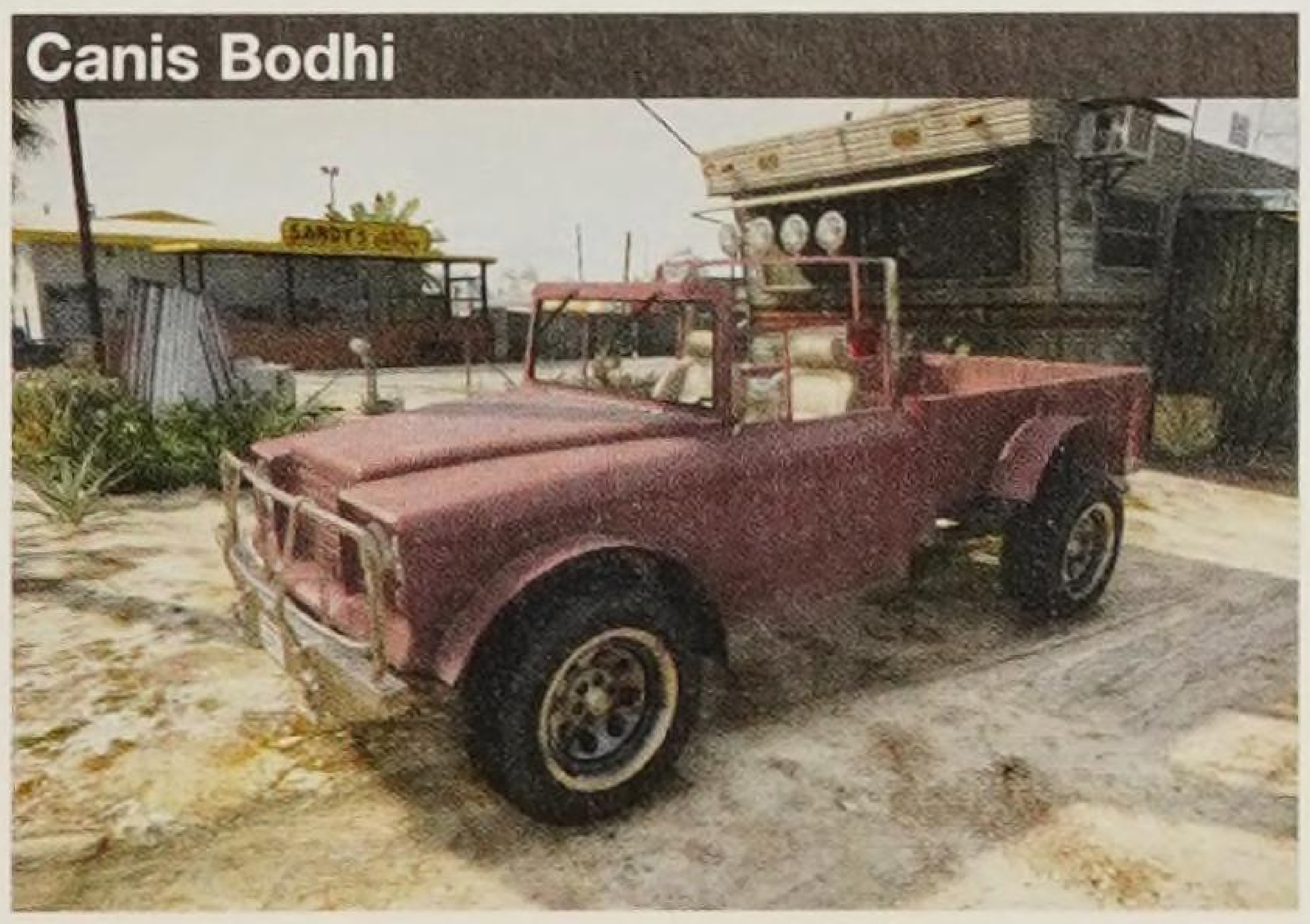
Bravado Duneloader

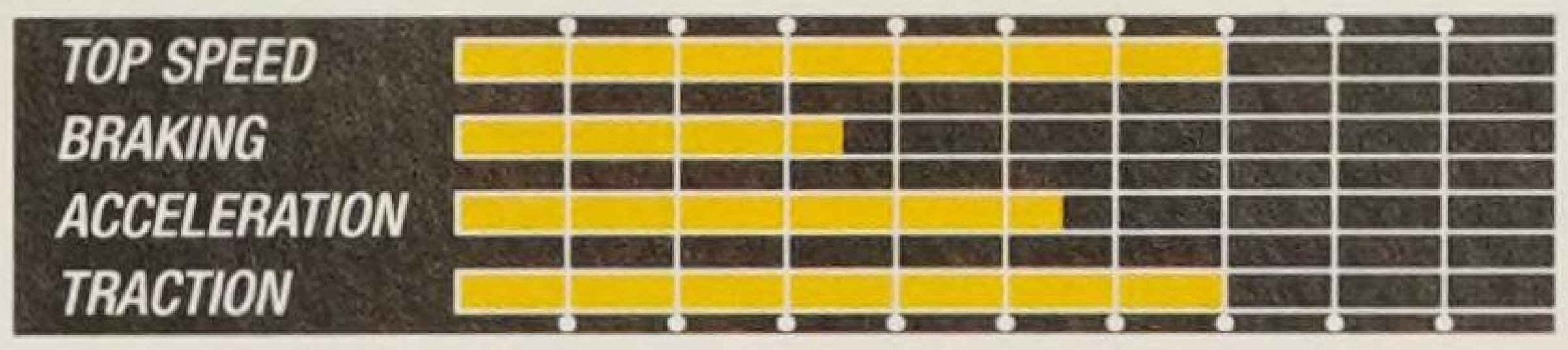




Extra Mods: Turbo

Canis Bodhi

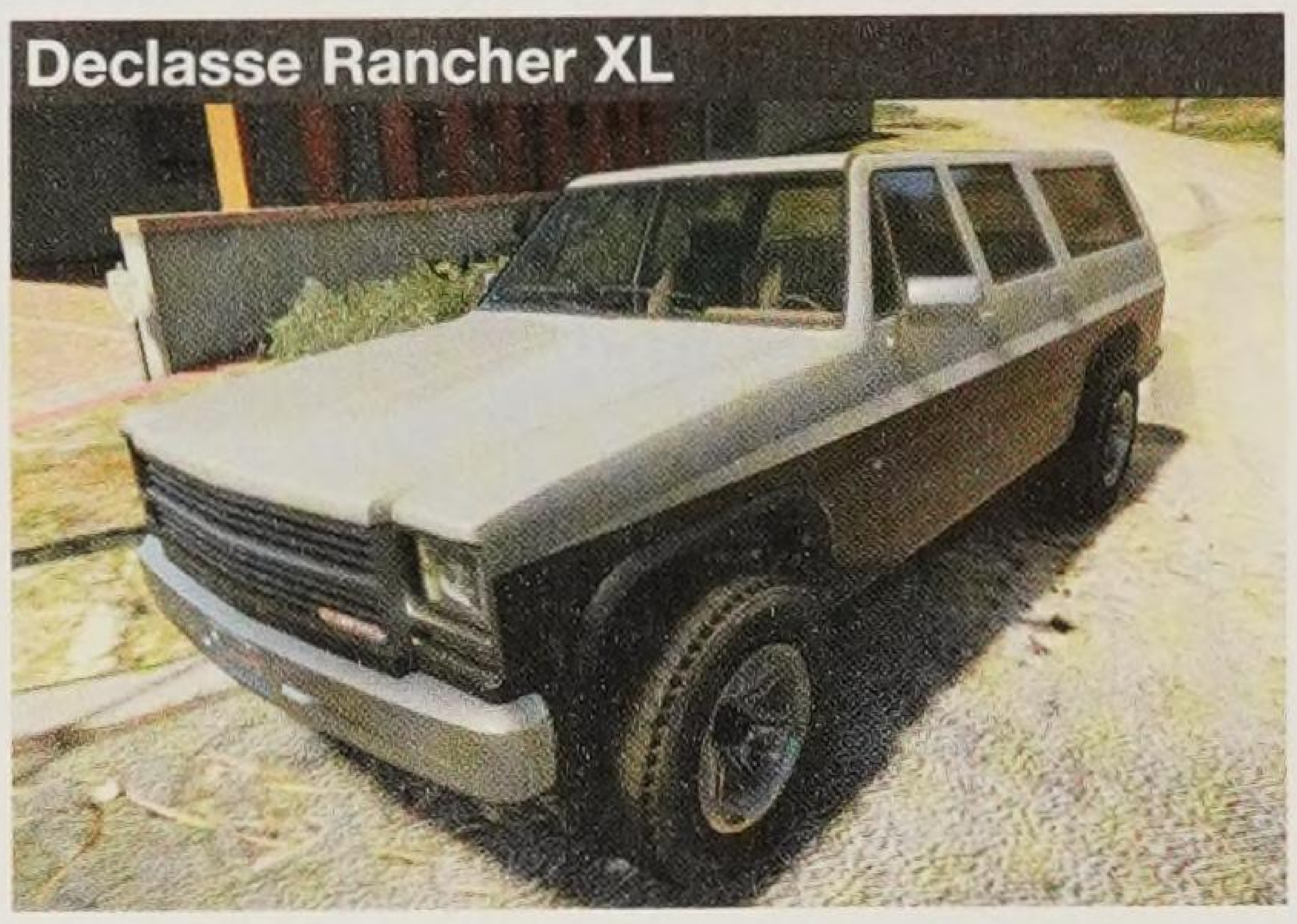


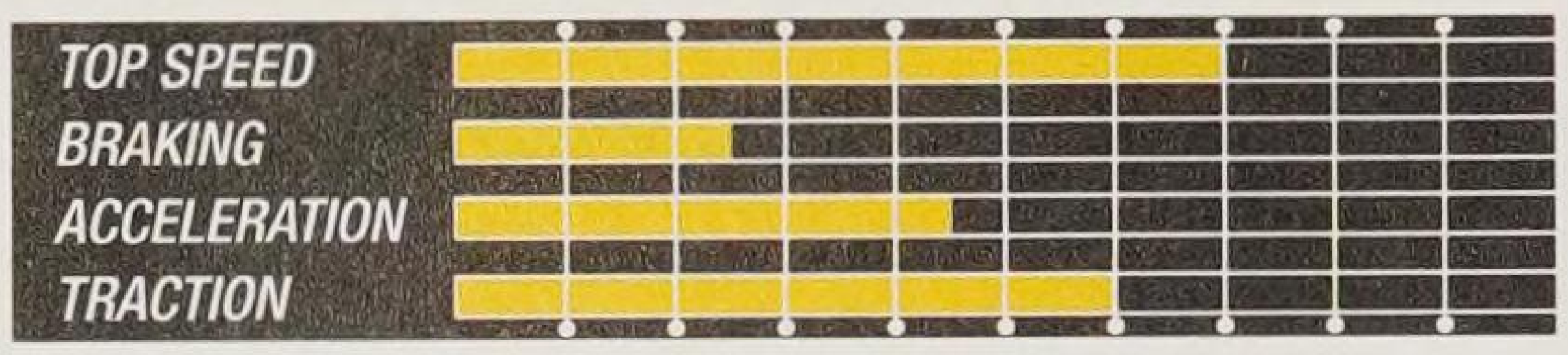


Extra Mods: Bumpers, Chassis, Fenders, Grille, Hood, Roll Cage, Turbo

OFF-ROAD *(continued)*

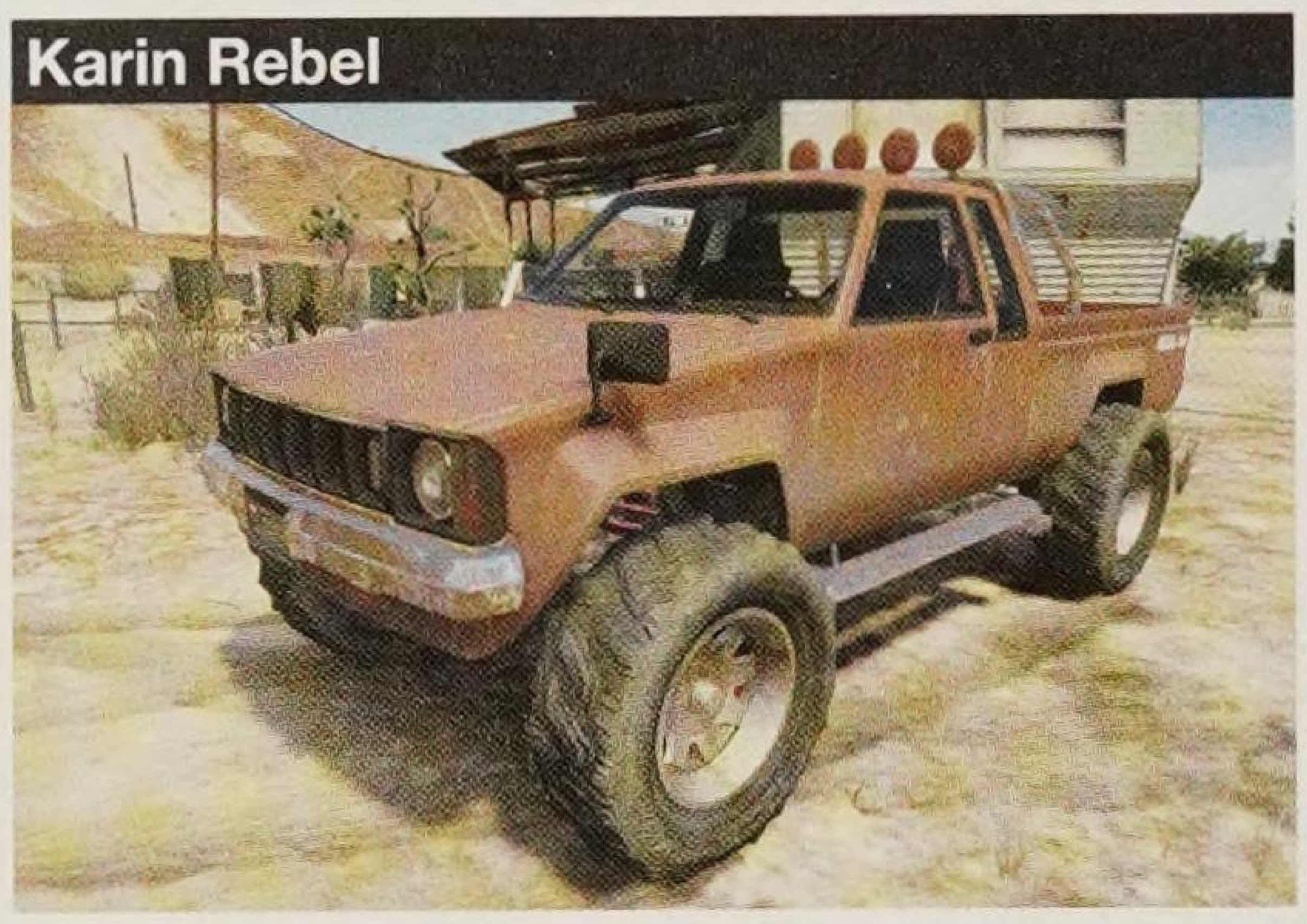
Declasse Rancher XL

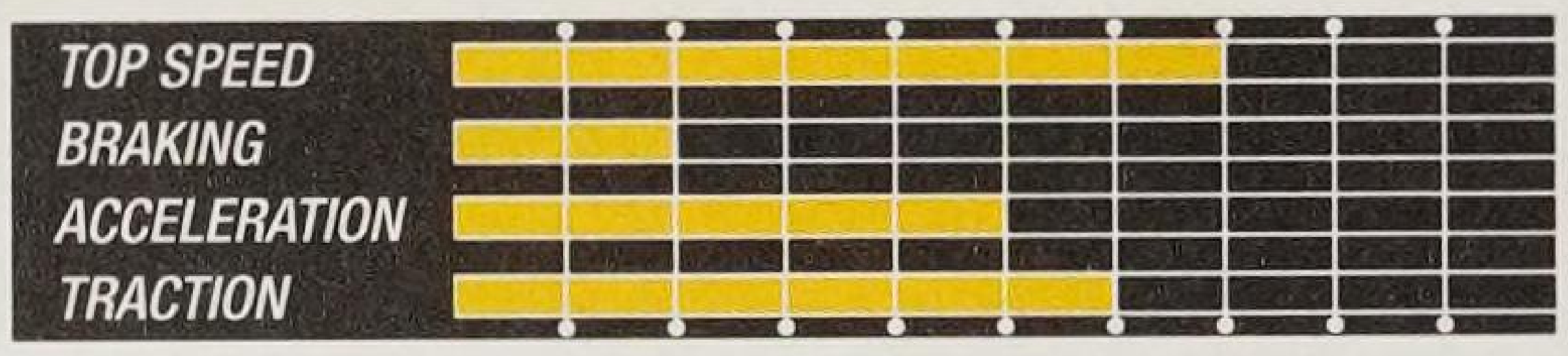




Extra Mods: Turbo

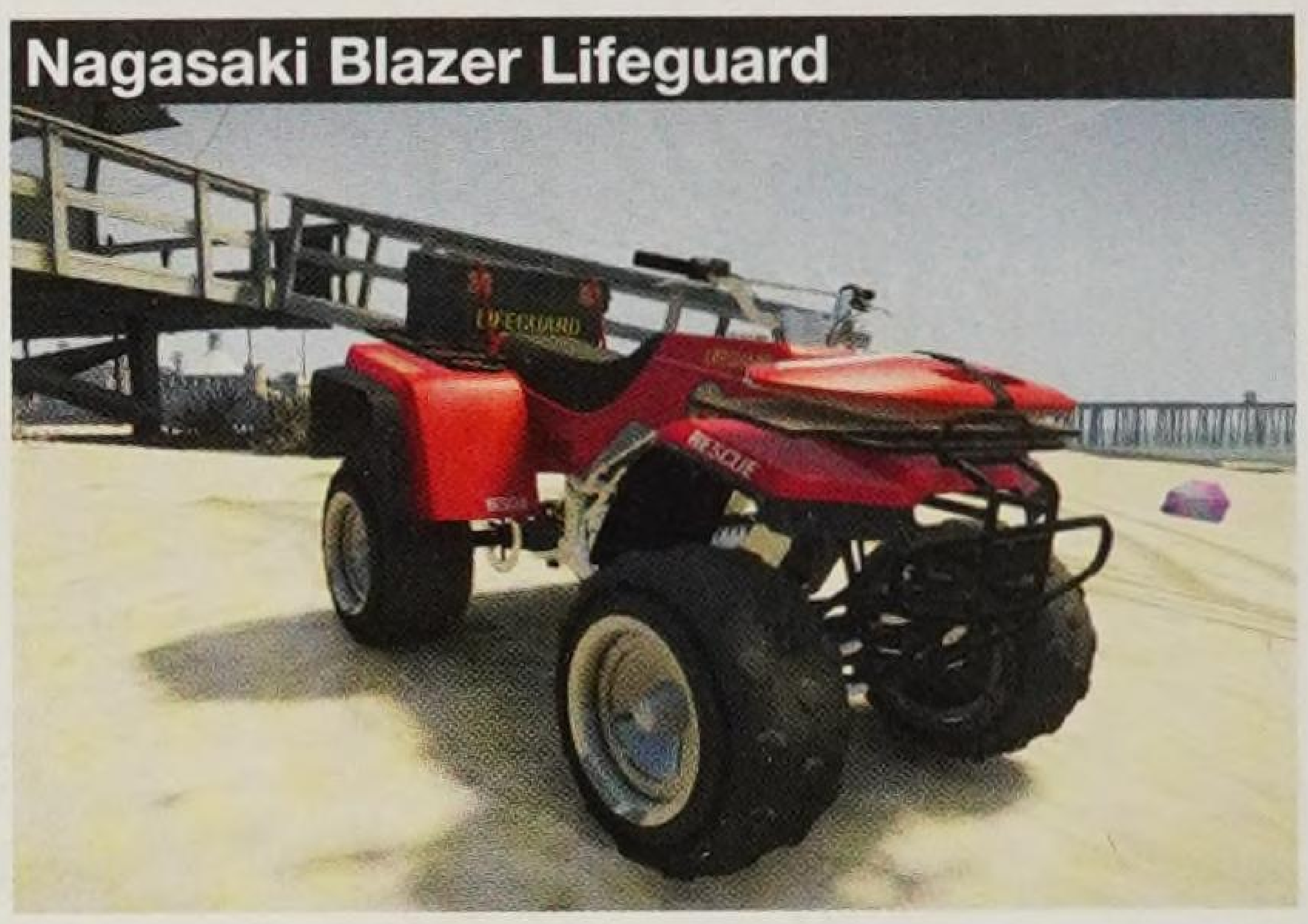
Karin Rebel

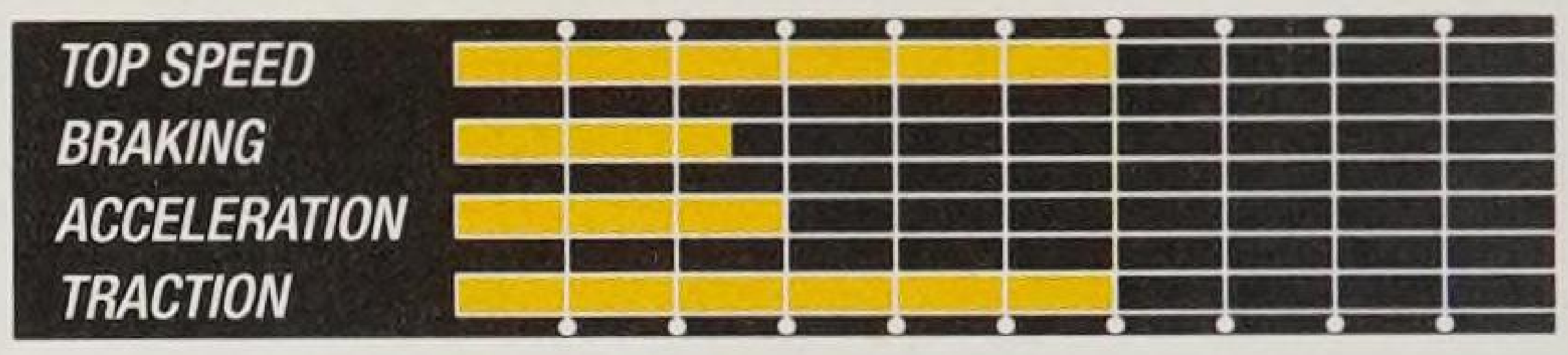




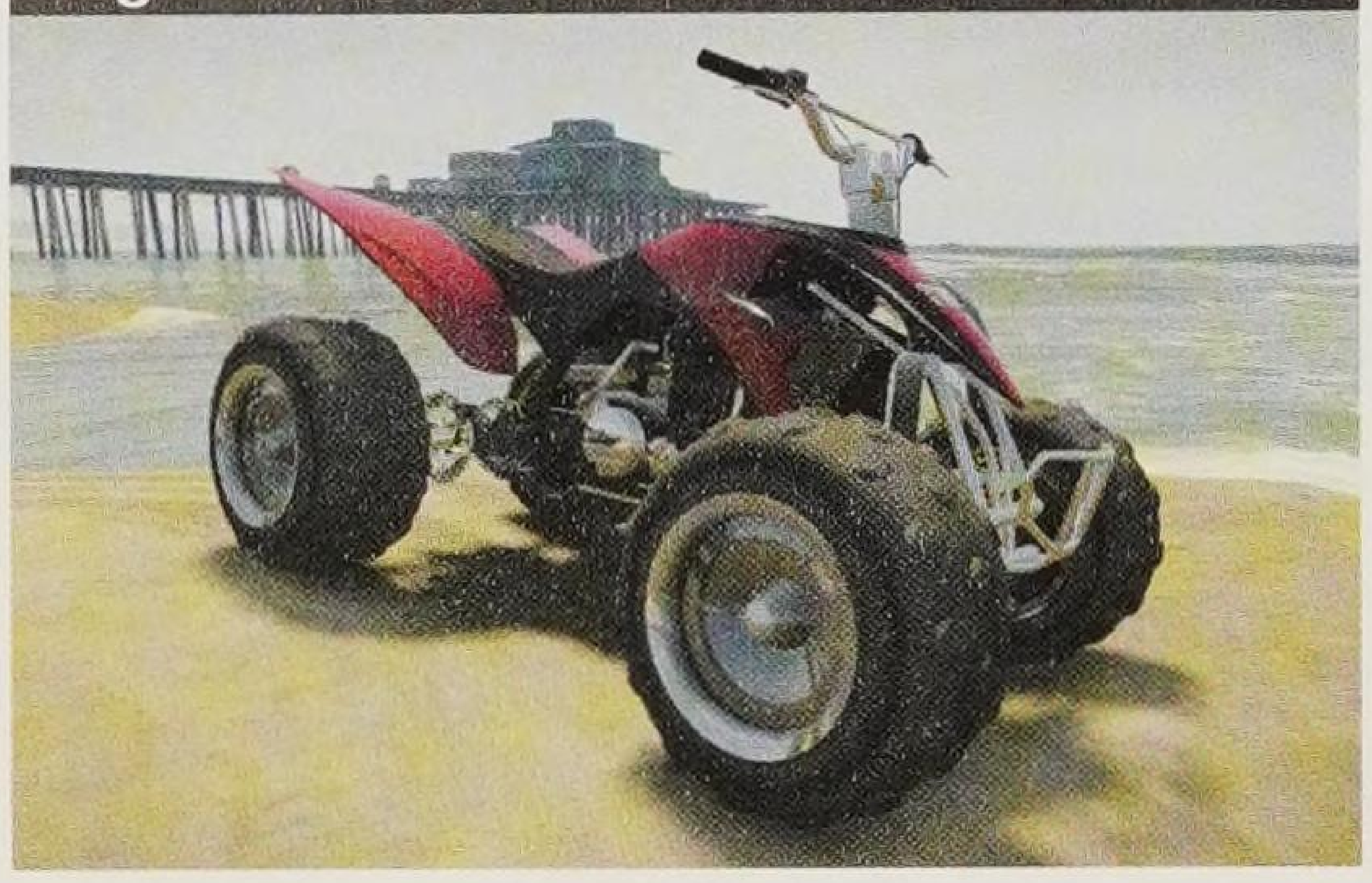
Extra Mods: Bullbars, Truck Bed, Turbo

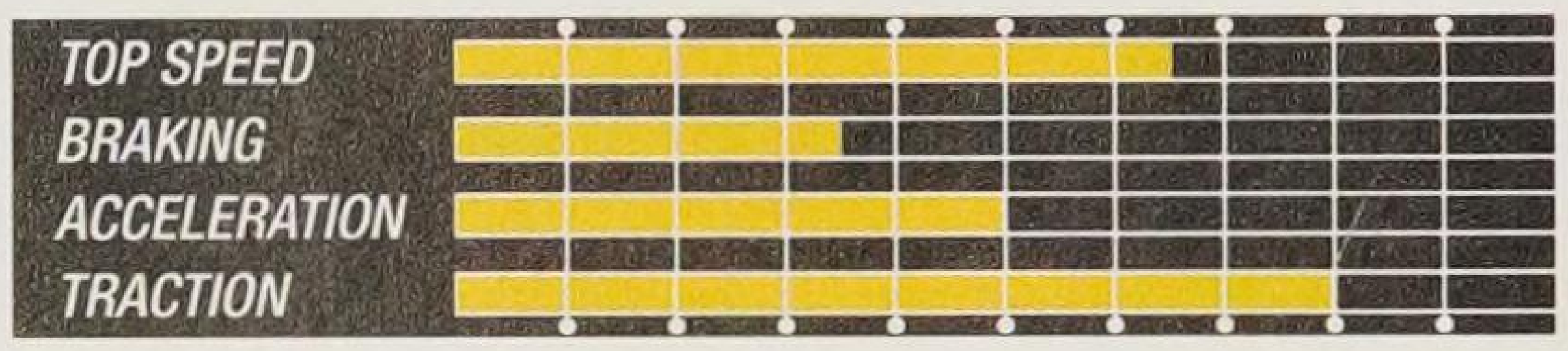
Nagasaki Blazer Lifeguard





Nagasaki Blazer





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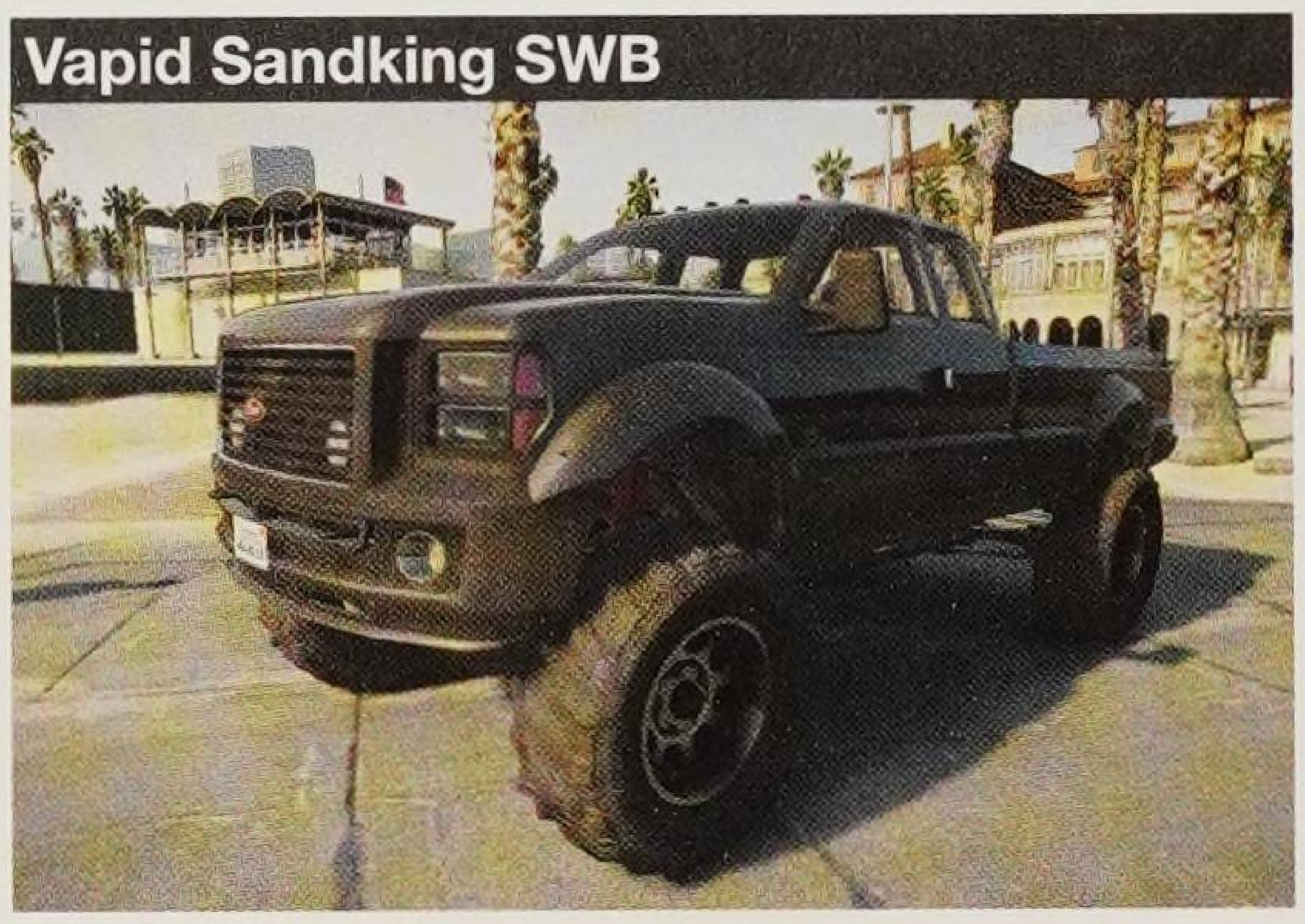
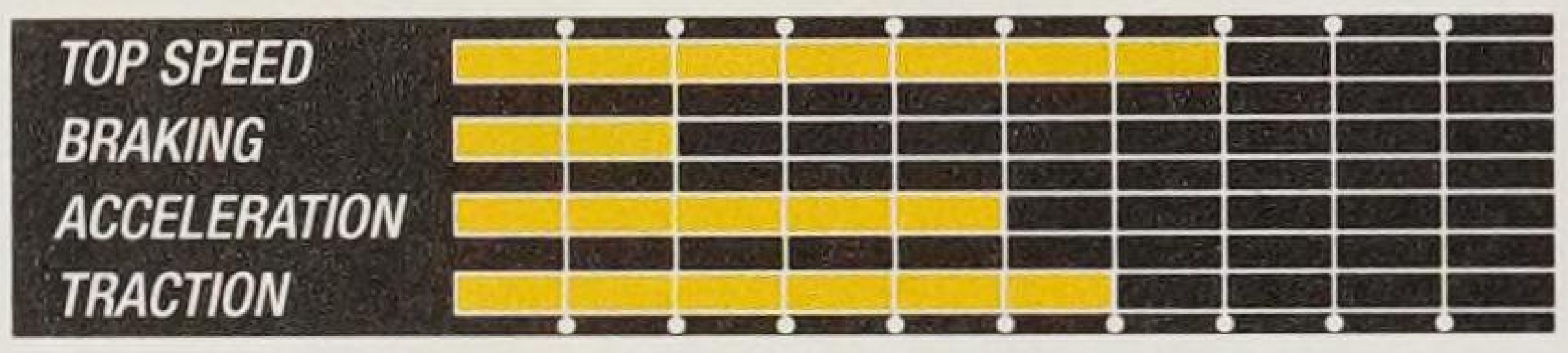
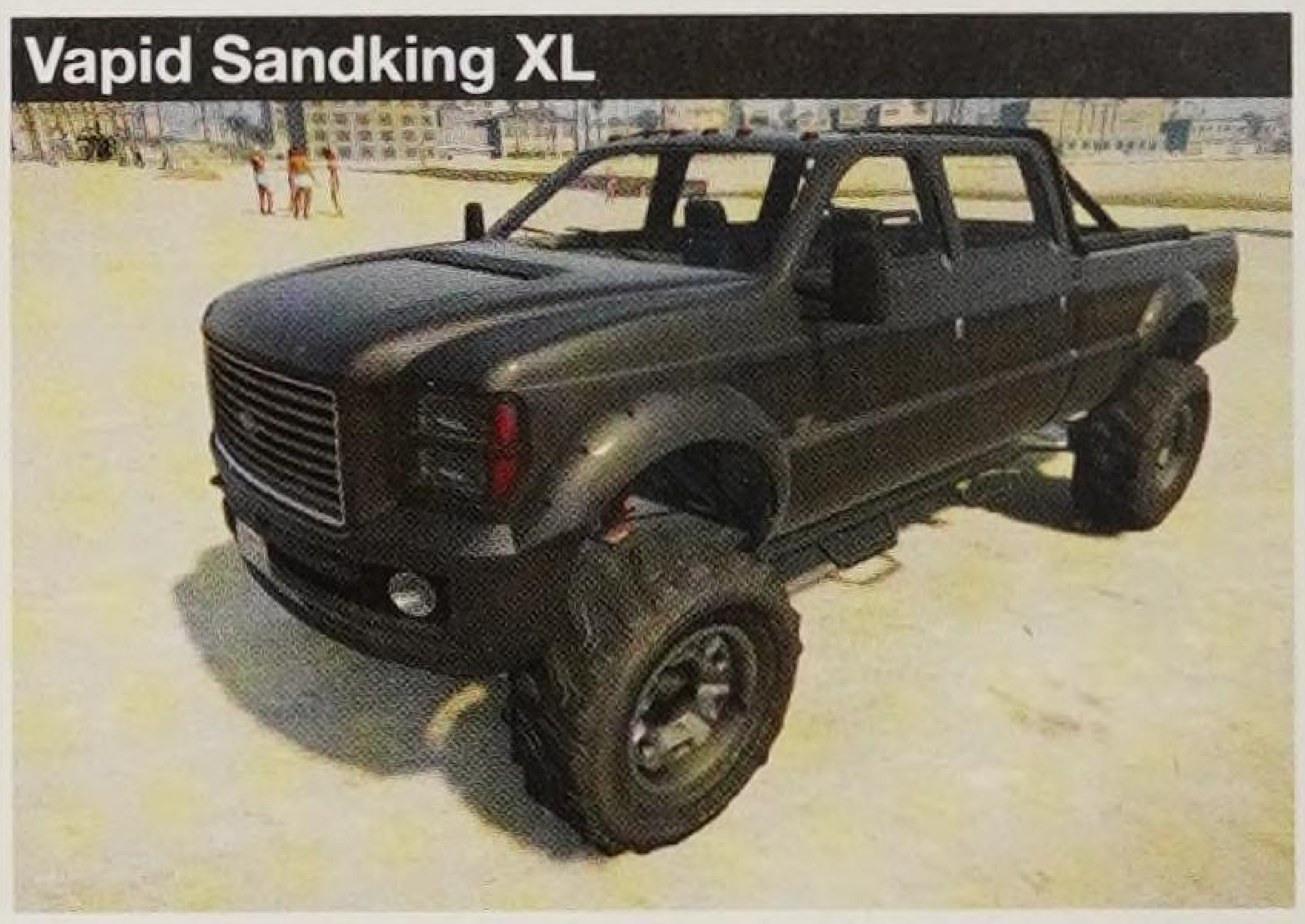
Vapid Sandking SWB

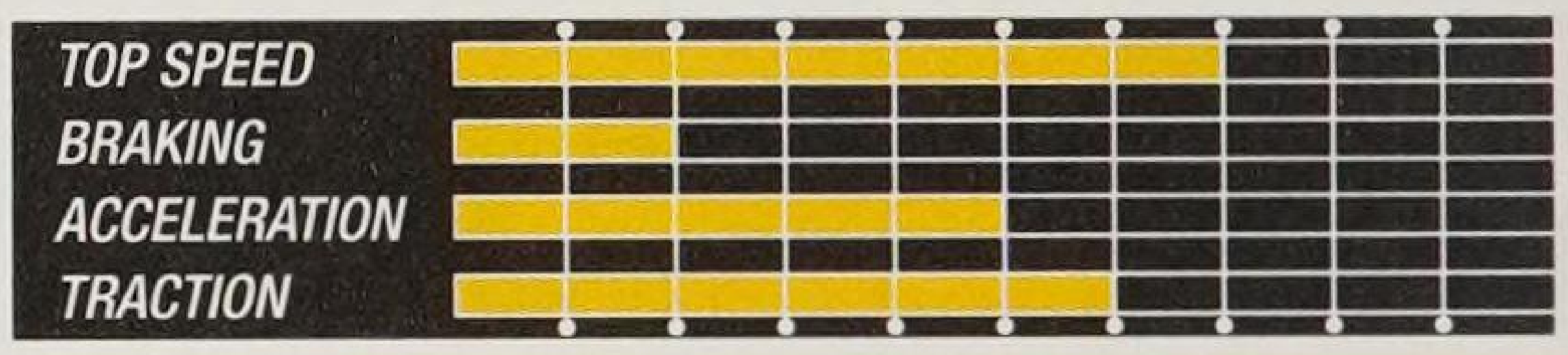




Extra Mods: Bumpers, Chassis, Fuel Tank, Grille, Roof, Turbo

Vapid Sandking XL



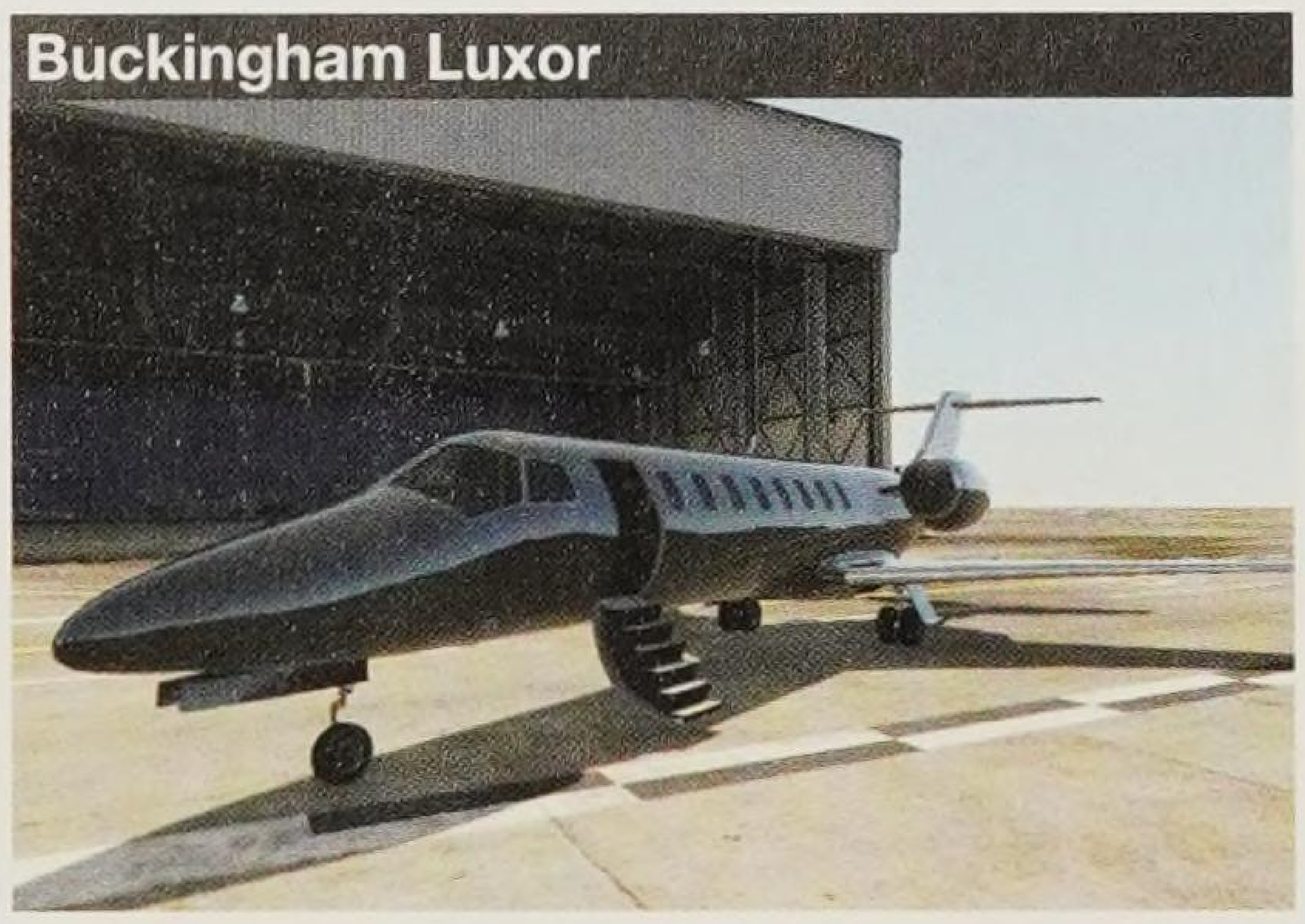


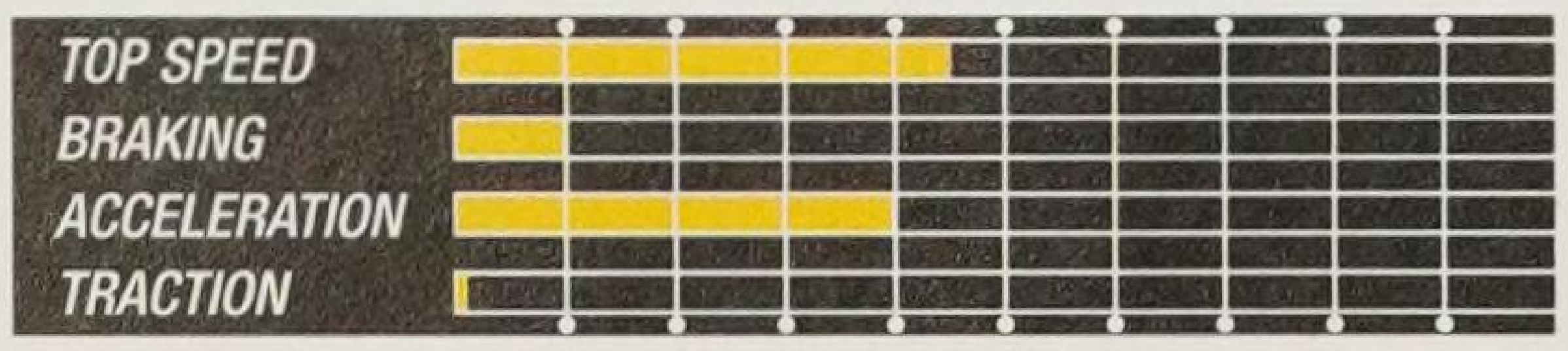
$45,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Chassis, Fuel Tank, Grille, Roof, Turbo

PLANES

Buckingham Luxor





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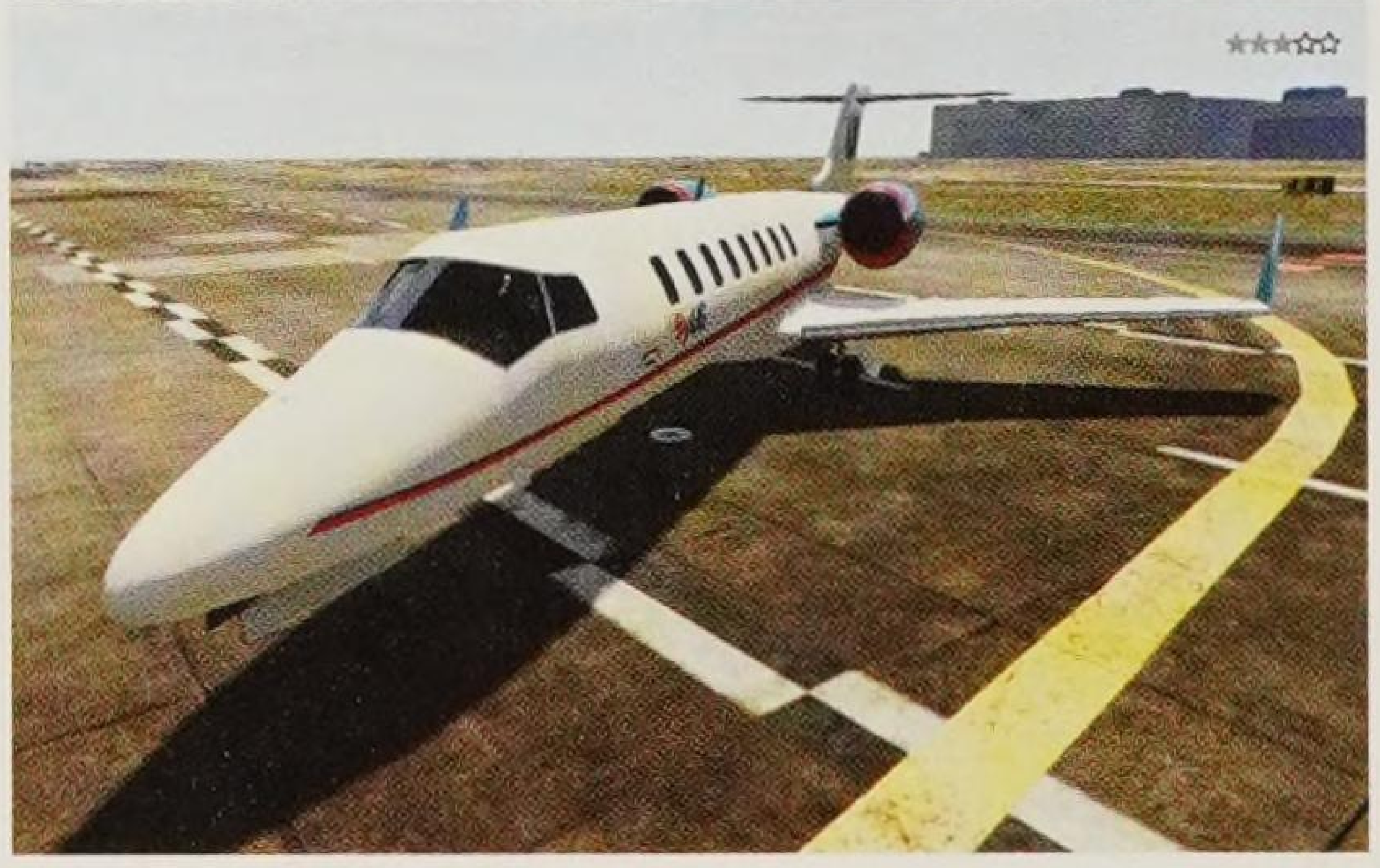
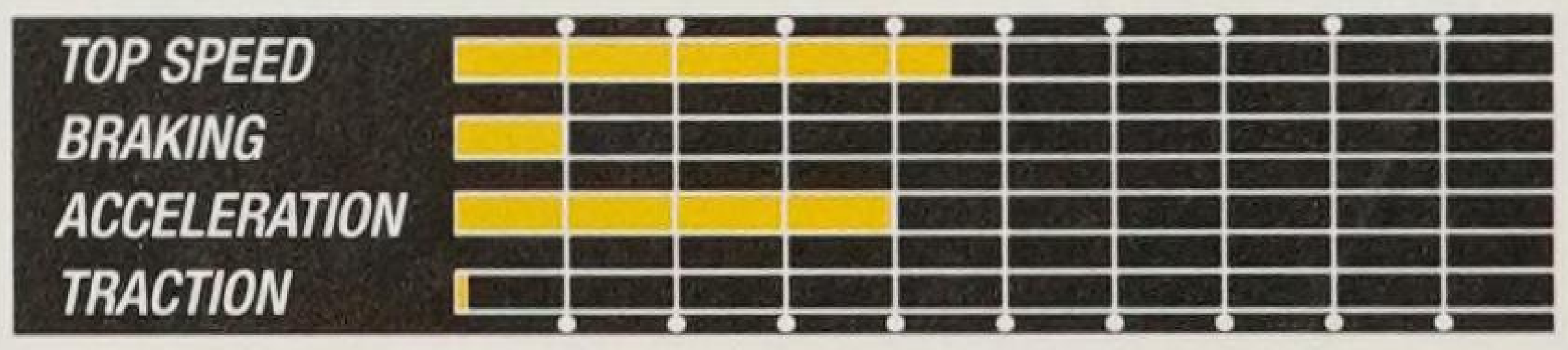
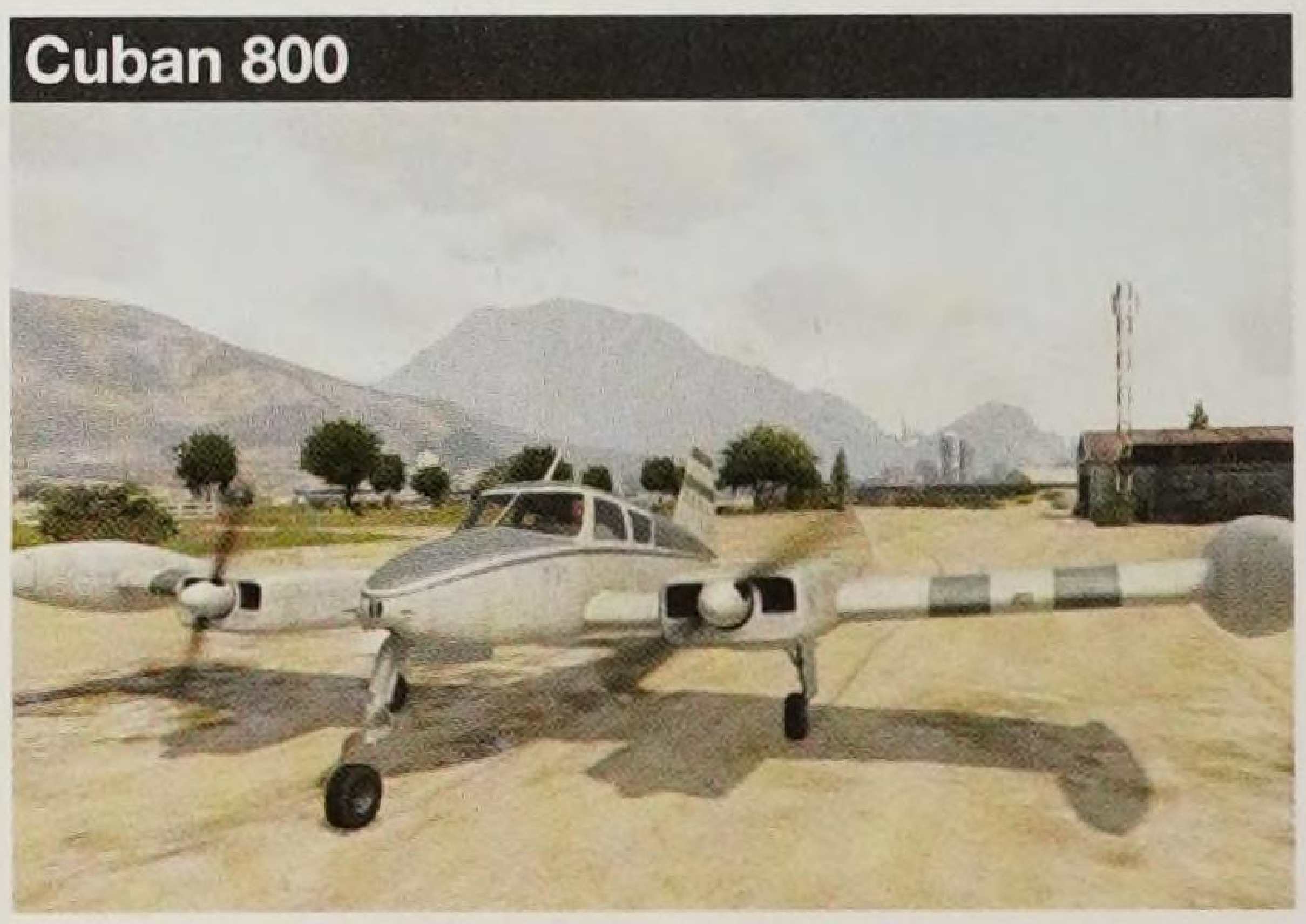
Buckingham Shamal

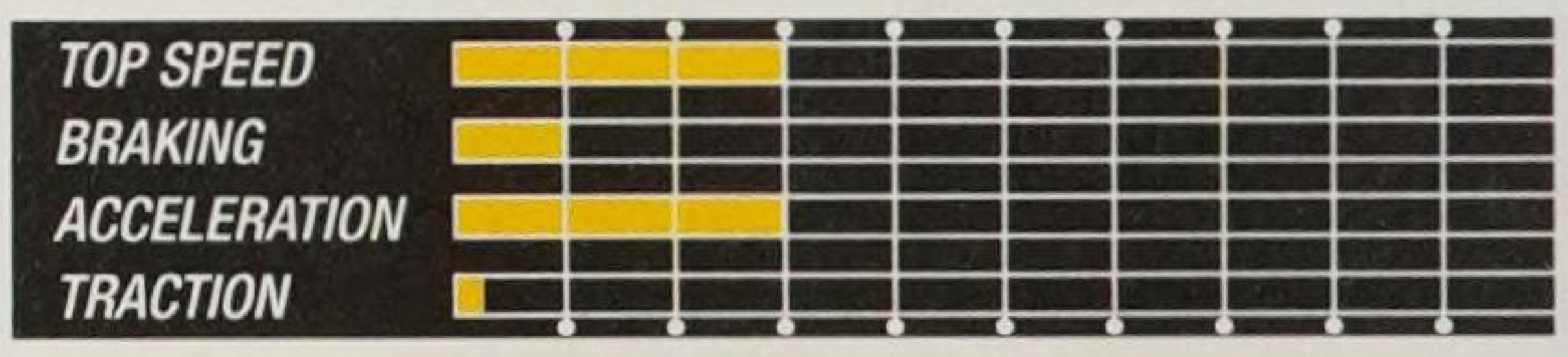




$1,150,000 | www.elitastravel.com

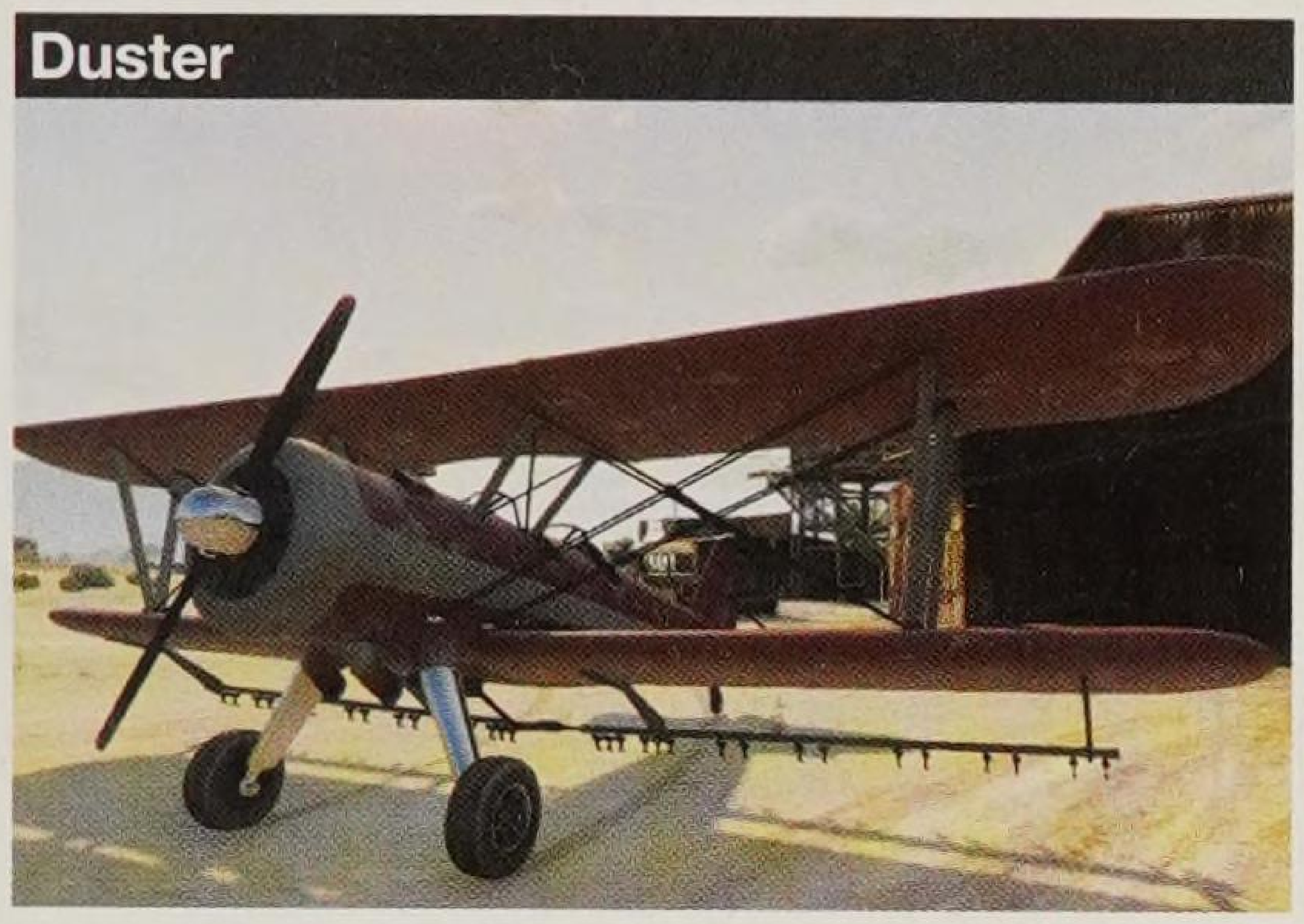
Cuban 800

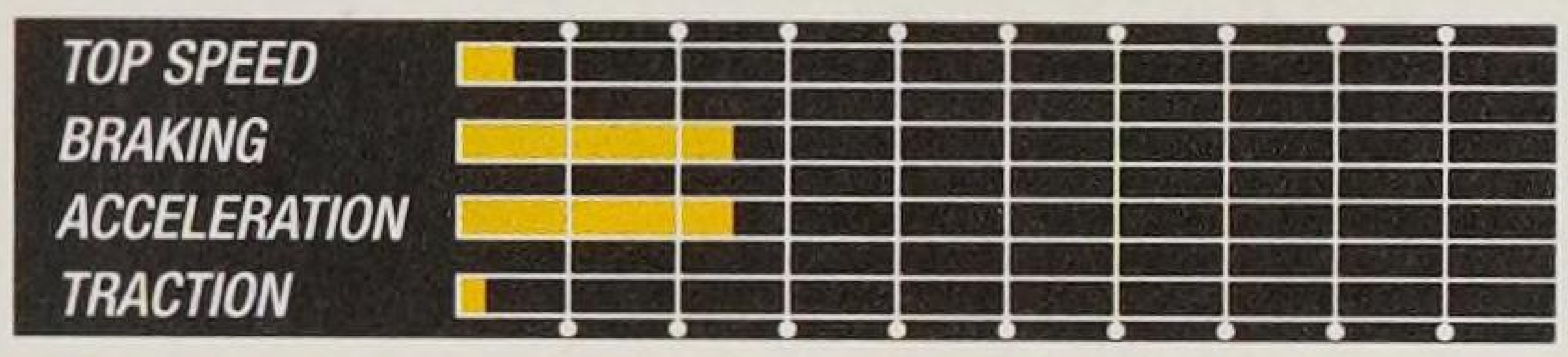




$240,000 | www.elitastravel.com

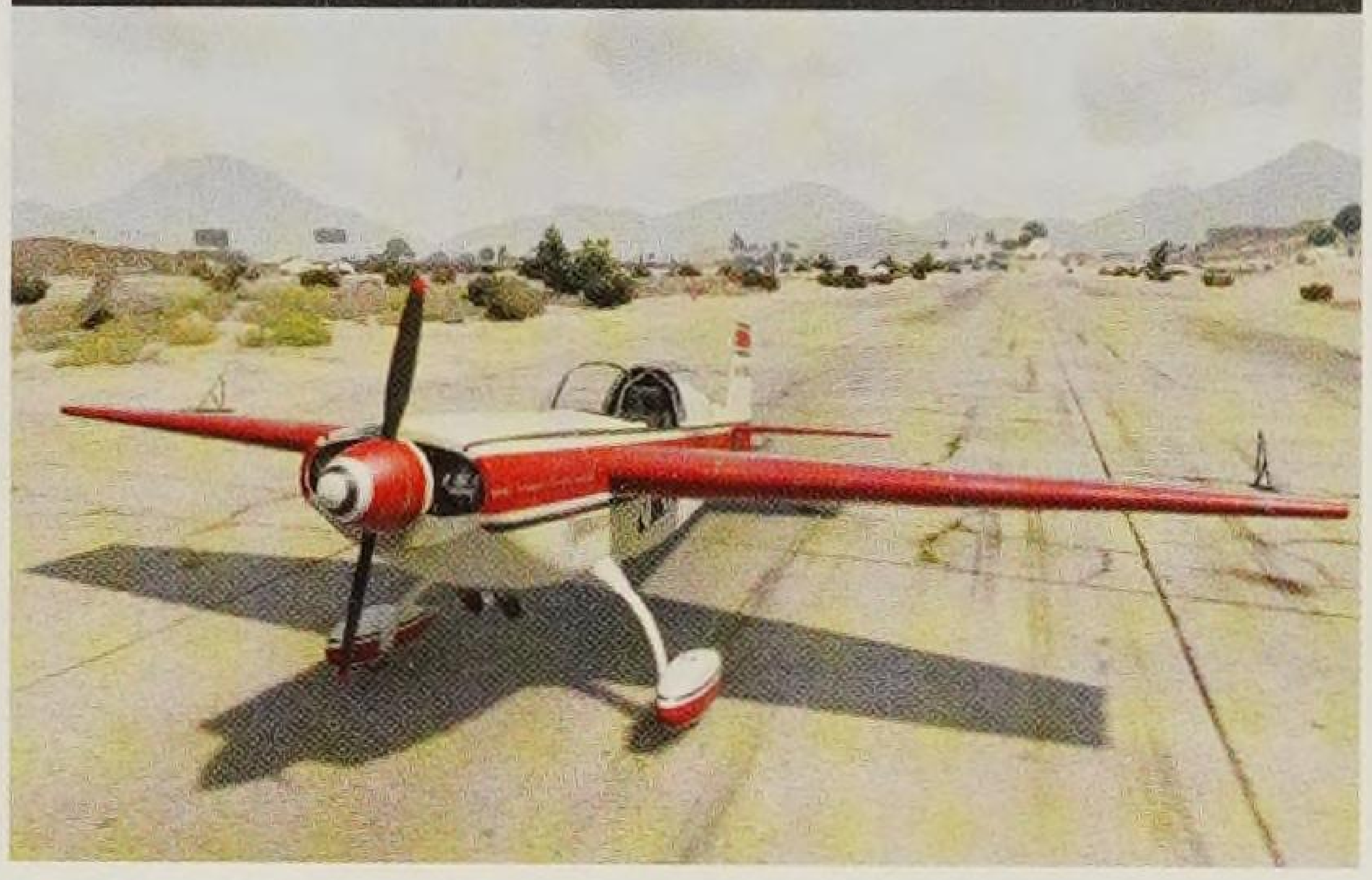
Duster

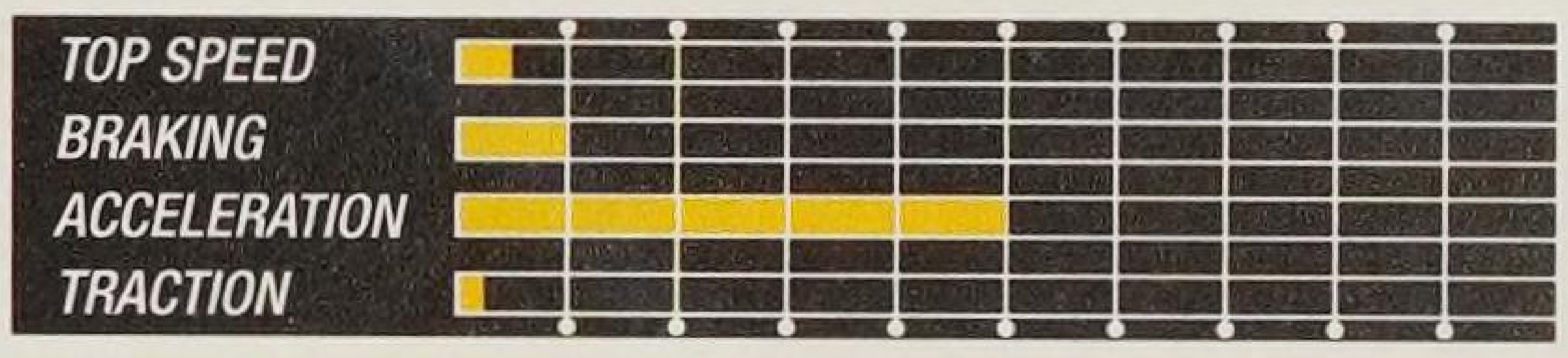




$275,000 | www.elitastravel.com

Mallard





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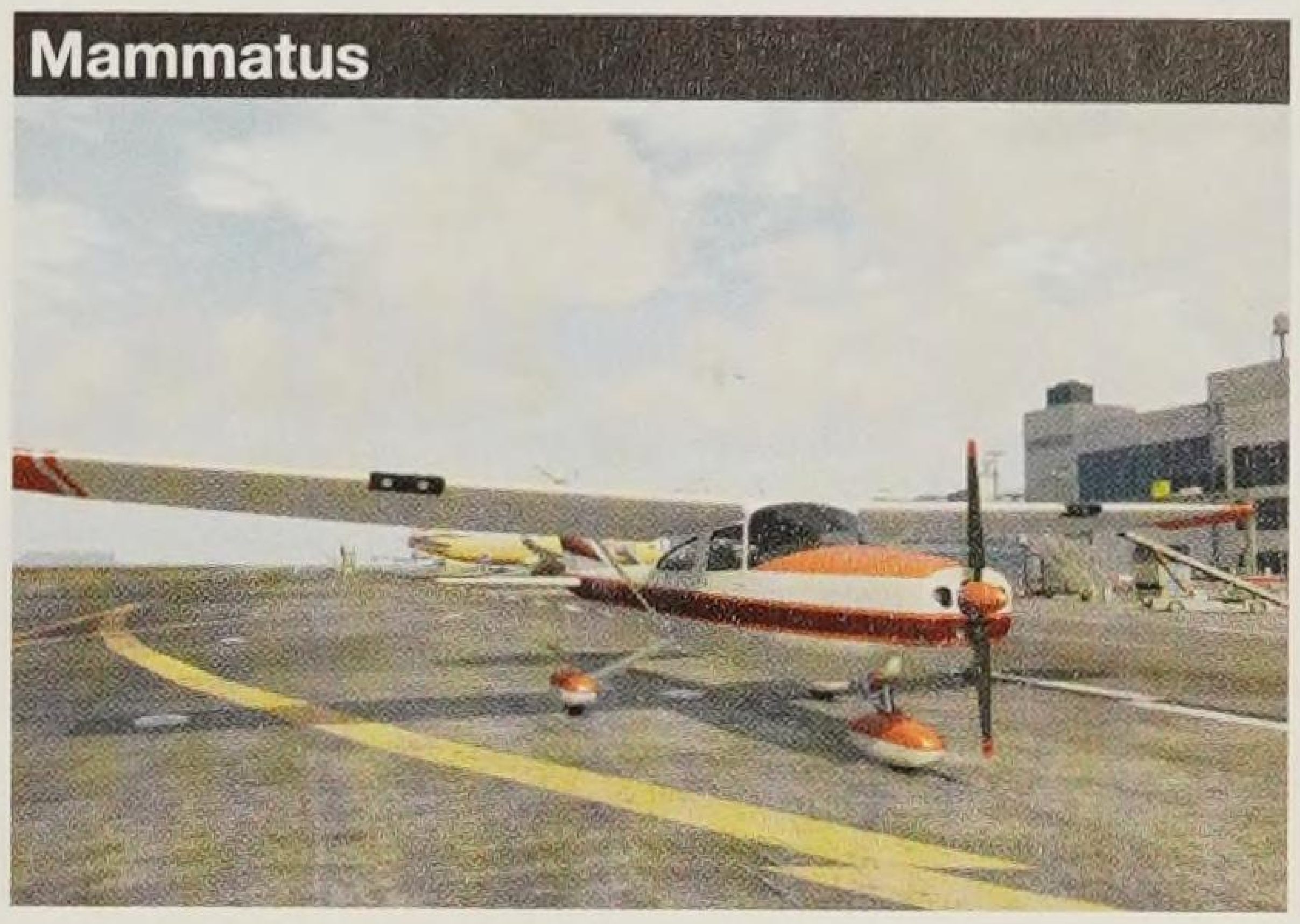
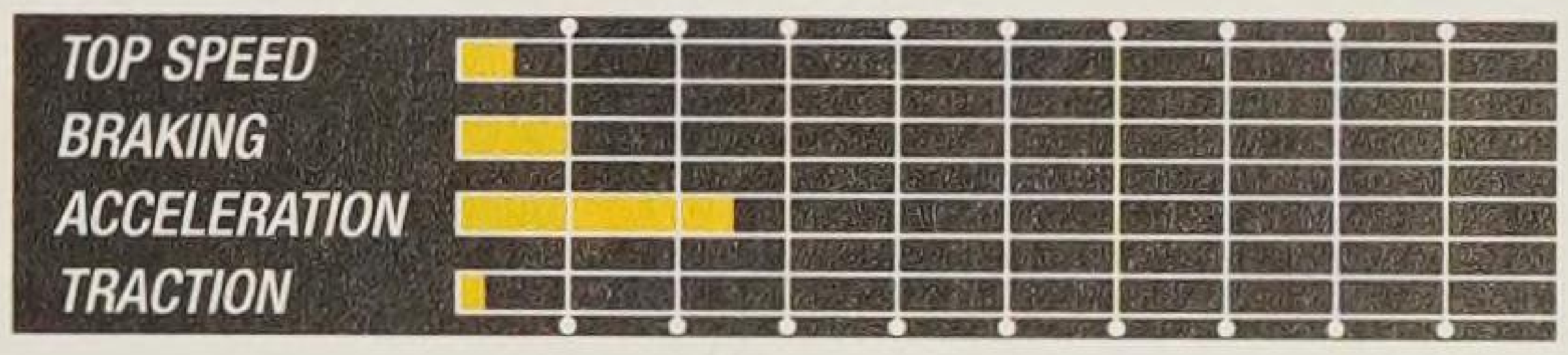
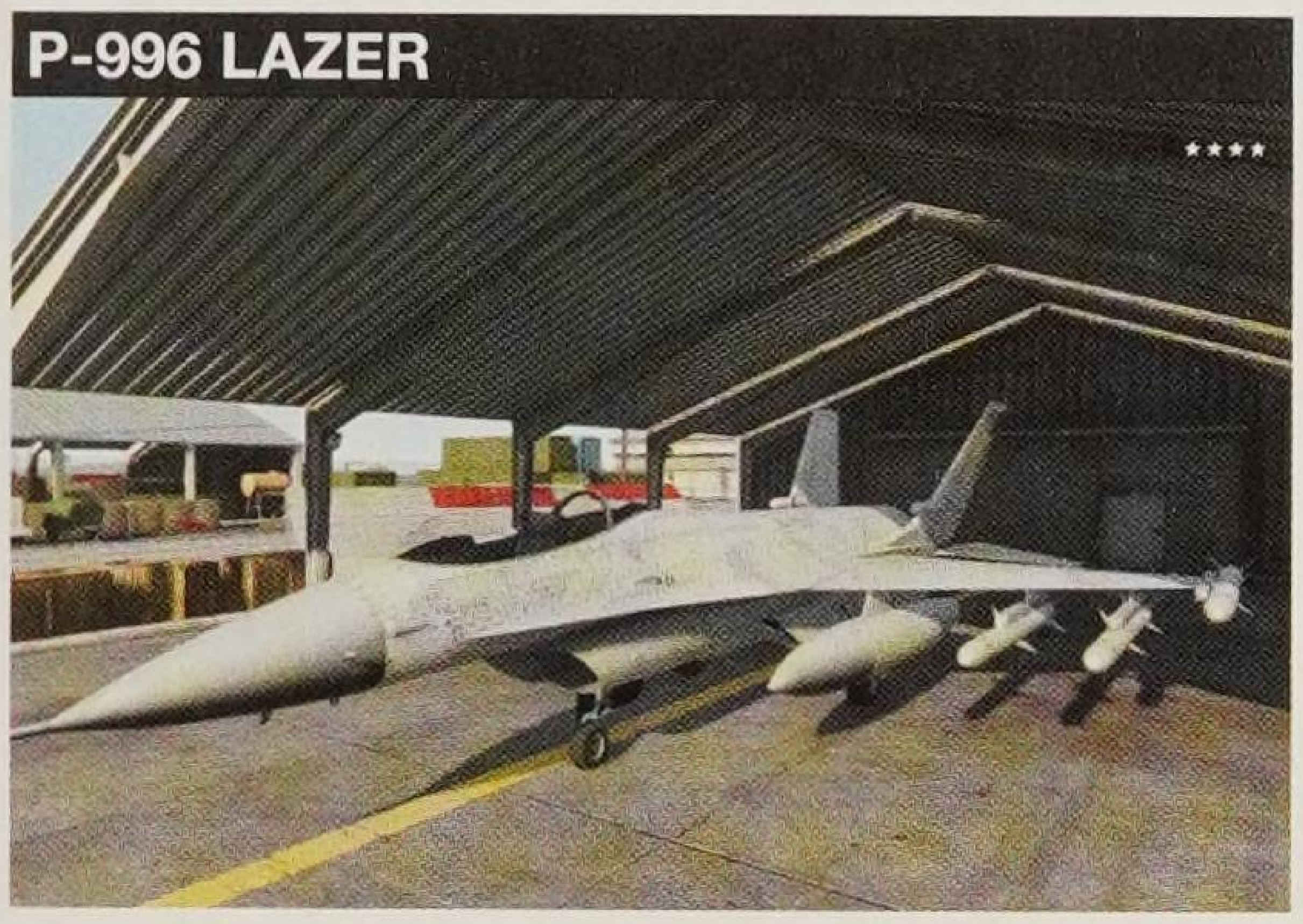
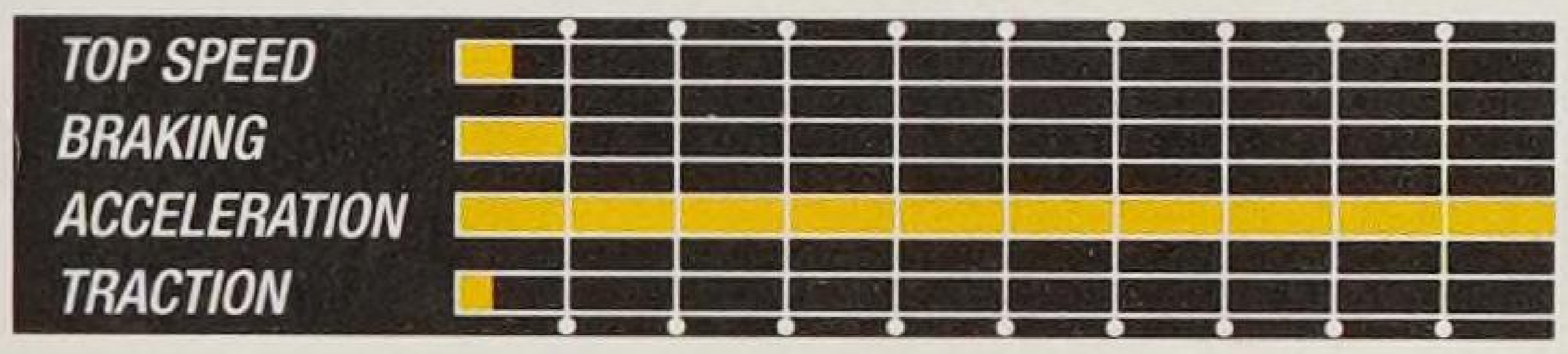
Mammatus





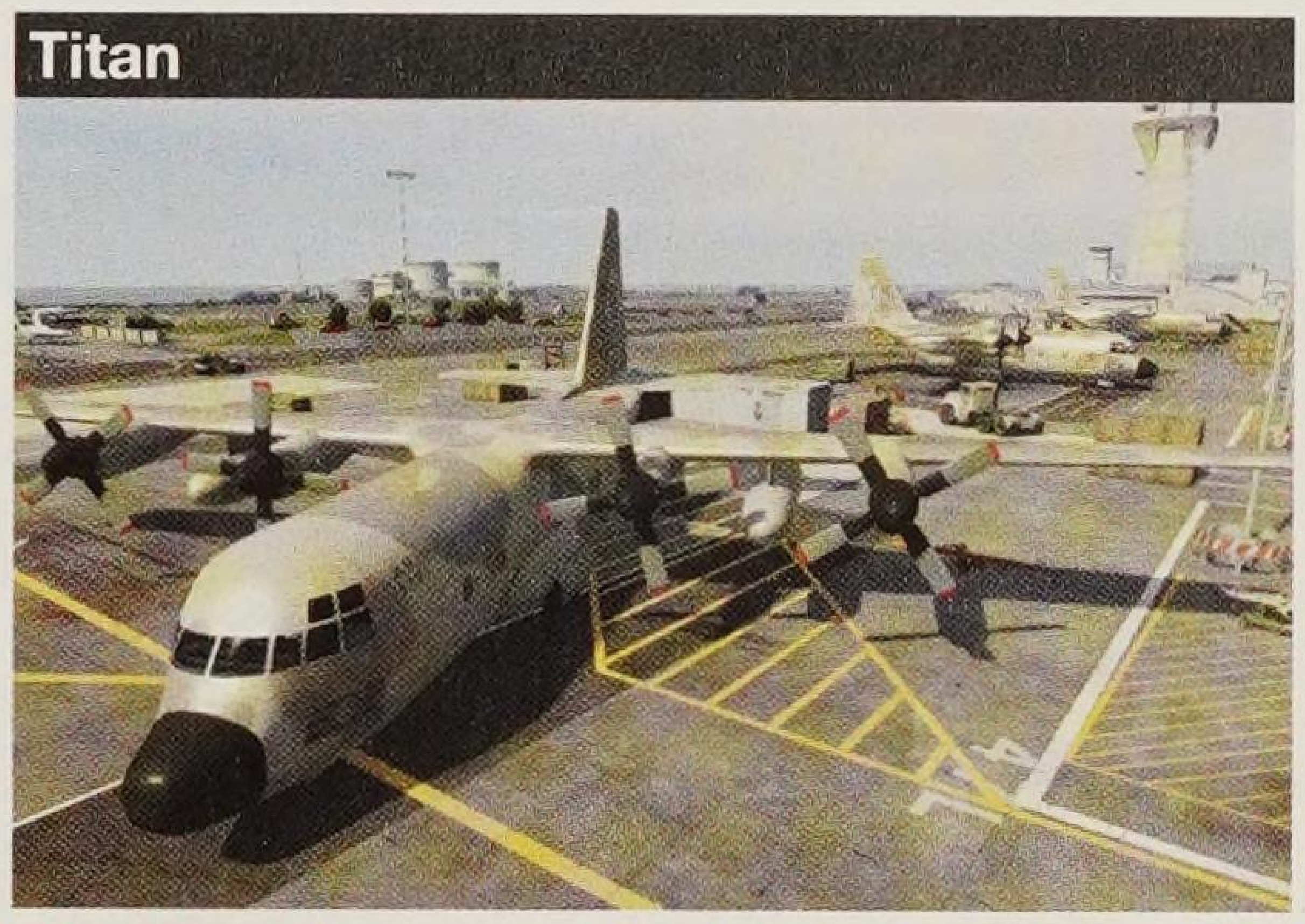
P-996 LAZER

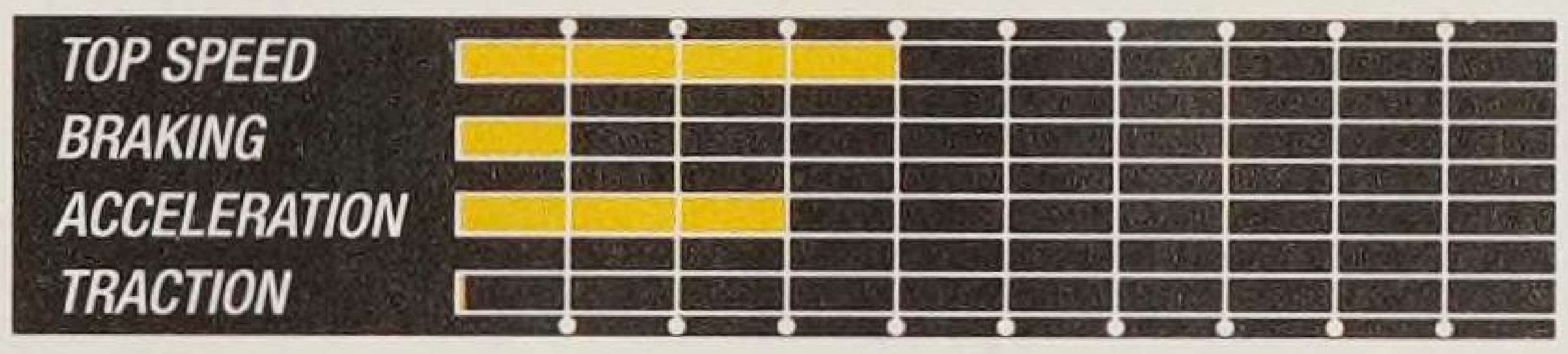




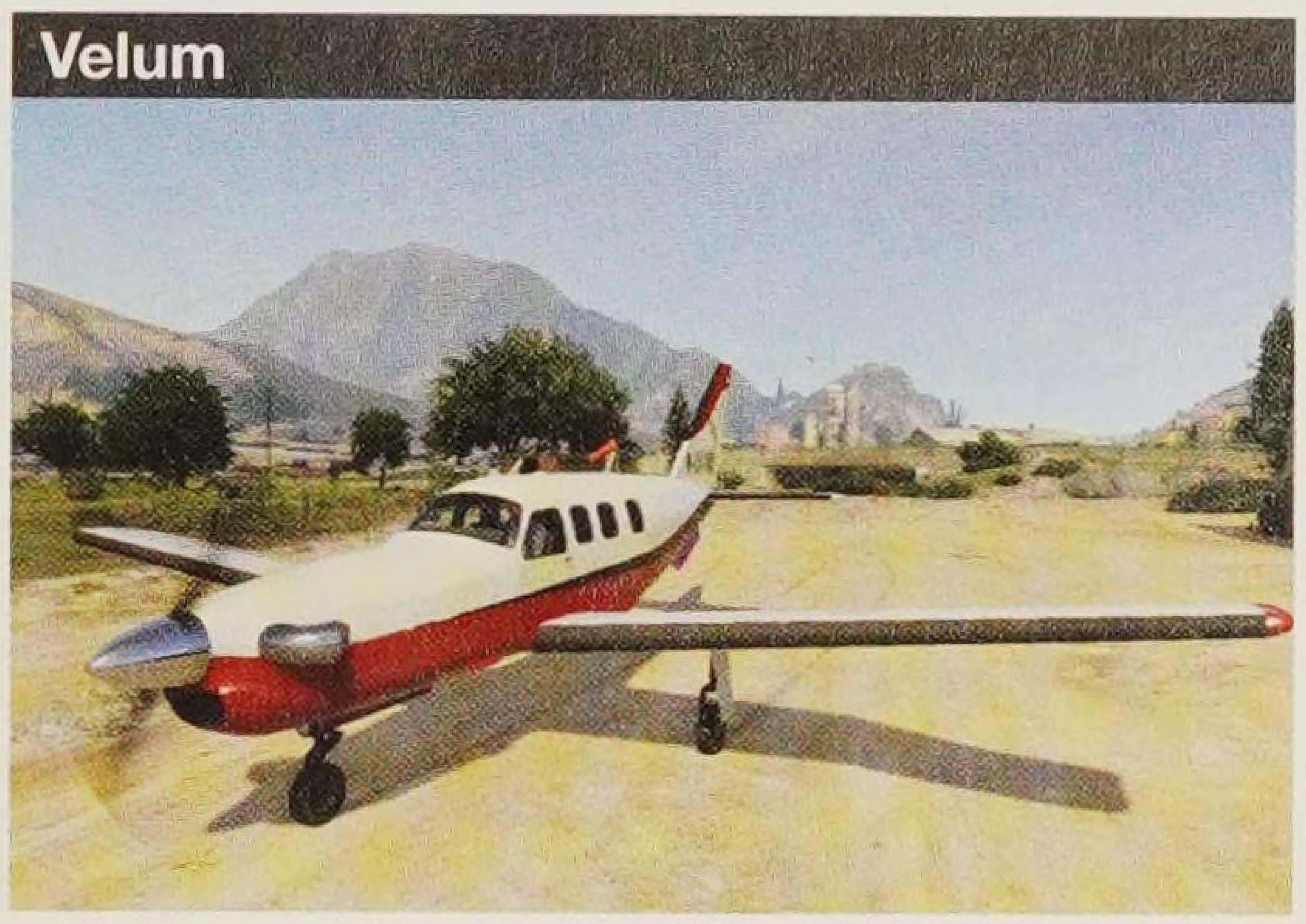
Note: Working Machine Guns and Guided Missiles

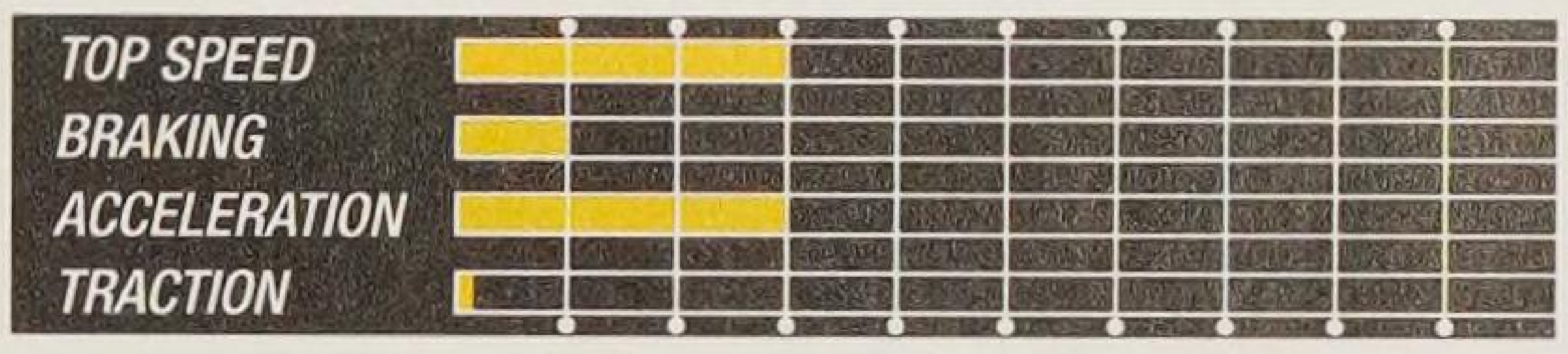
Titan





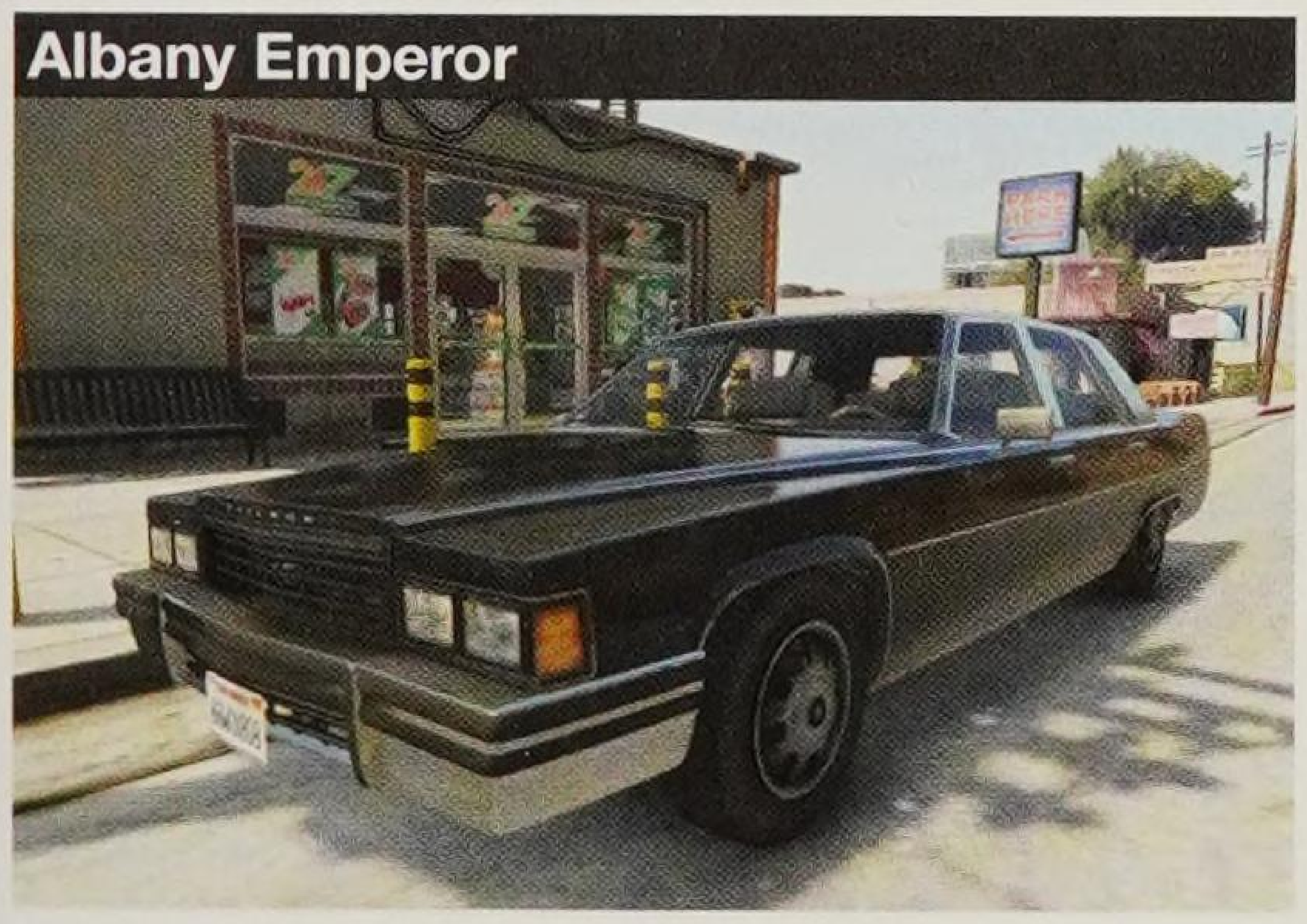
Velum

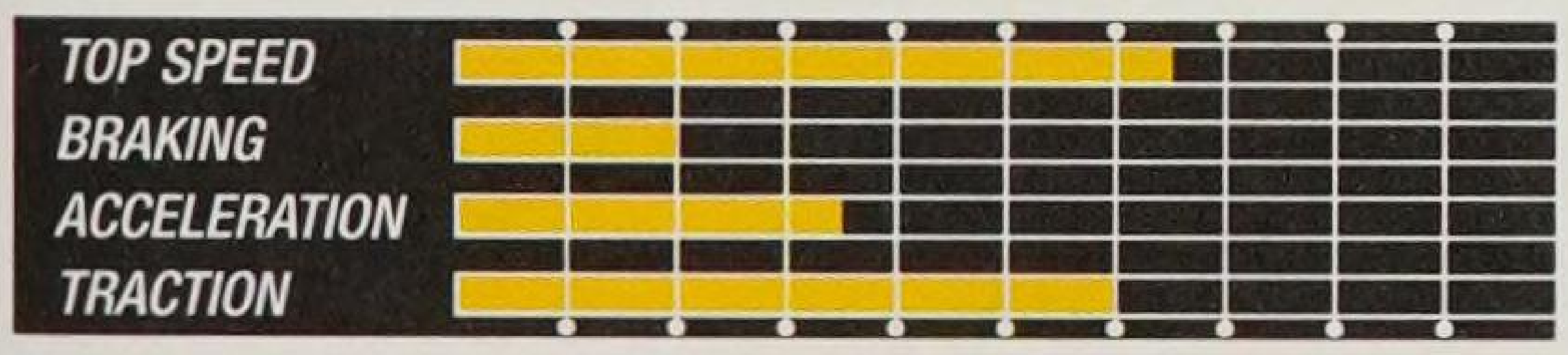




SEDANS

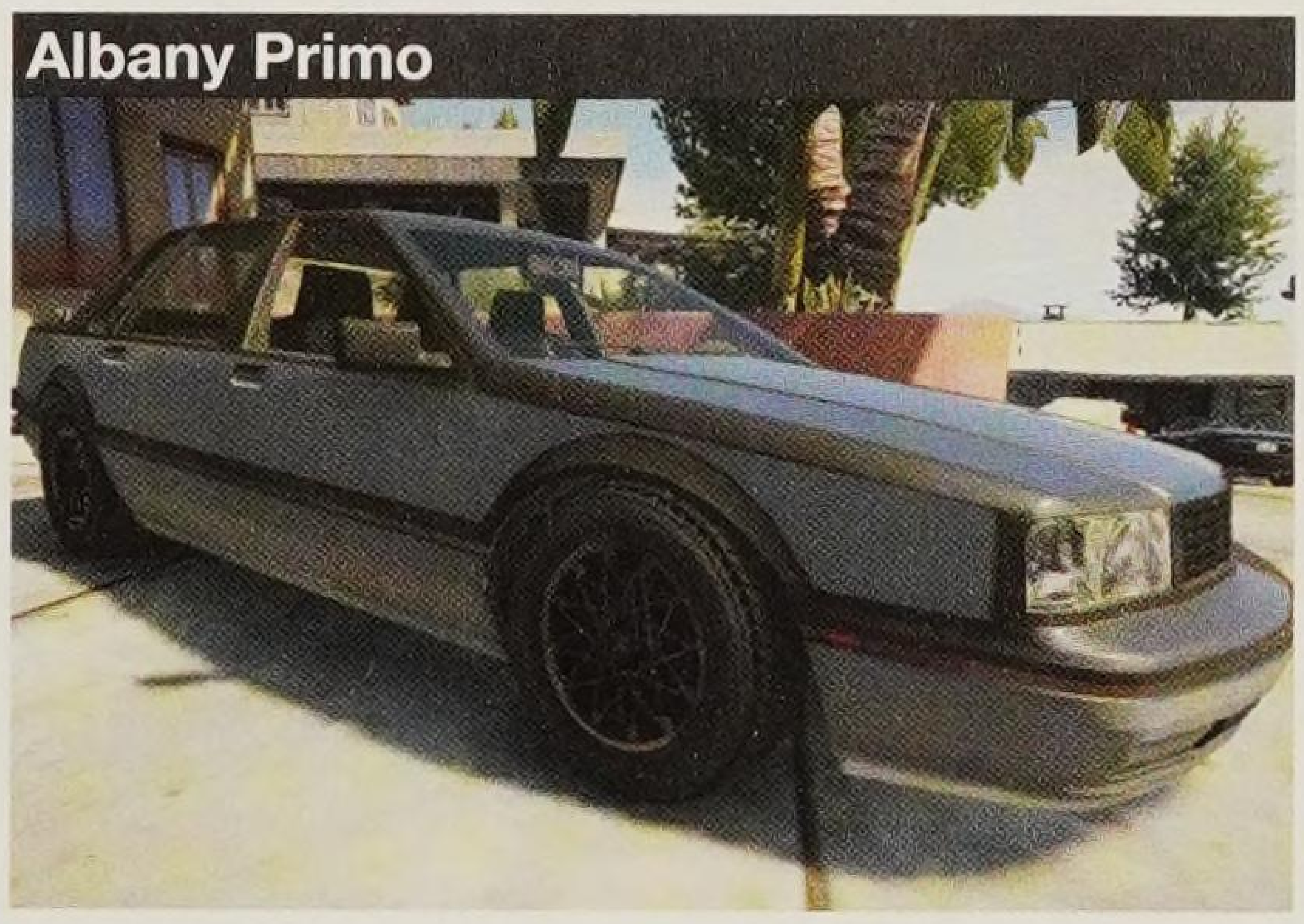
Albany Emperor

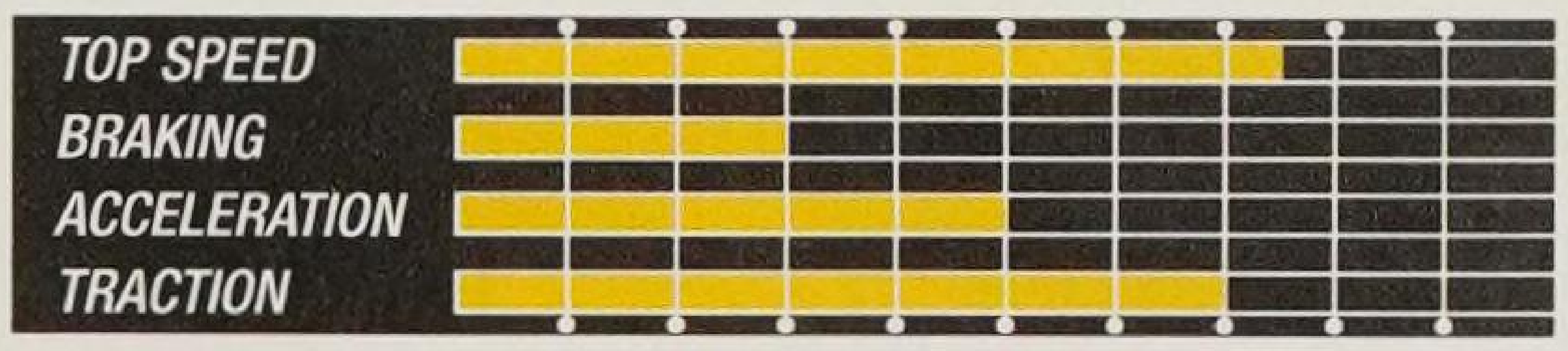




Extra Mods: Turbo

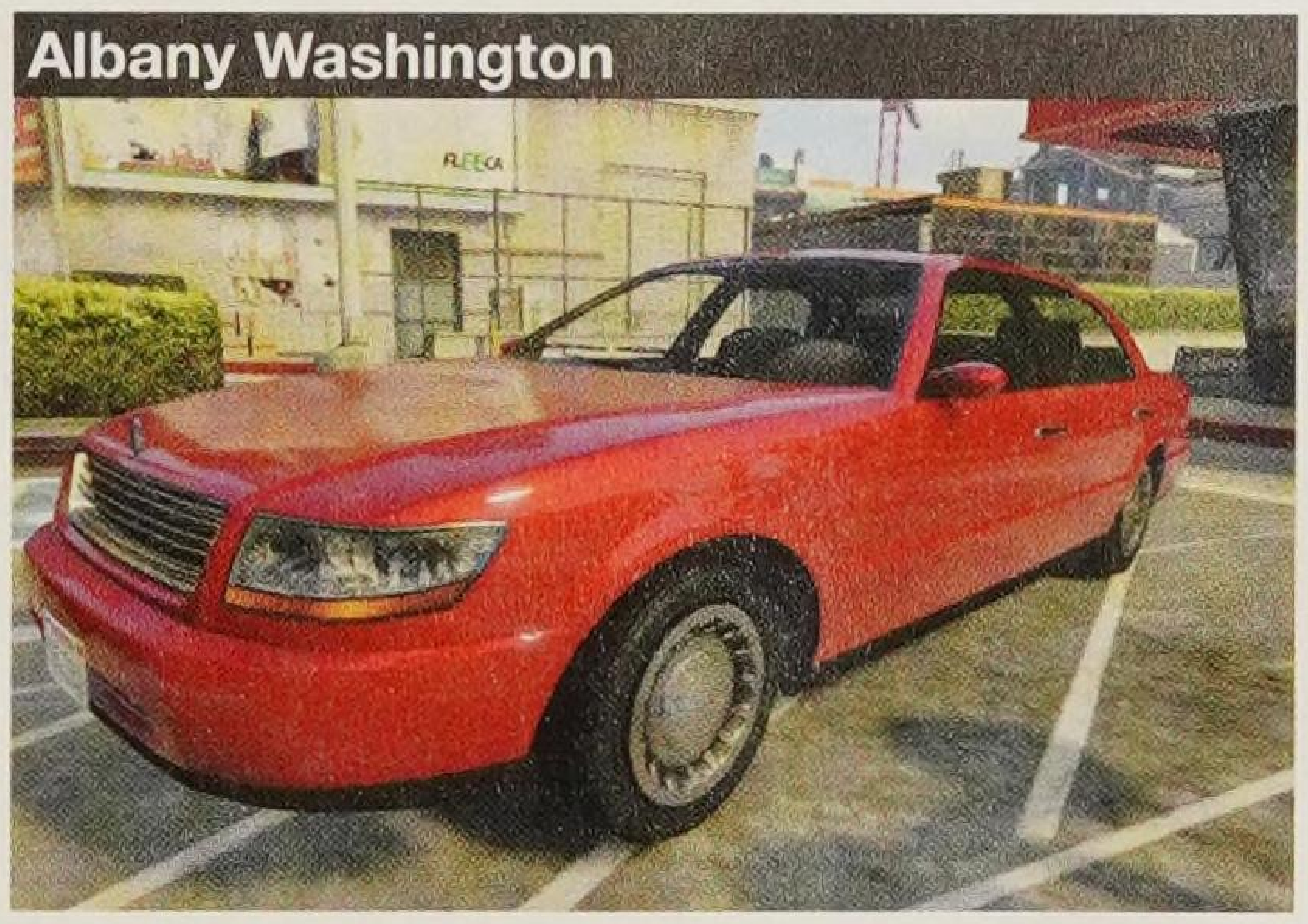
Albany Primo

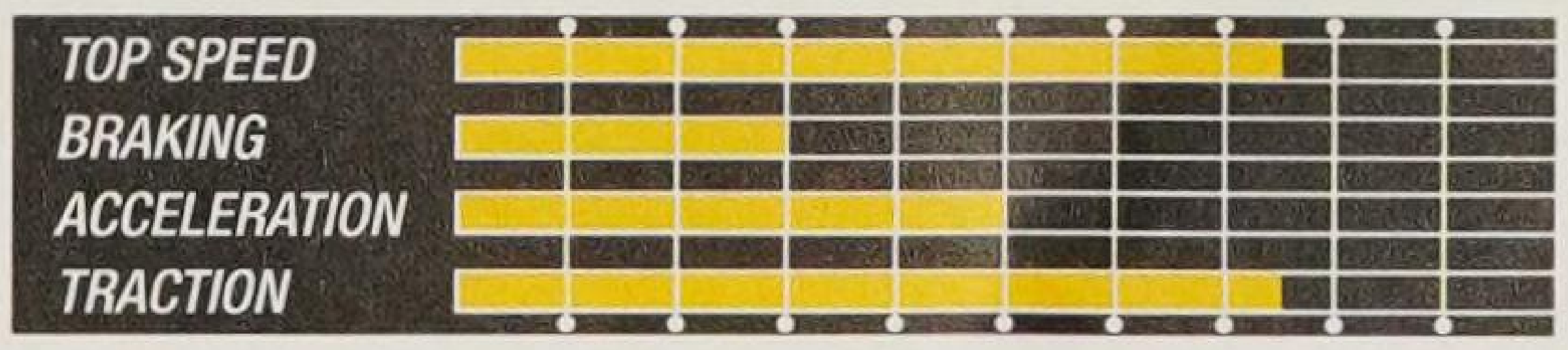




Extra Mods: Bumpers, Exhaust, Grille, Skirts, Spoiler, Turbo

Albany Washington

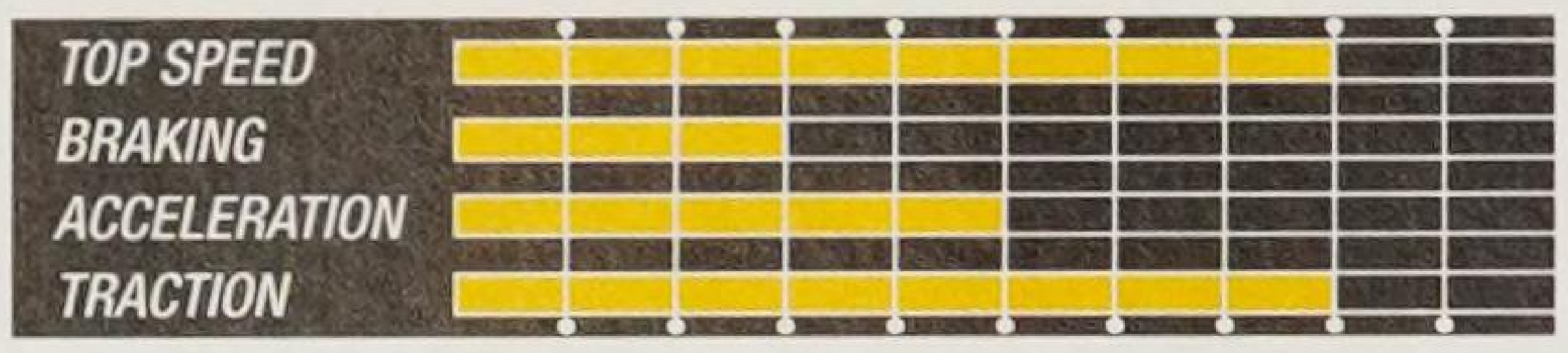




Extra Mods: Turbo

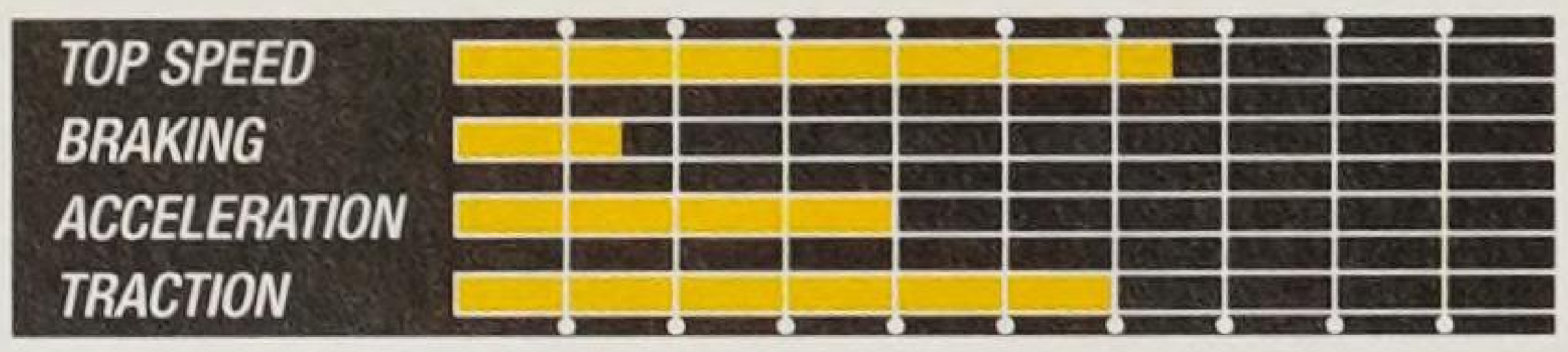
SEDANS *(continued)*

Benefactor Schafter



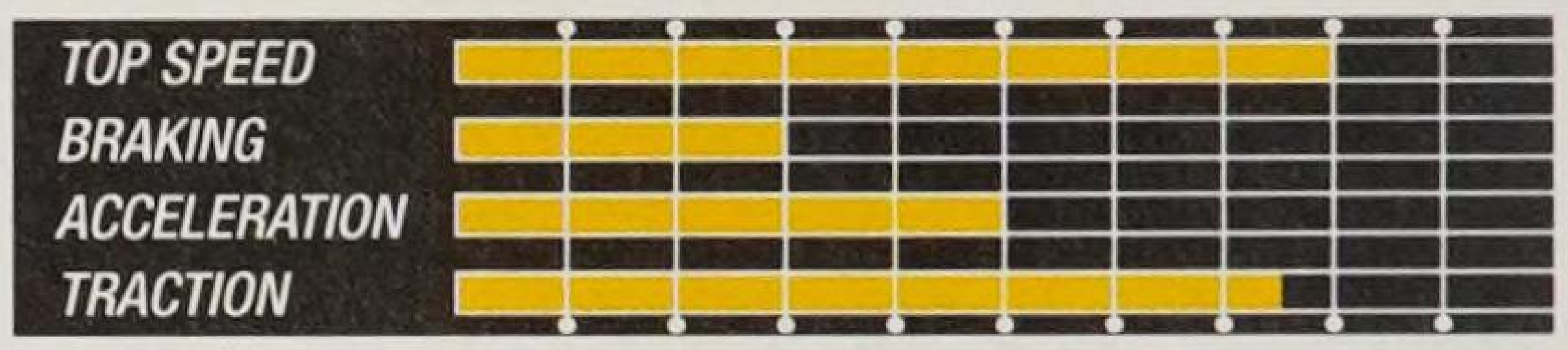
Extra Mods: Bumpers, Exhaust, Grille, Hood, Roof, Skirts, Spoiler, Turbo

Chariot Romero Hearse



Extra Mods: Turbo

Cheval Fugitive



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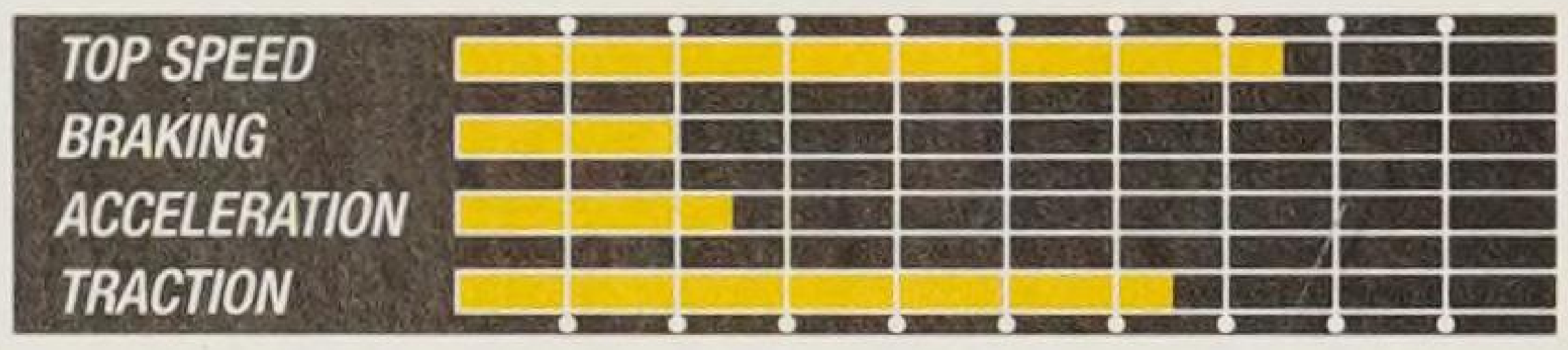
Extra Mods: Turbo

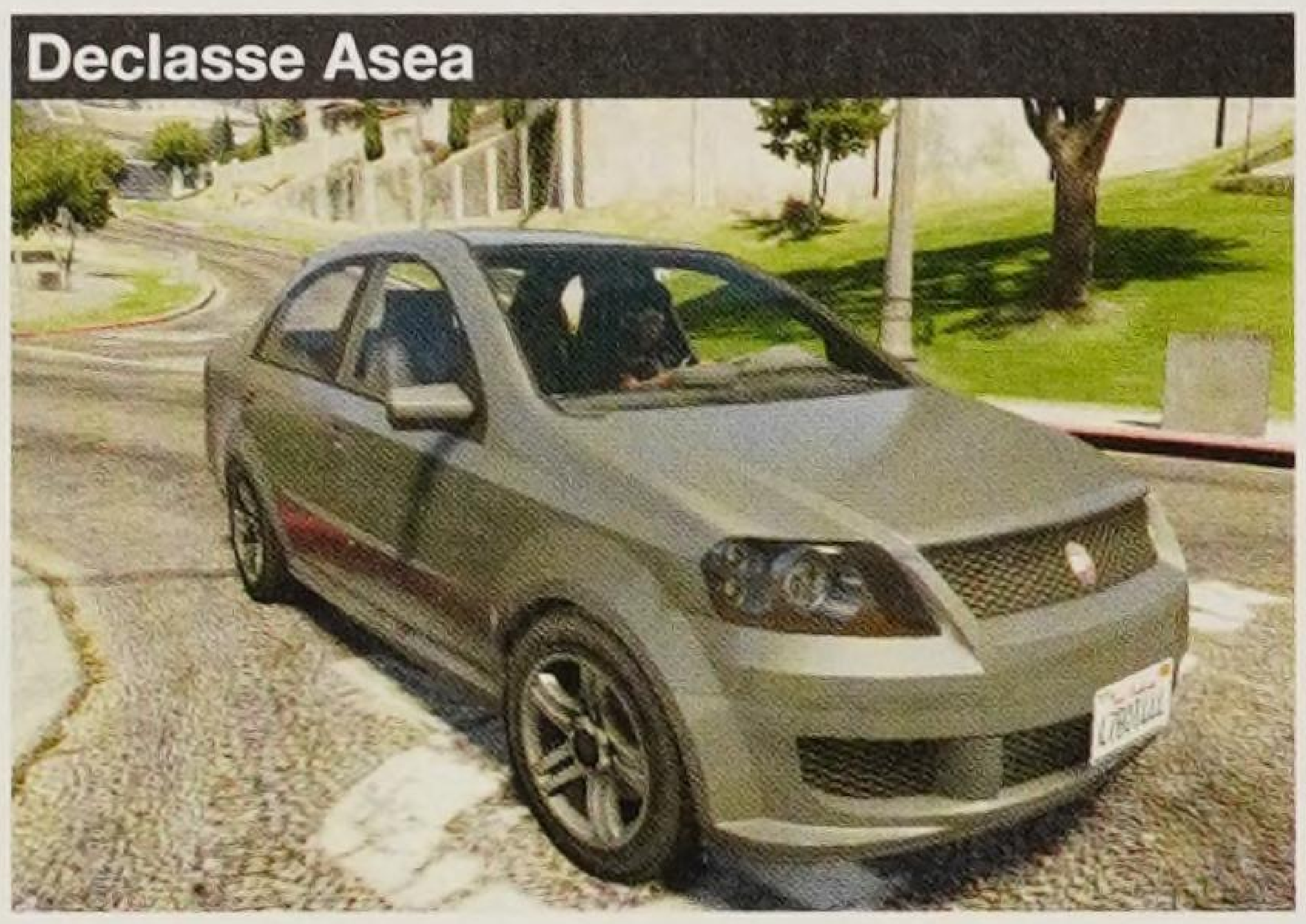
Cheval Surge

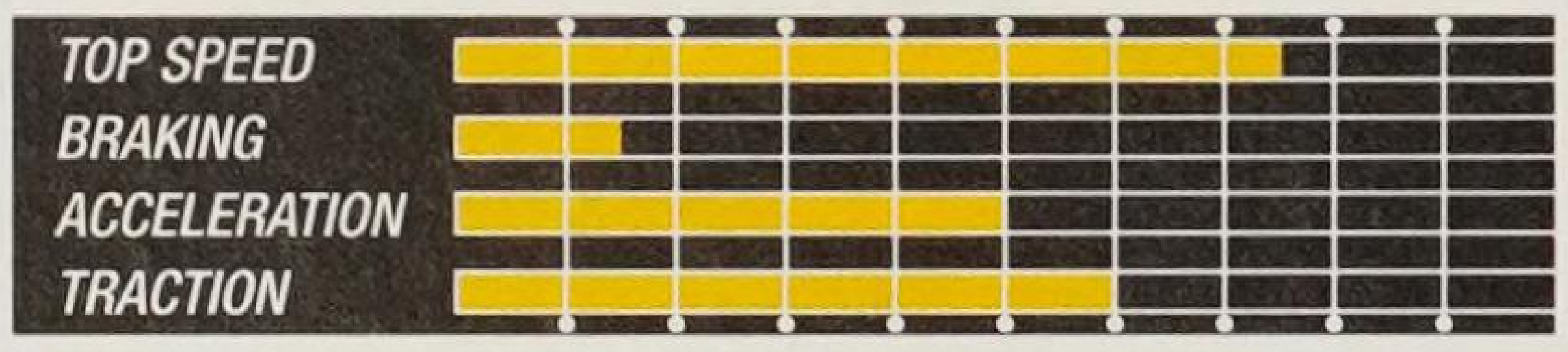


Extra Mods: Bumpers, Skirts, Spoiler

Note: This electric vehicle does not have the Turbo option.

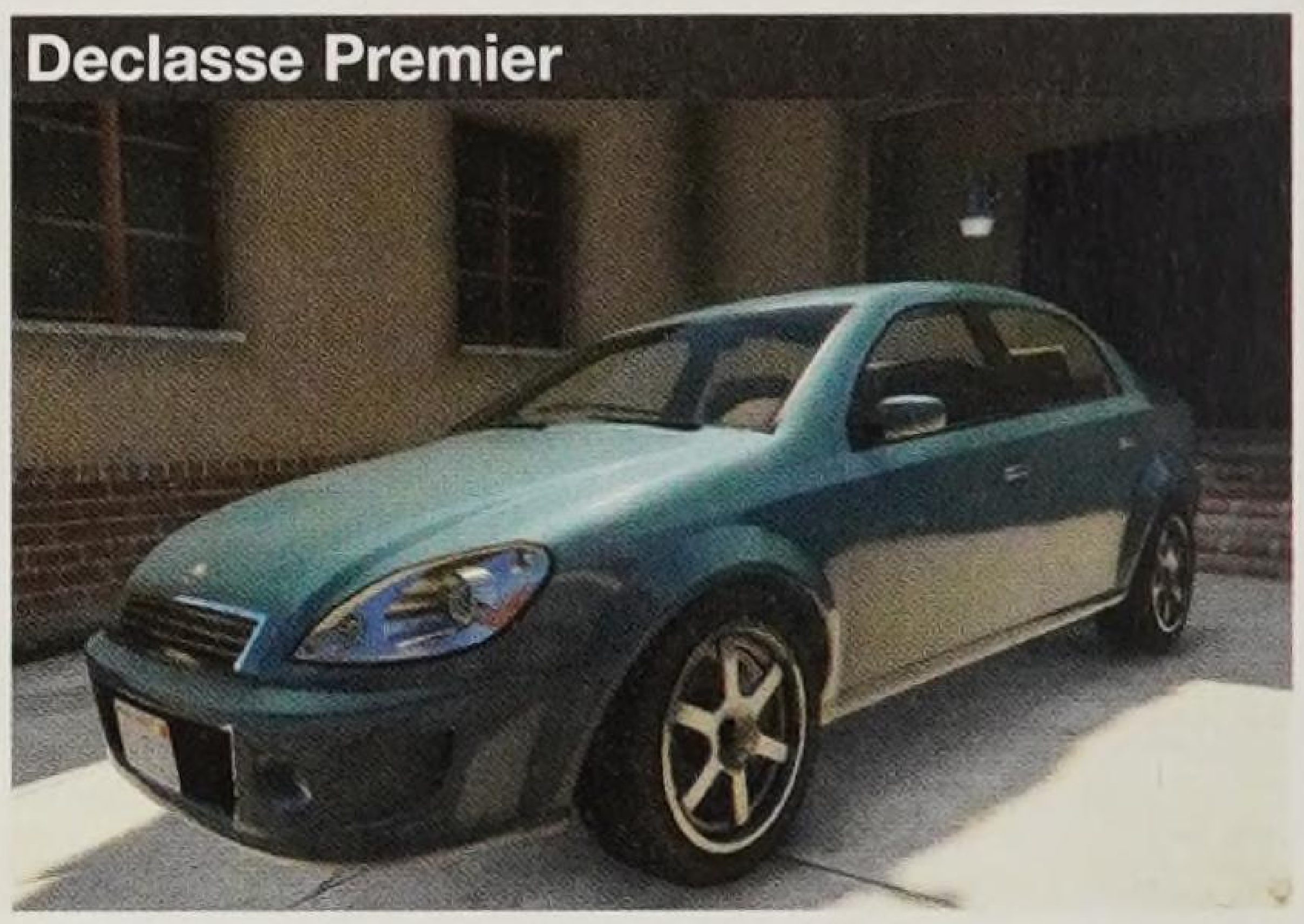
Declasse Asea

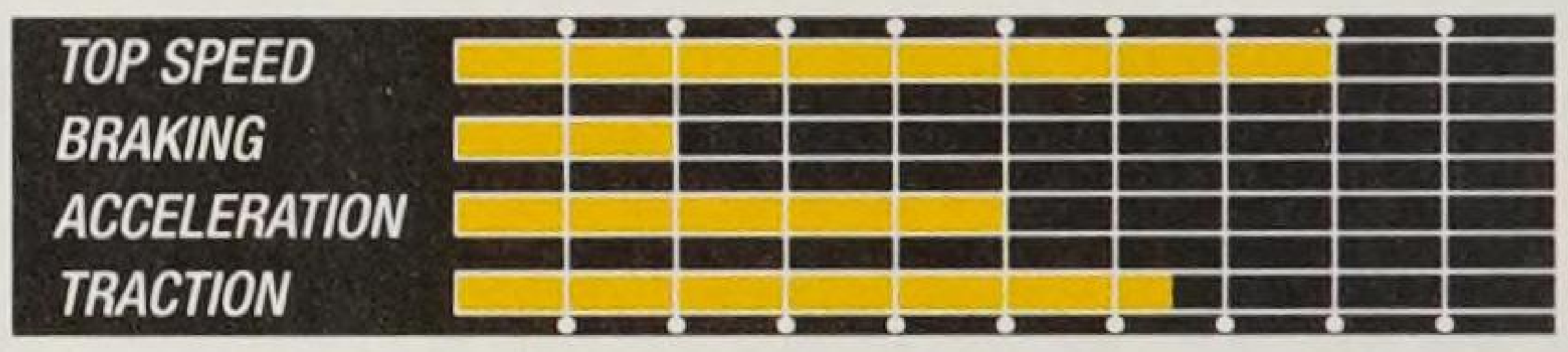




Extra Mods: Bumpers, Exhaust, Fenders, Hood, Roof, Spoiler, Turbo

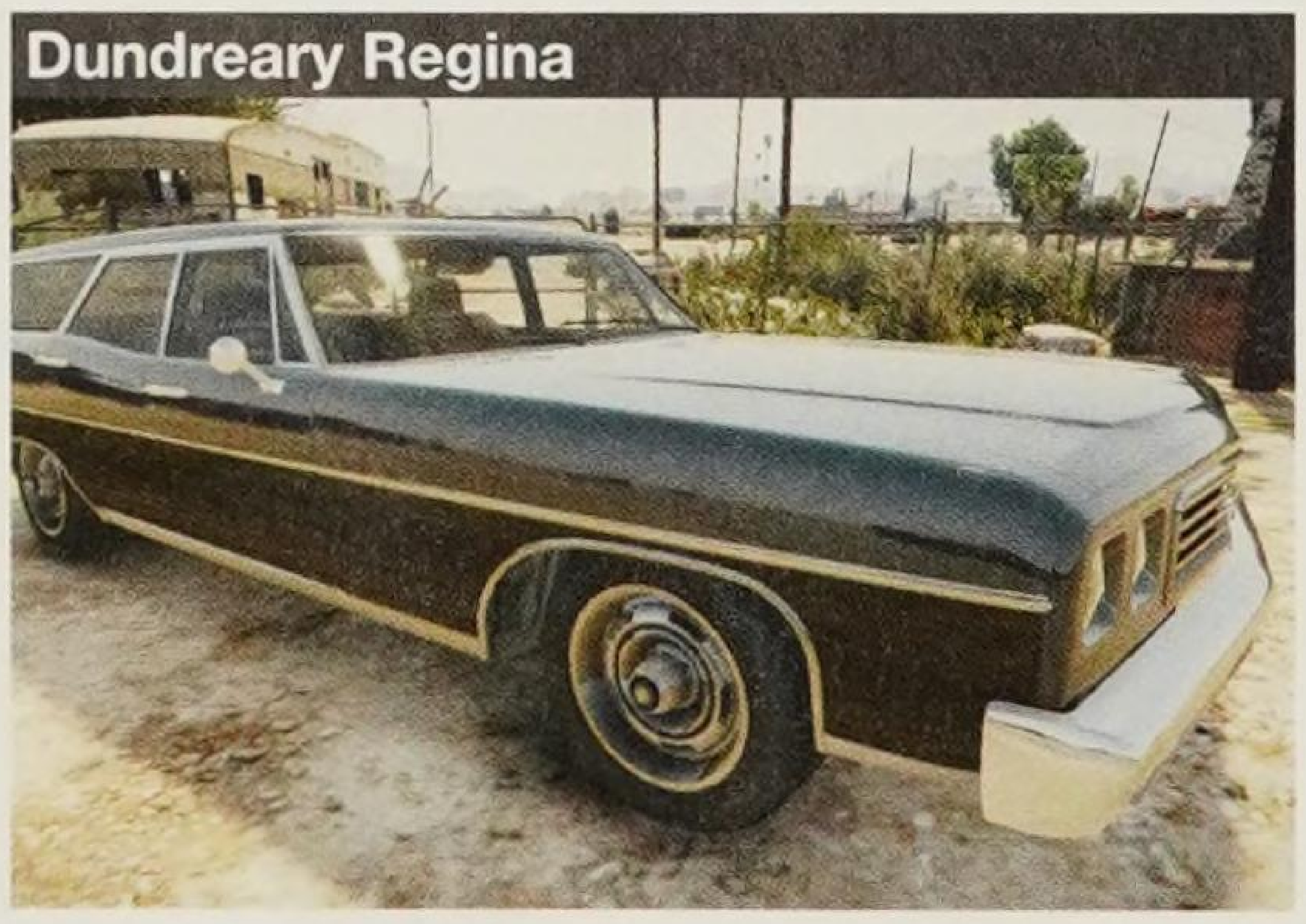
Declasse Premier

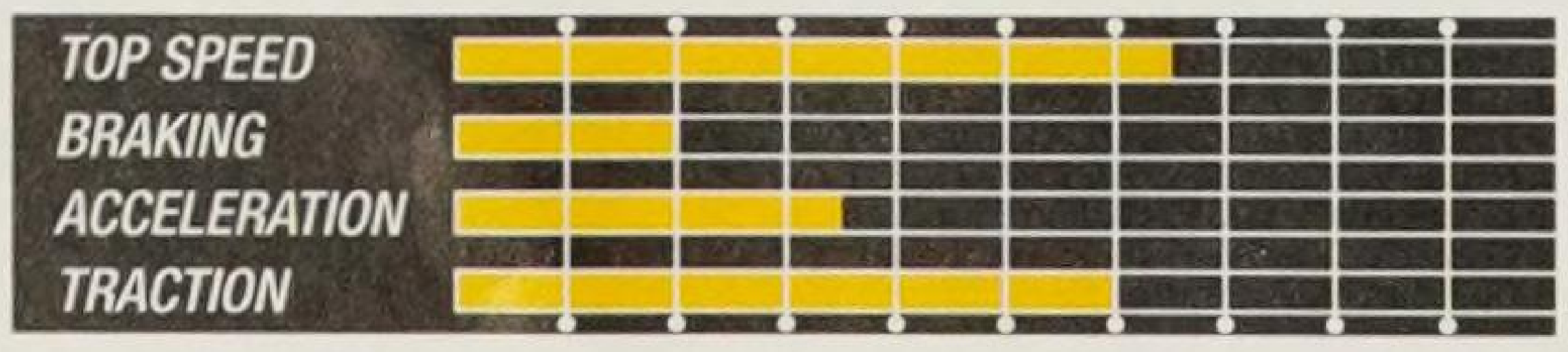




Extra Mods: Bumpers, Exhaust, Skirts, Spoiler, Turbo

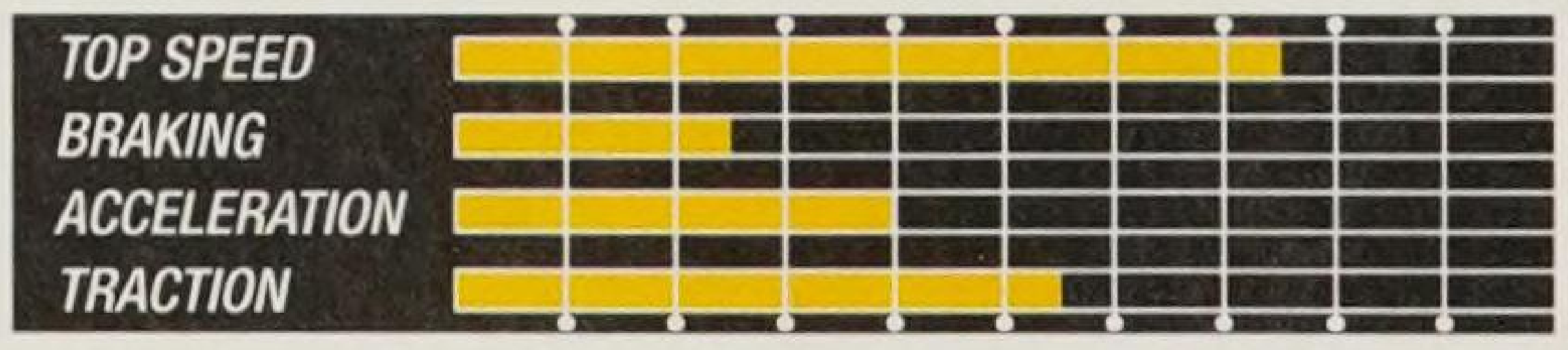
Dundreary Regina



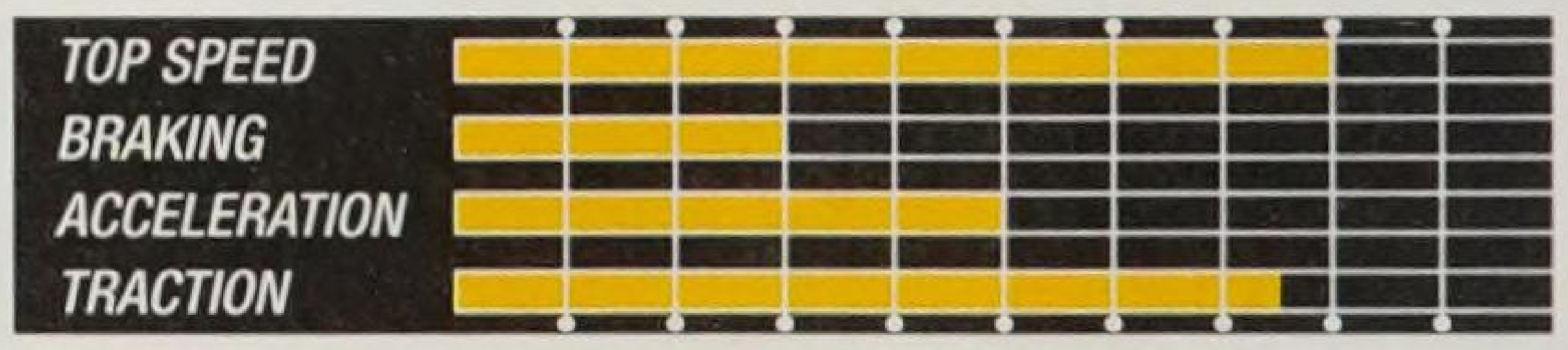


Extra Mods: Turbo

Dundreary Stretch

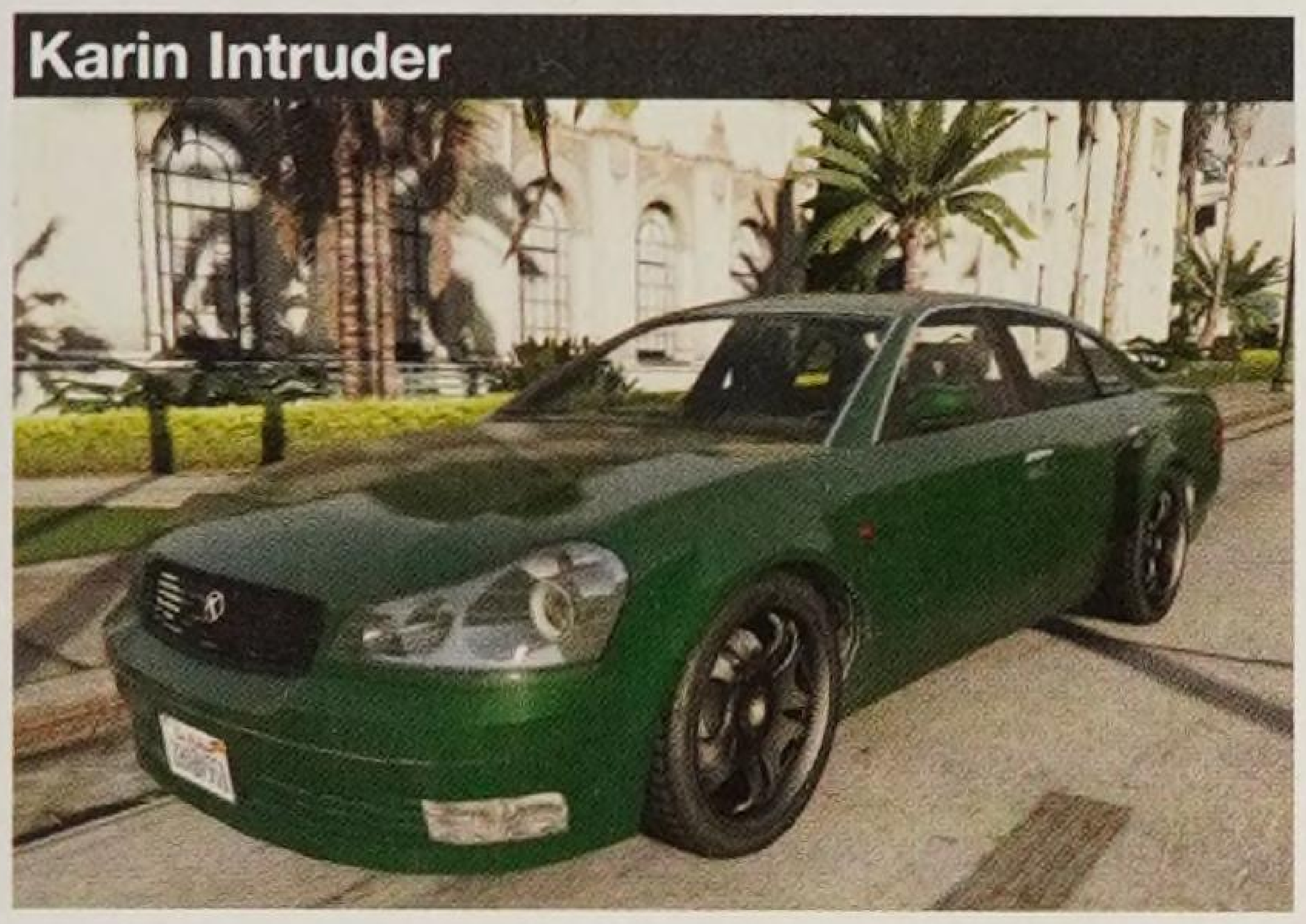


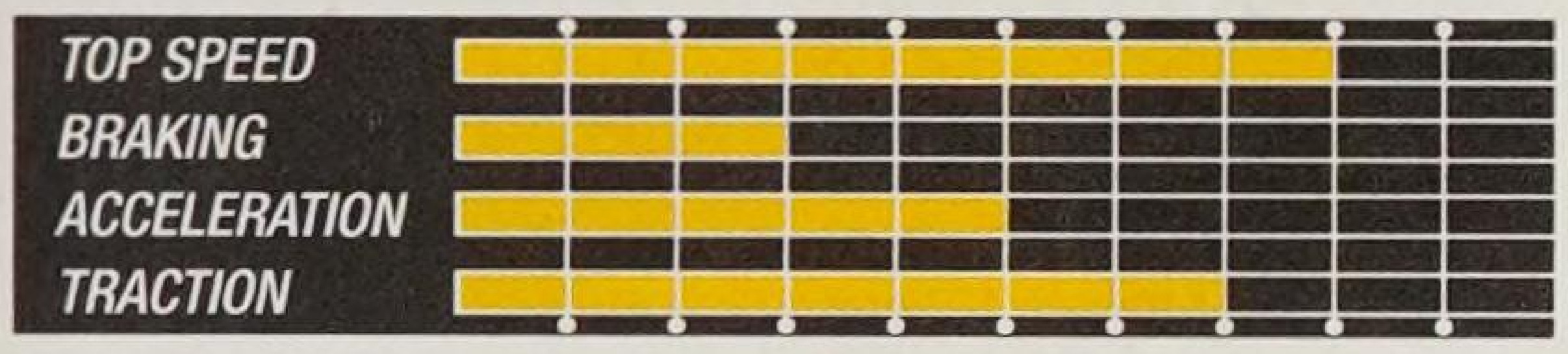
Karin Asterope



Extra Mods: Turbo

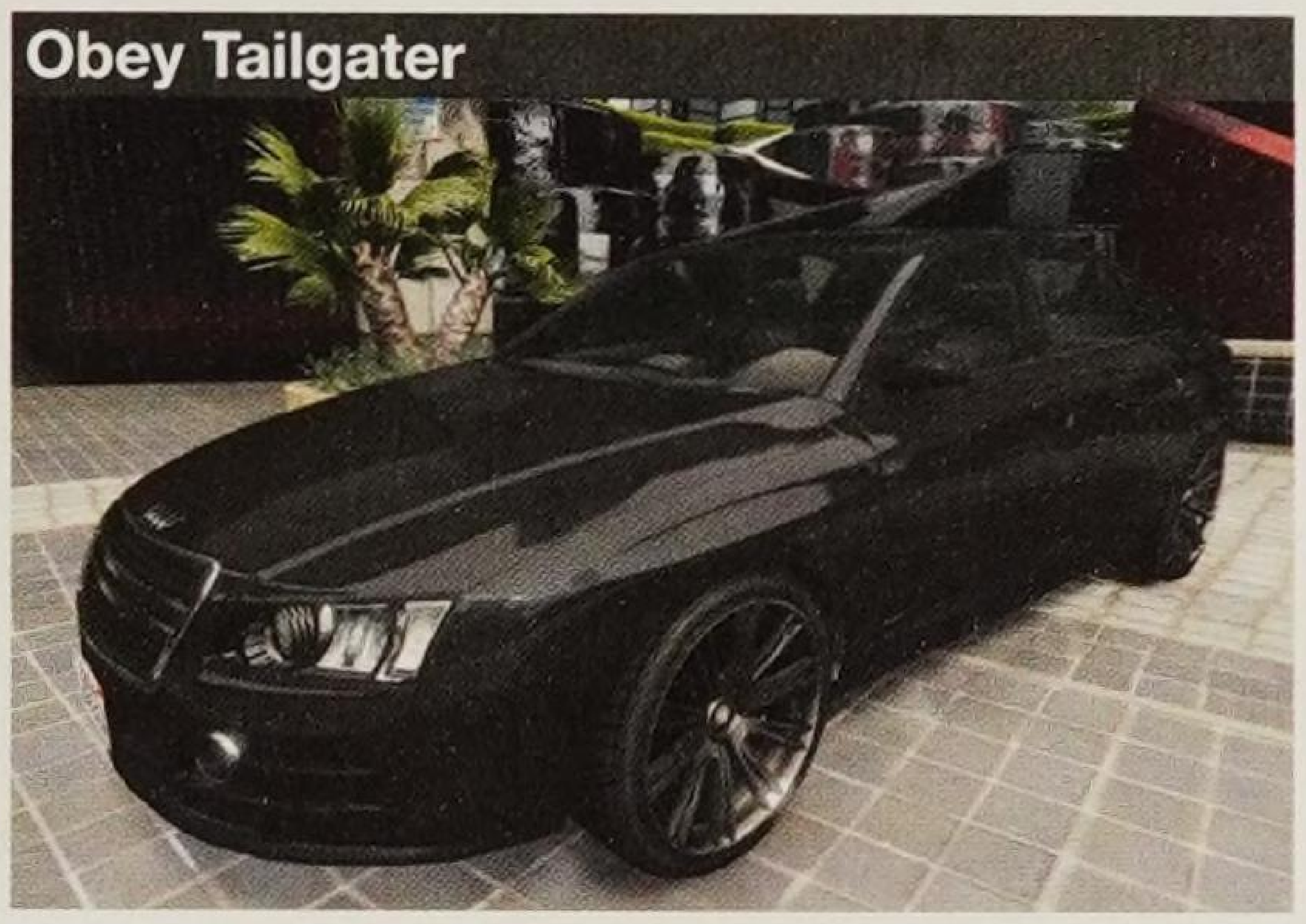
Karin Intruder

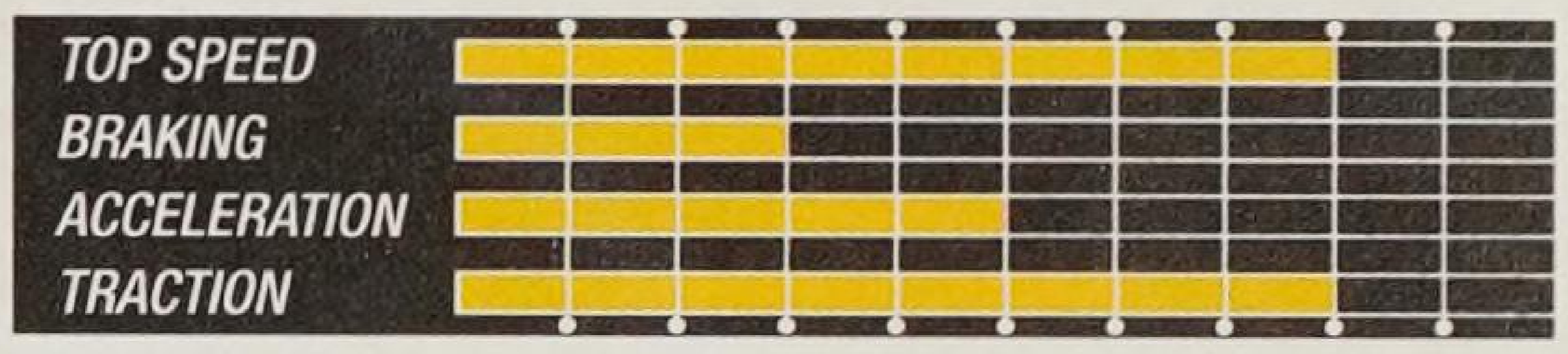




Extra Mods: Bumpers, Exhaust, Skirts, Spoiler, Turbo

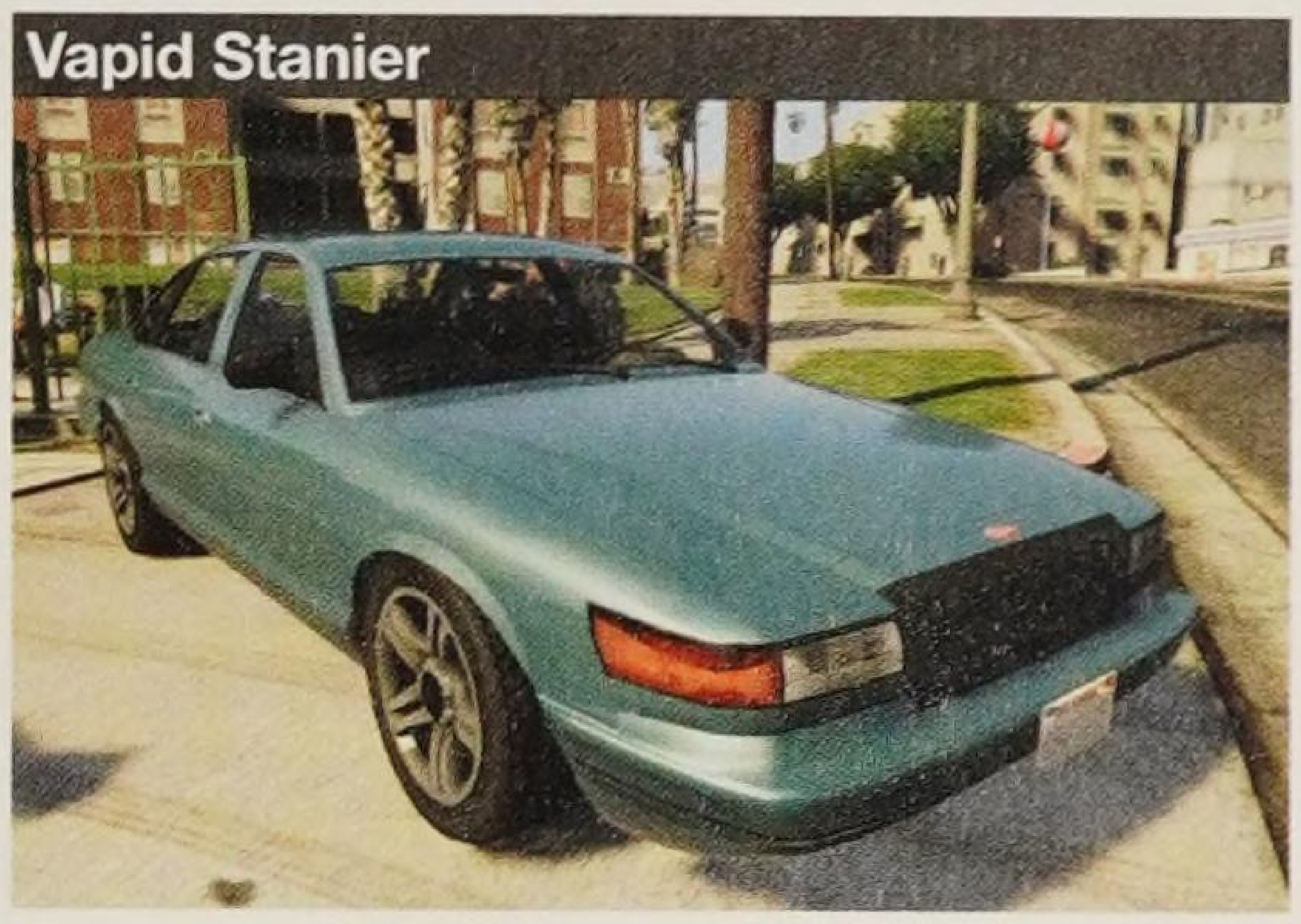
Obey Tailgater

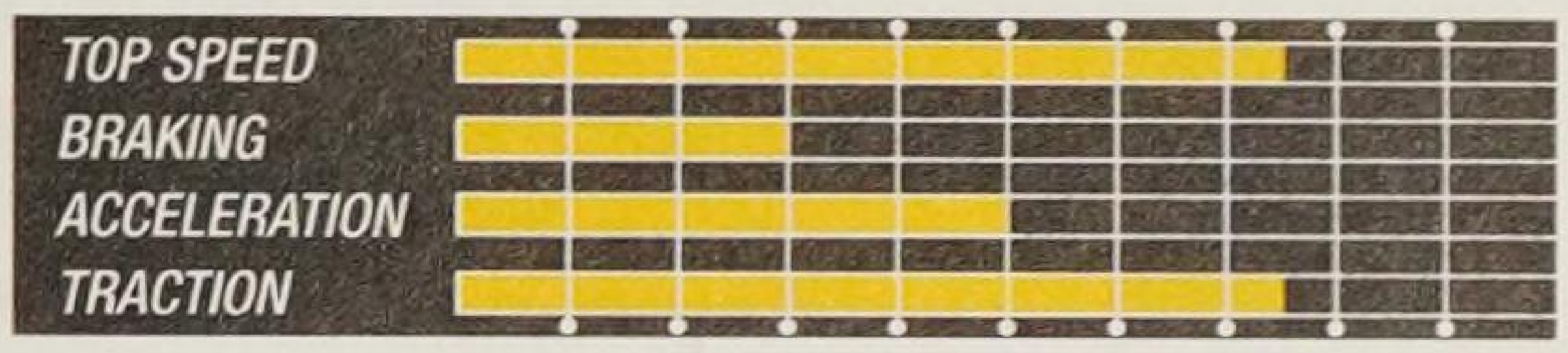




Extra Mods: Bumpers, Exhaust, Fenders, Grille, Hood, Roof, Skirts, Spoiler, Turbo

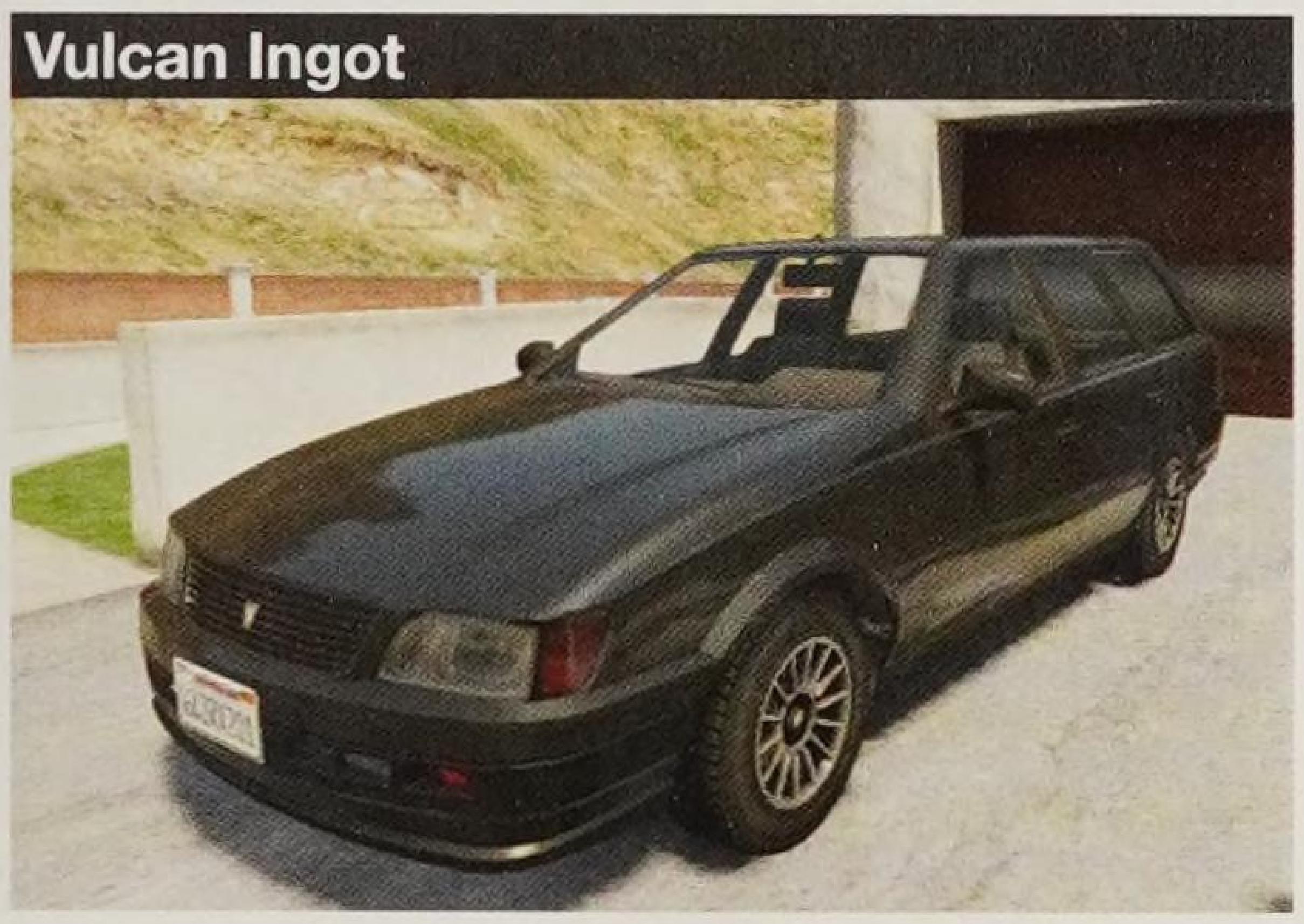
Vapid Stanier

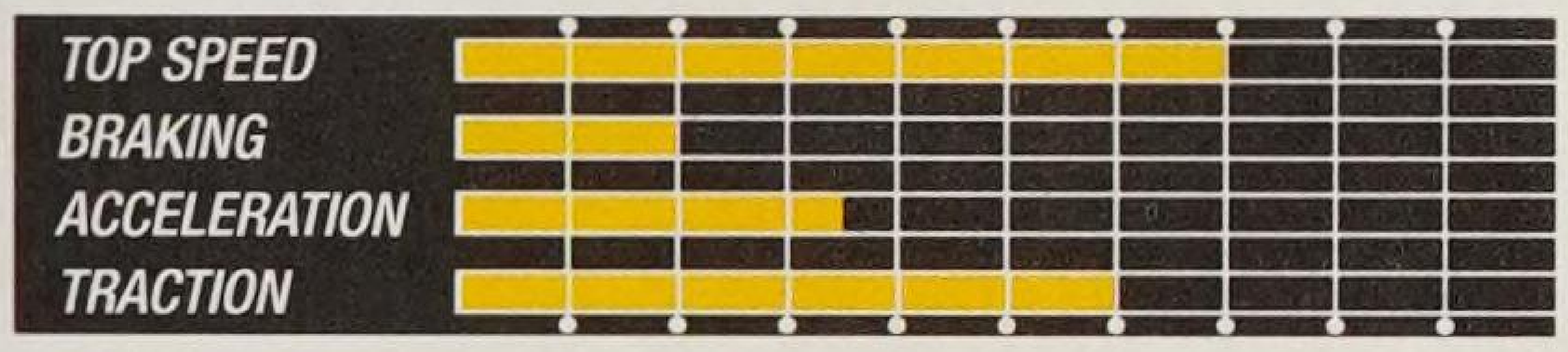




Extra Mods: Turbo

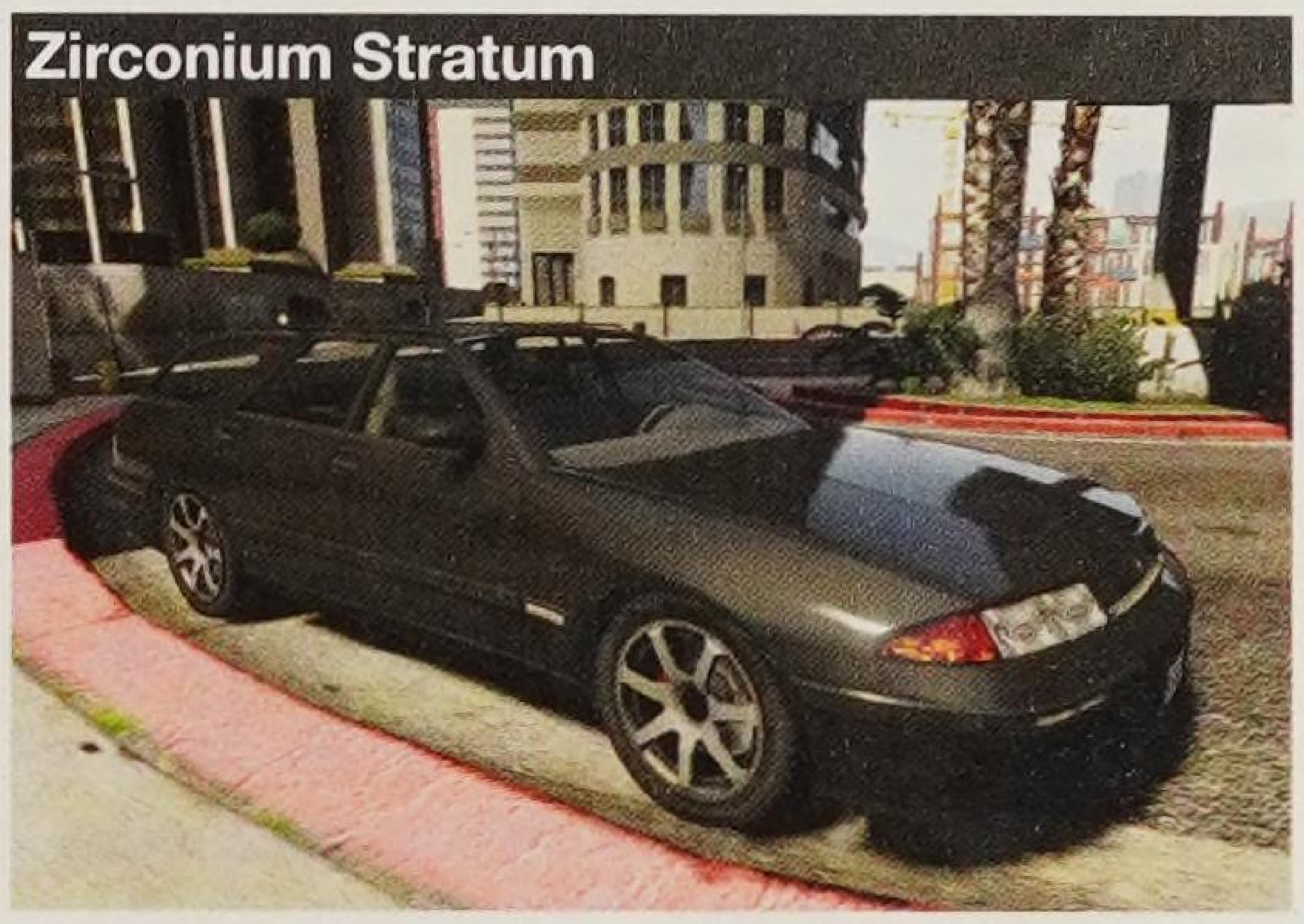
Vulcan Ingot

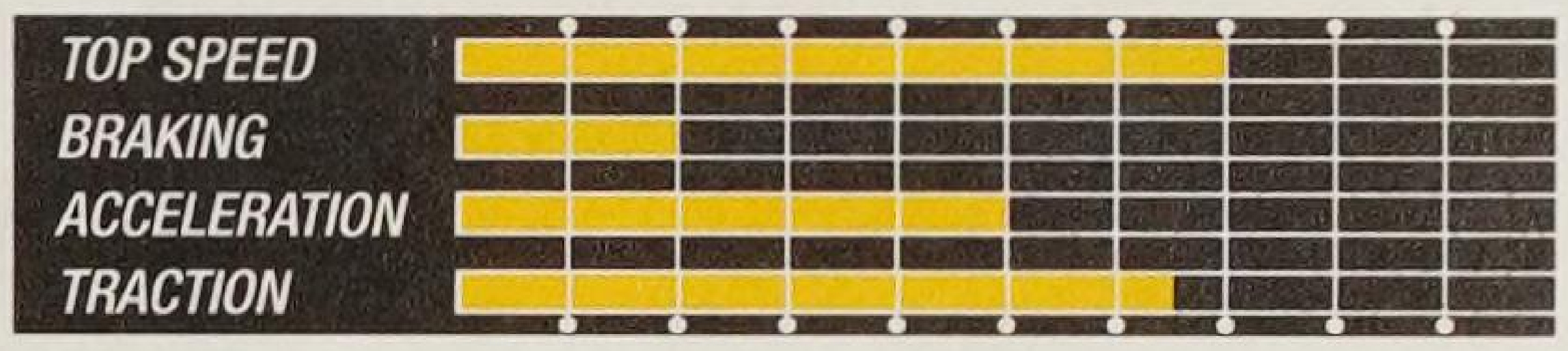




Extra Mods: Turbo

Zirconium Stratum

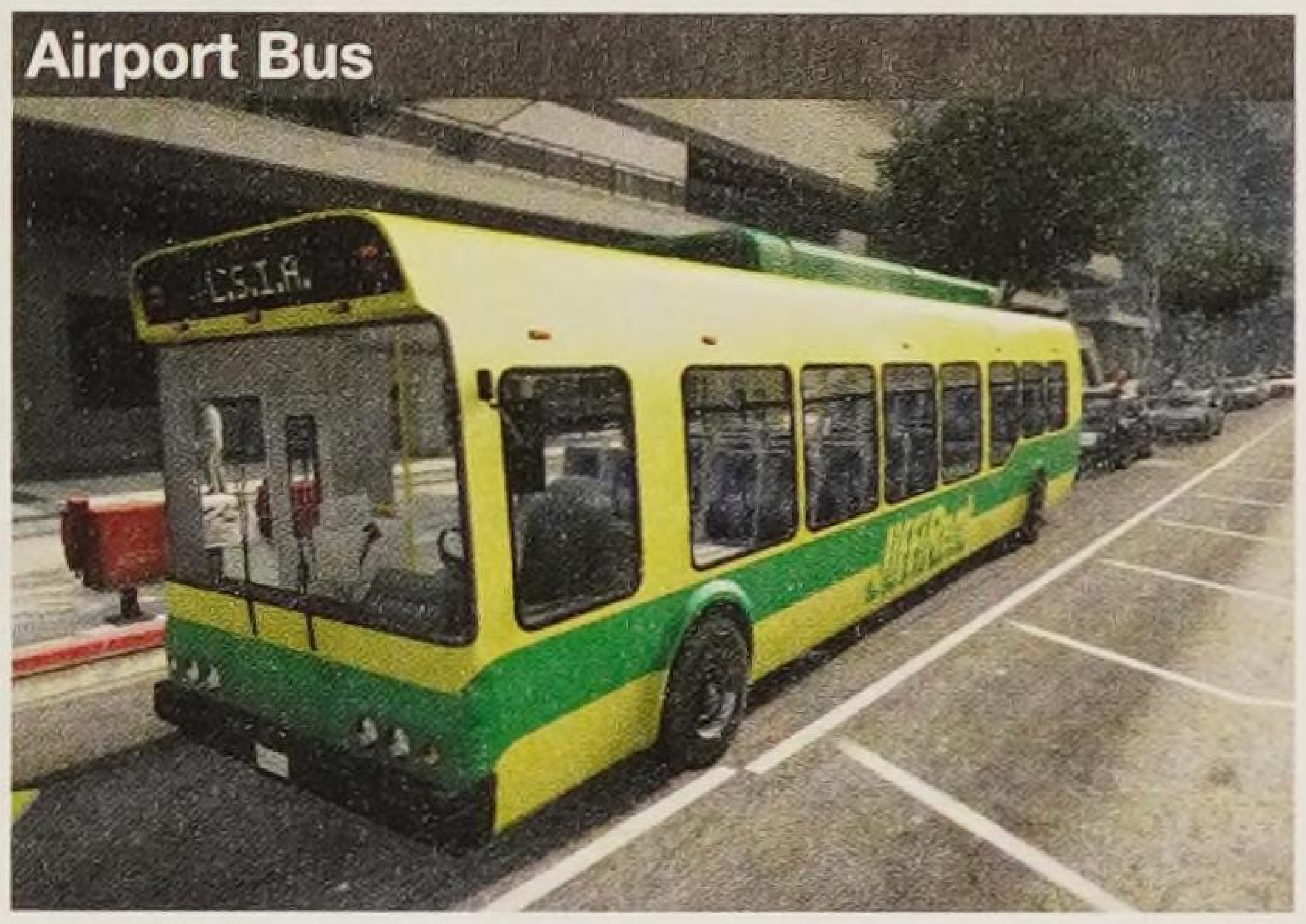


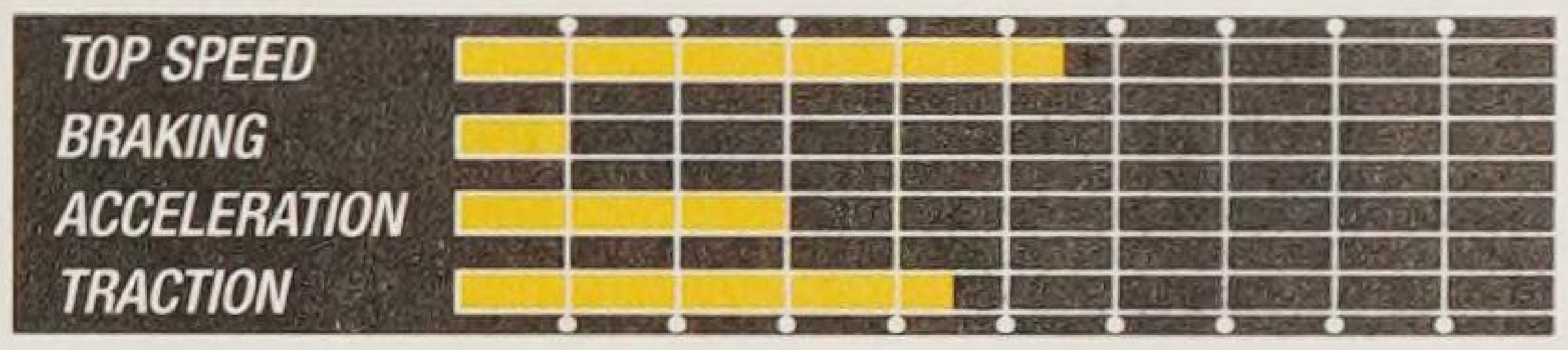


Extra Mods: Turbo

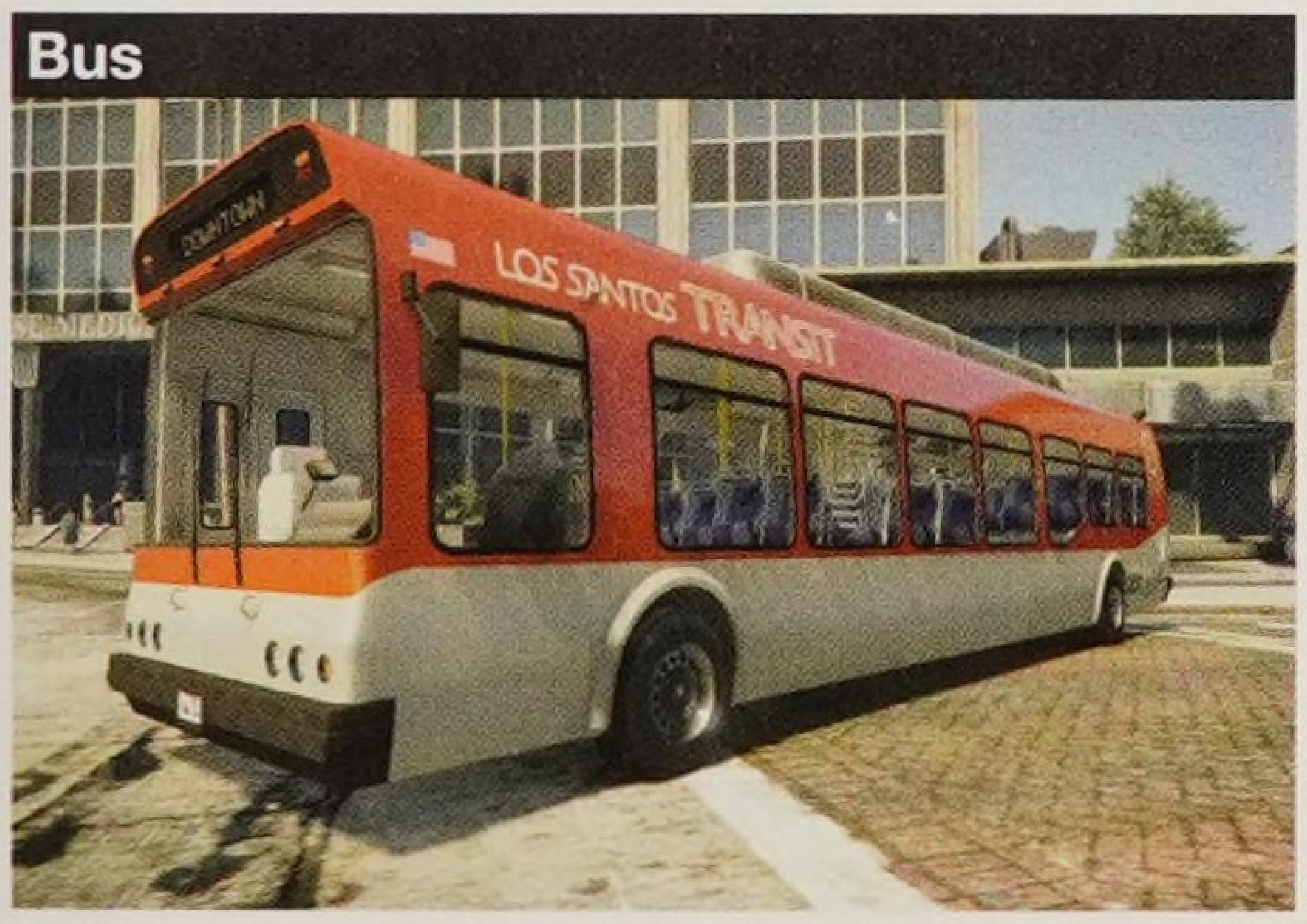
SERVICE

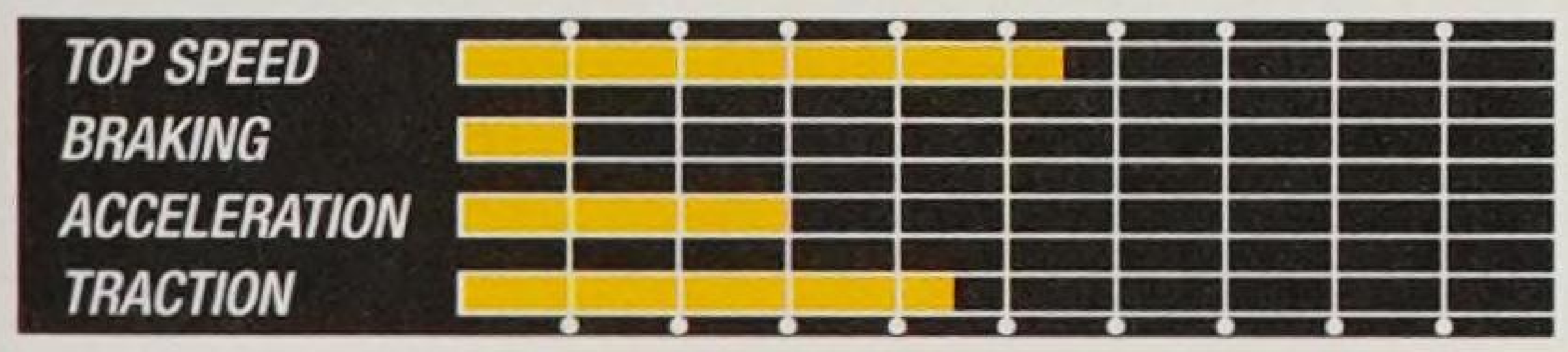
Airport Bus



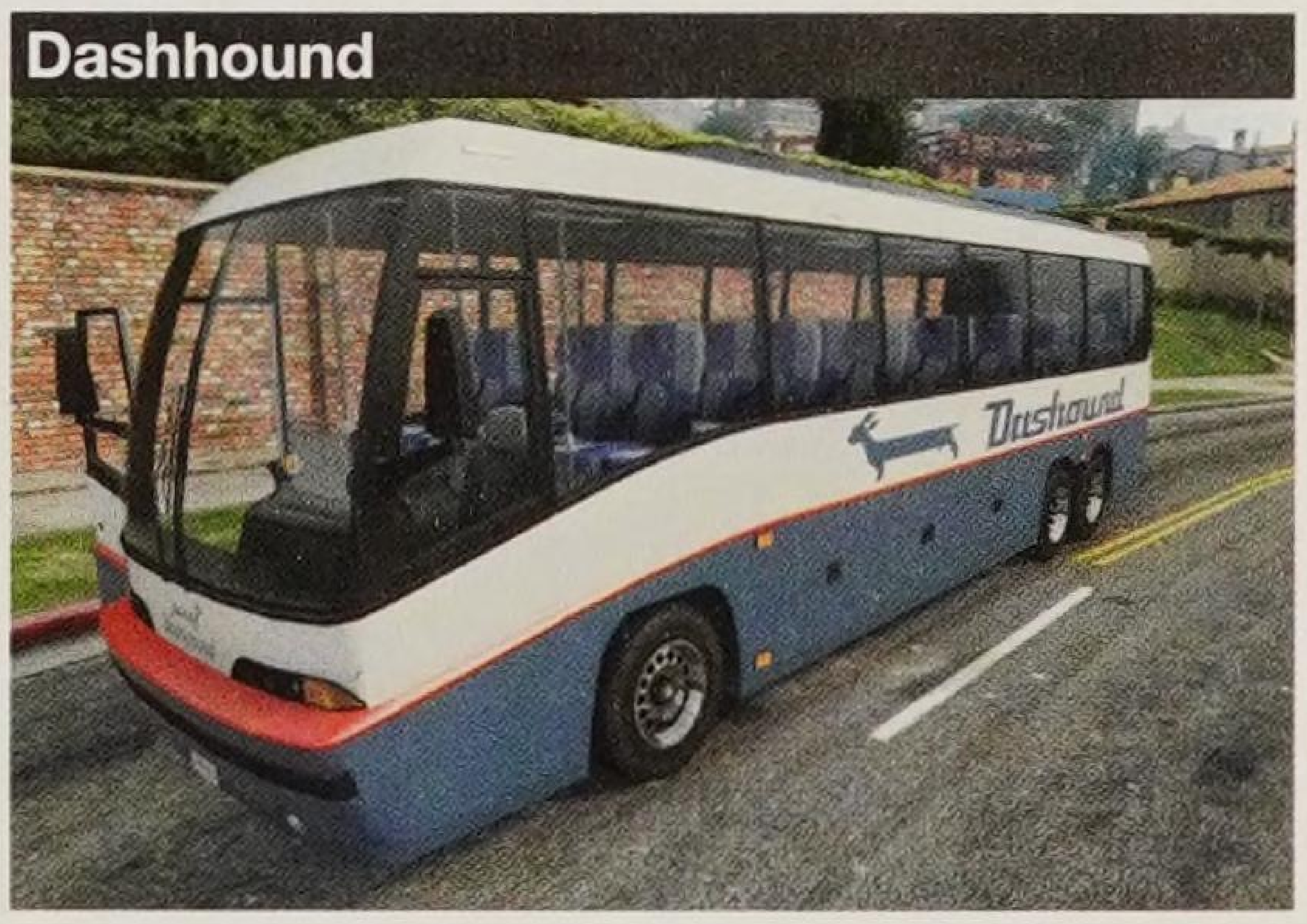


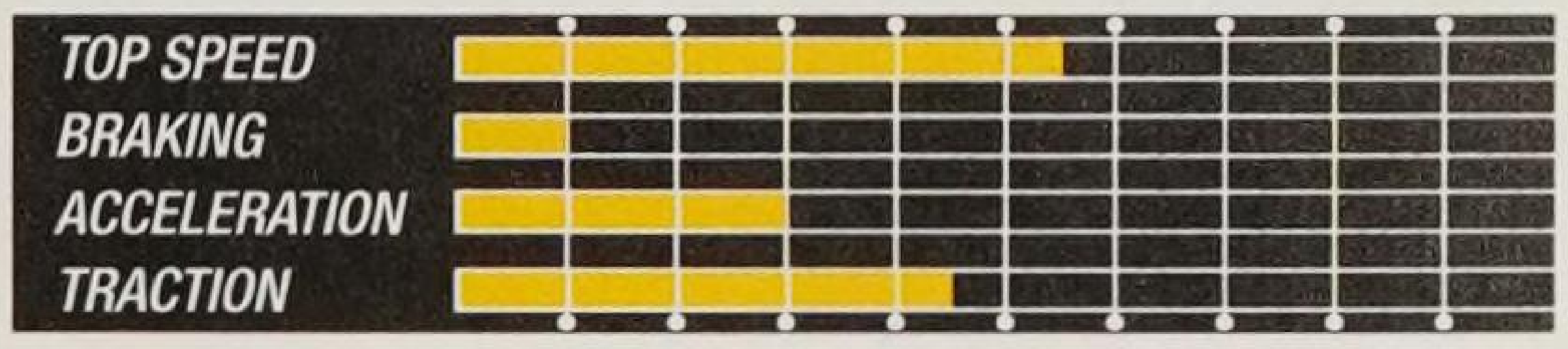
Bus



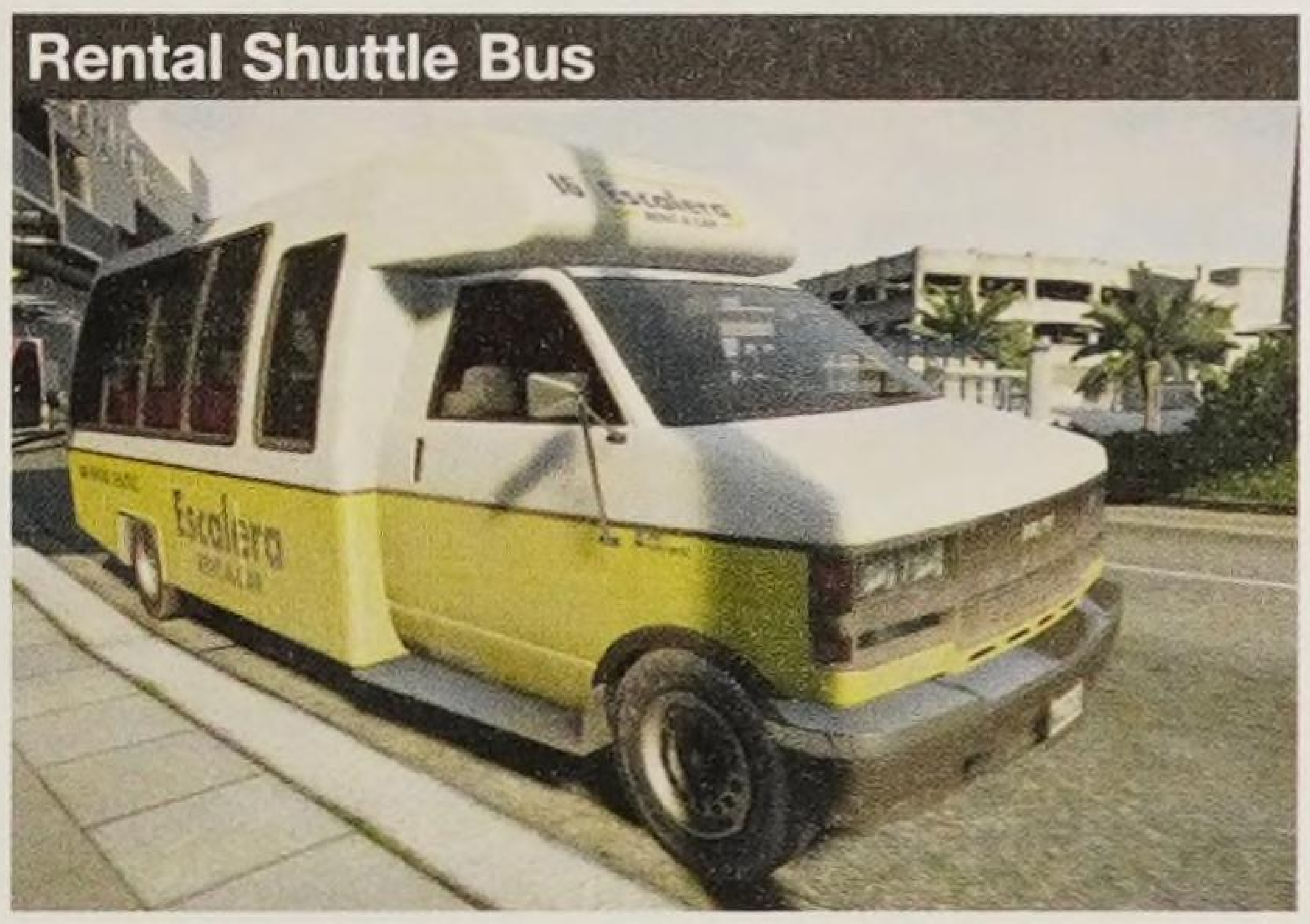


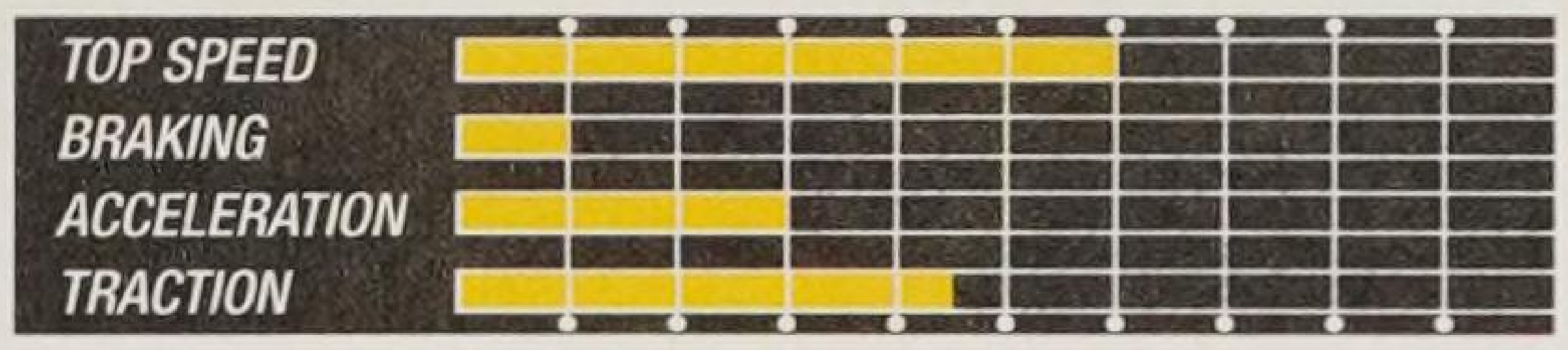
Dashhound





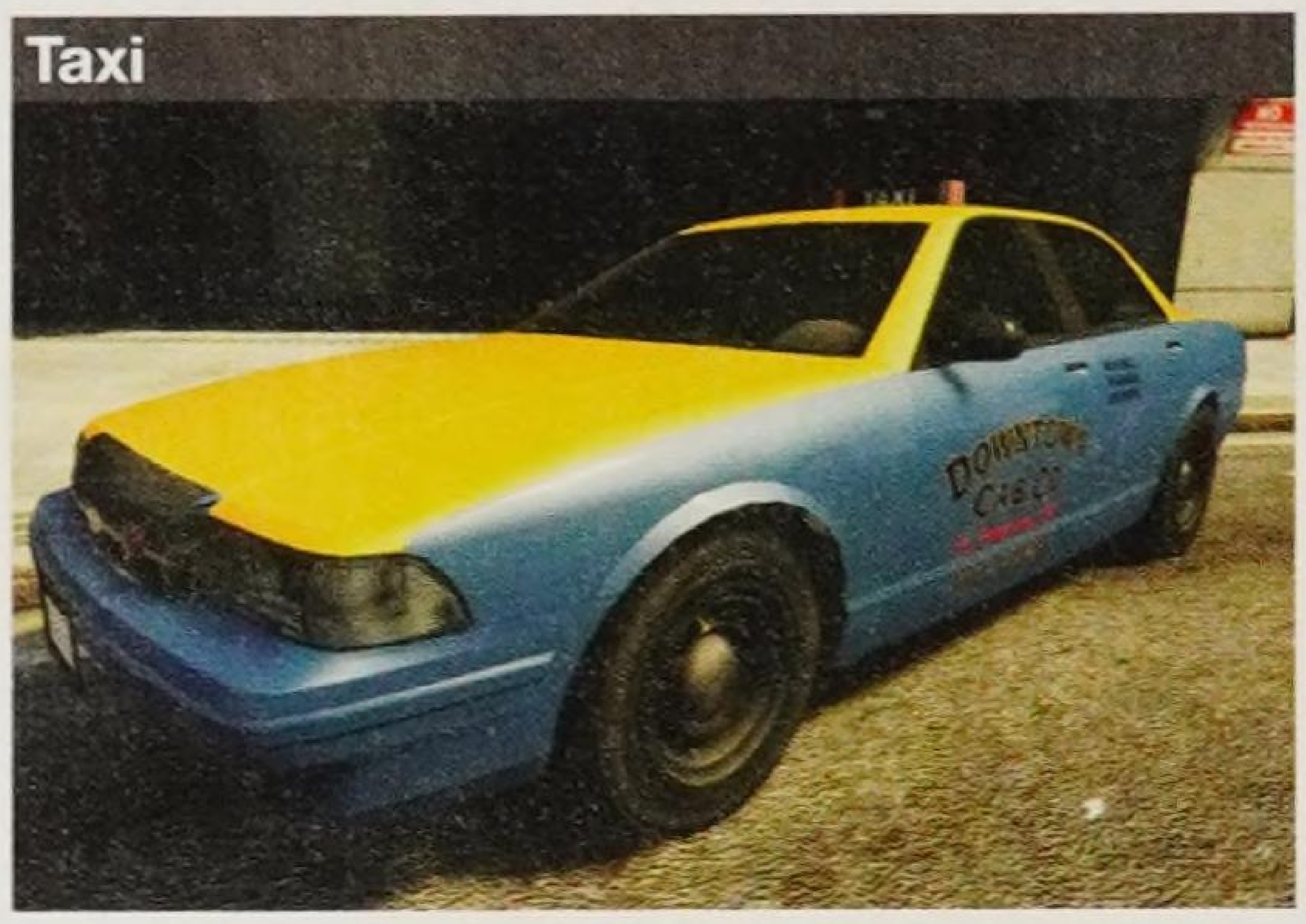
Rental Shuttle Bus

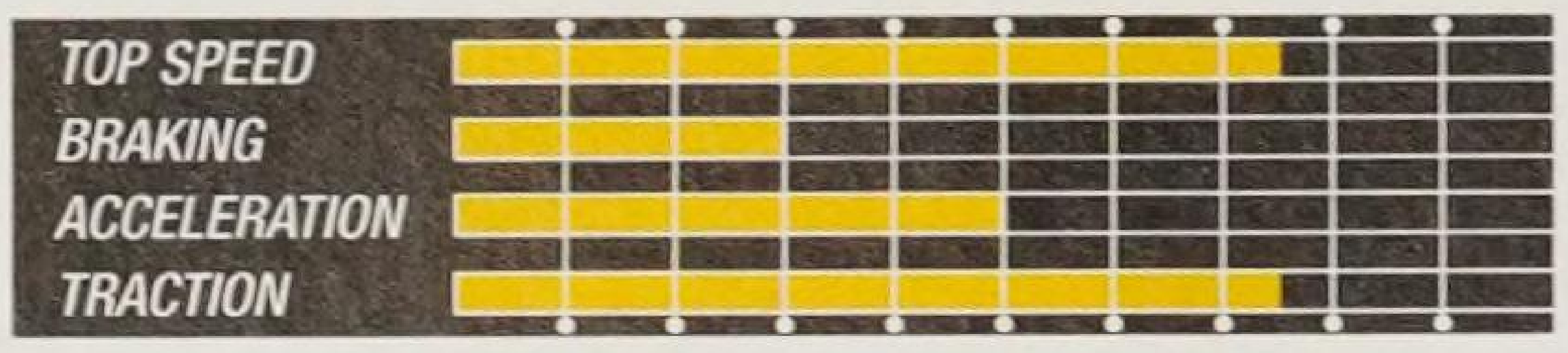




SERVICE *(continued)*

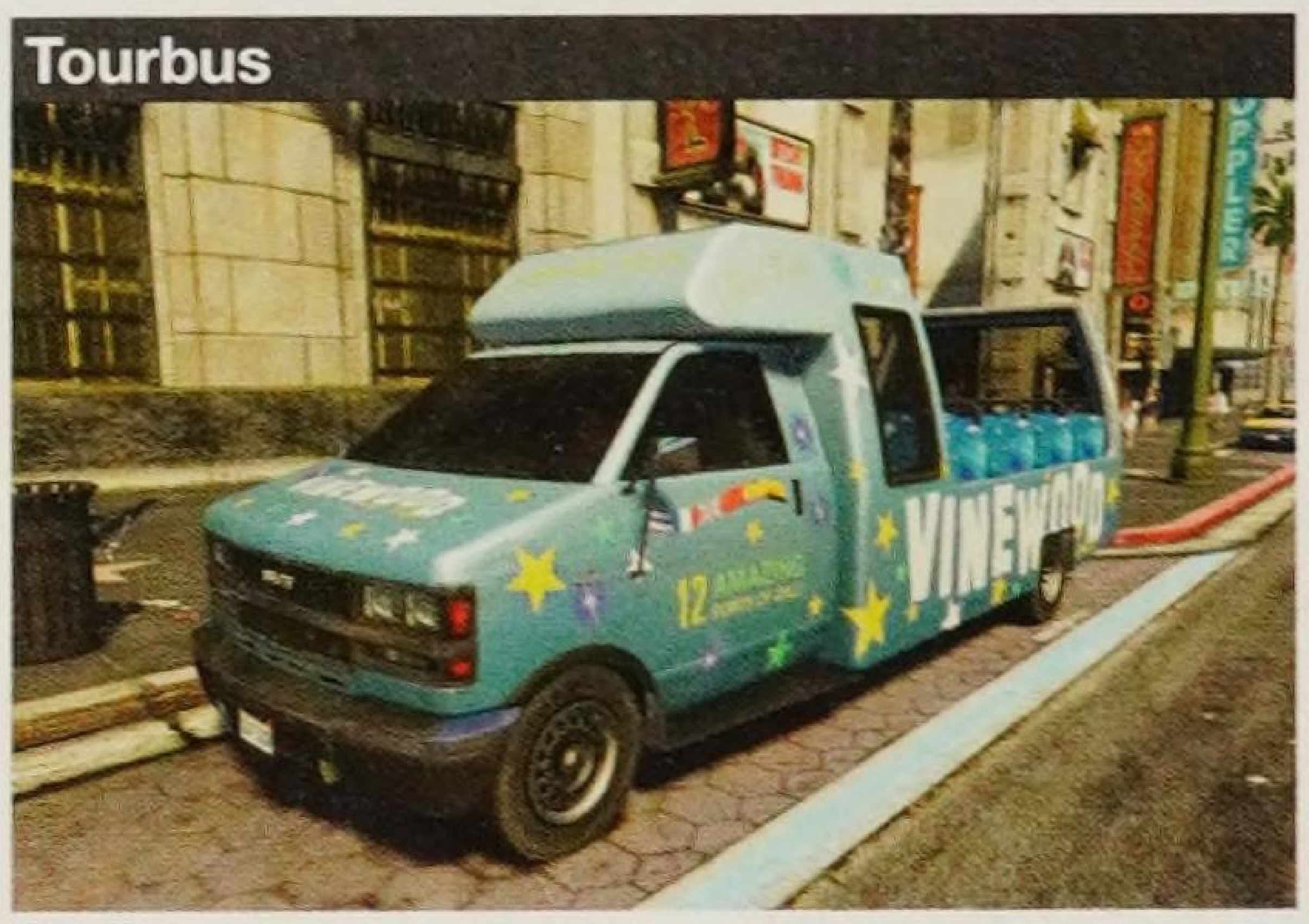
Taxi

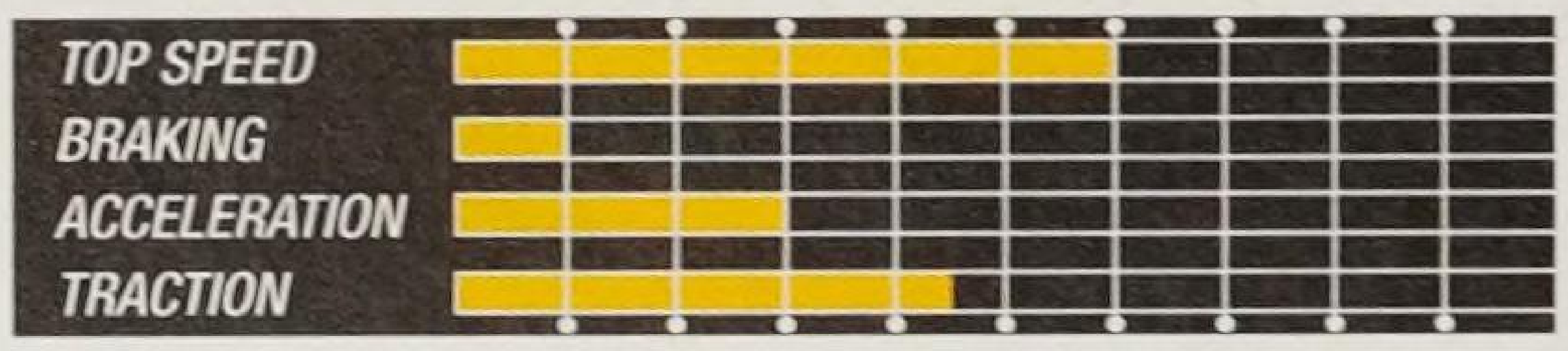




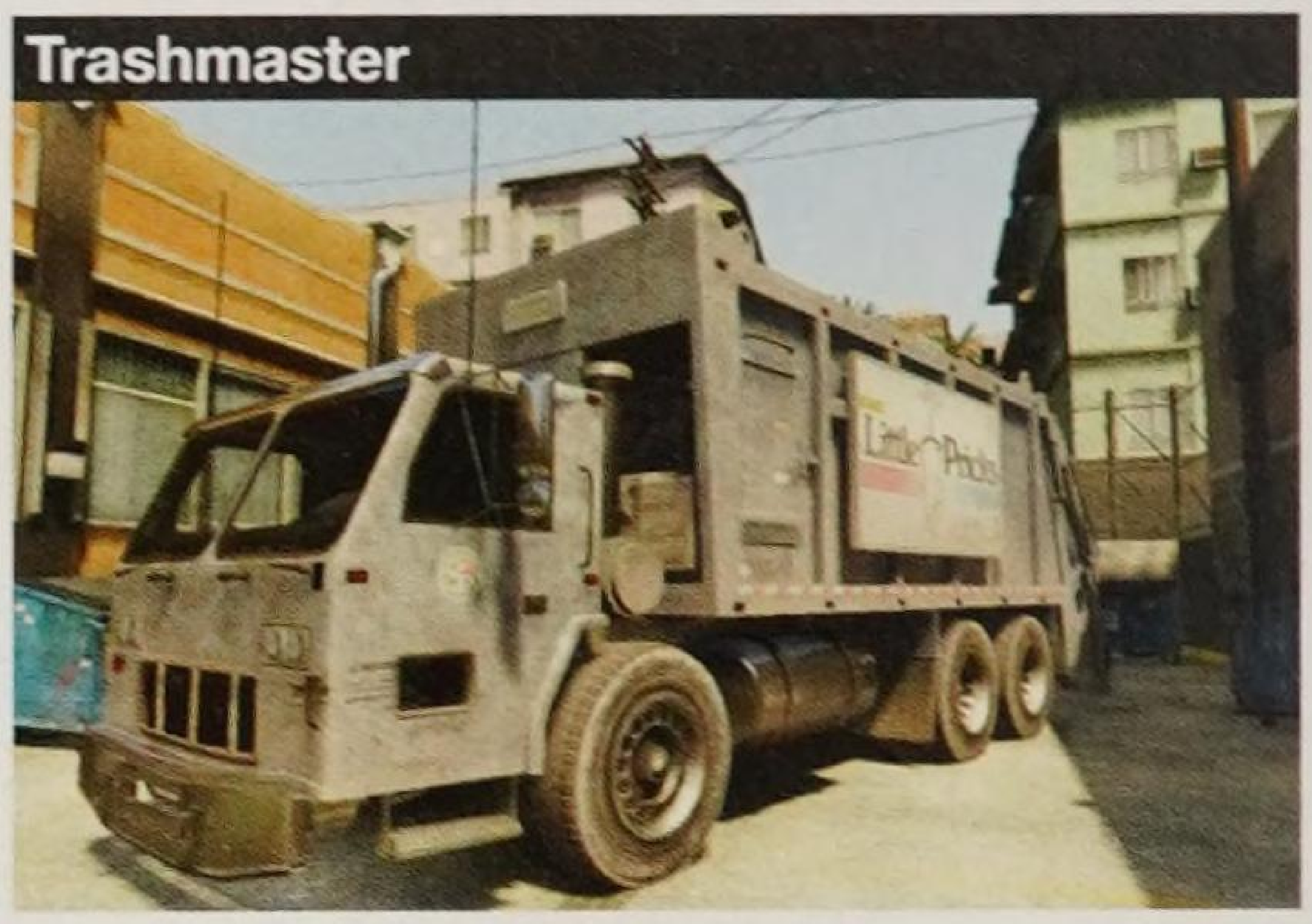
Note: Click the Left Control Stick to begin Taxi Missions.

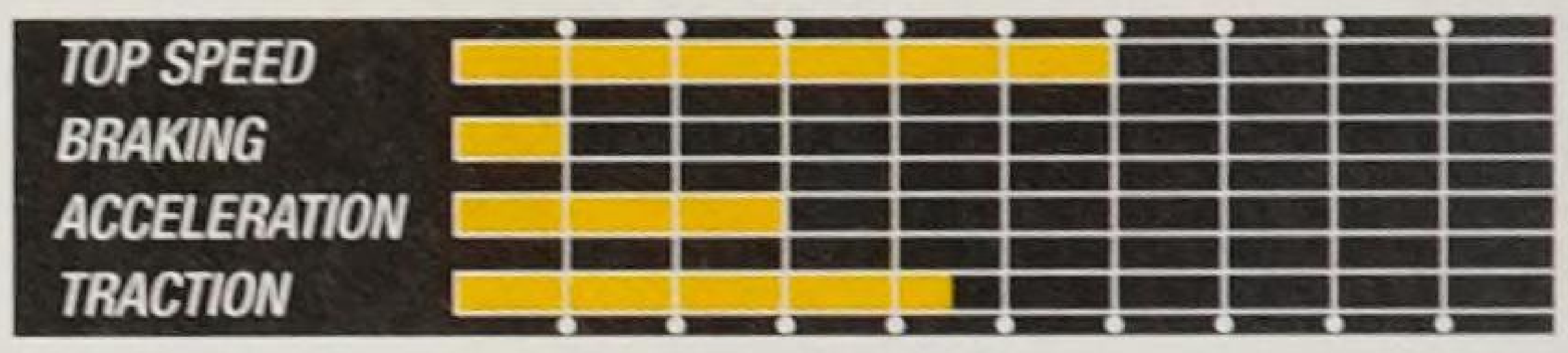
Tourbus





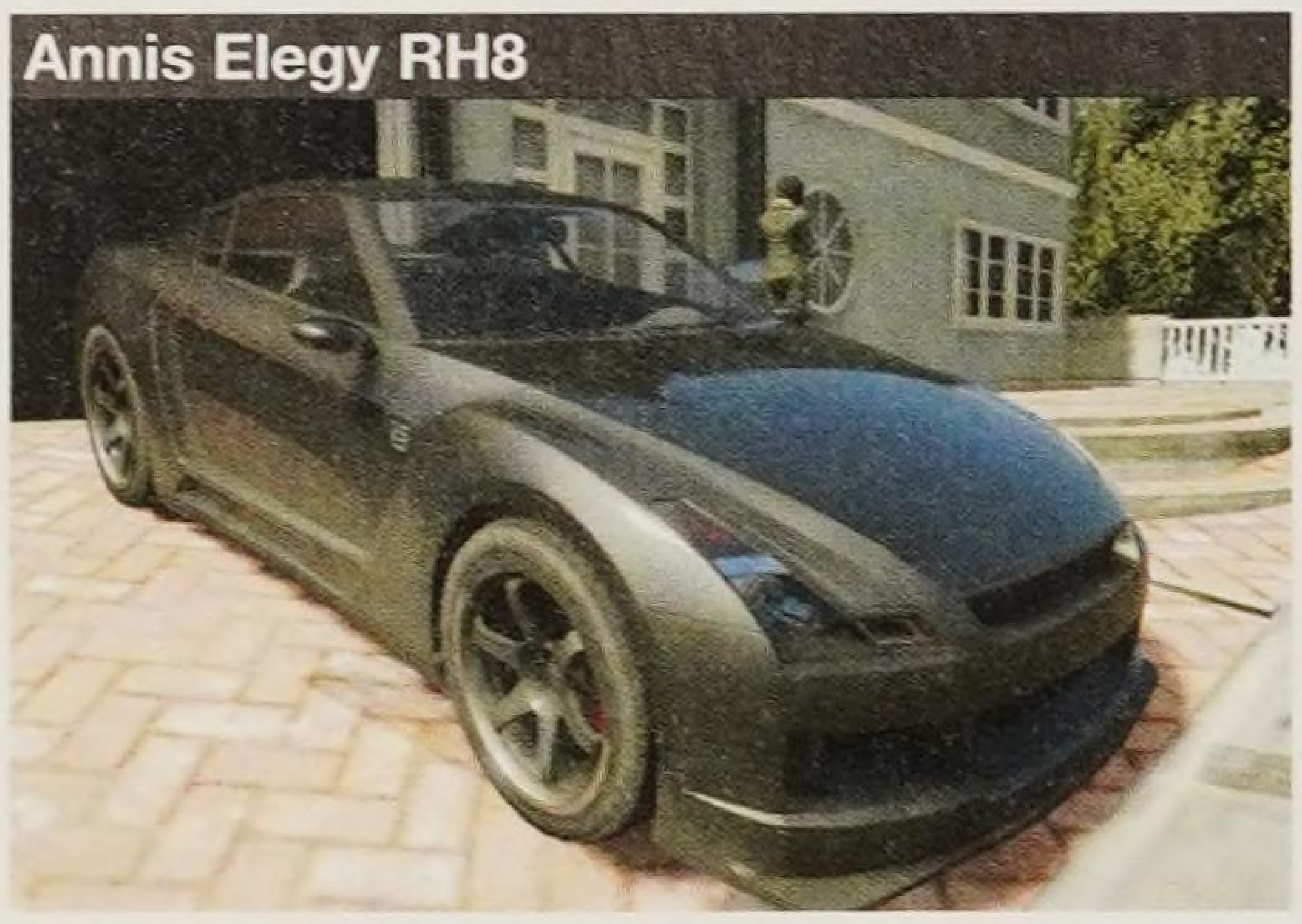
Trashmaster

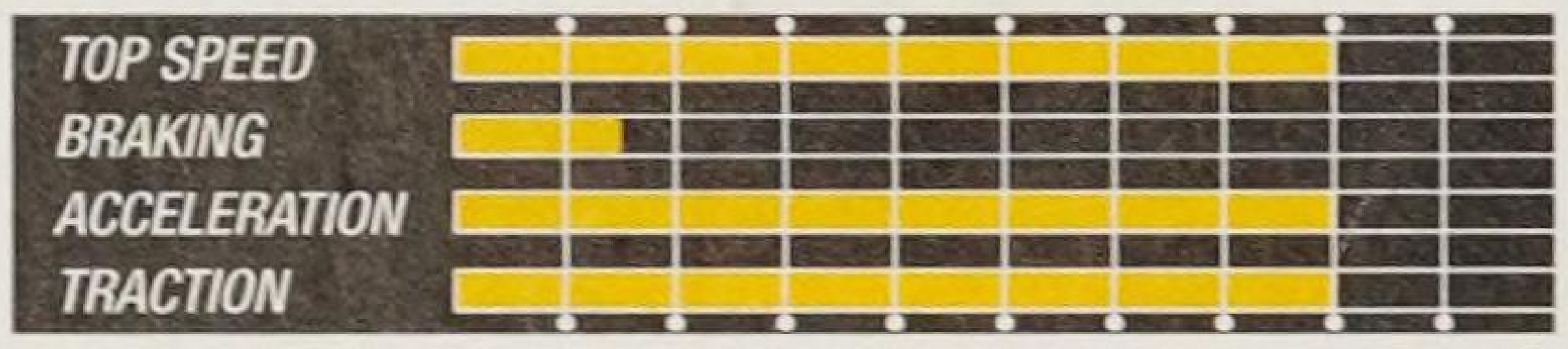




SPORTS

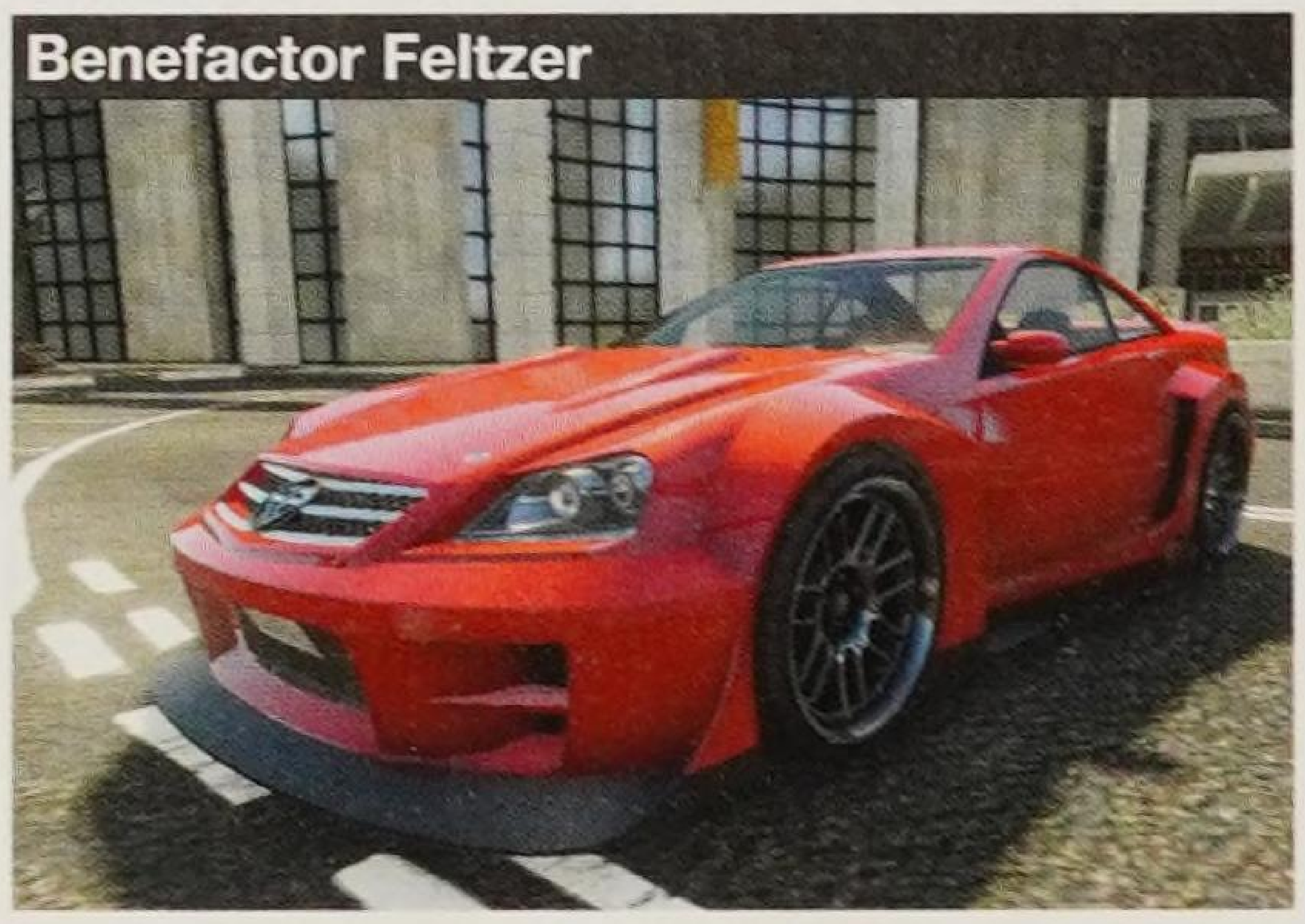
Annis Elegy RH8

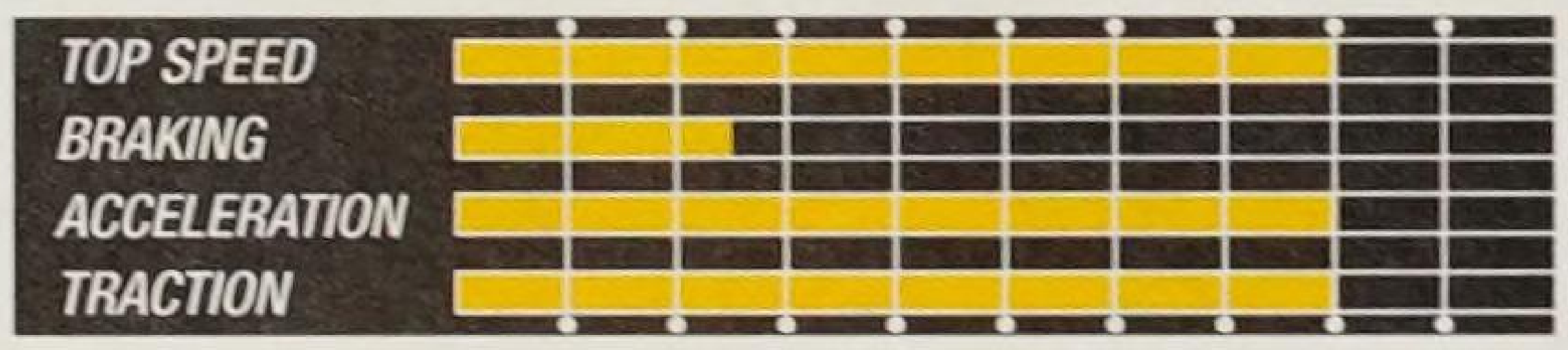




Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

Benefactor Feltzer

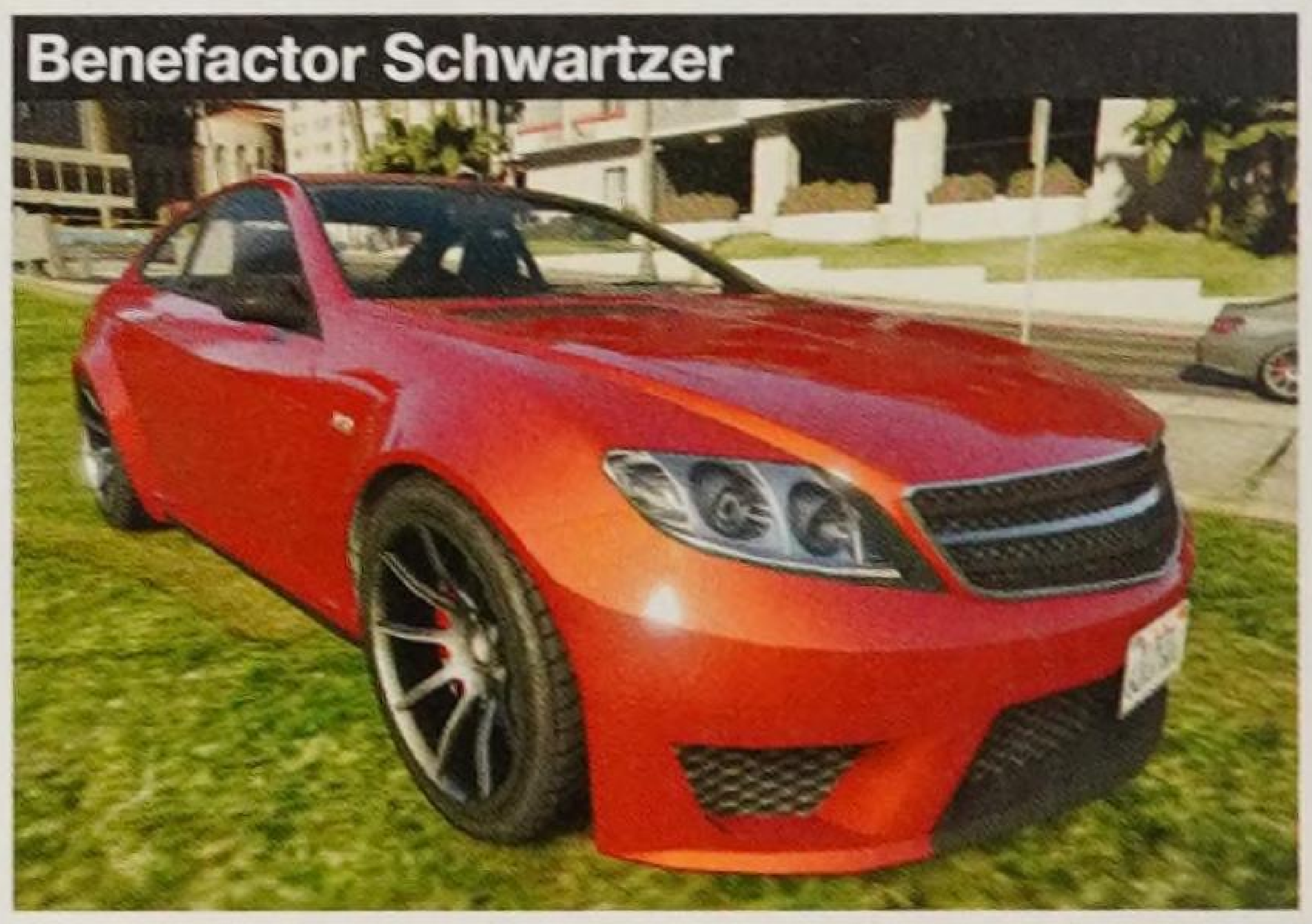


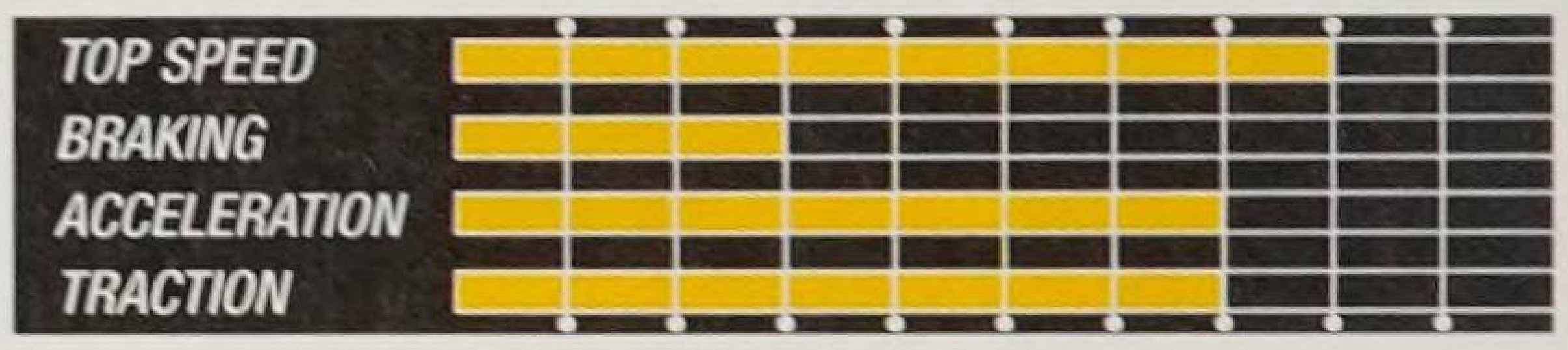


$145,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Fenders, Roof, Spoiler, Turbo

Benefactor Schwartzer

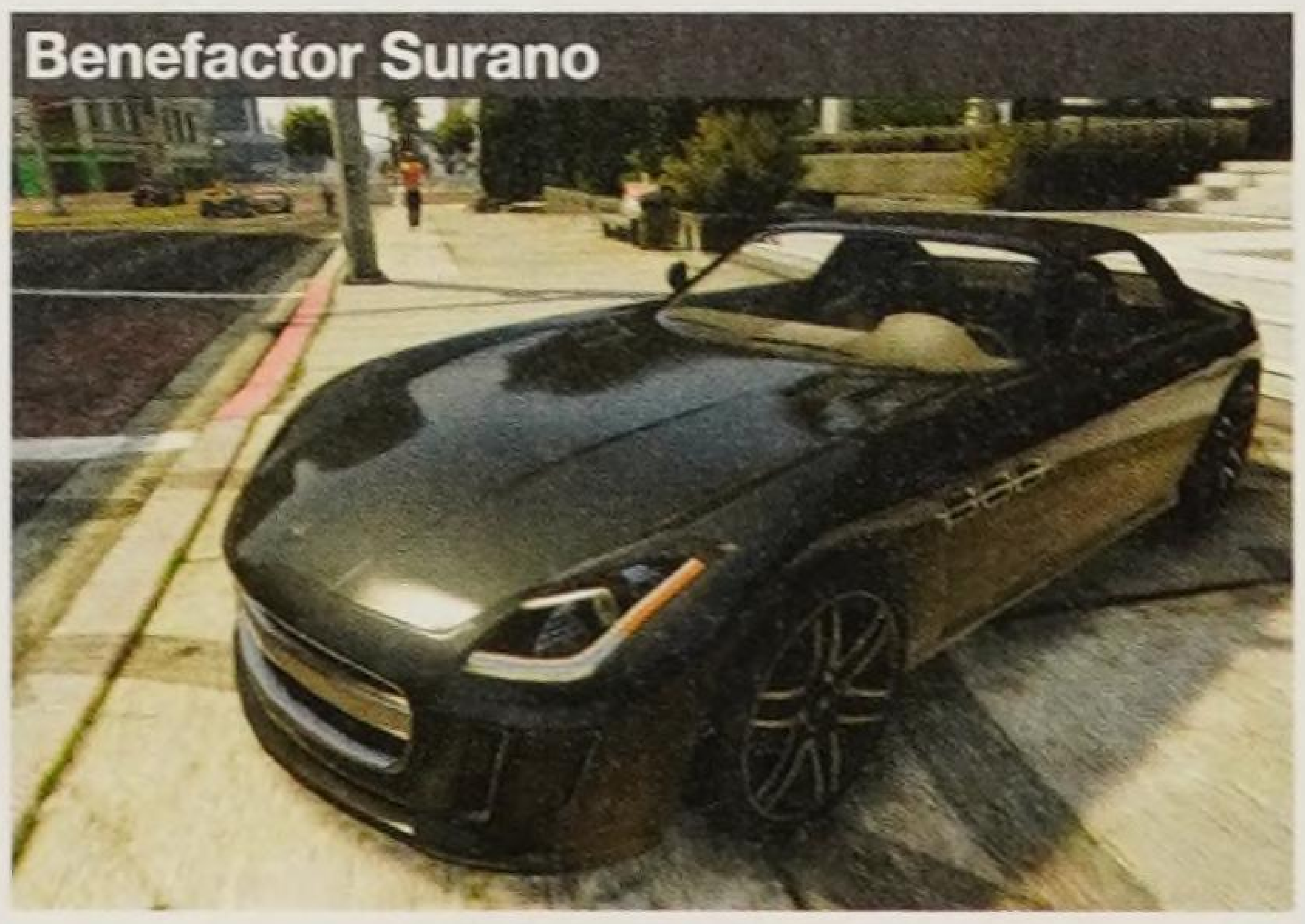


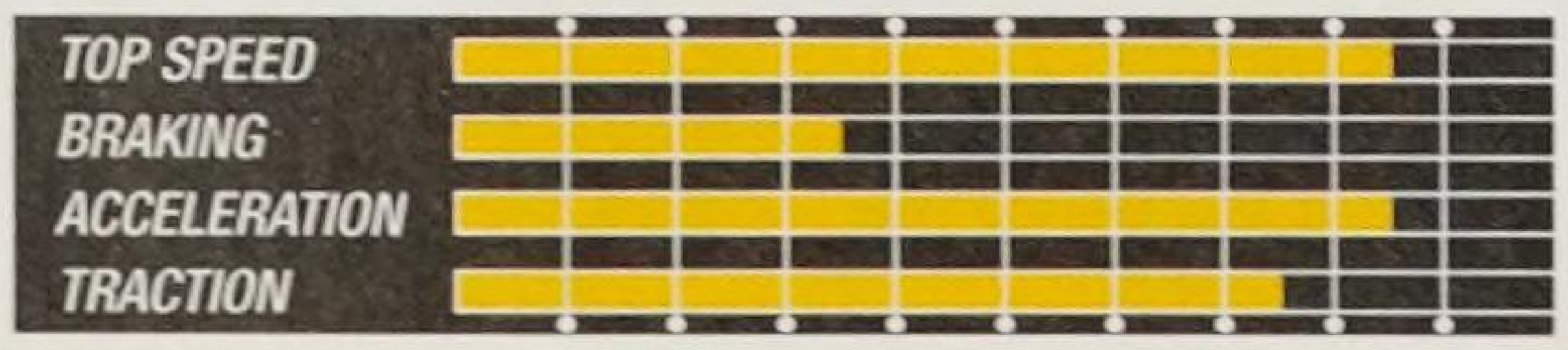


$80,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

Benefactor Surano



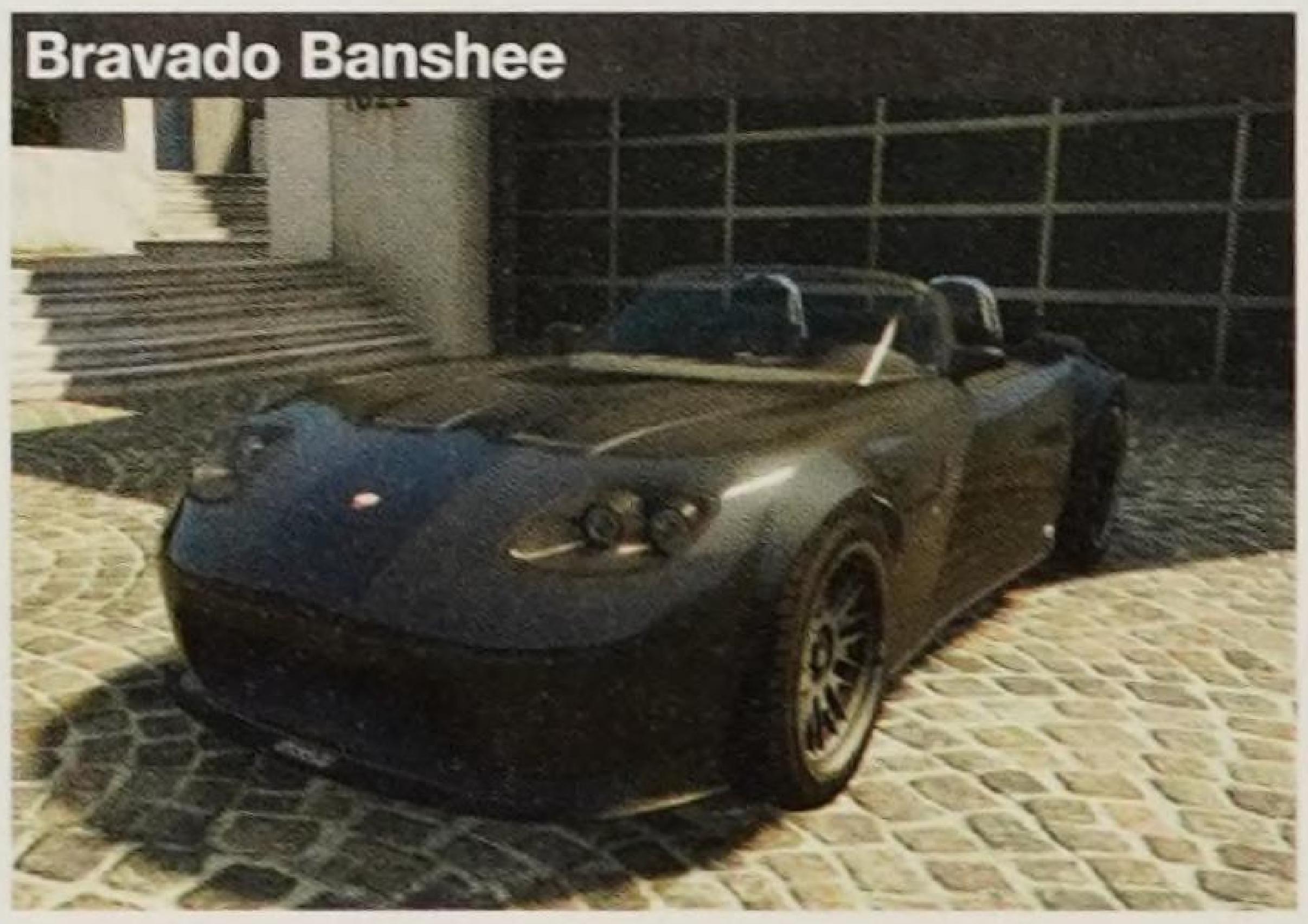


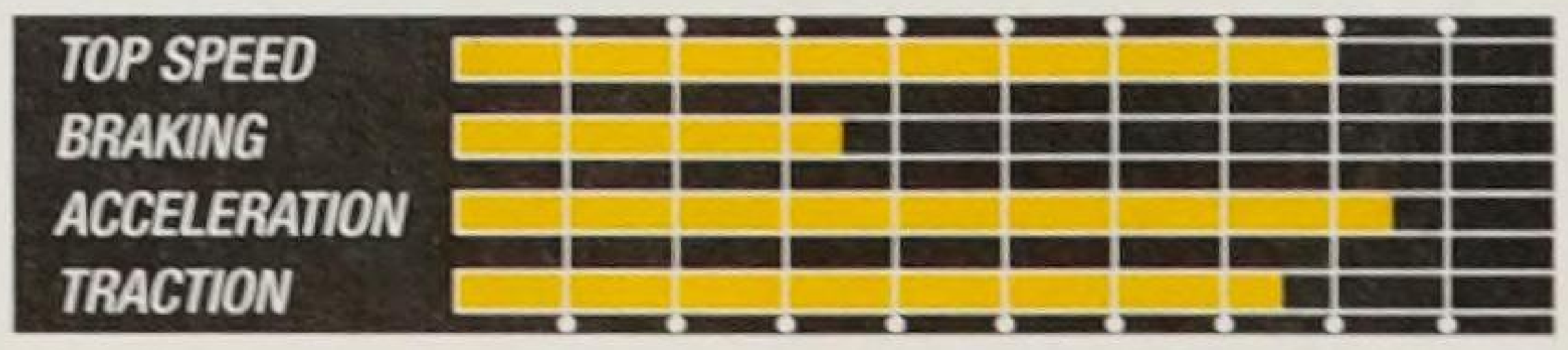
$99,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

Note: Convertible (retractable roof).

Bravado Banshee

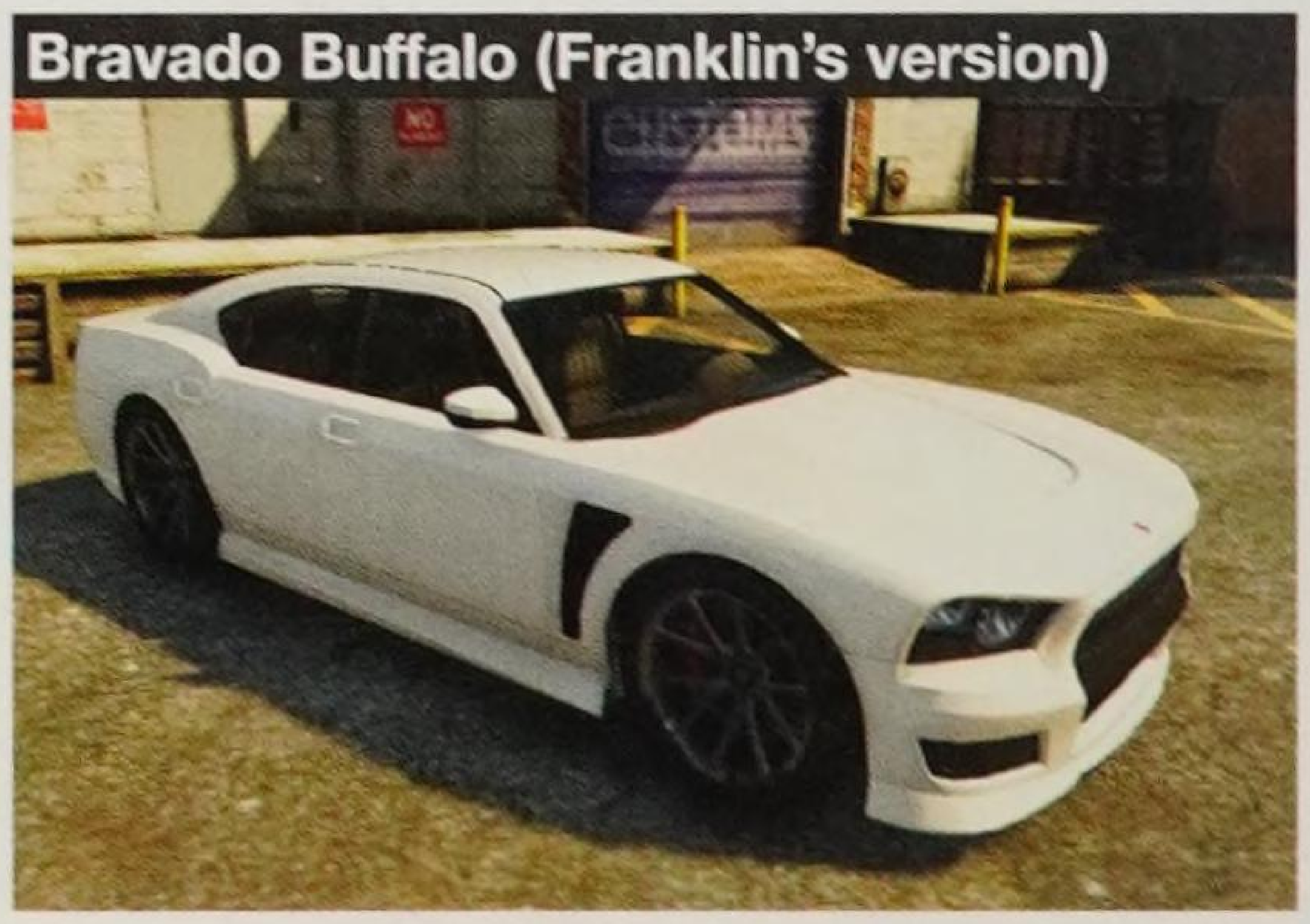


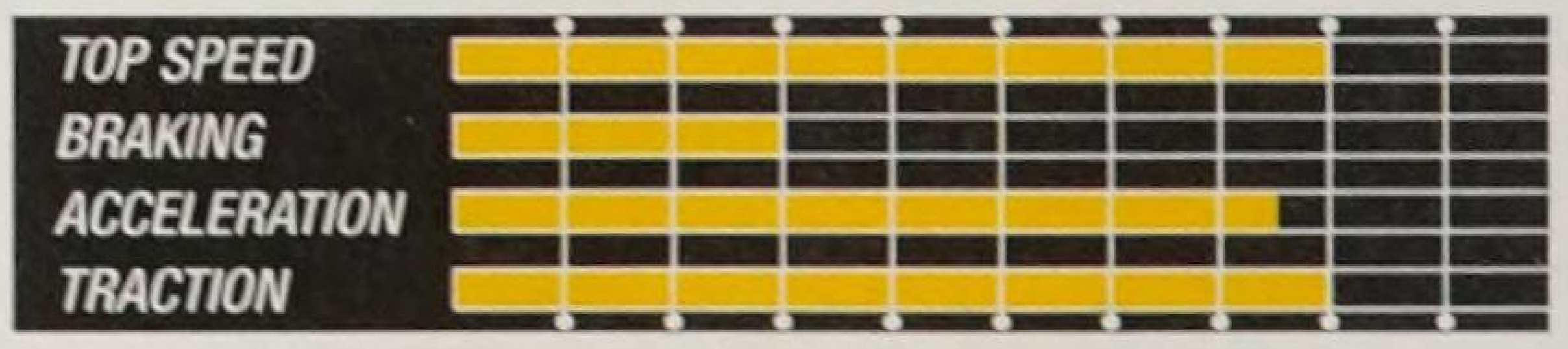


$90,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Exhaust, Hood, Spoiler, Turbo

Bravado Buffalo (Franklin's version)

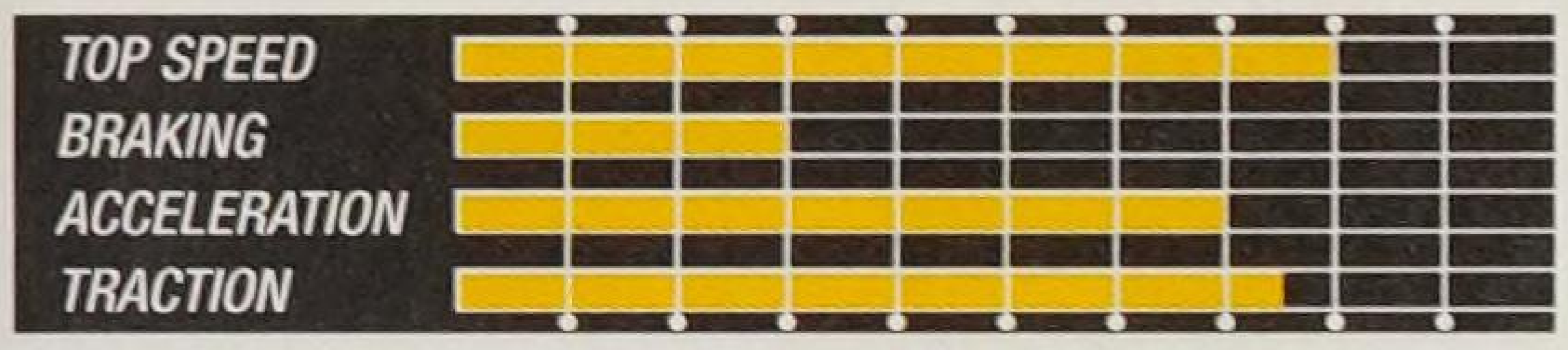




Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler

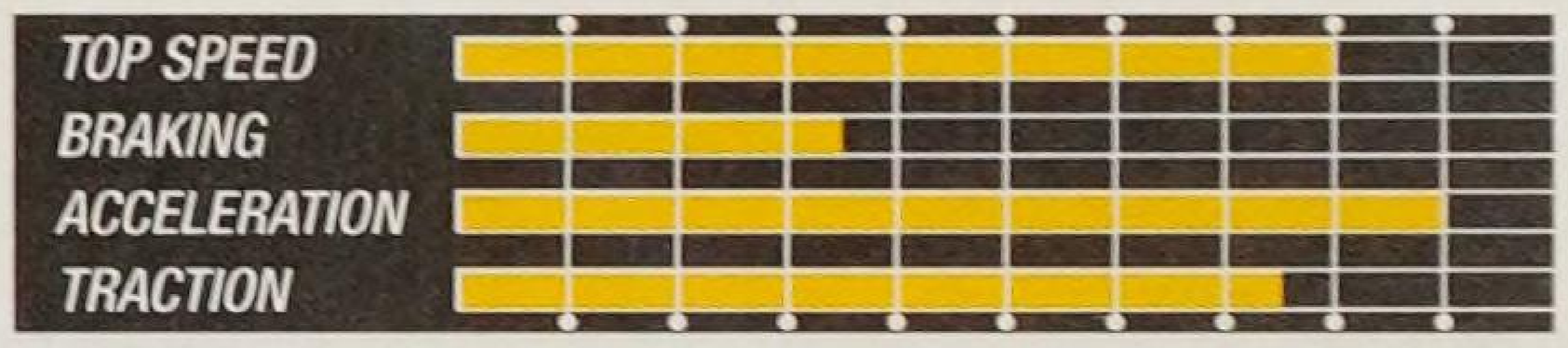
Bravado Buffalo (Standard version)

LAUNDRY
PRESSED



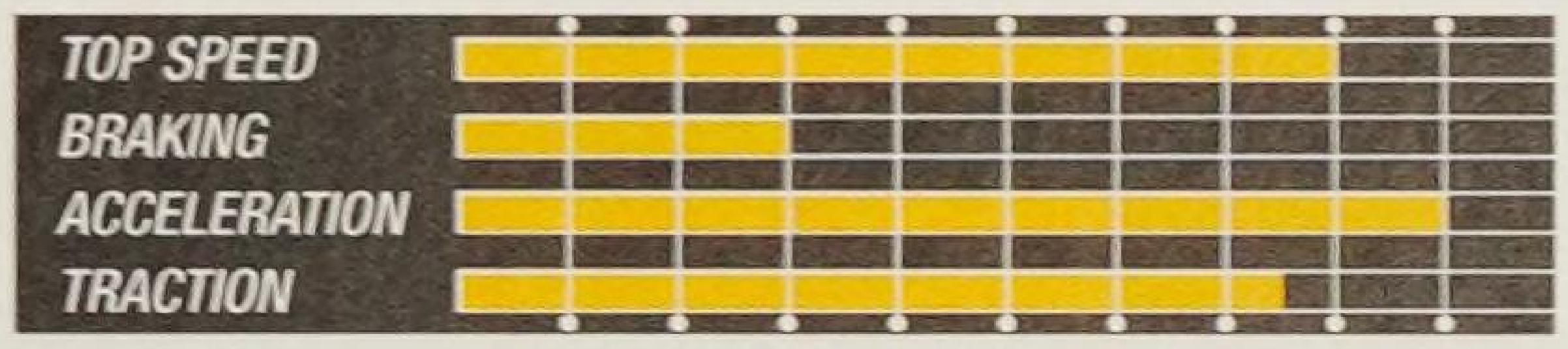
Extra Mods: Bumpers, Exhaust, Skirts, Spoiler

Dewbauchee Rapid GT



Extra Mods: Chassis, Exhaust, Hood, Spoiler, Turbo

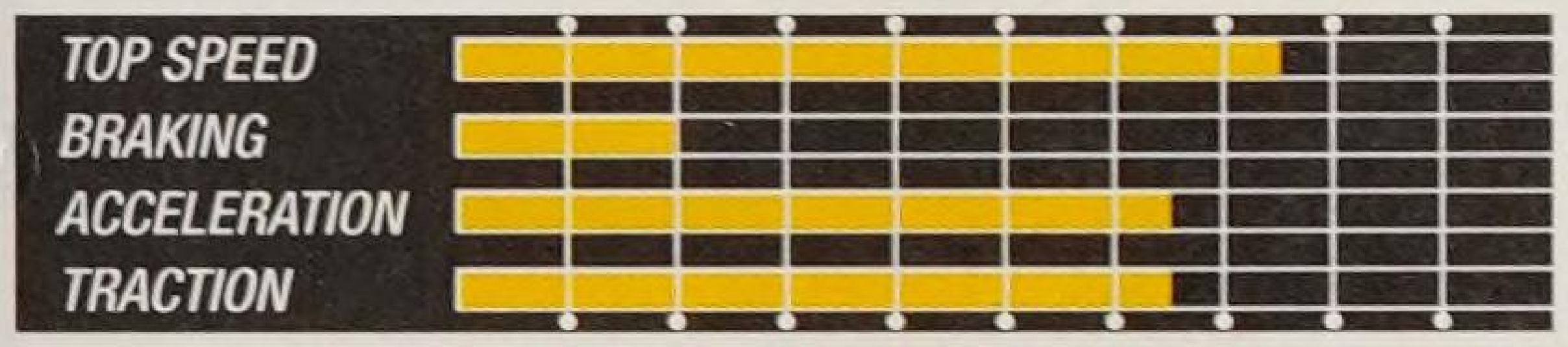
Dewbauchee Rapid GT Soft Top



Extra Mods: Exhaust, Hood, Spoiler, Turbo

Note: Convertible (retractable roof).

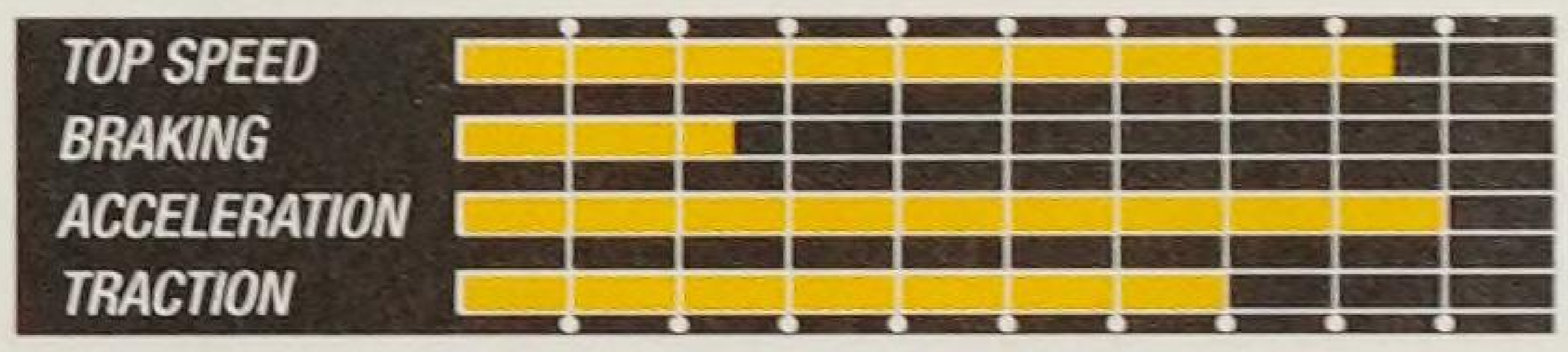
Enus Super Diamond



$250,000 | www.southernsanandreassuperautos.com

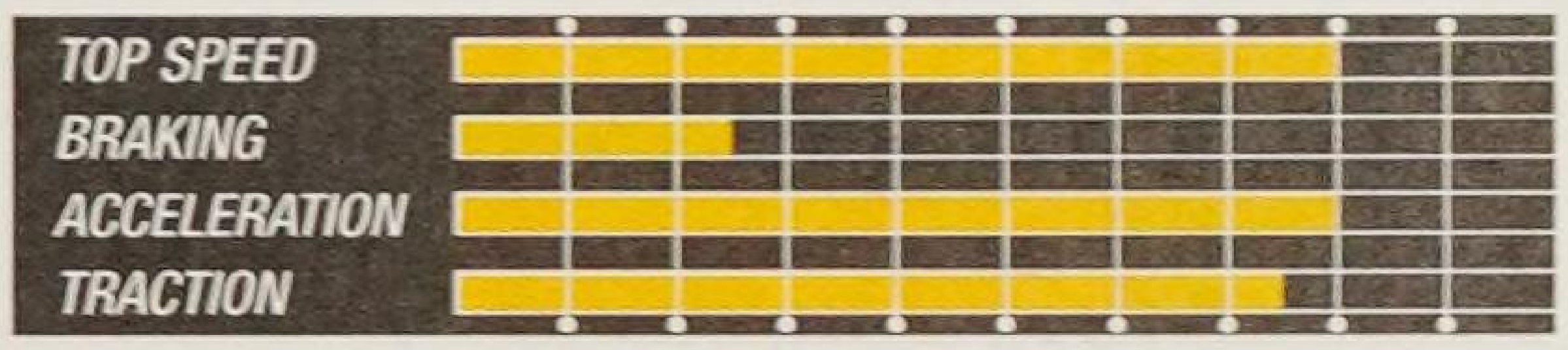
Extra Mods: Turbo

Grotti Carbonizzare



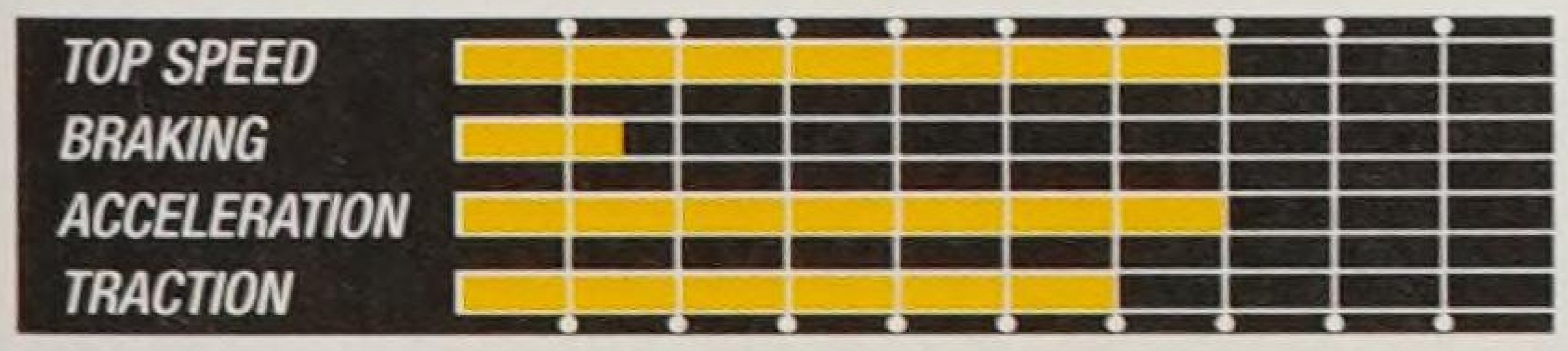
Extra Mods: Exhaust, Hood, Spoiler, Turbo

Invetero Coquette



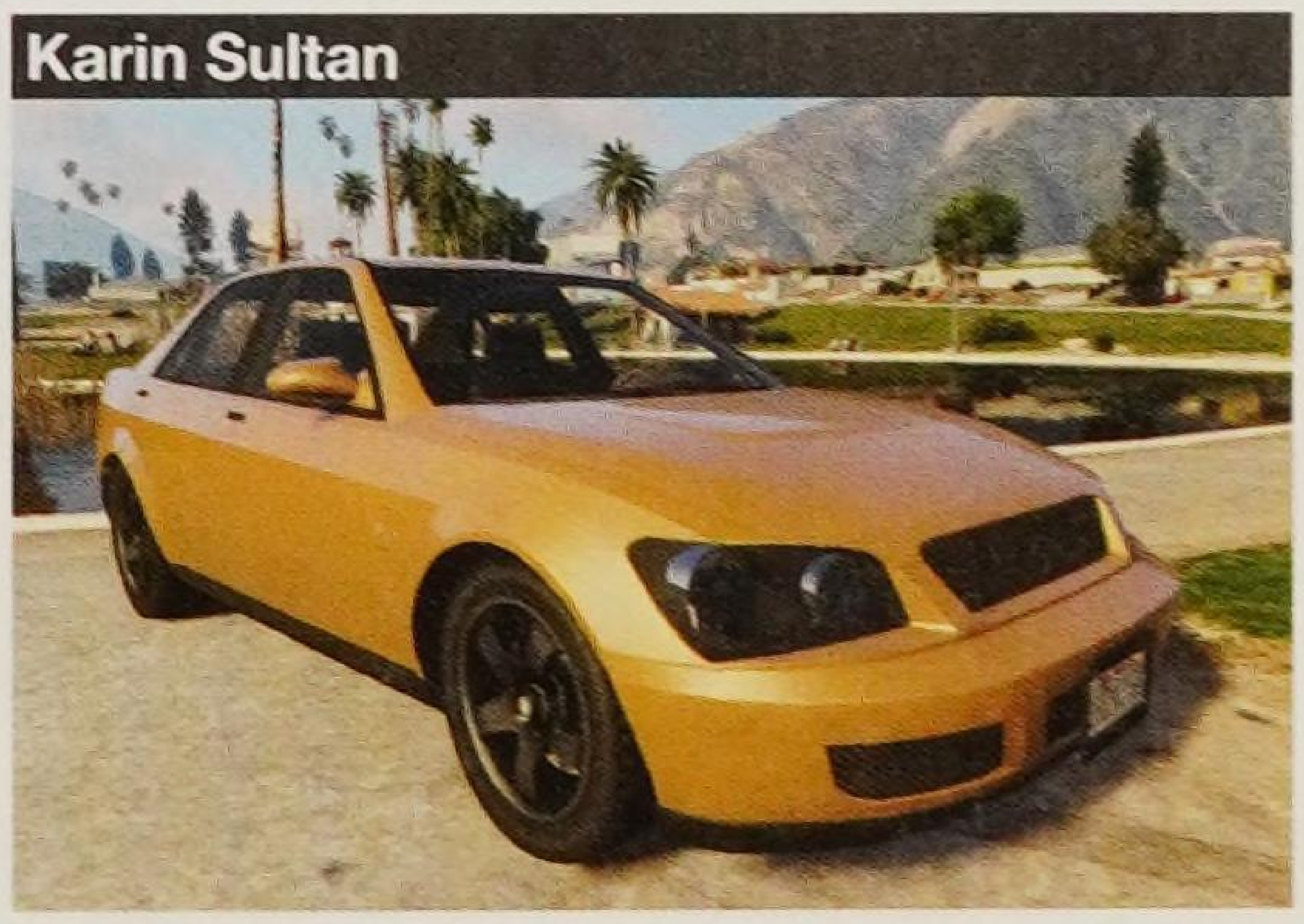
Extra Mods: Bumpers, Exhaust, Fenders, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

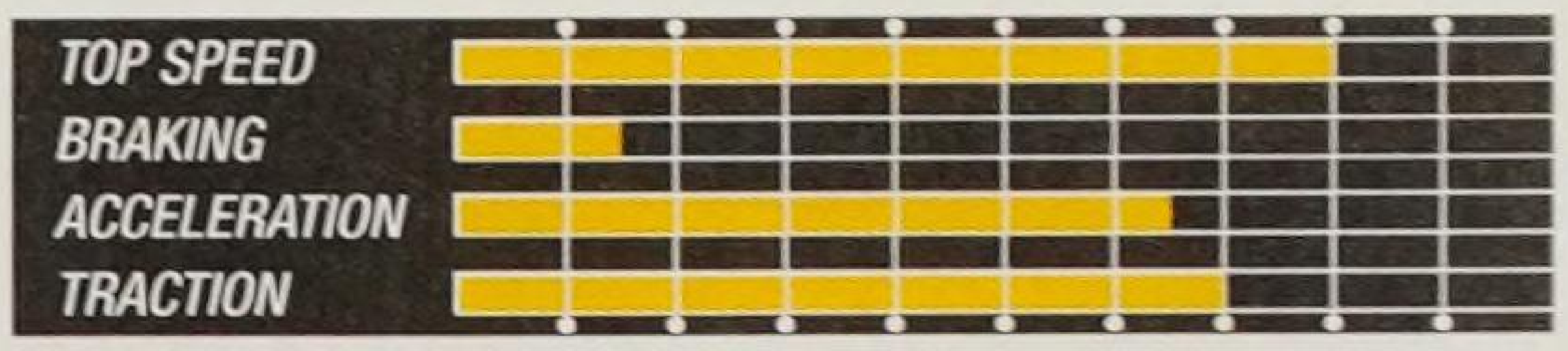
Karin Futo



Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

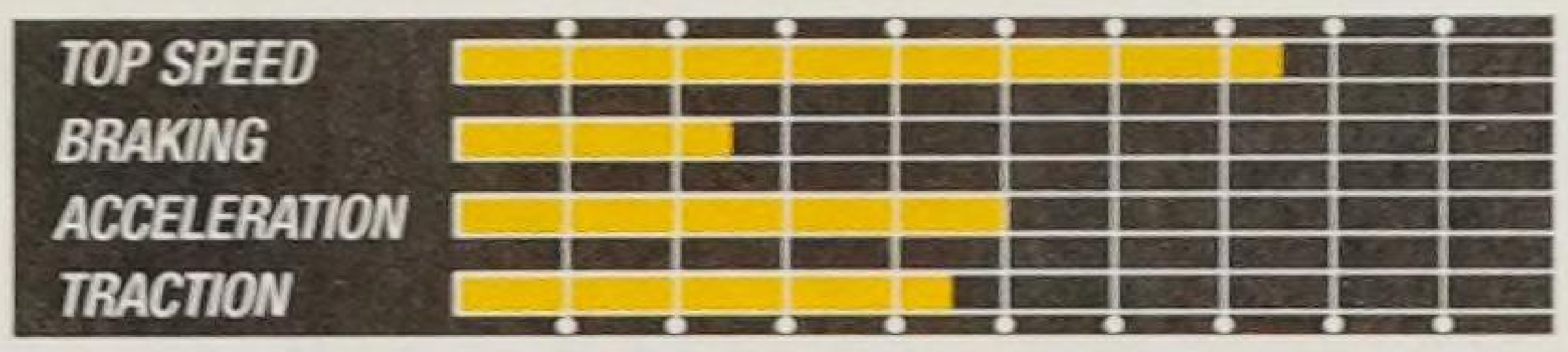
Karin Sultan





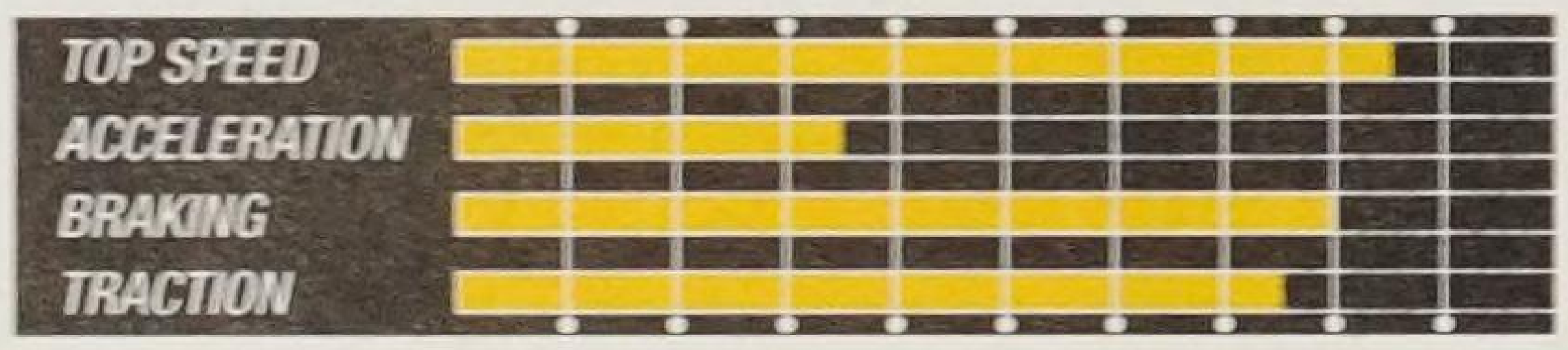
Extra Mods: Bumpers, Exhaust, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

Maibatsu Penumbra



Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

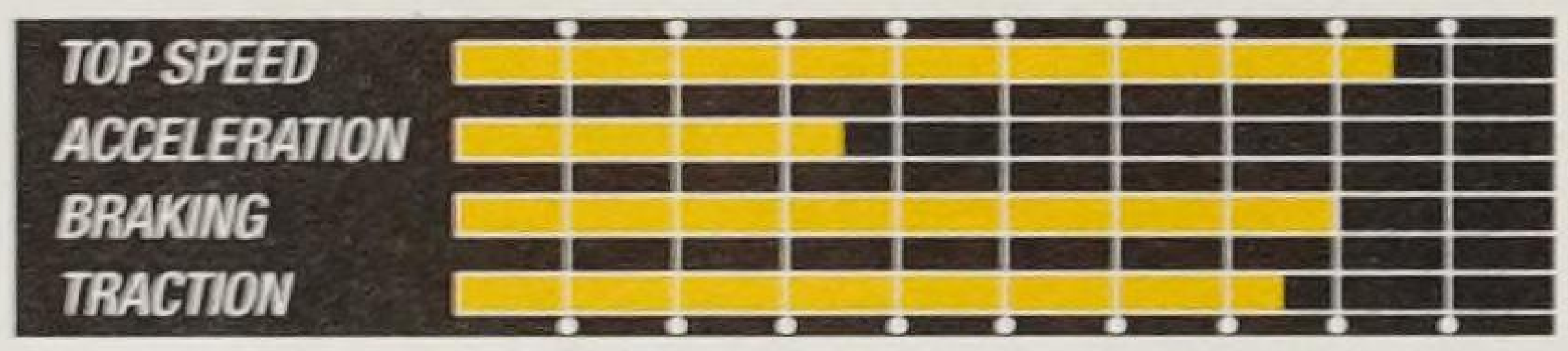
Obey 9F



$120,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

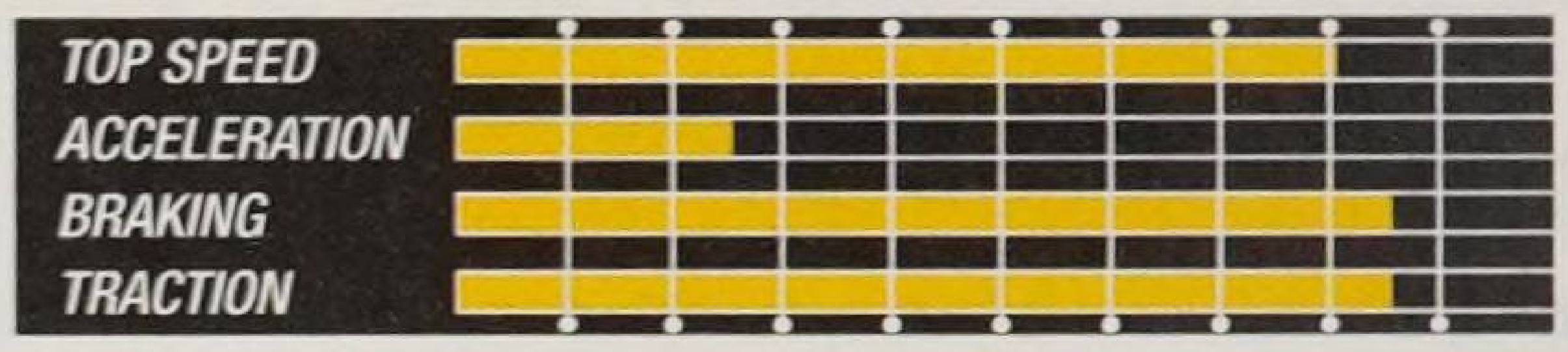
Obey 9F Cabrio



Extra Mods: Bumpers, Chassis, Exhaust, Hood, Skirts, Spoiler, Turbo

Note: Convertible (retractable rooftop).

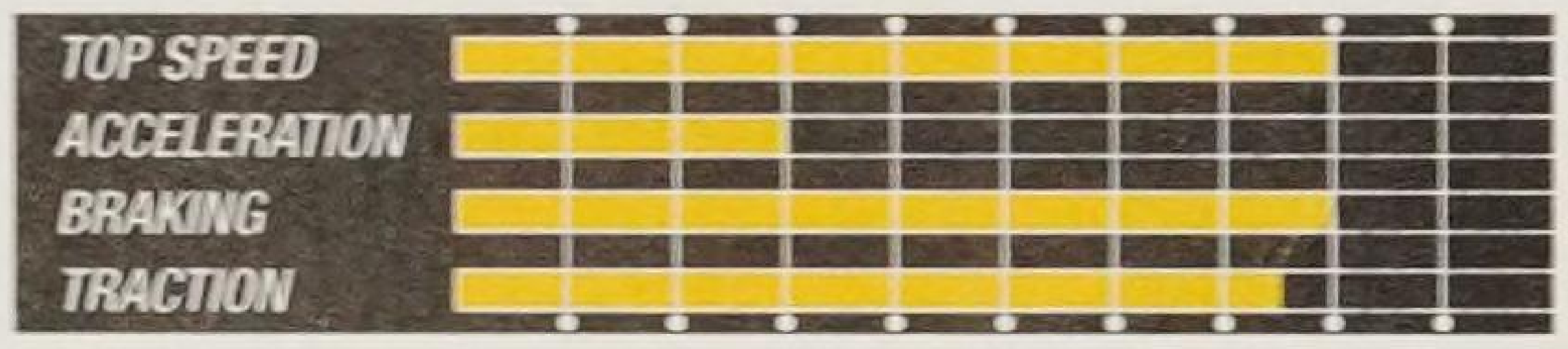
Pfister Comet



$85,000 | www.southernsanandreassuperautos.com

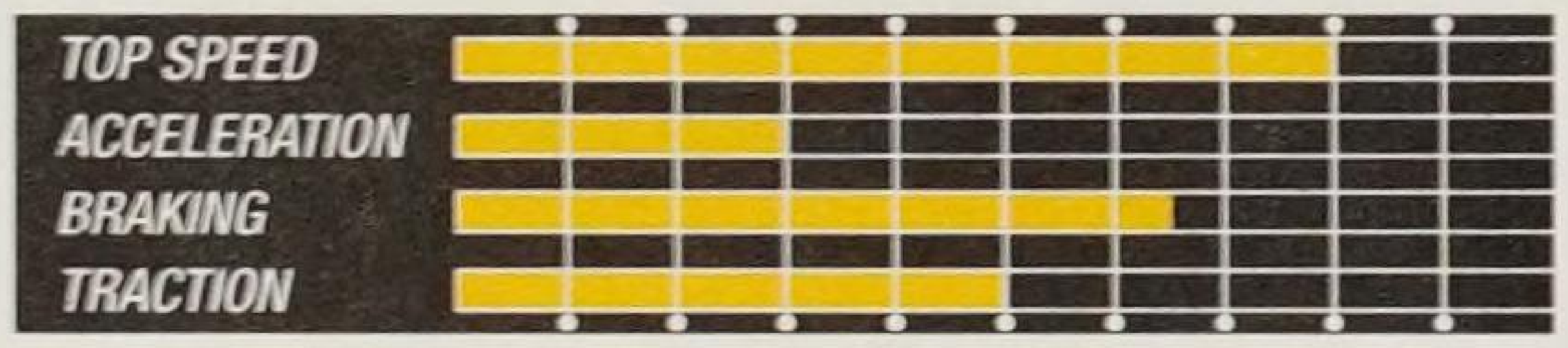
Extra Mods: Bodywork, Bumpers, Exhaust, Roll Cage, Spoiler, Turbo

Schyster Fusilade



Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

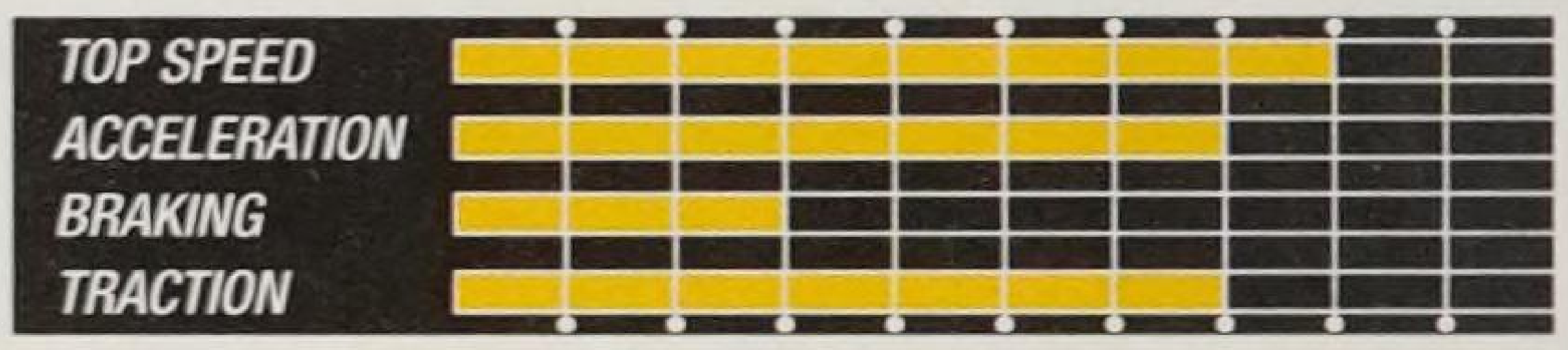
Ubermacht Oracle 1



$80,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

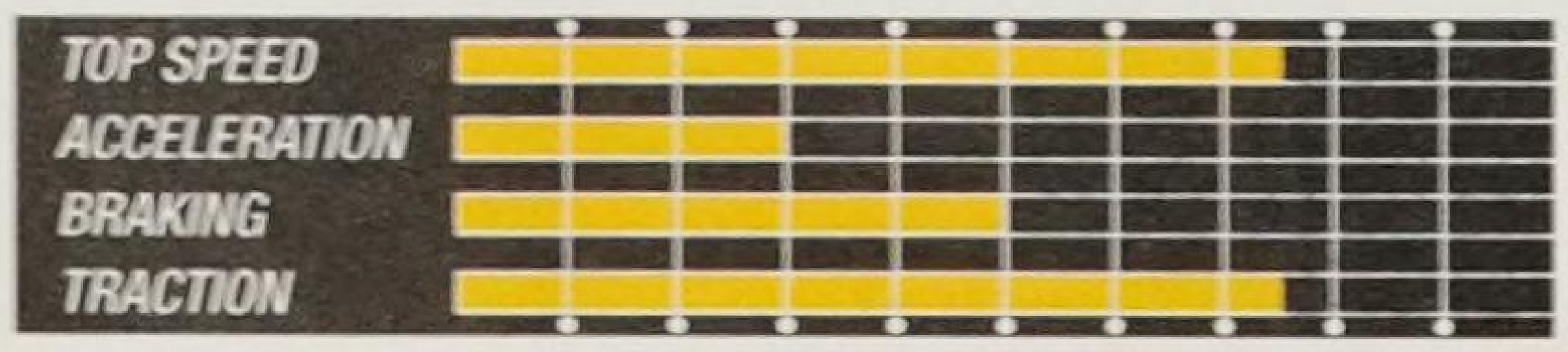
Ubermacht Oracle 2



$80,000 | www.southernsanandreassuperautos.com

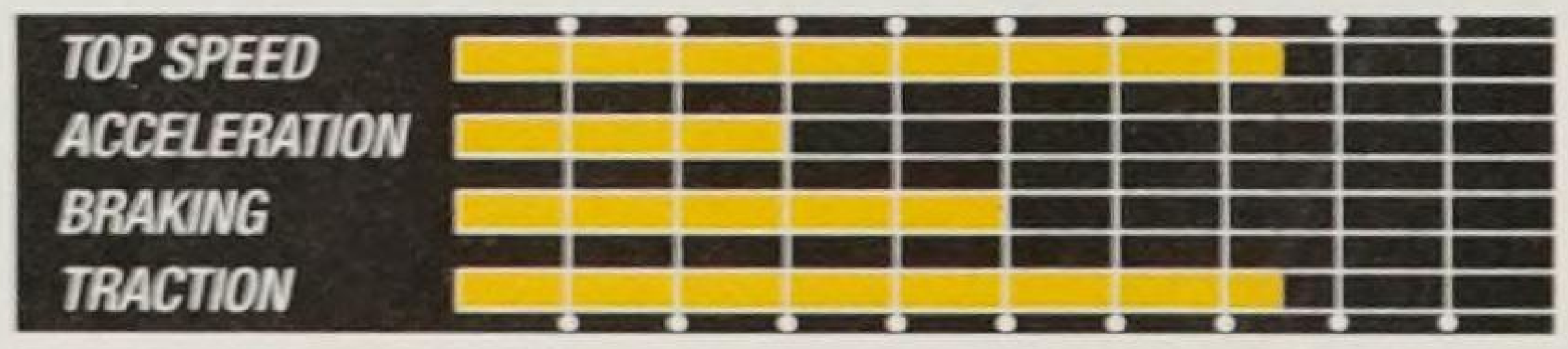
Extra Mods: Exhaust, Turbo

Ubermacht Sentinel



Extra Mods: Bumpers, Exhaust, Hood, Skirts, Spoiler, Turbo

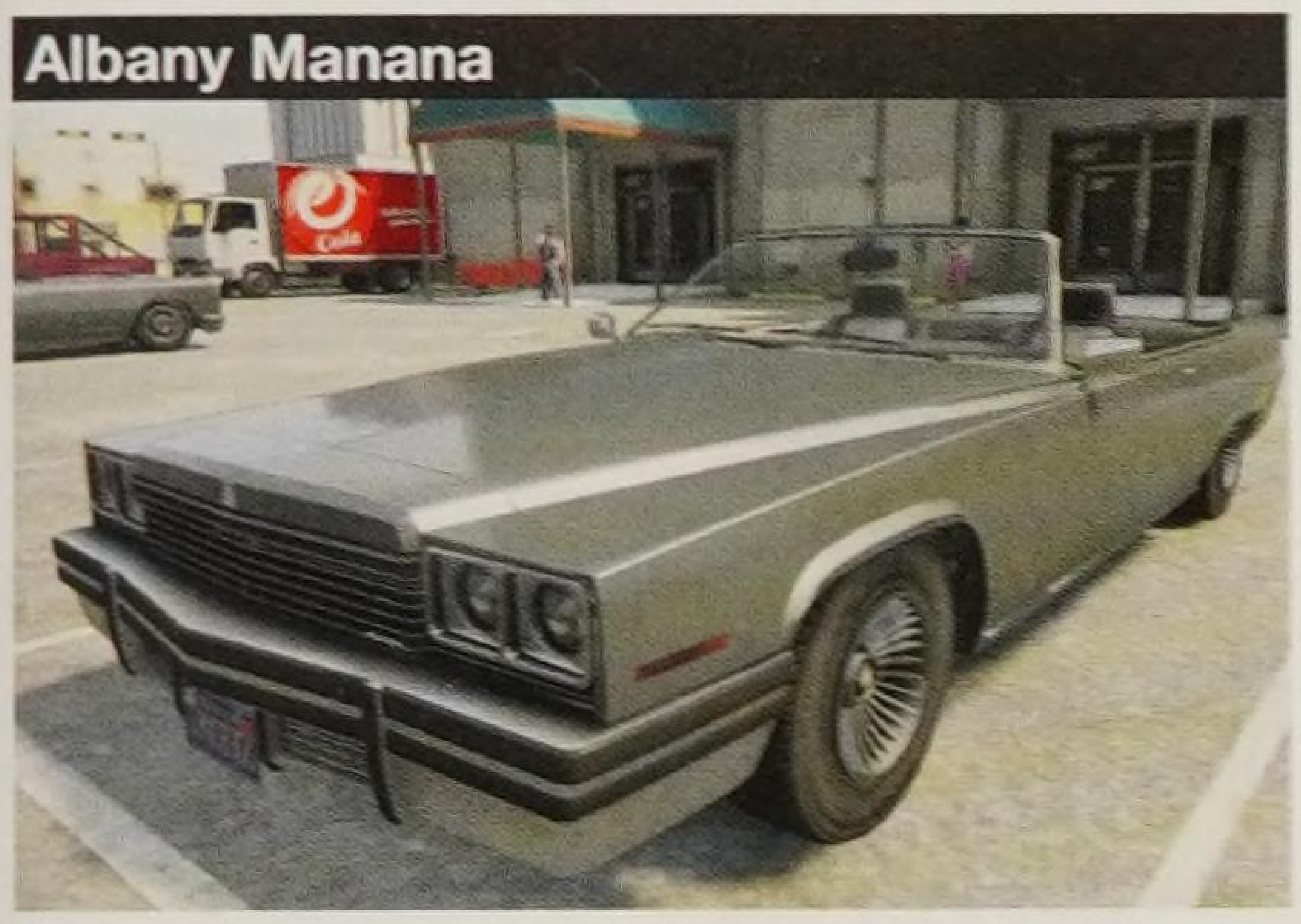
Ubermacht Sentinel XS

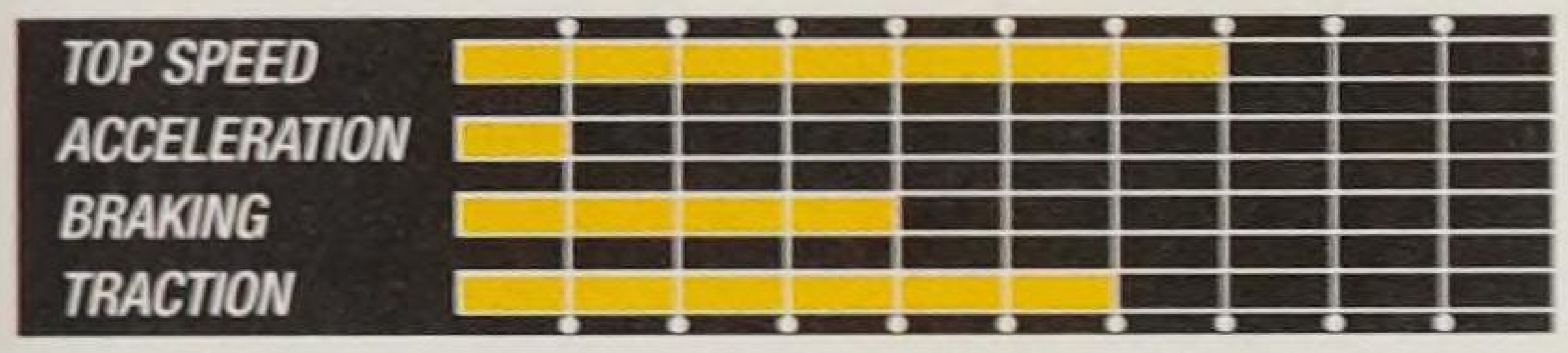


Extra Mods: Bumpers, Exhaust, Hood, Roll Cage, Skirts, Spoiler, Turbo

SPORTS CLASSICS

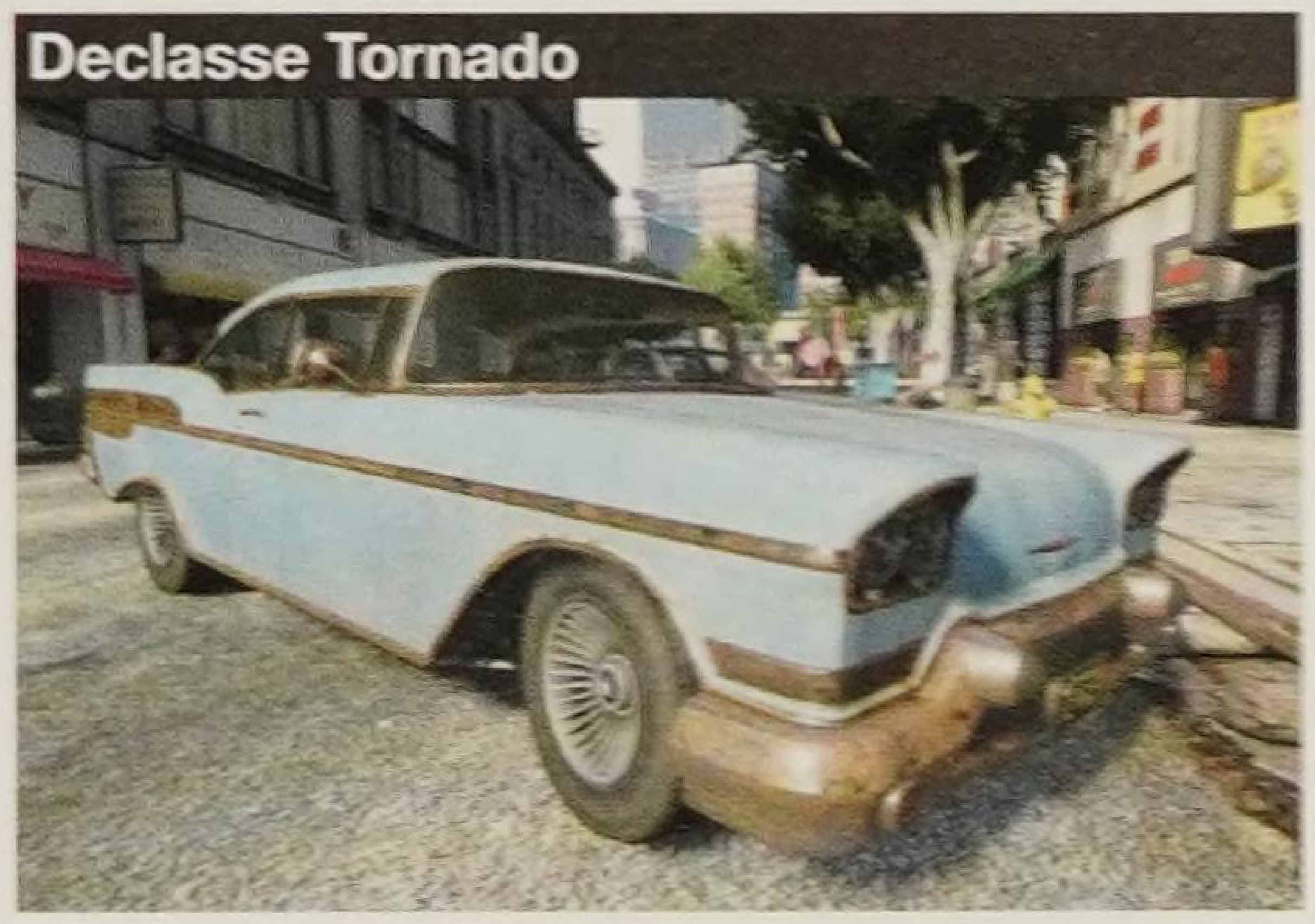
Albany Manana

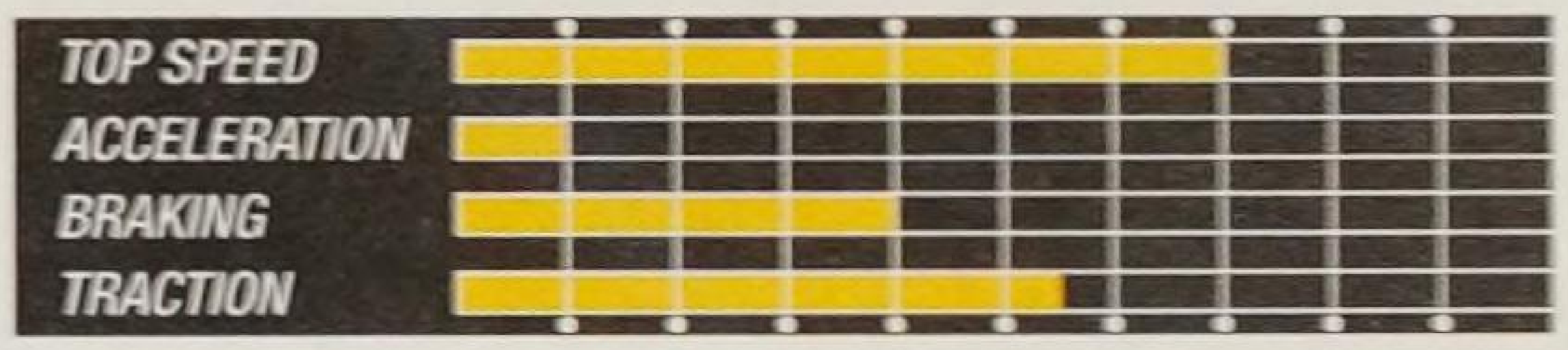




Extra Mods: Bodywork, Bumpers, Engine Bay, Exhaust, Fenders, Grille, Turbo

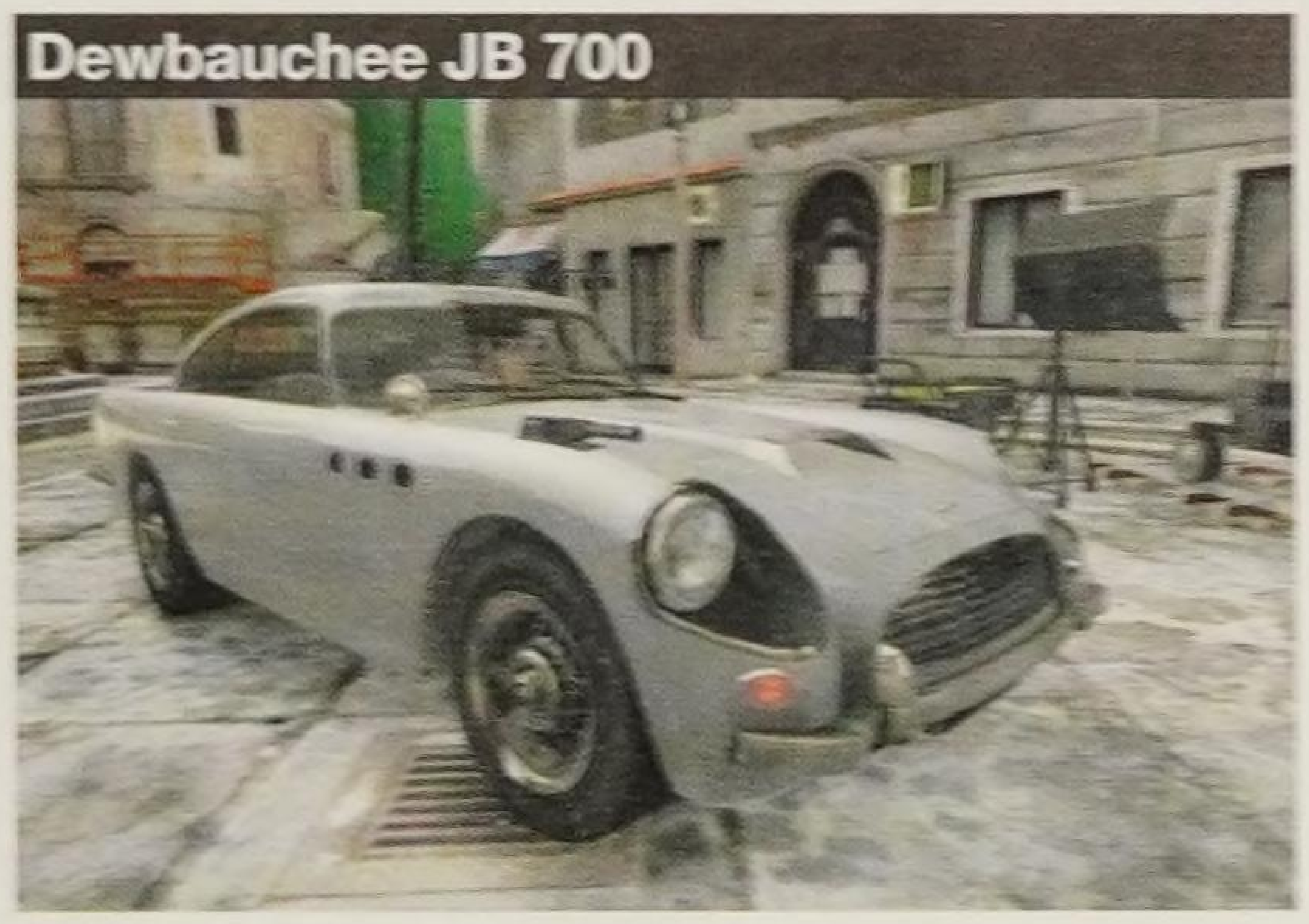
Declasse Tornado

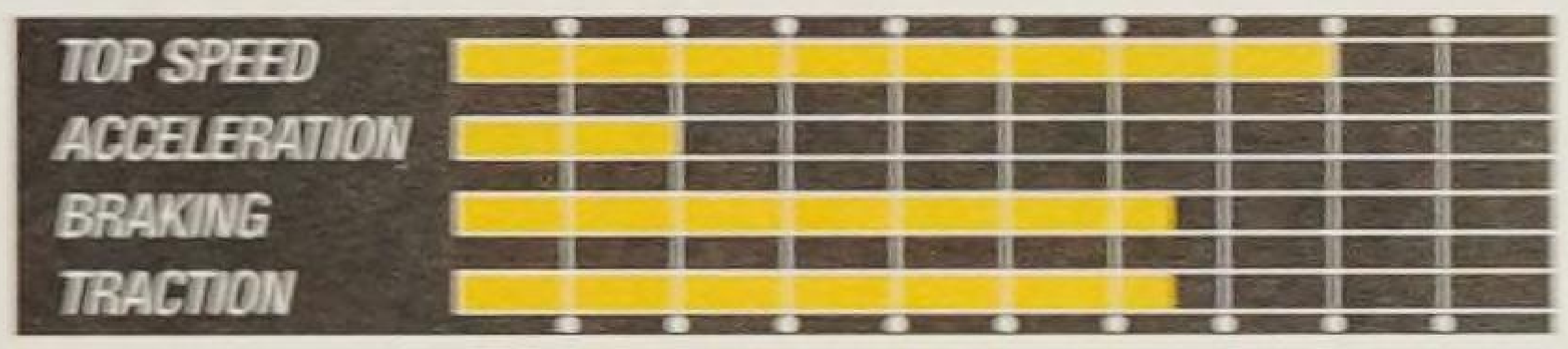




Extra Mods: Bumpers, Exhaust, Fenders, Hood, Turbo

Dewbauchee JB 700

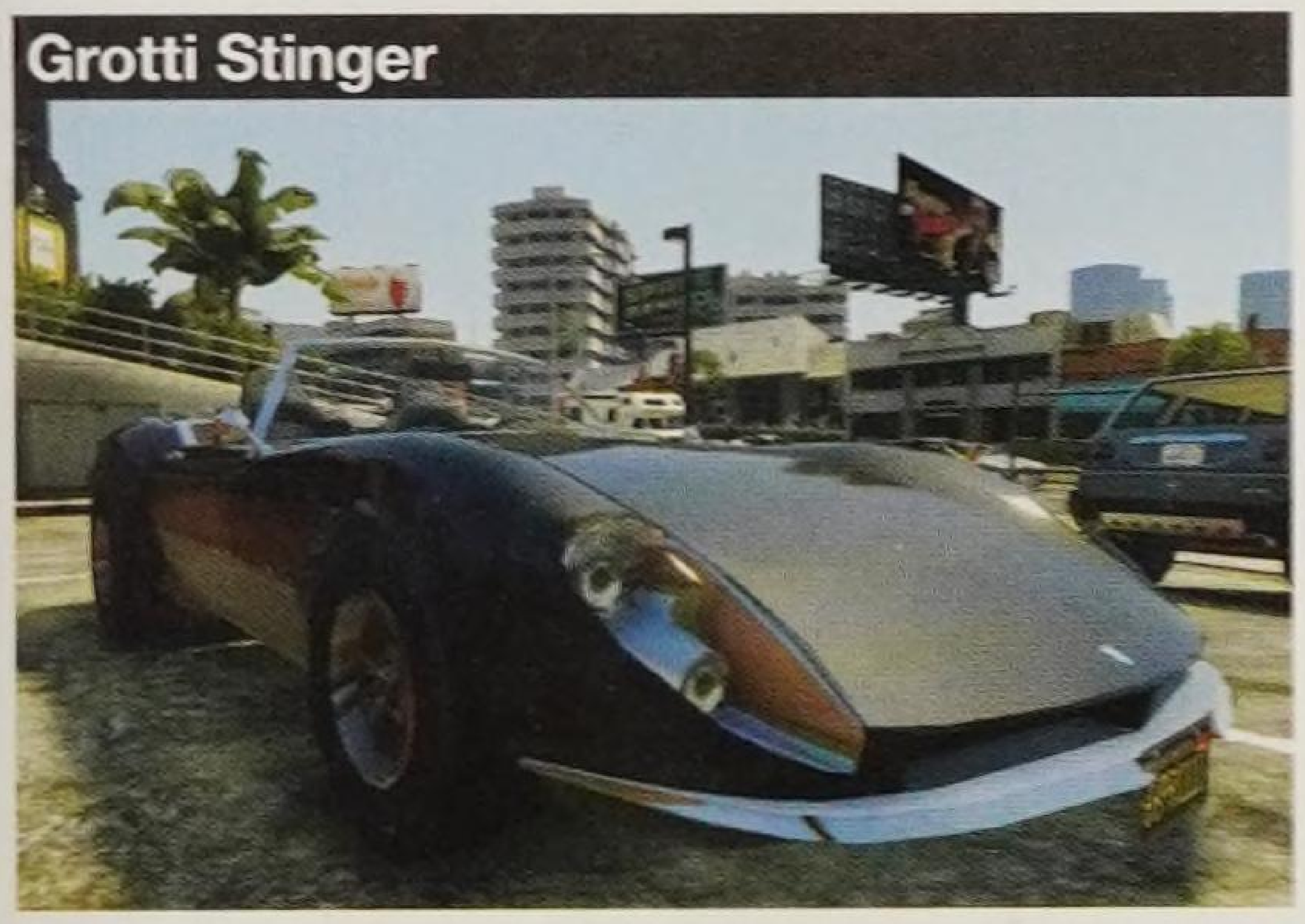


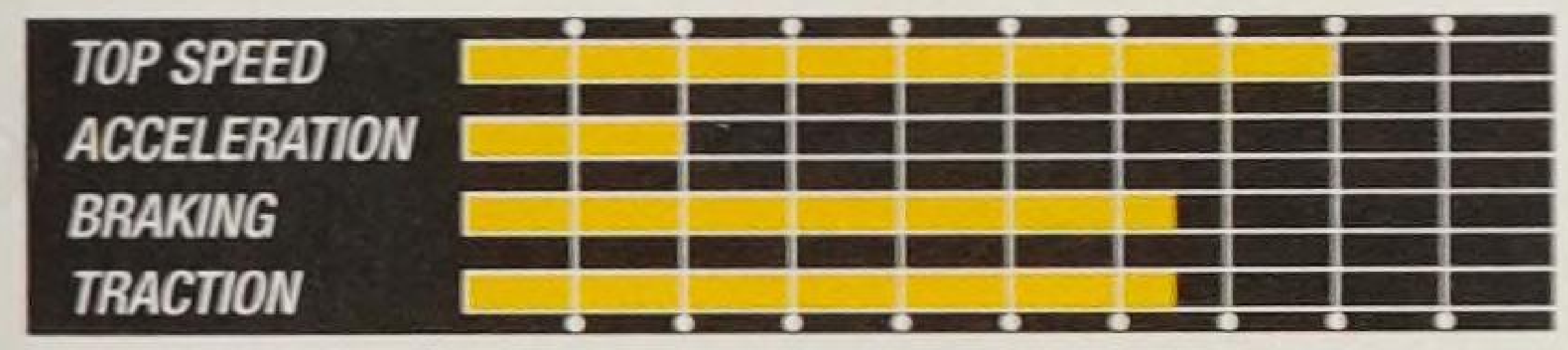


$475,000 | www.legendarymotorsport.net

Extra Mods: Turbo

Grotti Stinger

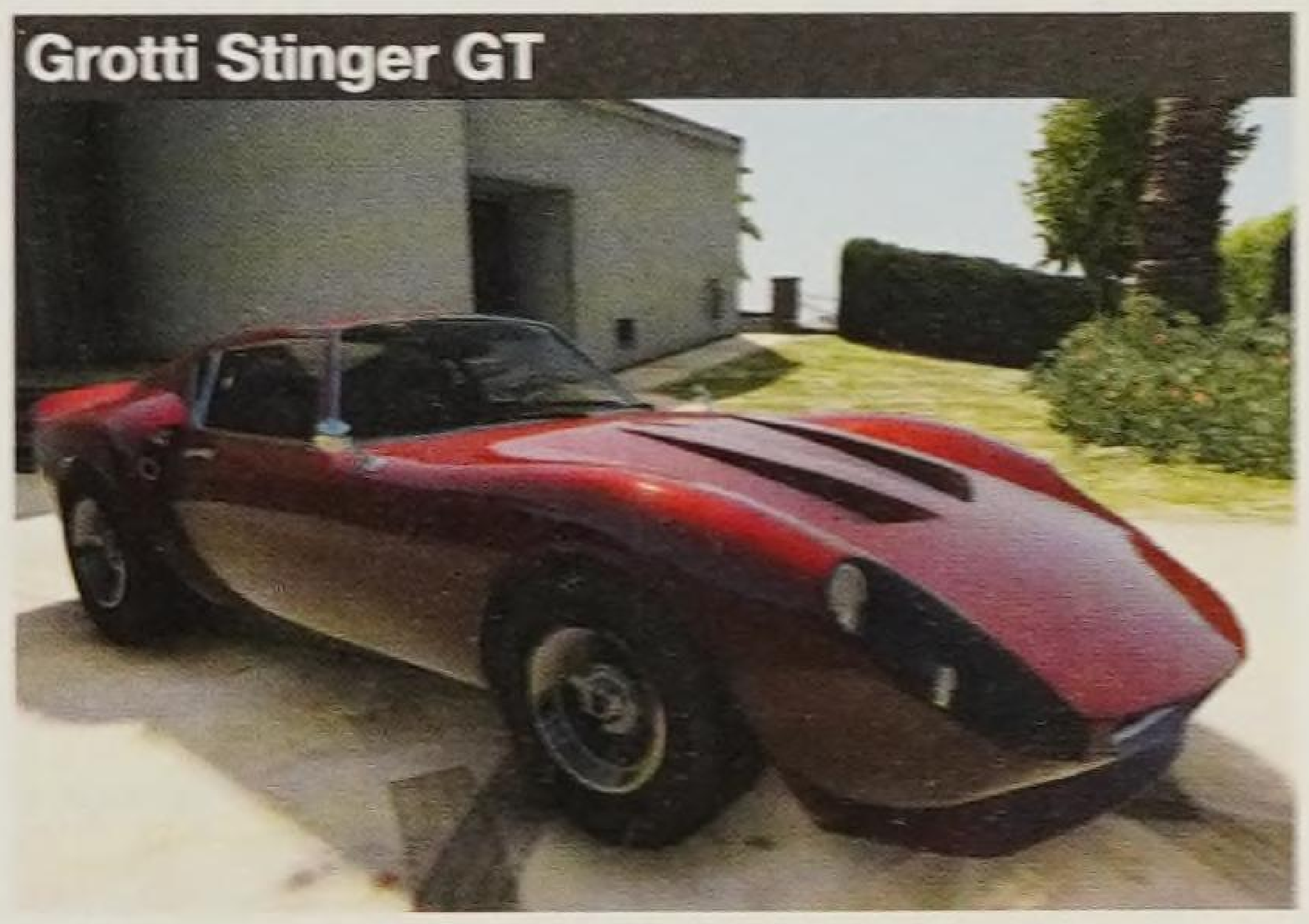


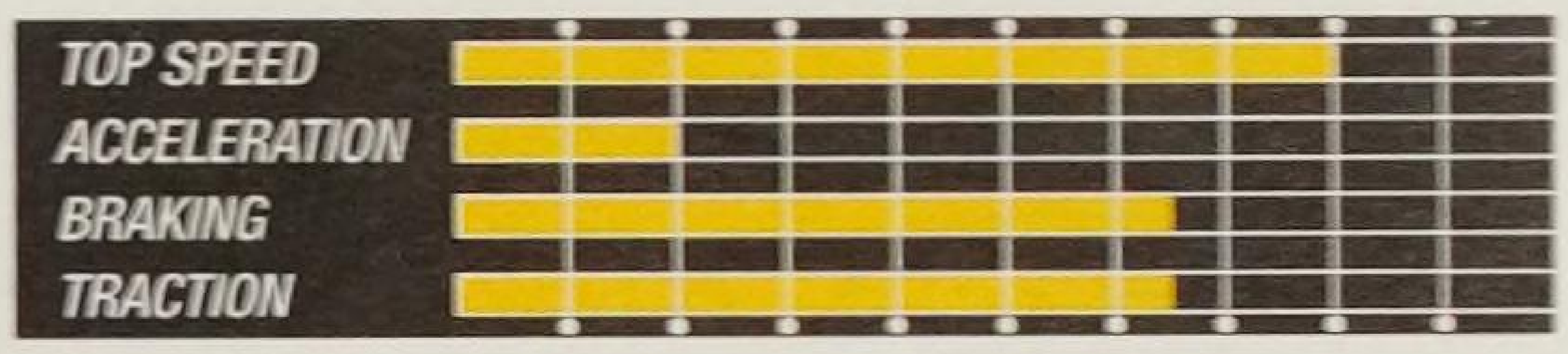


$1,000,000 | www.legendarymotorsport.net

Extra Mods: Turbo

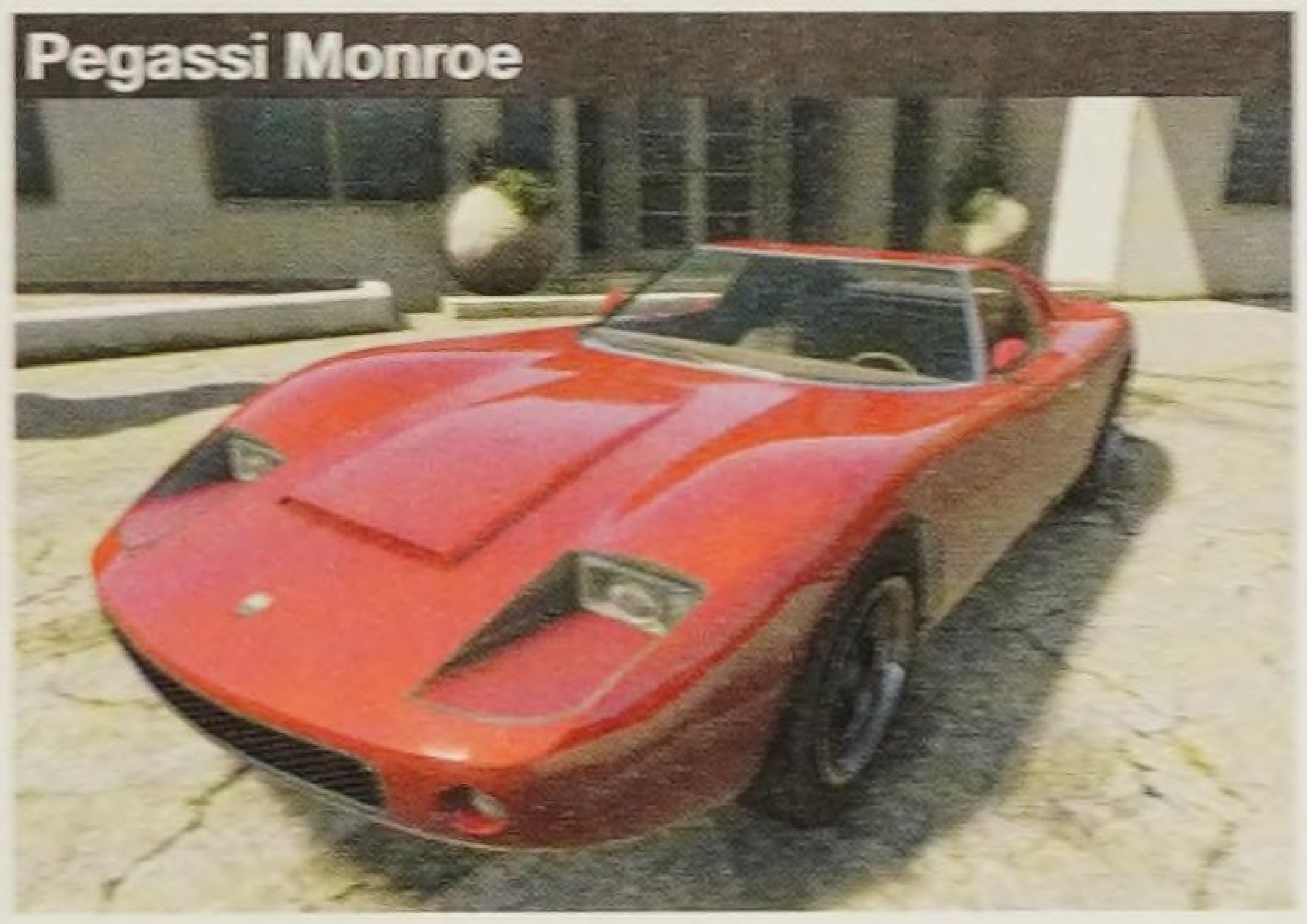
Grotti Stinger GT

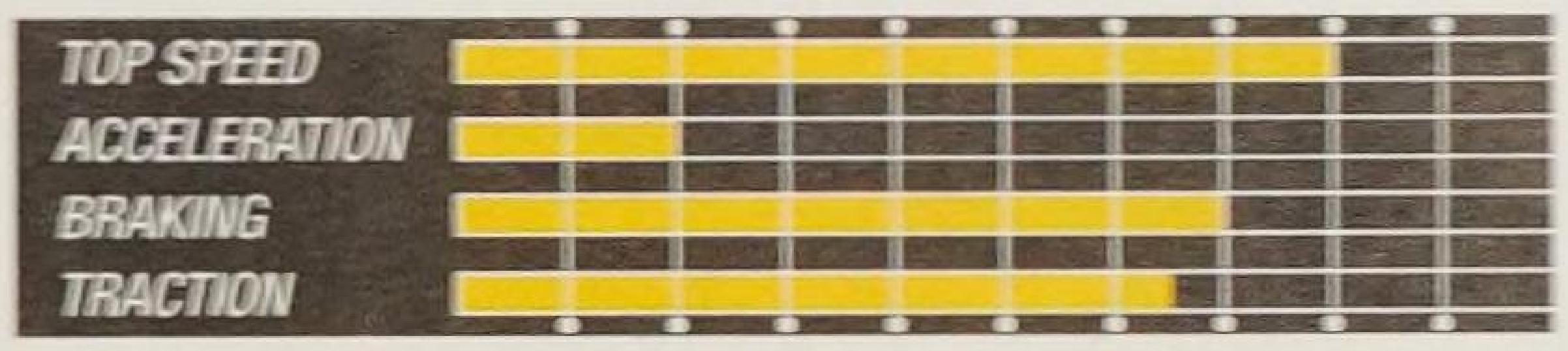




Extra Mods: Turbo

Pegassi Monroe

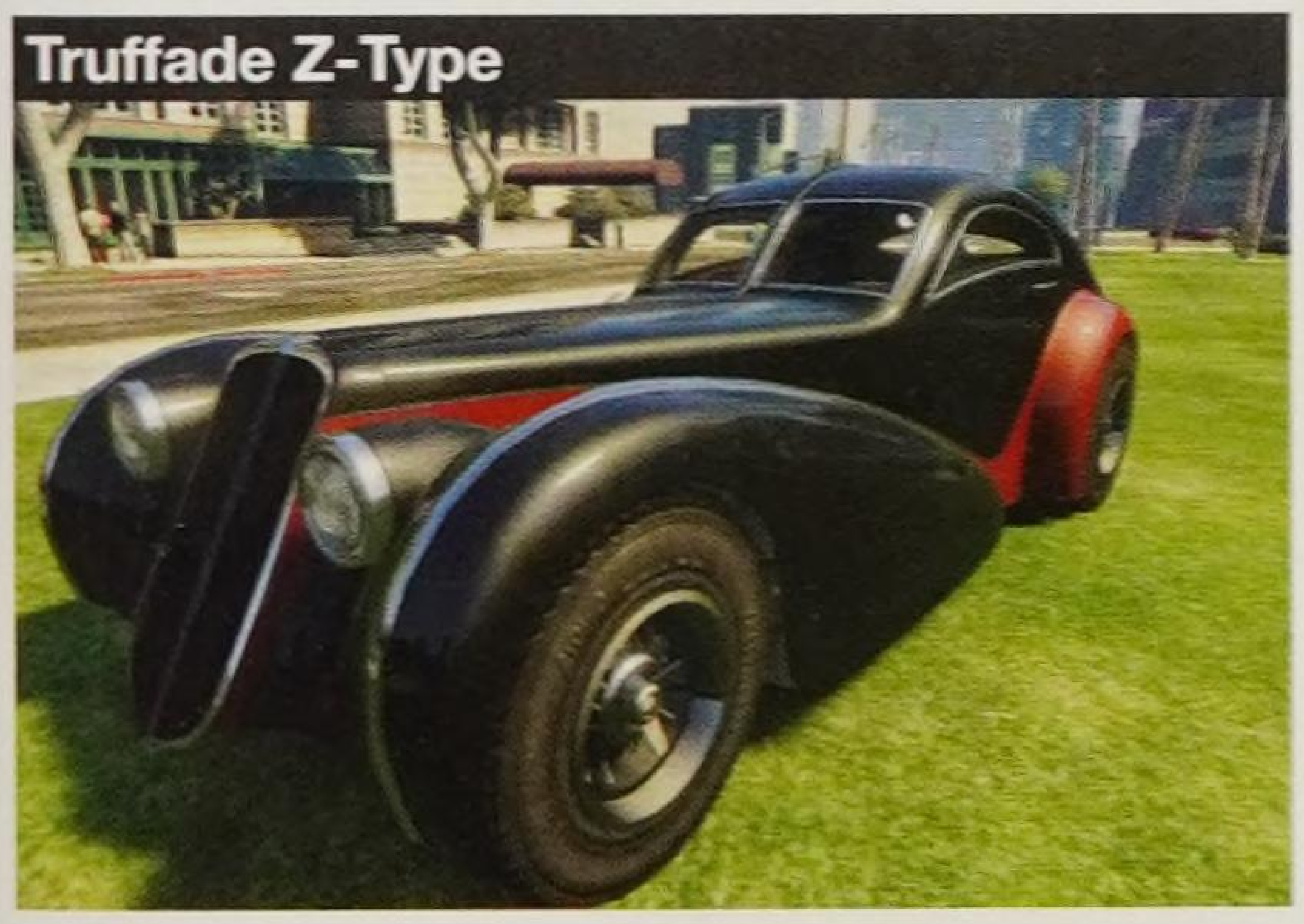


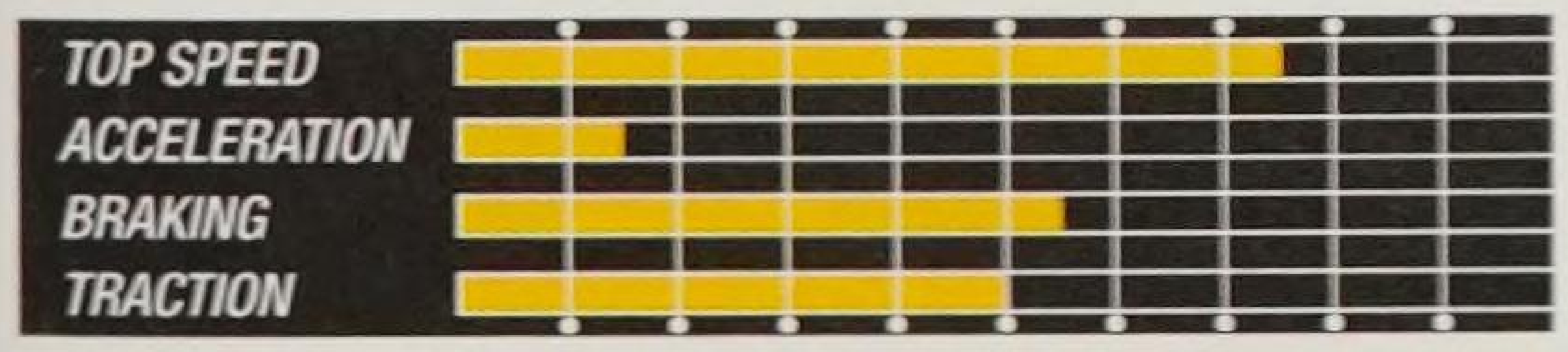


$490,000 | www.legendarymotorsport.net

Extra Mods: Turbo

Truffade Z-Type

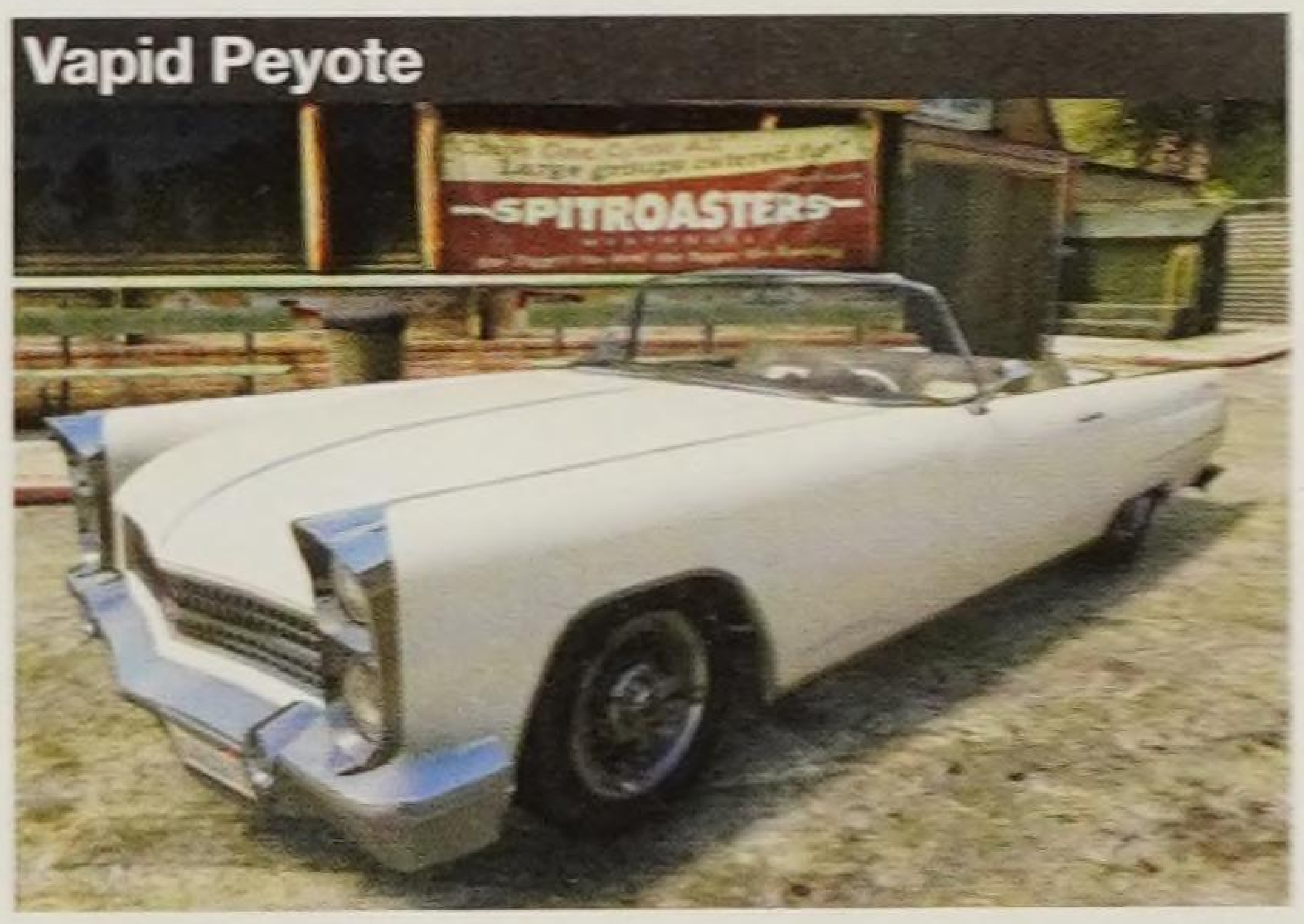


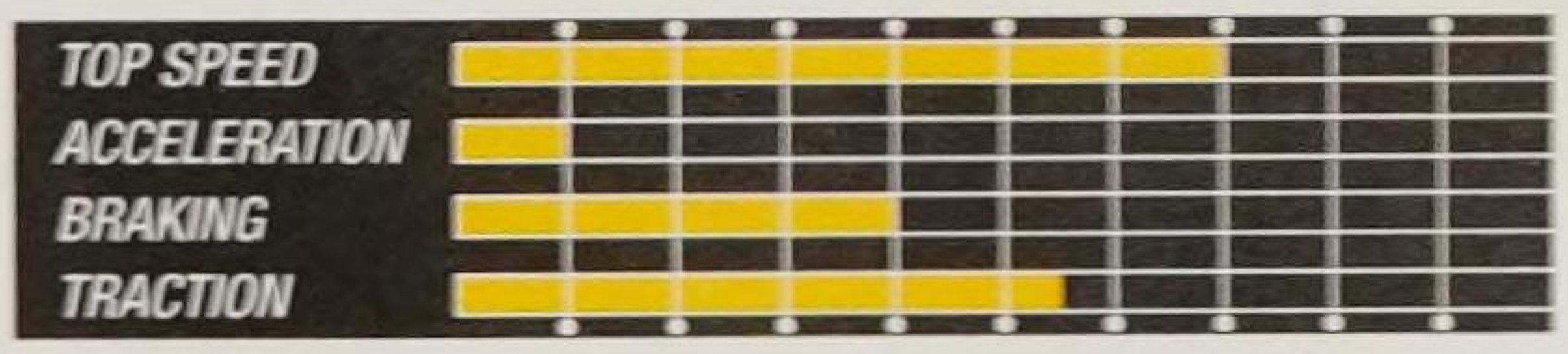


$10,000,000 | www.legendarymotorsport.net

Extra Mods: Grille, Headlights (covers), Hood, Skirts, Turbo

Vapid Peyote

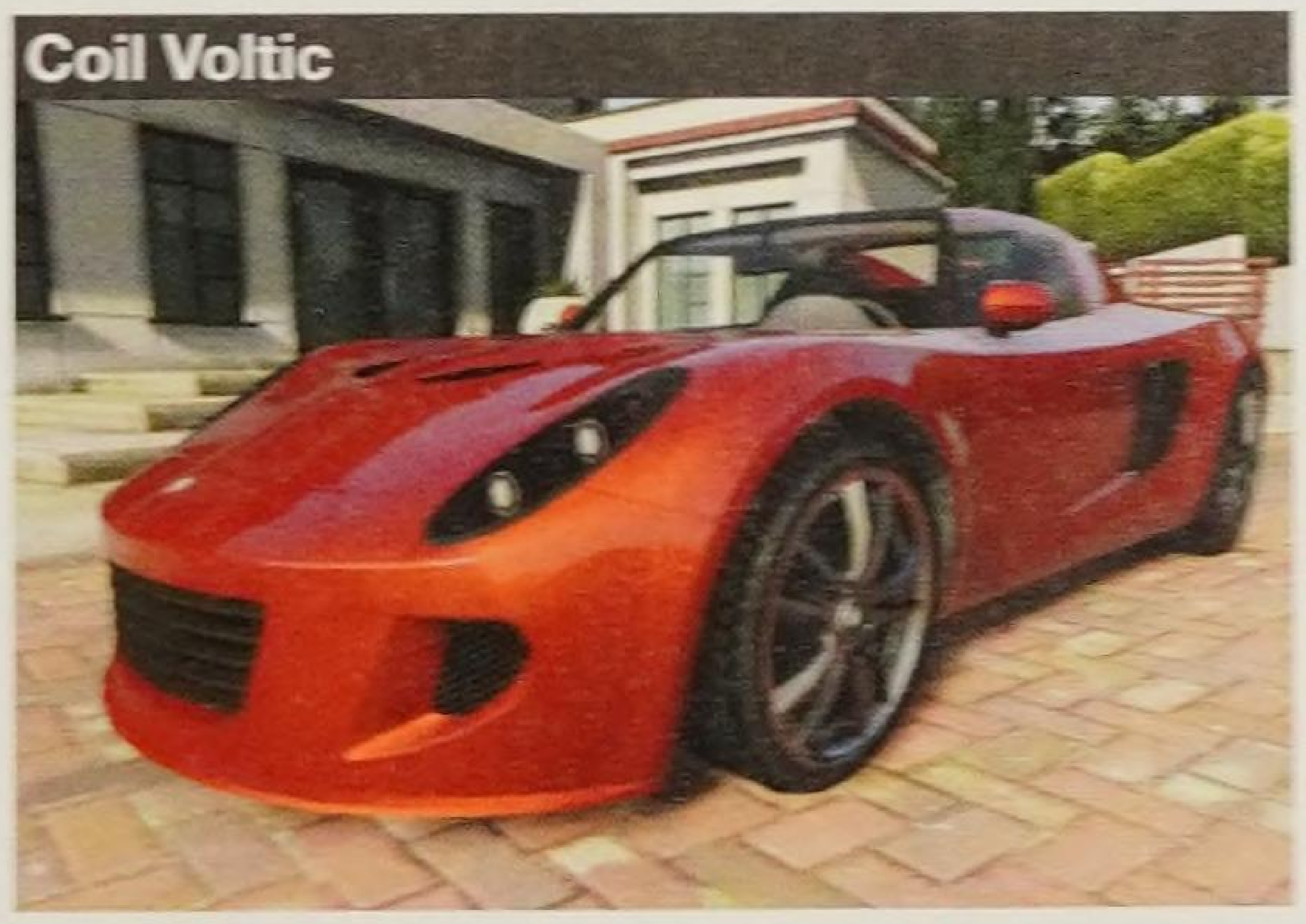


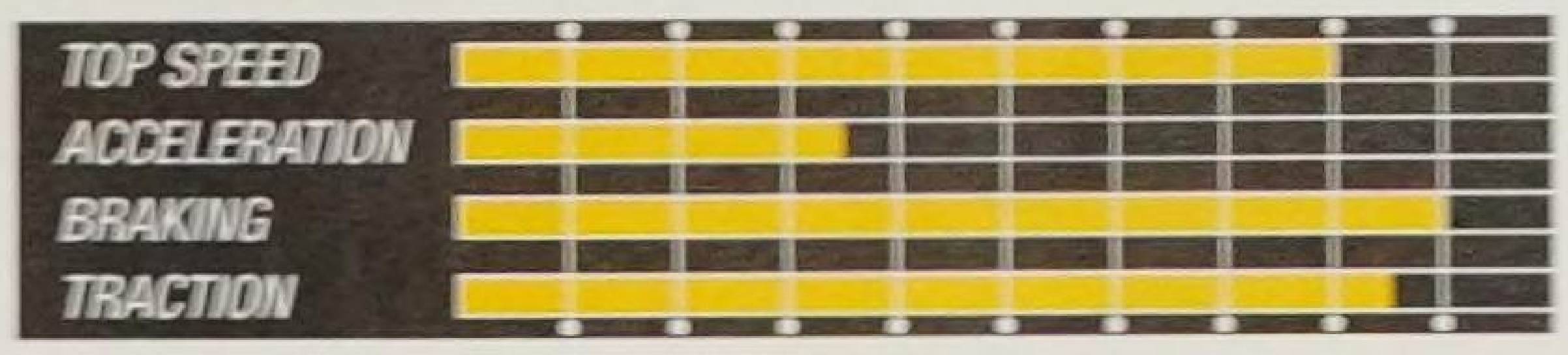


Extra Mods: Bumpers, Chassis, Exhaust, Fenders, Grille, Hood, Turbo

SUPER

Coil Voltic



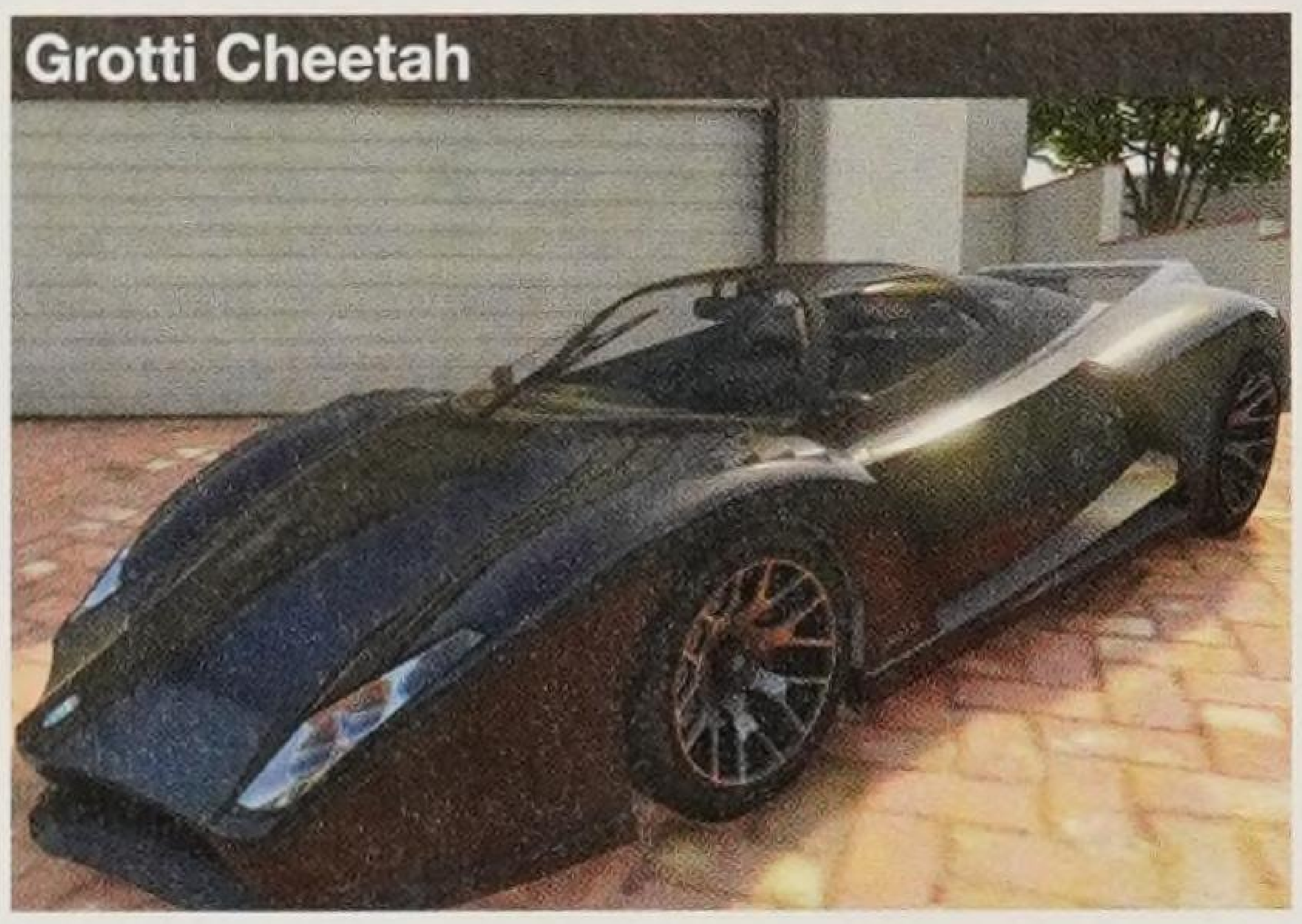


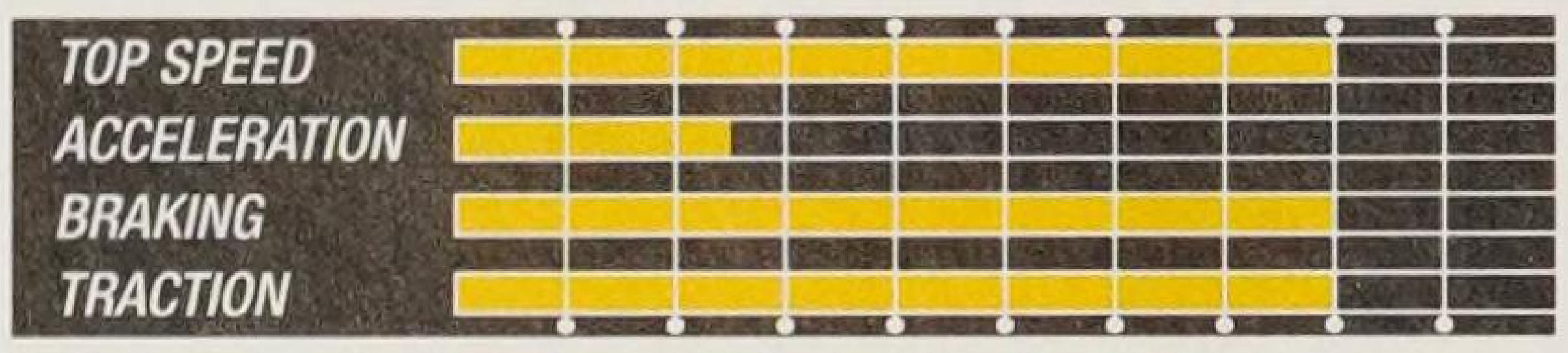
Extra Mods: Bumpers, Hood, Skirts, Spoiler

Note: This electric vehicle has no Turbo.

SUPER (continued)

Grotti Cheetah

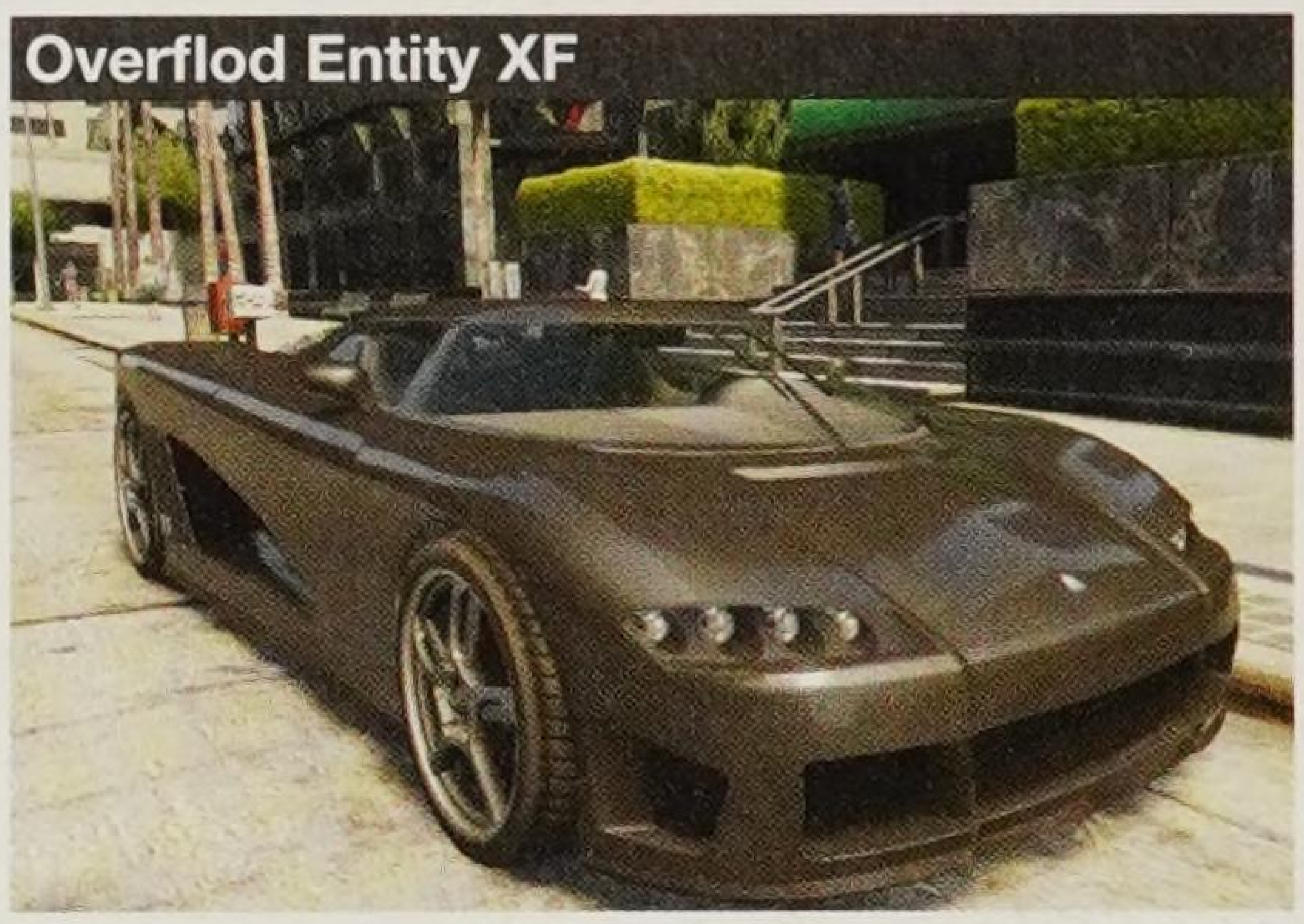


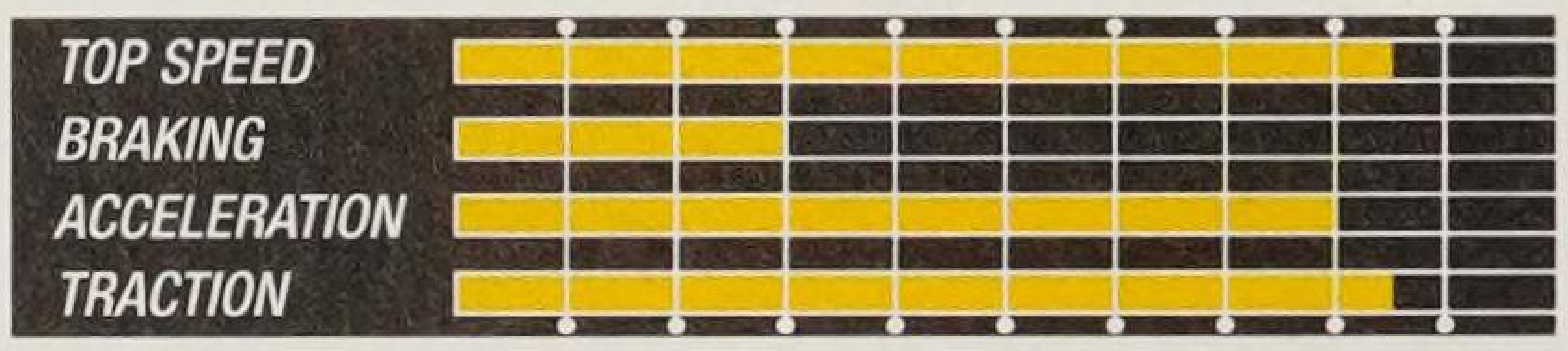


$650,000 | www.legendarymotorsport.net

Extra Mods: Exhaust, Spoiler, Turbo

Overflod Entity XF

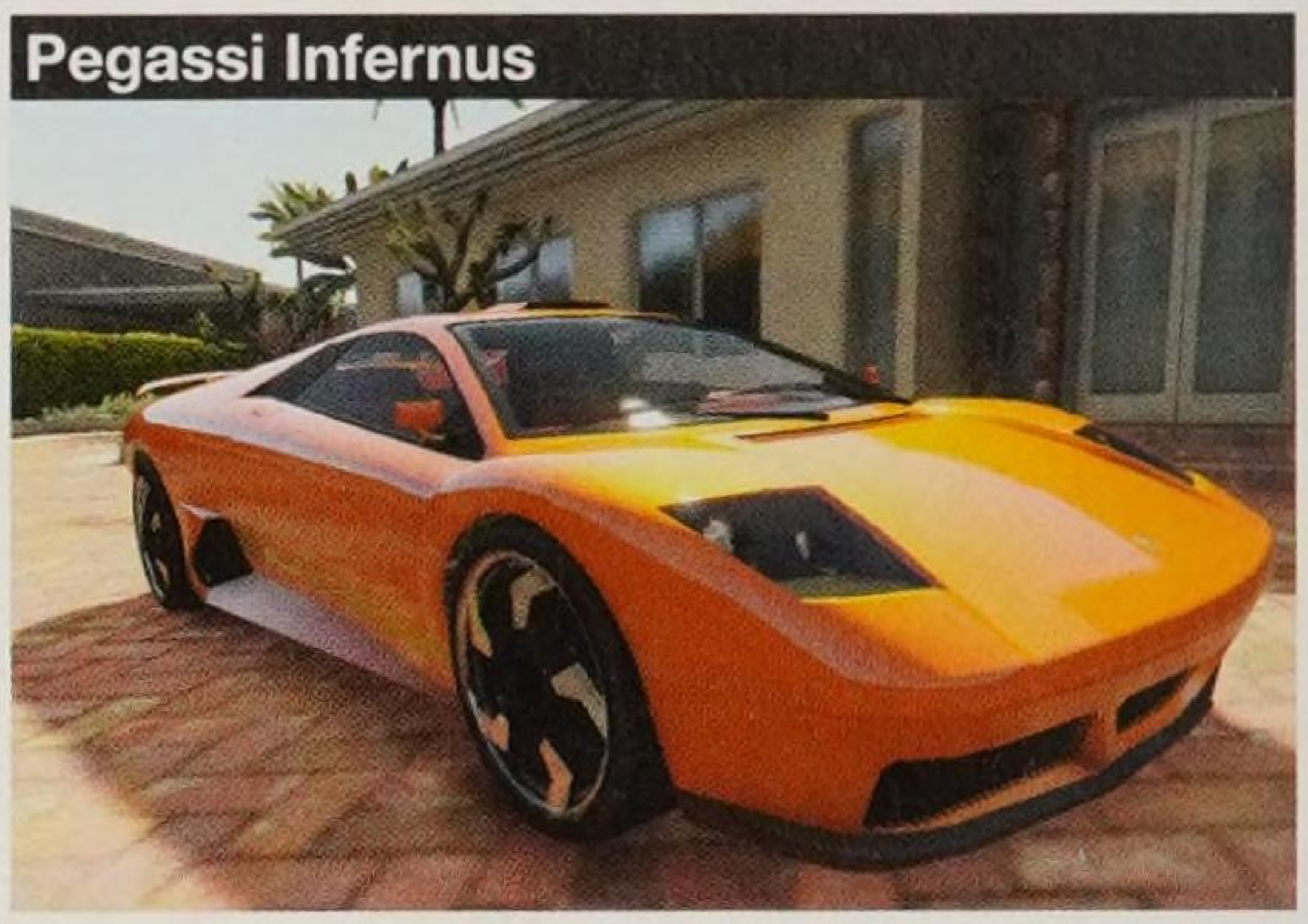


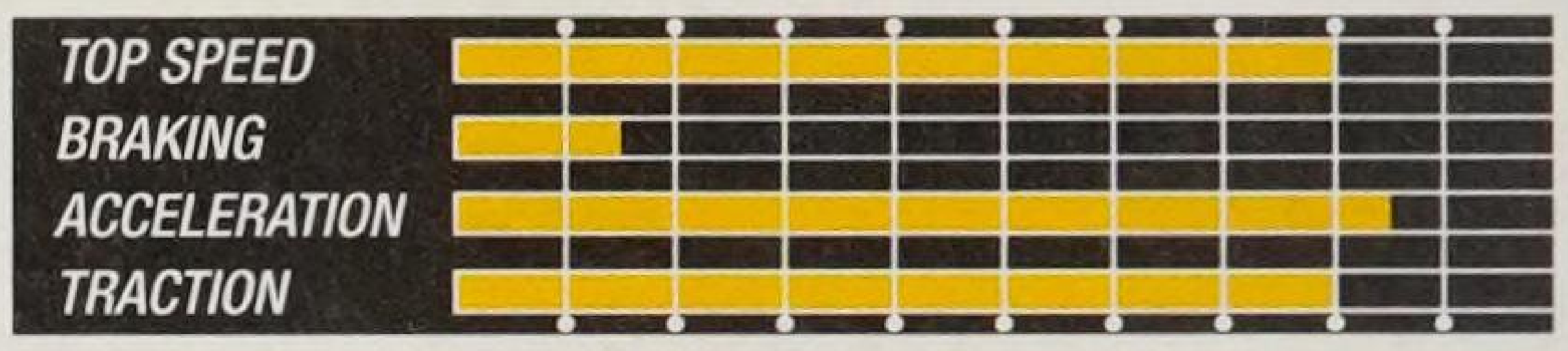


$795,000 | www.legendarymotorsport.net

Extra Mods: Bodywork, Bumpers, Exhaust, Skirts, Spoiler, Turbo

Pegassi Infernus

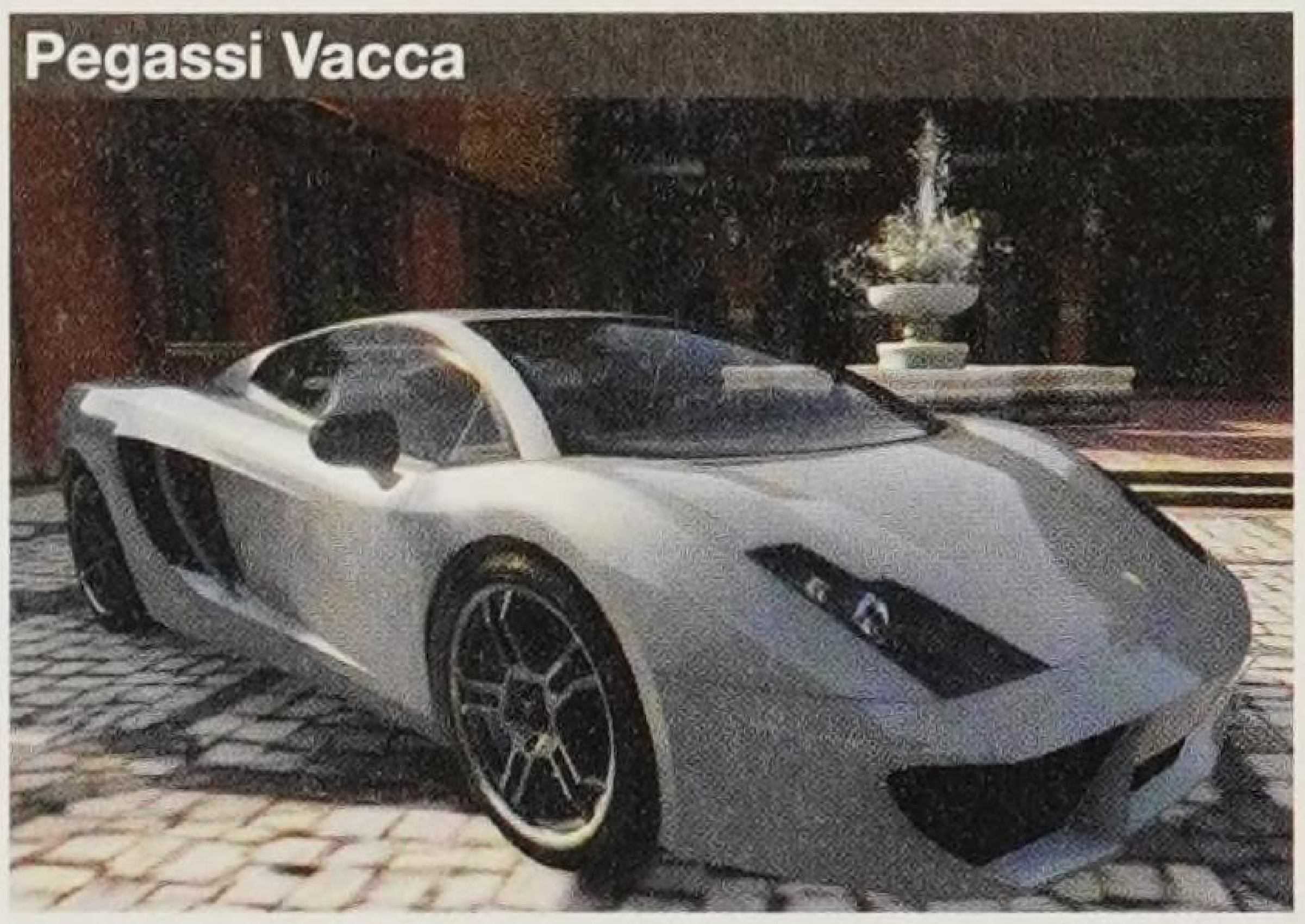


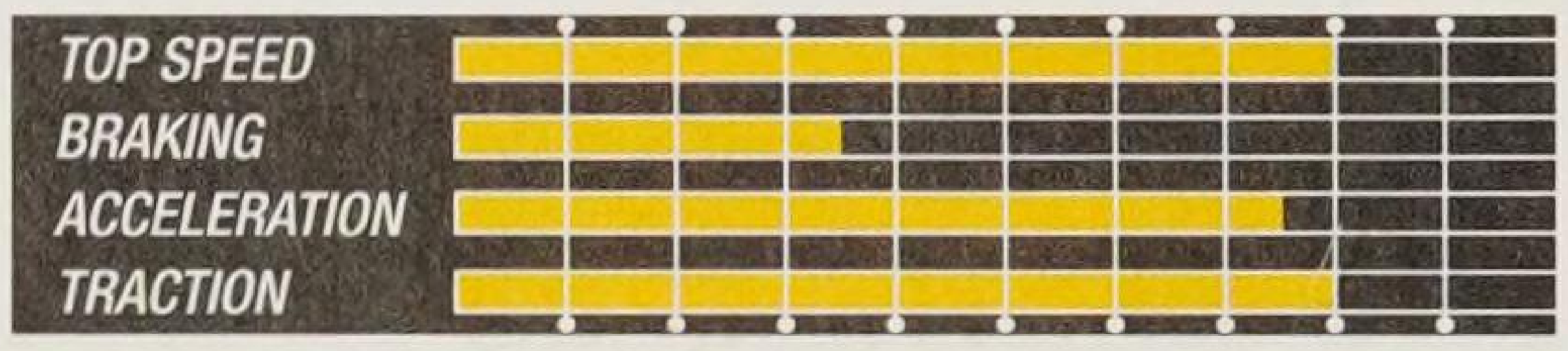


$440,000 | www.southernsanandreassuperautos.com

Extra Mods: Exhaust, Spoiler, Turbo

Pegassi Vacca

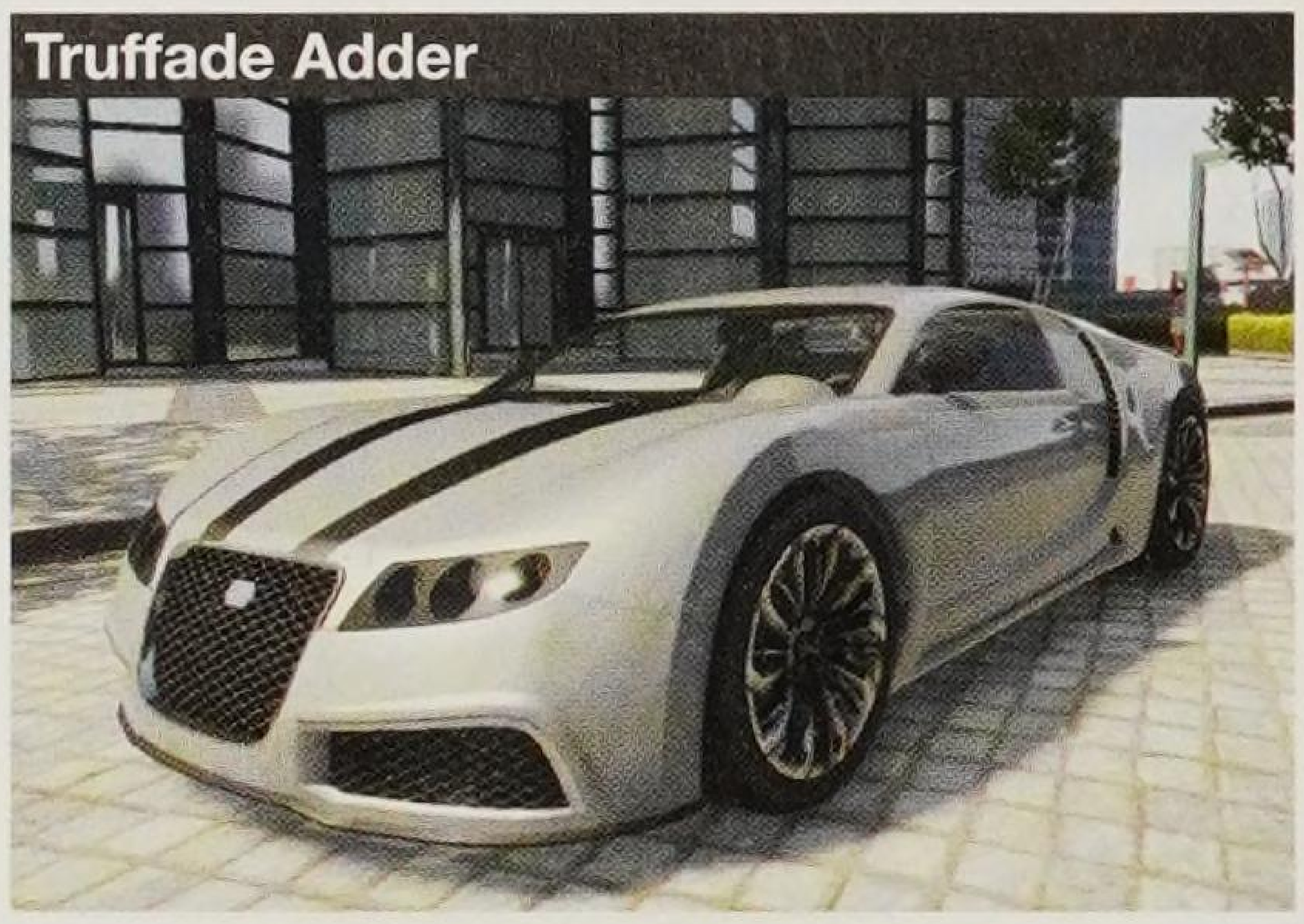


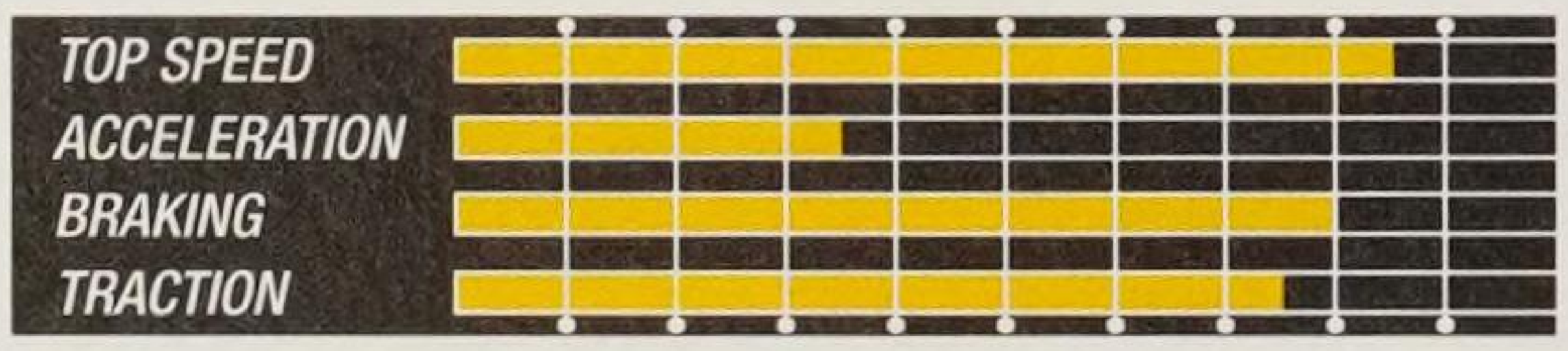


$240,000 | www.legendarymotorsport.net

Extra Mods: Bodywork, Exhaust, Hood, Spoiler, Turbo

Truffade Adder

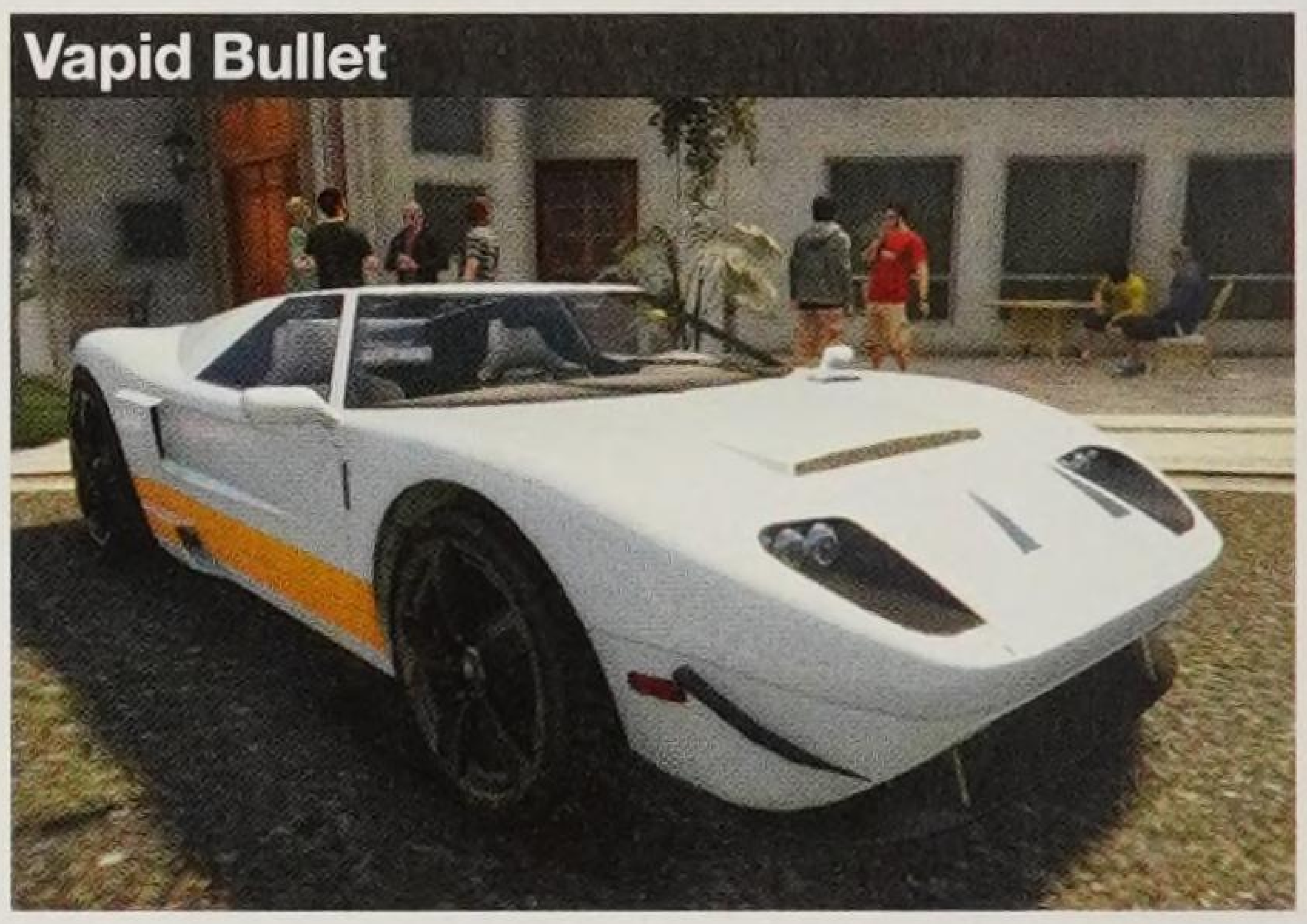


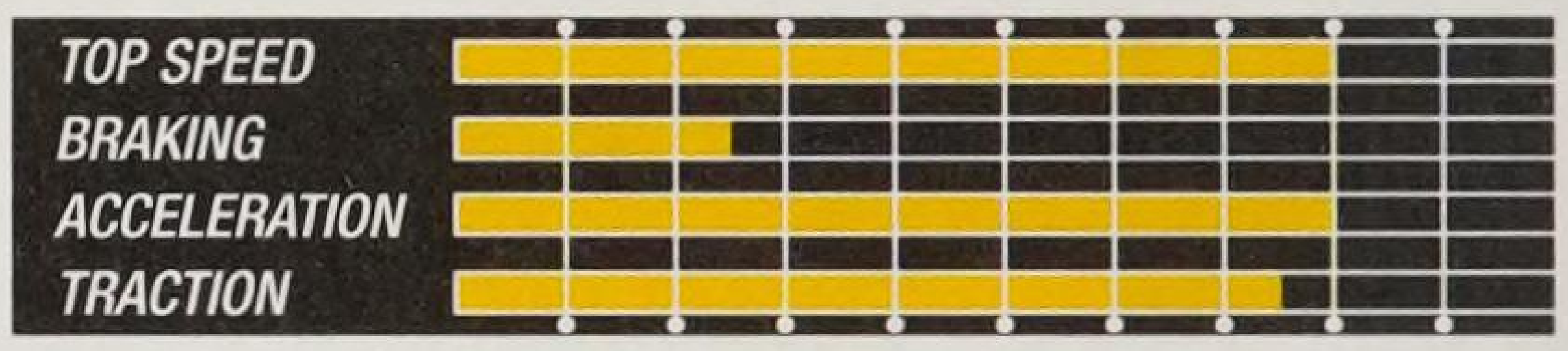


$1,000,000 | www.legendarymotorsport.net

Extra Mods: Turbo

Vapid Bullet

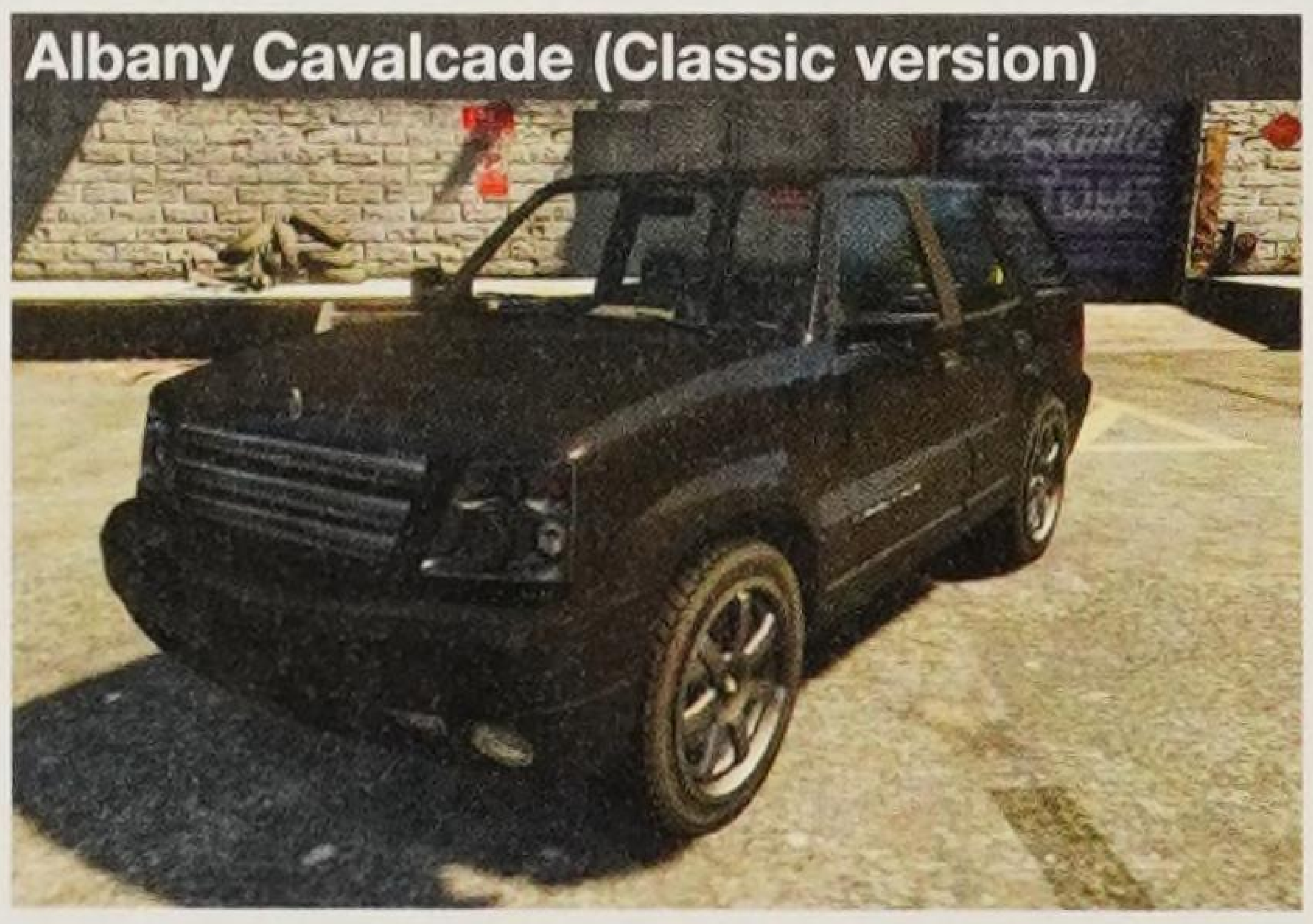


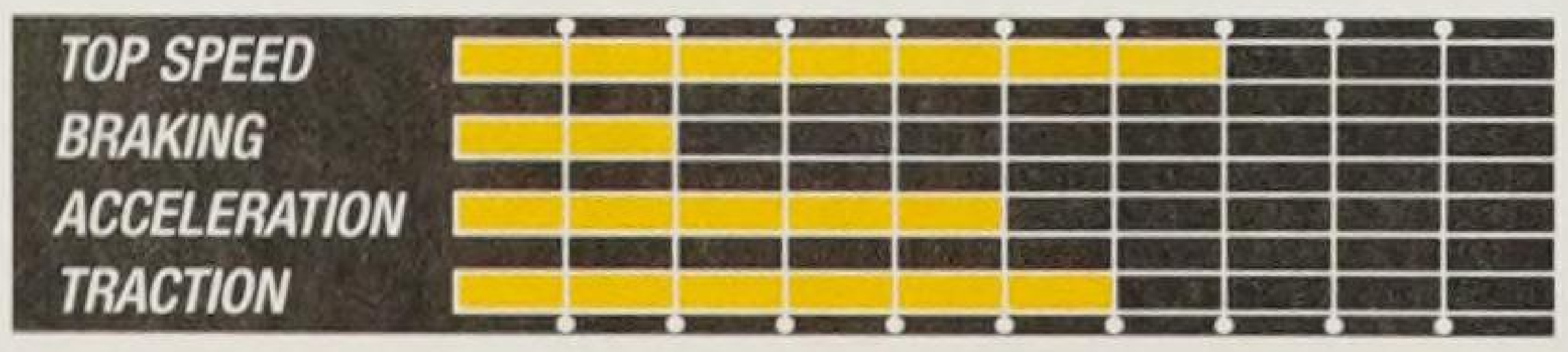


Extra Mods: Turbo

SUVs

Albany Cavalcade (Classic version)

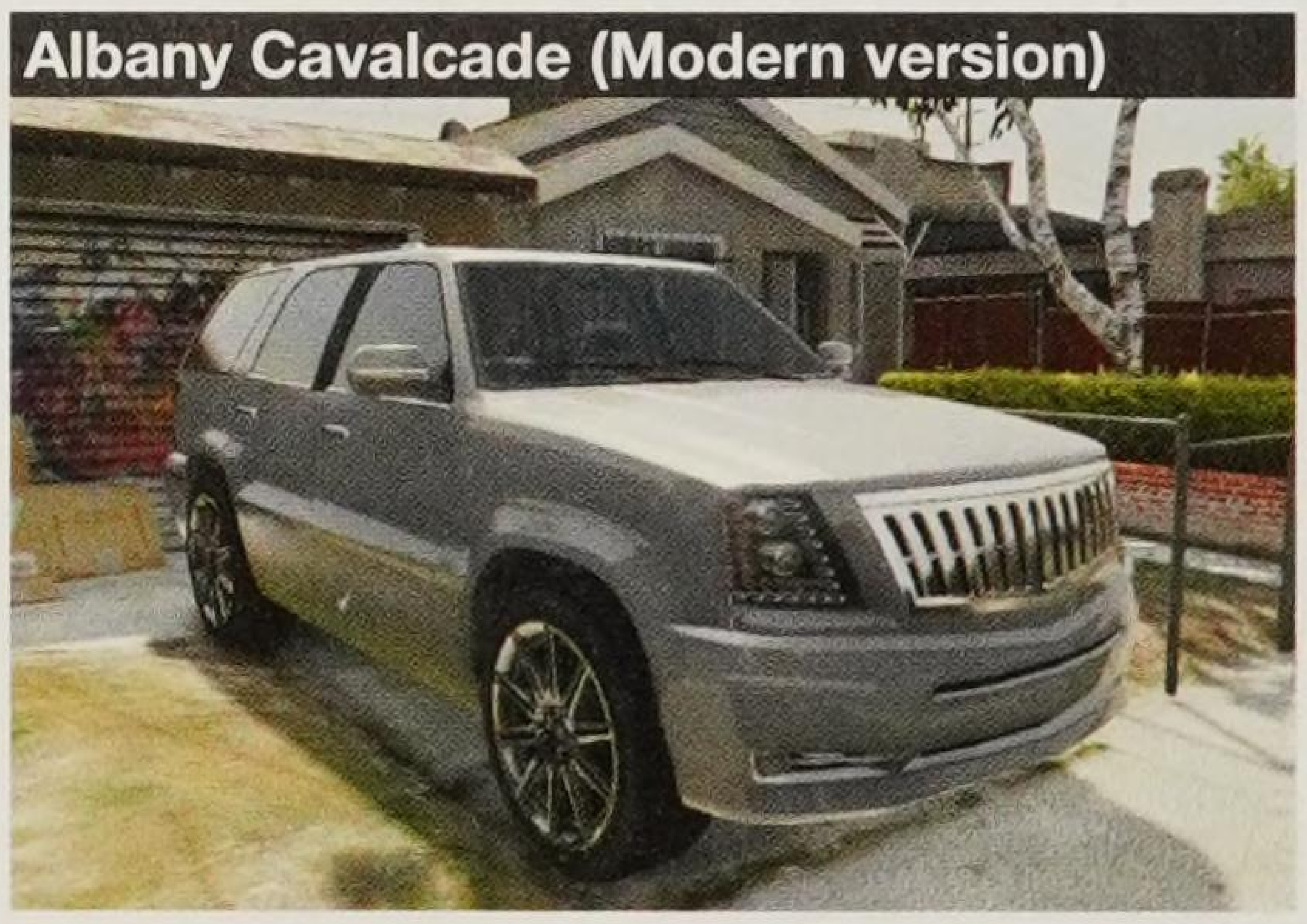


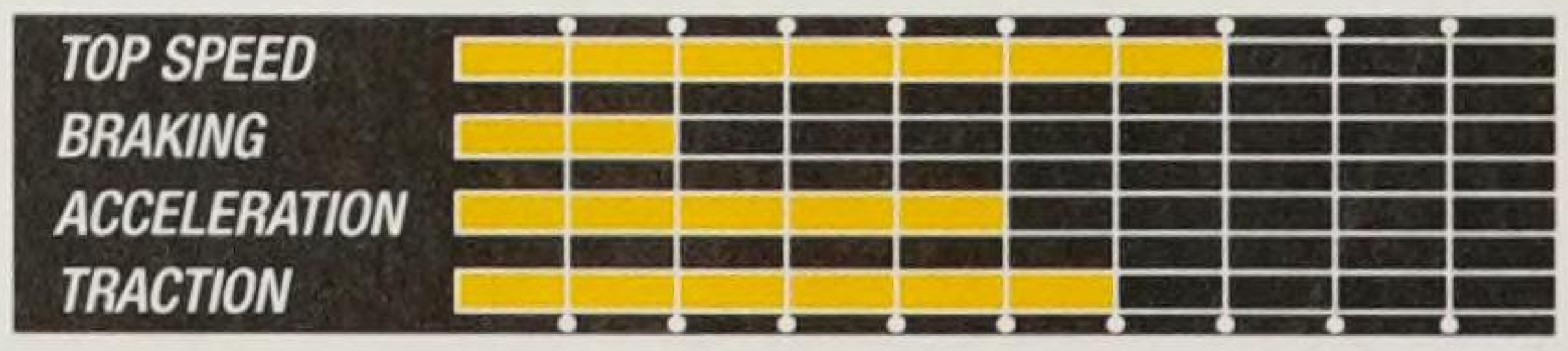


$70,000 | www.southernsanandreassuperautos.com

Extra Mods: Bumpers, Chassis (subwoofer), Grille, Side Step

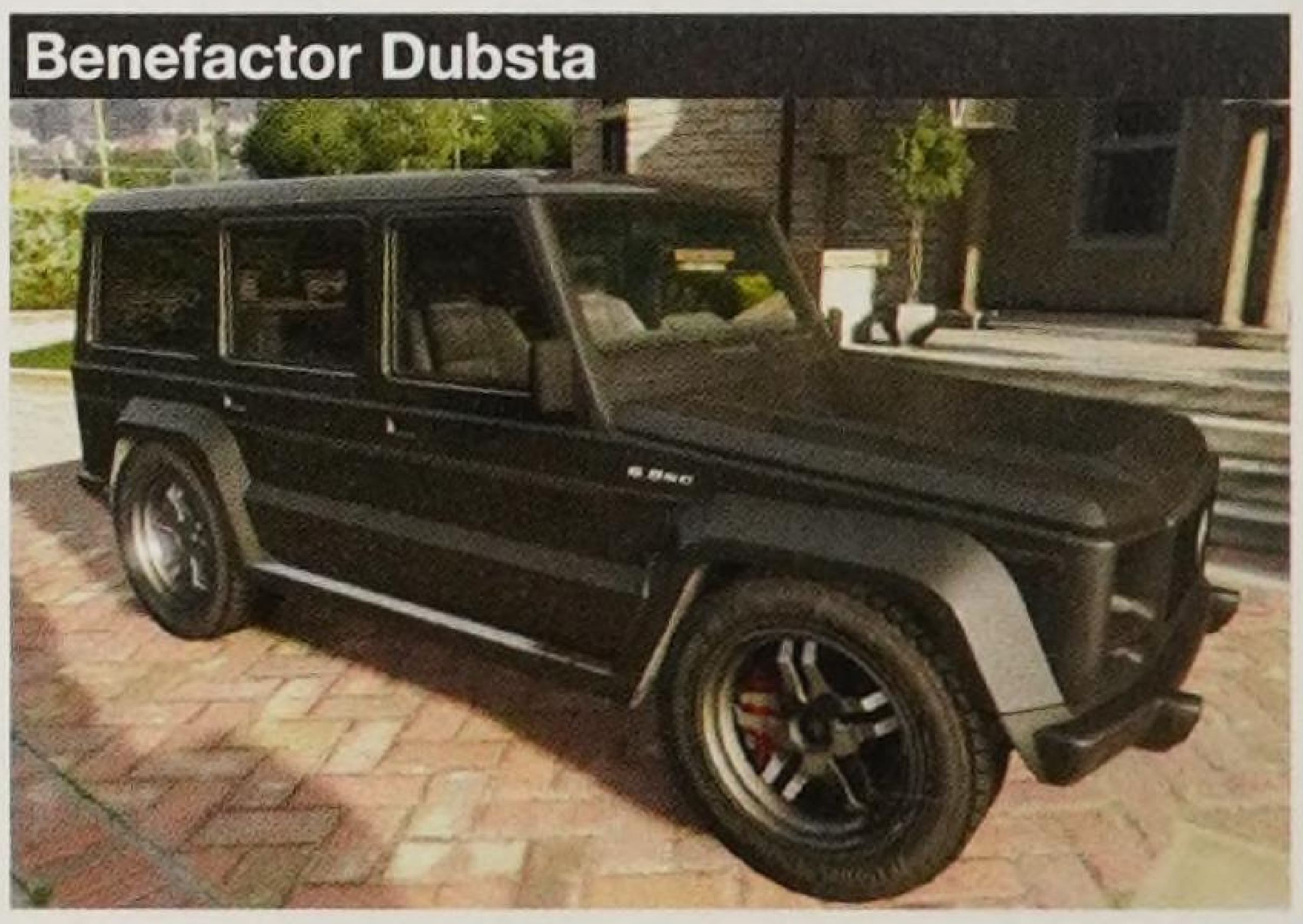
Albany Cavalcade (Modern version)

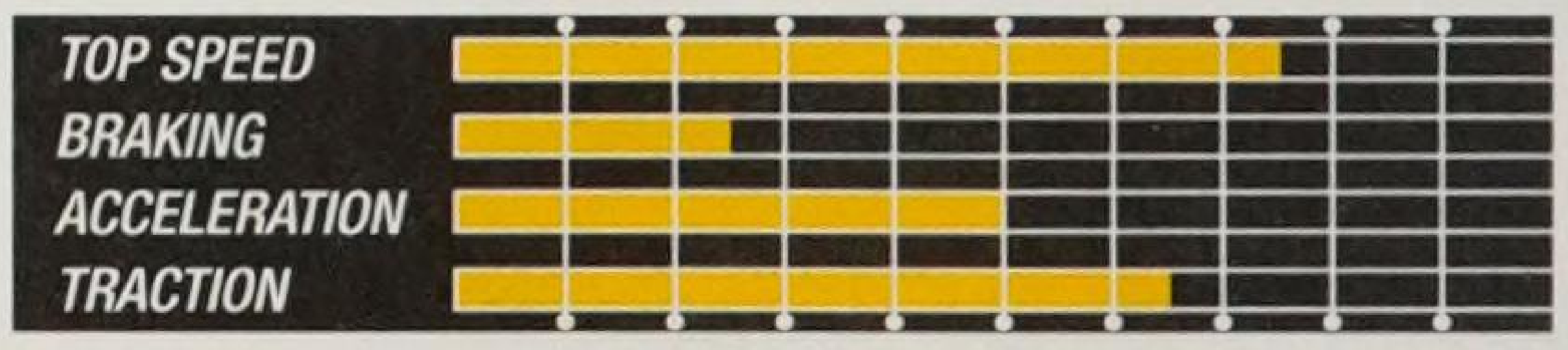




Extra Mods: Bumpers, Chassis (subwoofer), Grille, Side Step

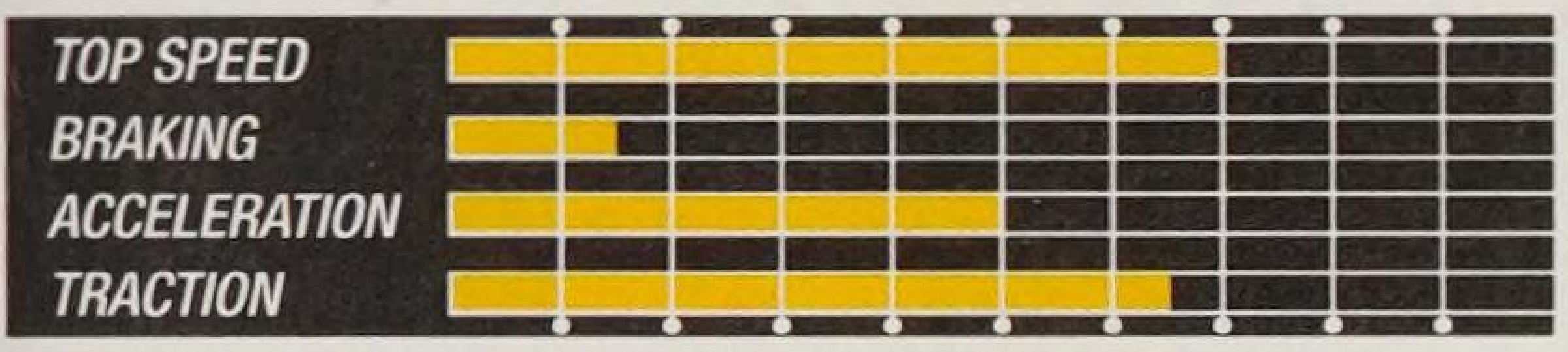
Benefactor Dubsta





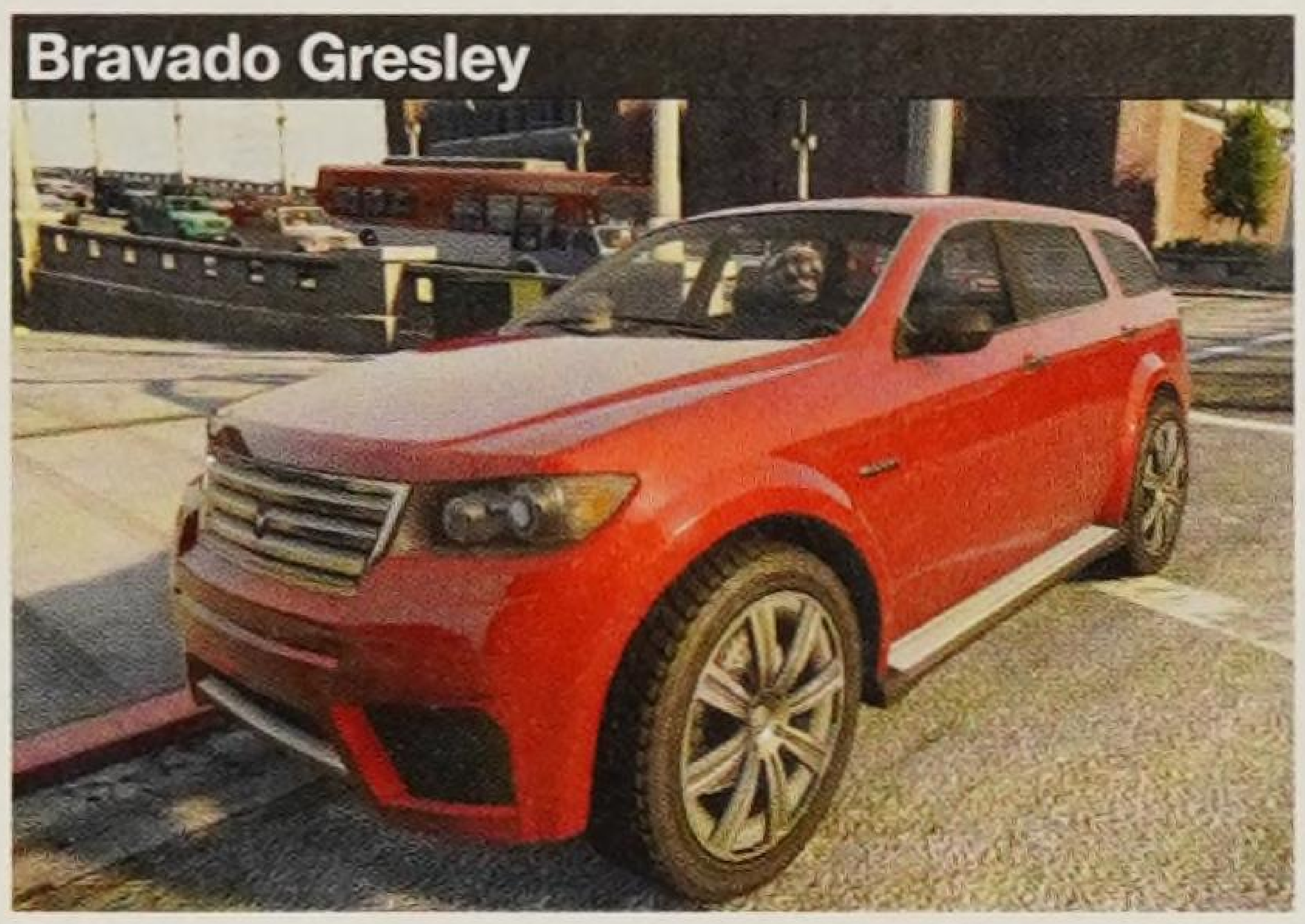
Extra Mods: Bumpers, Exhaust, Fenders, Grille, Hood, Roof, Side Step, Tailgate, Turbo

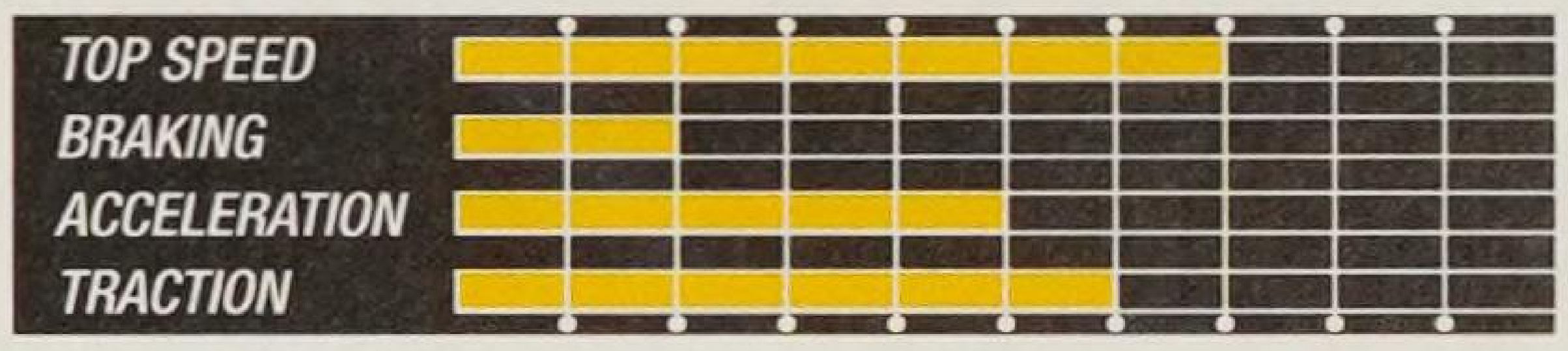
Benefactor Serrano



Extra Mods: Bumpers, Exhaust, Grille, Skirts, Spoiler, Turbo

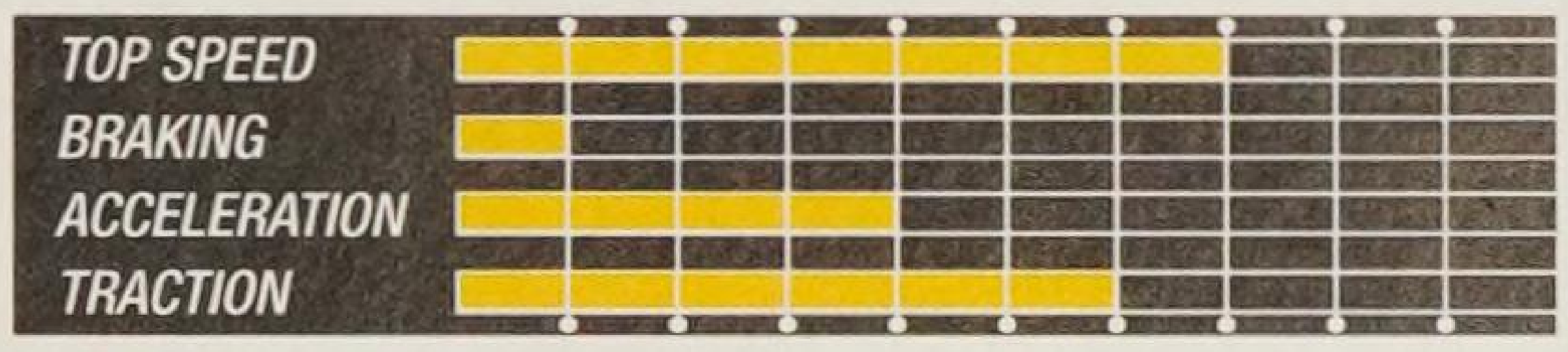
Bravado Gresley





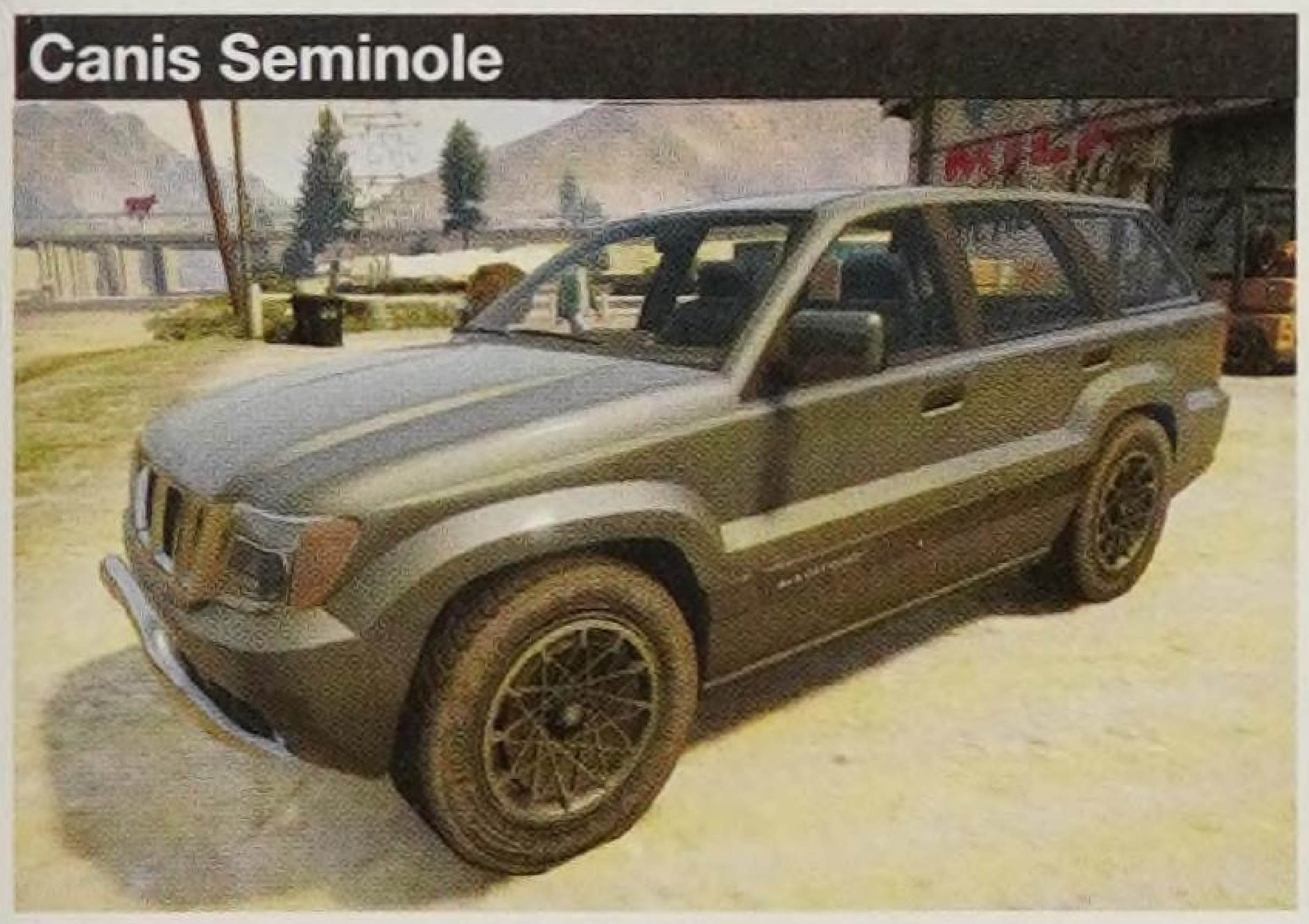
Extra Mods: Bumpers, Exhaust, Hood, Skirts, Turbo

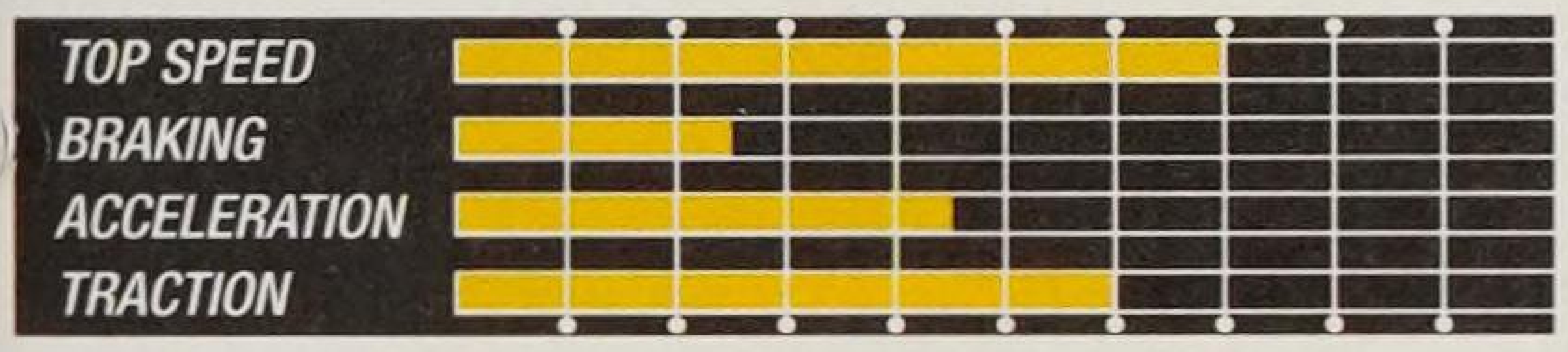
Canis Mesa



Extra Mods: Turbo

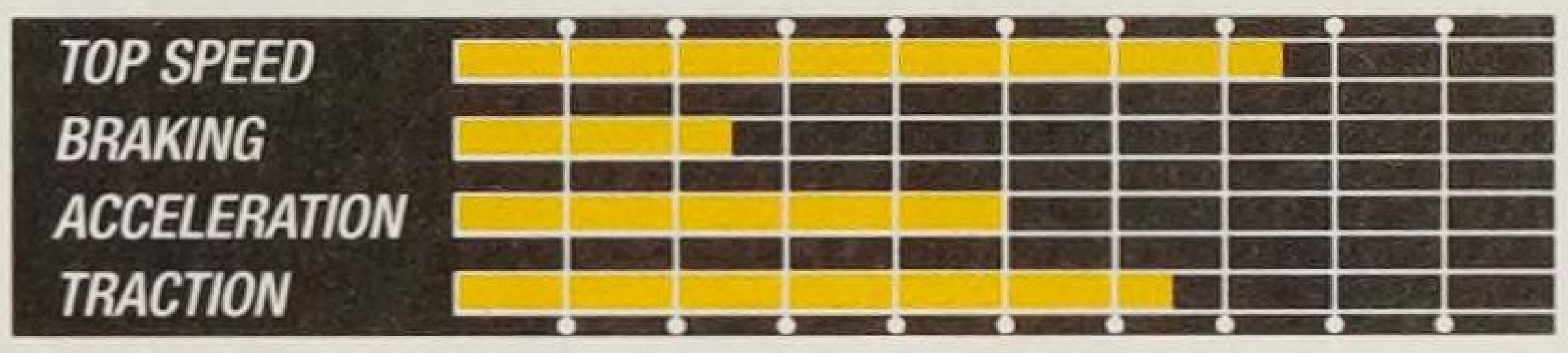
Canis Seminole





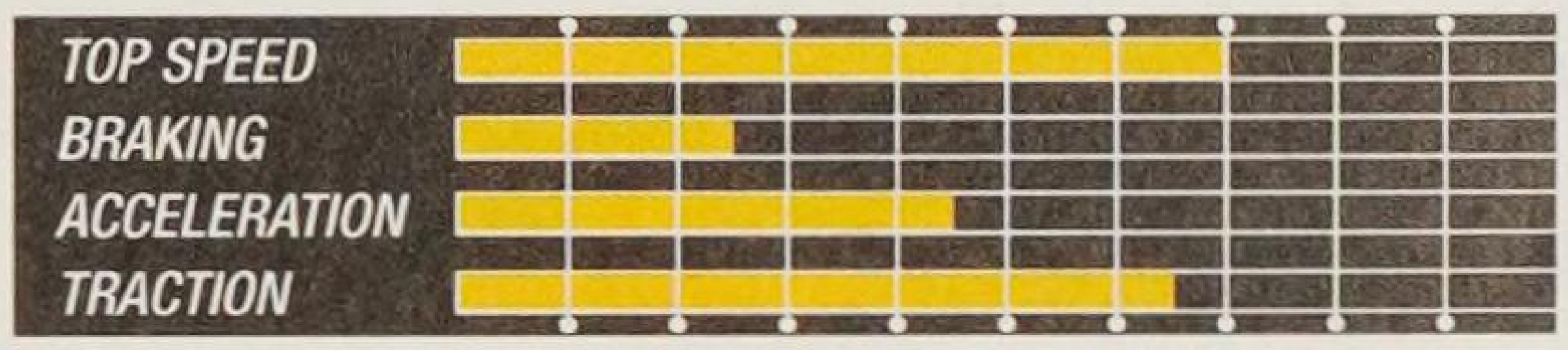
Extra Mods: Turbo

Declasse Granger



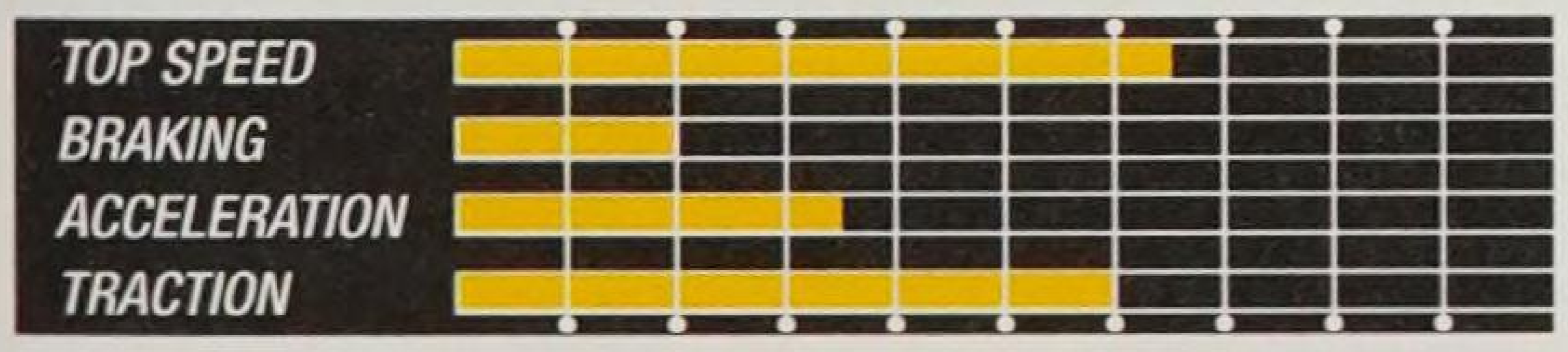
Extra Mods: Turbo

Dundreary Landstalker



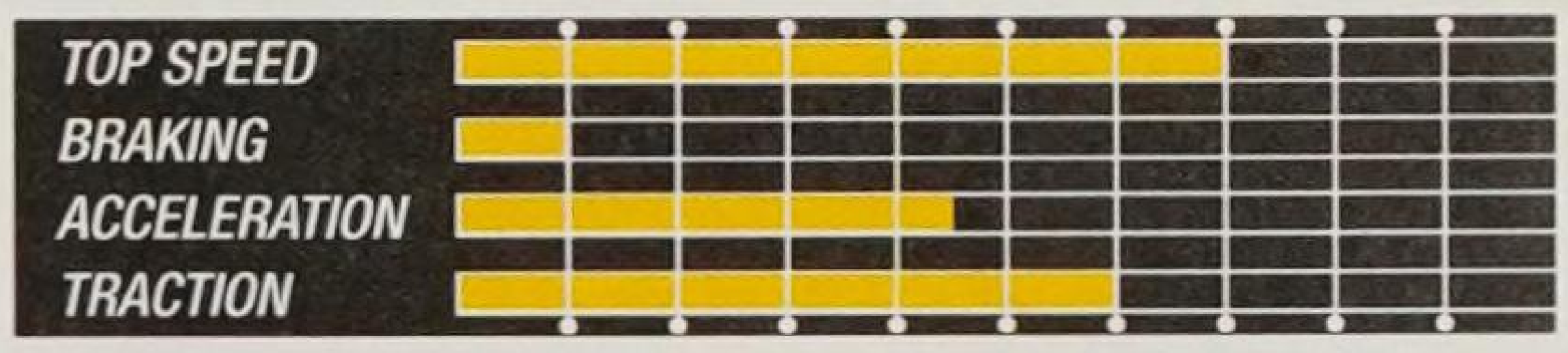
Extra Mods: Bumpers, Exhaust, Roof, Side Step, Turbo

Emperor Habanero



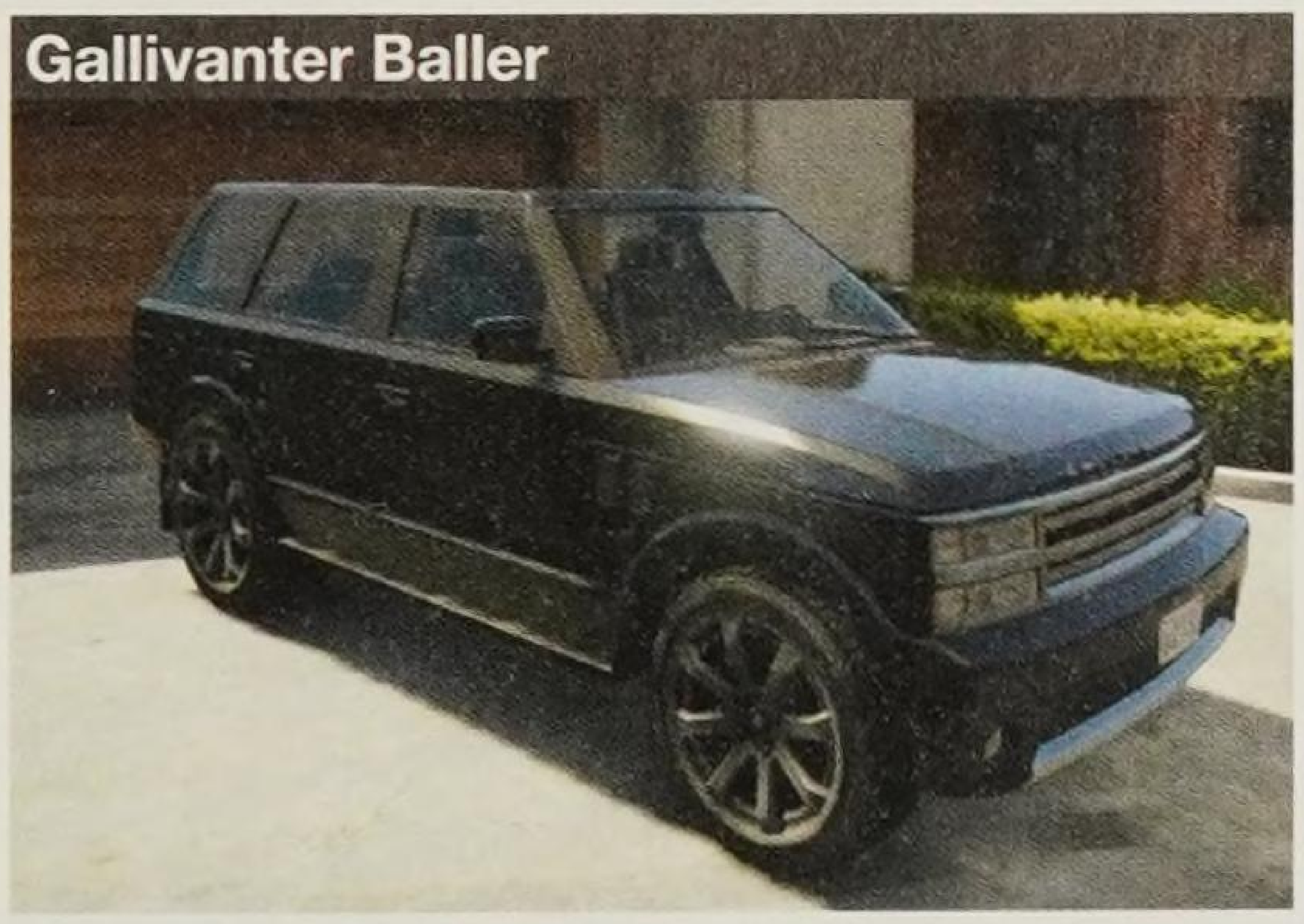
Extra Mods: Turbo

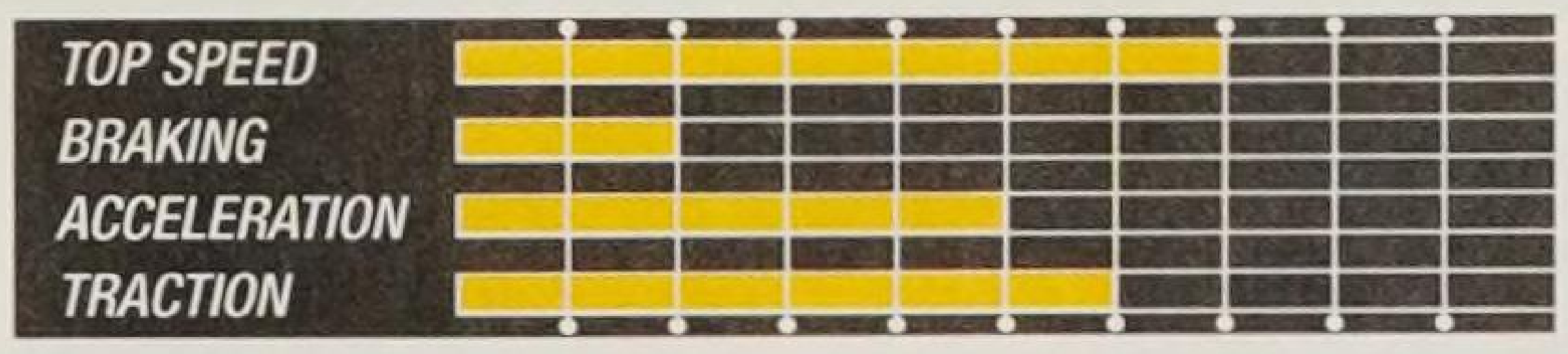
Fathom FQ 2



Extra Mods: Turbo

Gallivanter Baller

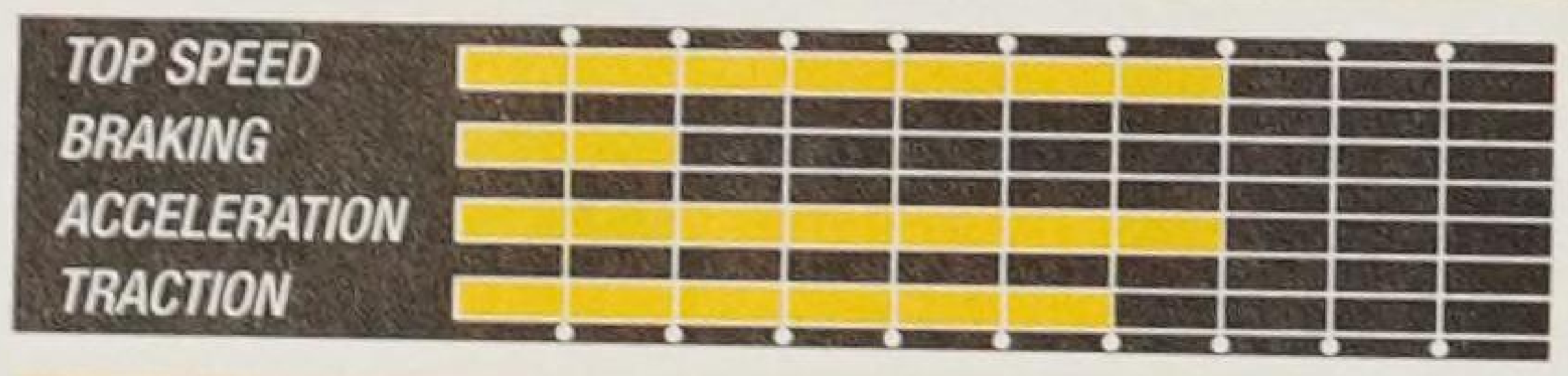




Extra Mods: Bumpers, Exhaust, Skirts, Turbo

SUVs *(continued)*

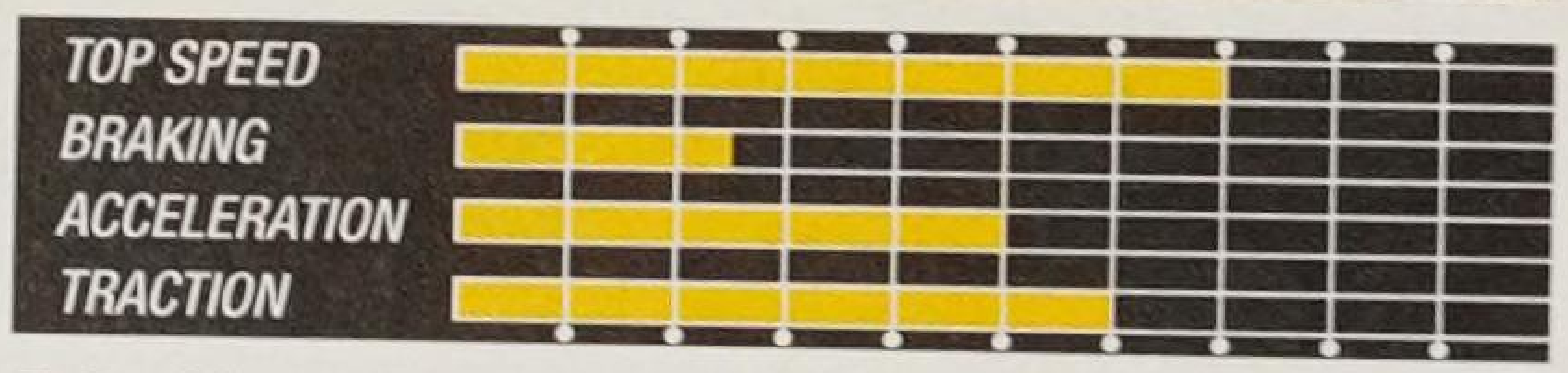
Gallivanter Baller (Version 2)



$98,000 | www.southernsanandreassuperautos.com

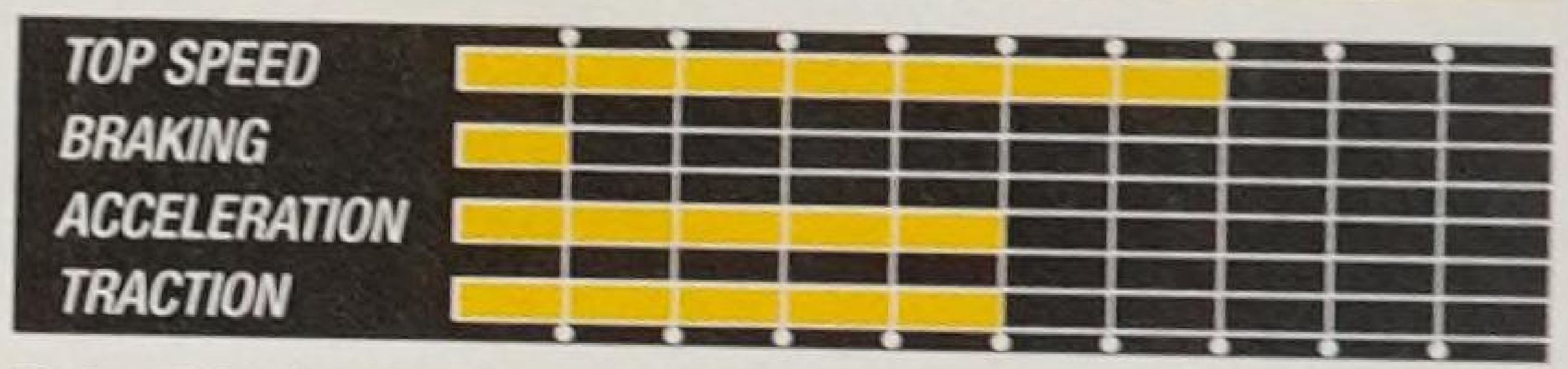
Extra Mods: Turbo

Karin BeeJay XL



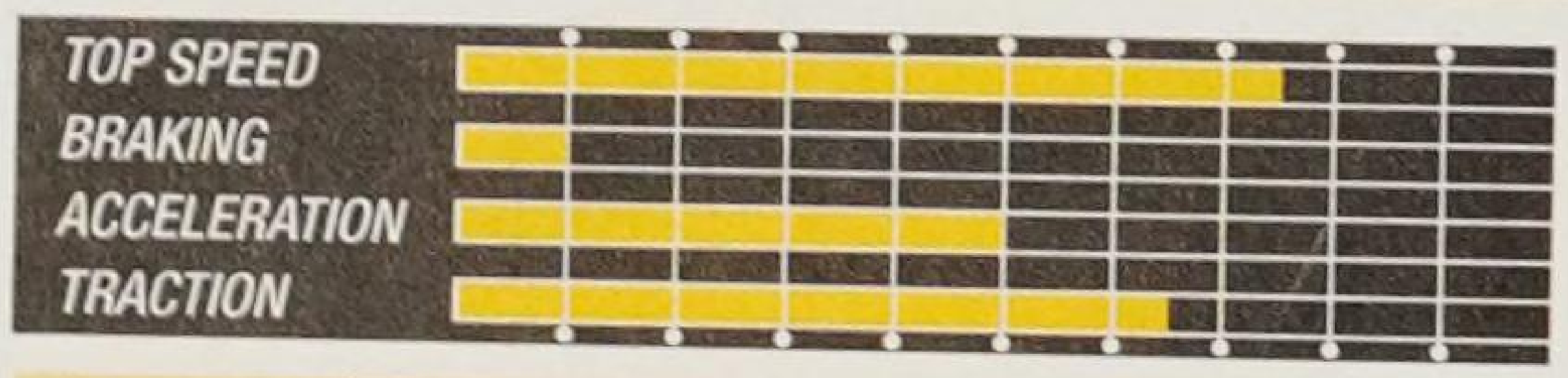
Extra Mods: Bumpers, Roof, Skirts, Turbo

Mammoth Patriot



Extra Mods: Turbo

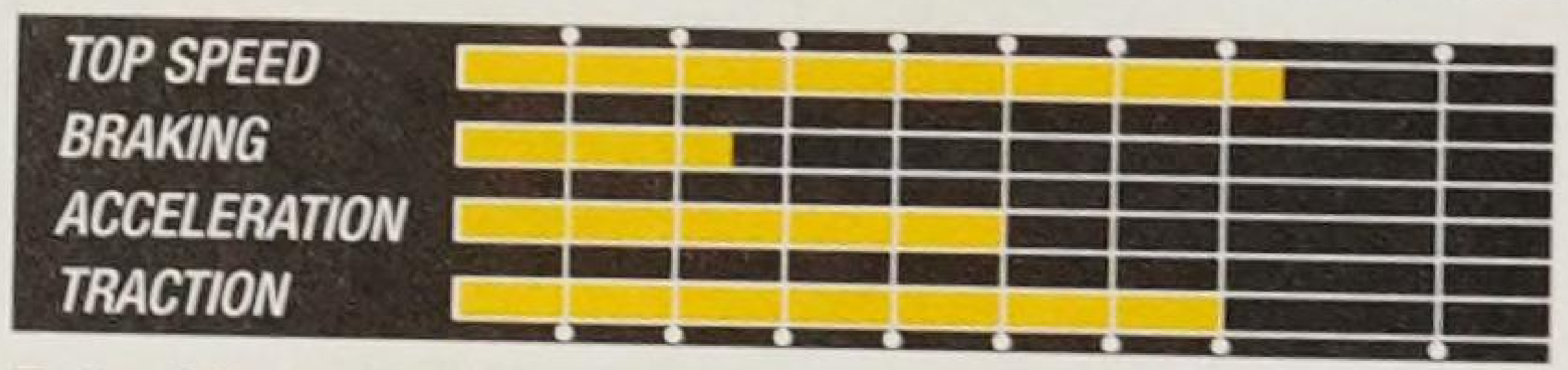
Obey Rocoto



$85,000 | www.southernsanandreassuperautos.com

Extra Mods: Turbo

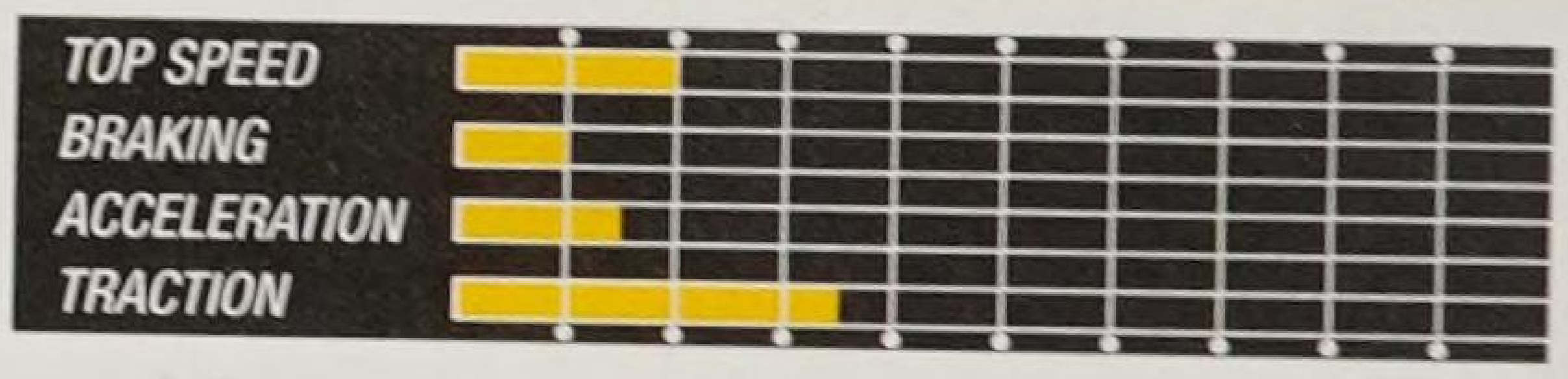
Vapid Radius



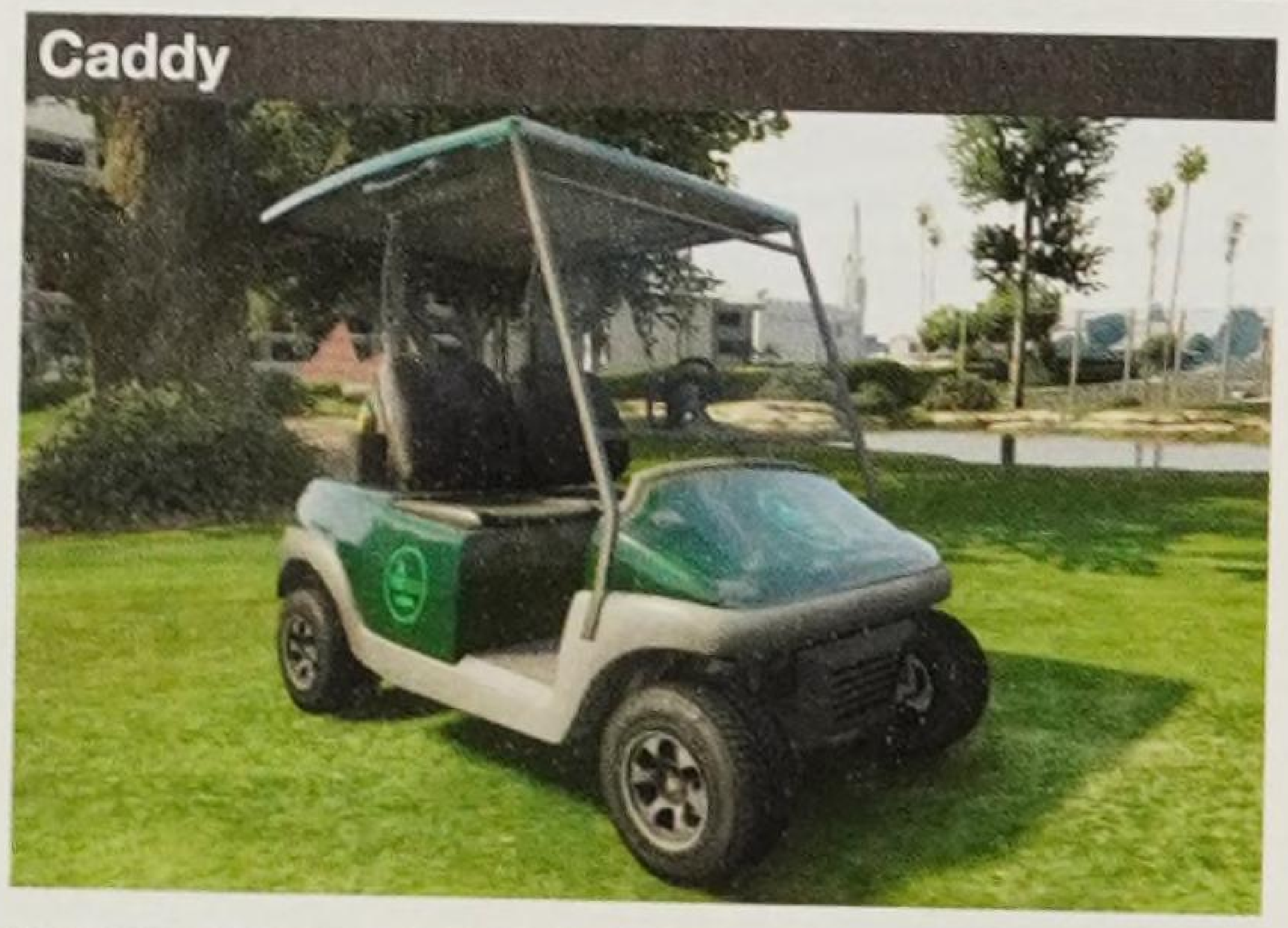
Extra Mods: Turbo

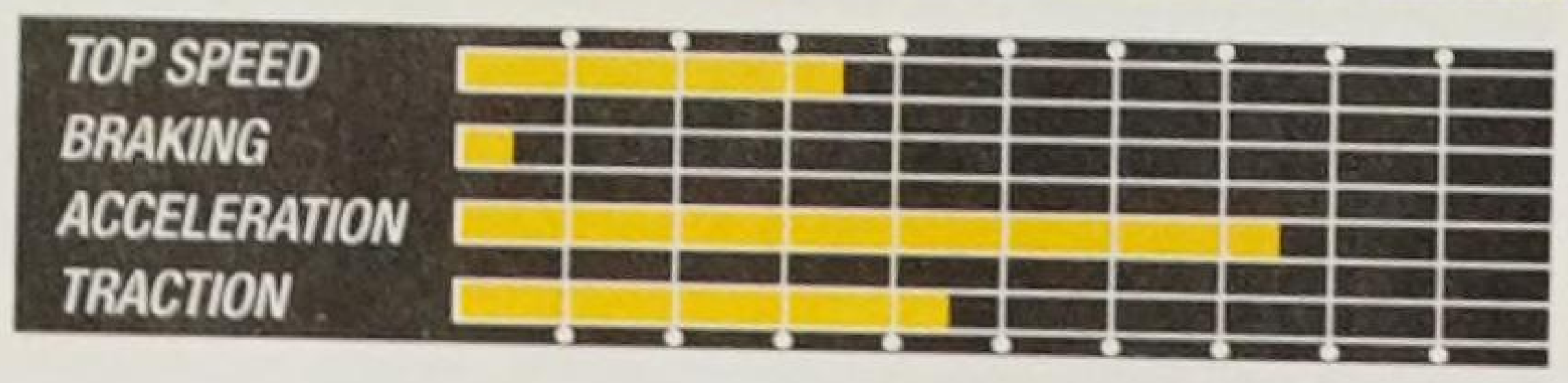
UTILITY

Airtug

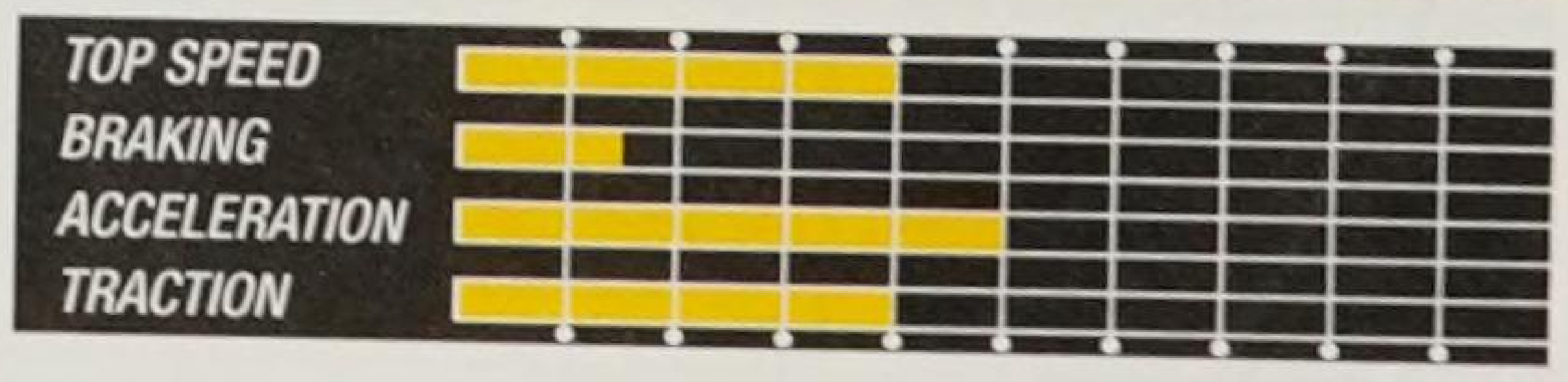


Caddy

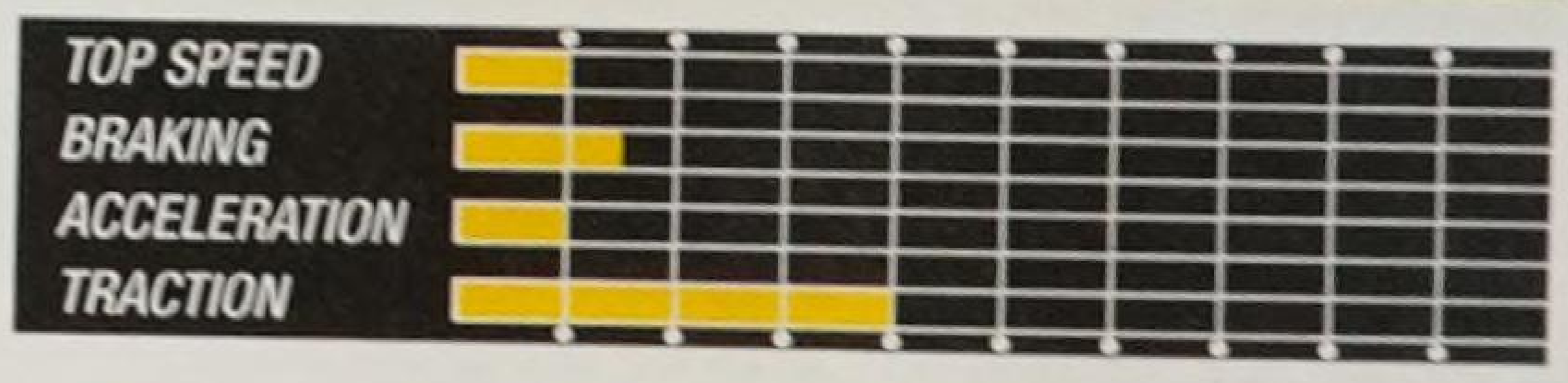




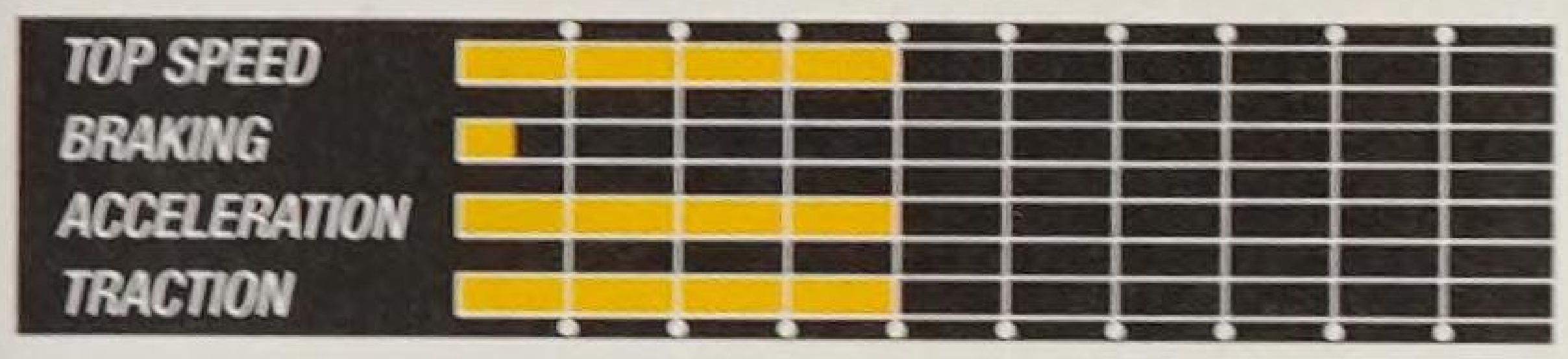
Docktug



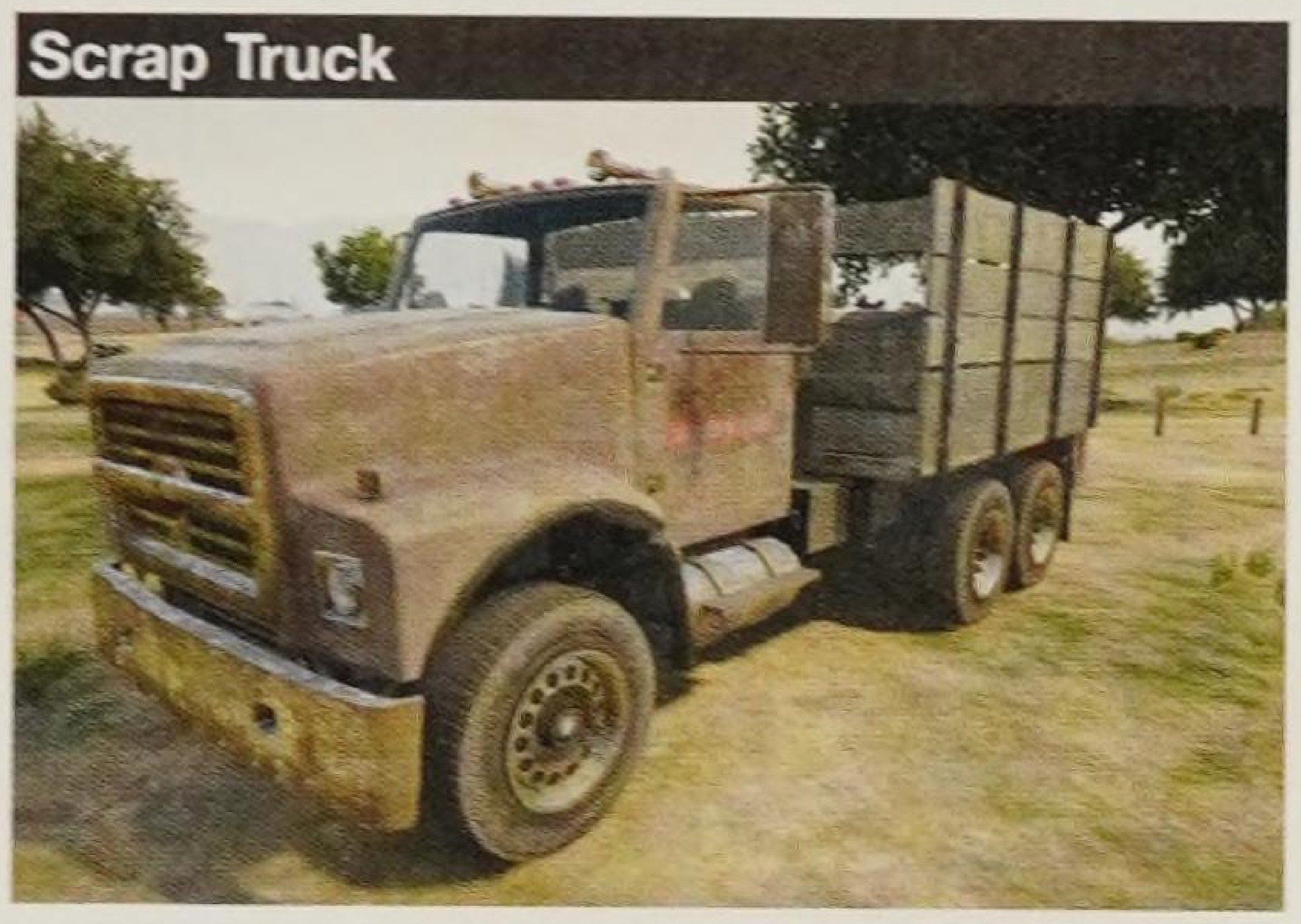
Lawn Mower

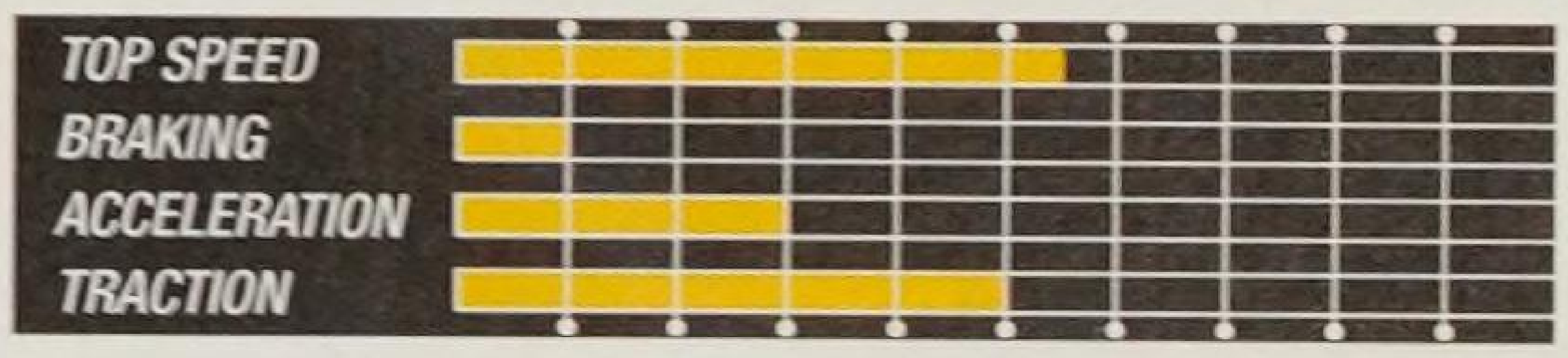


Ripley

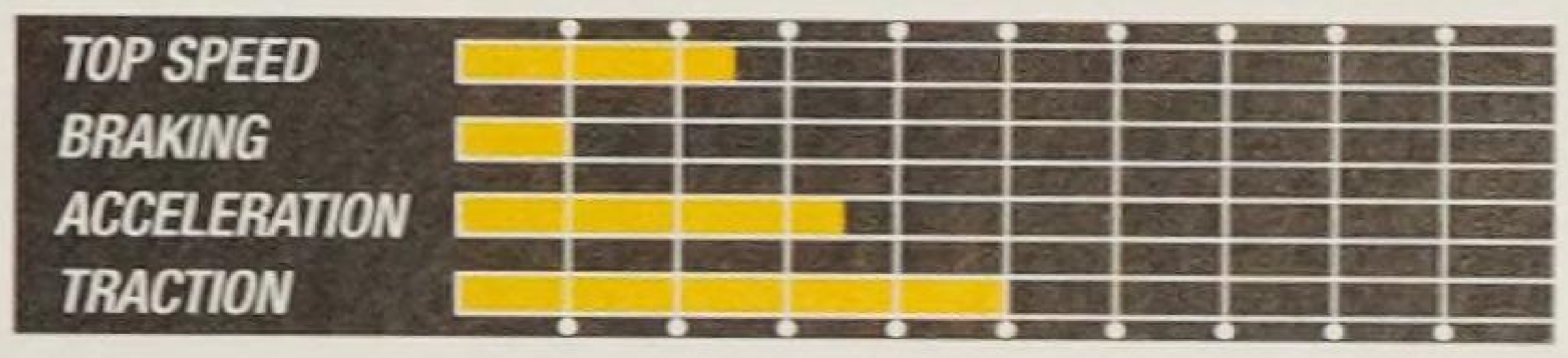


Scrap Truck

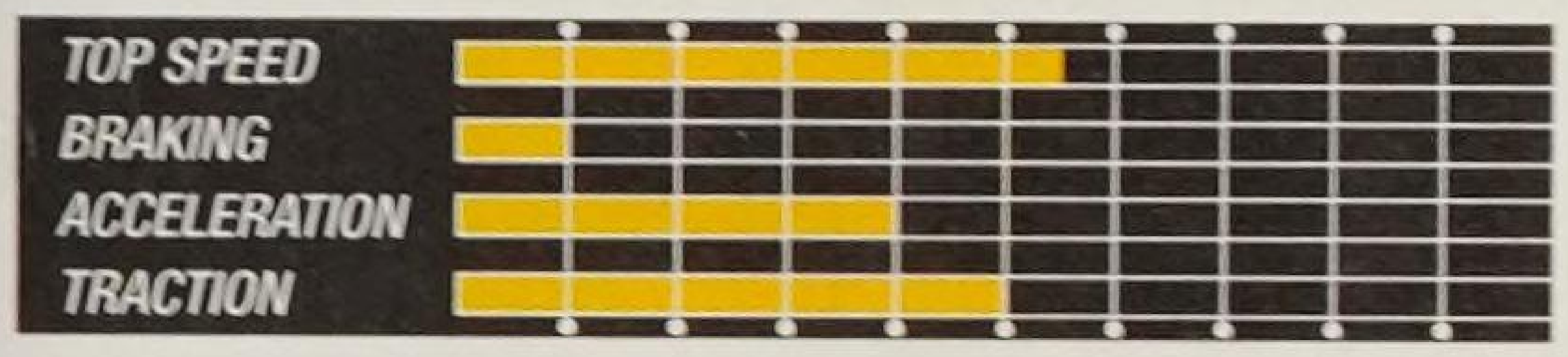




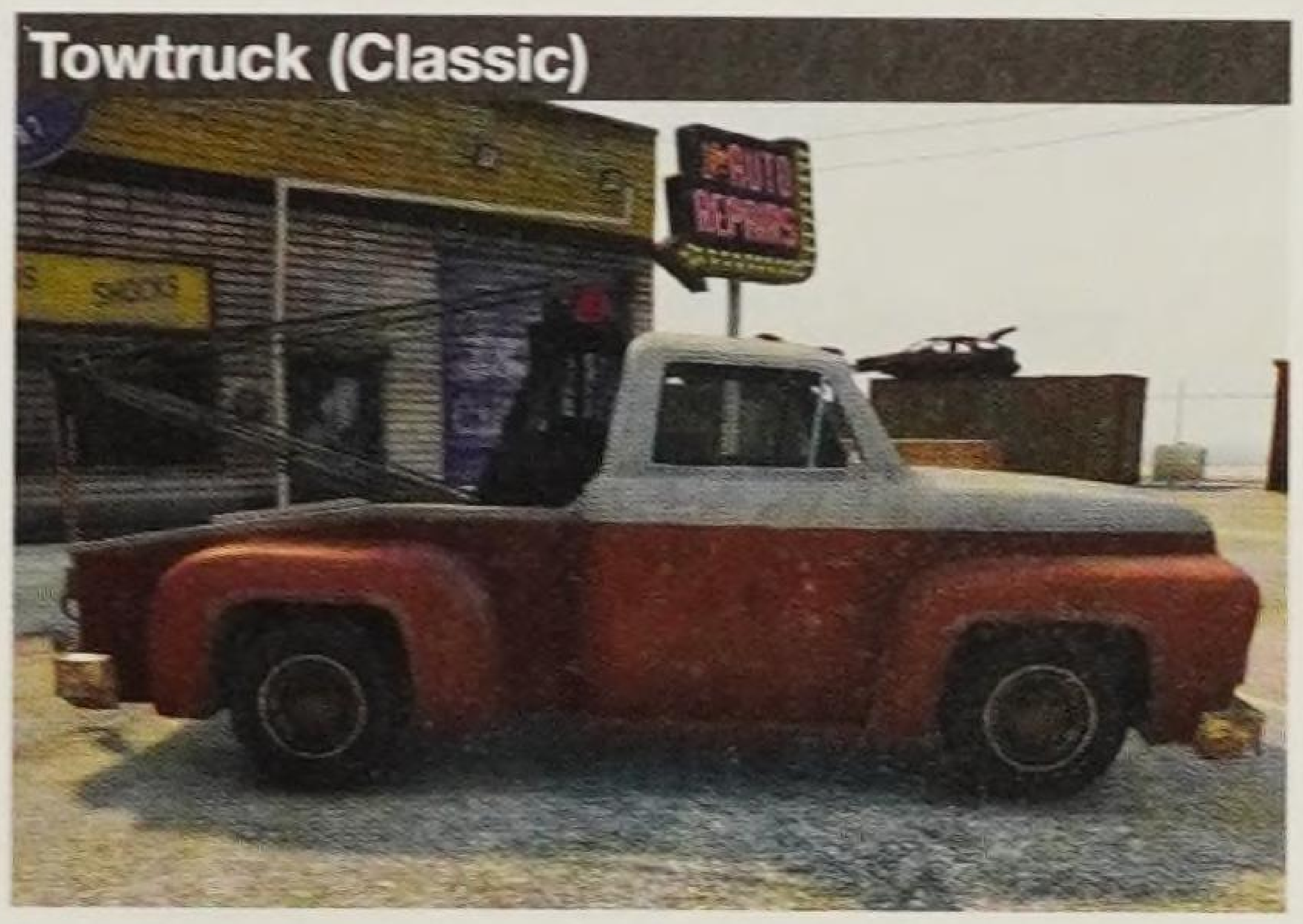
Stanley Fieldmaster

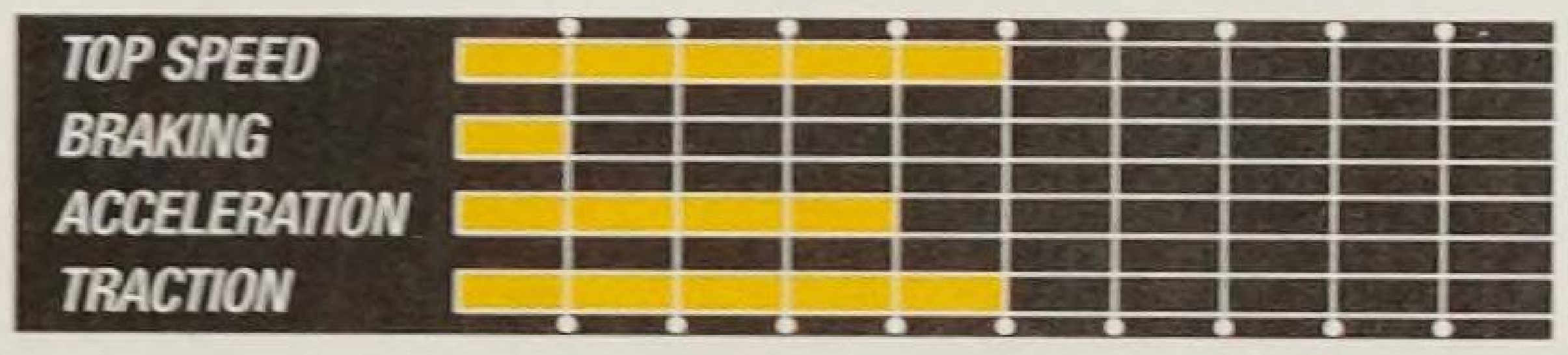


Towtruck

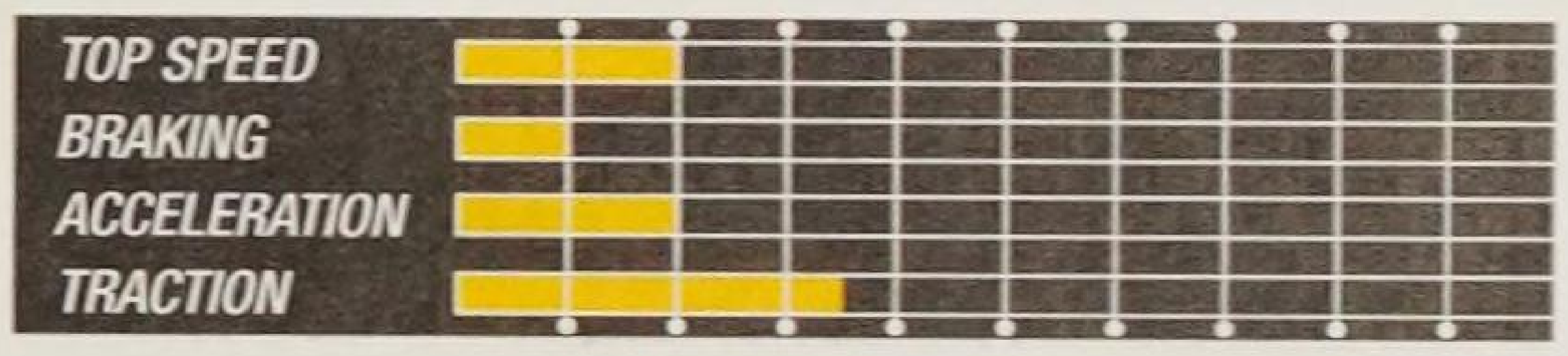


Towtruck (Classic)

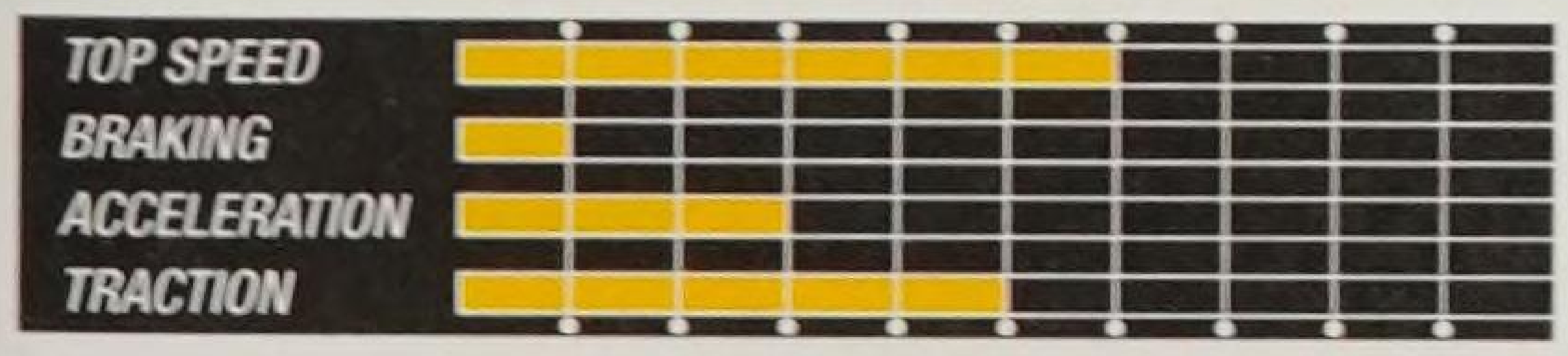




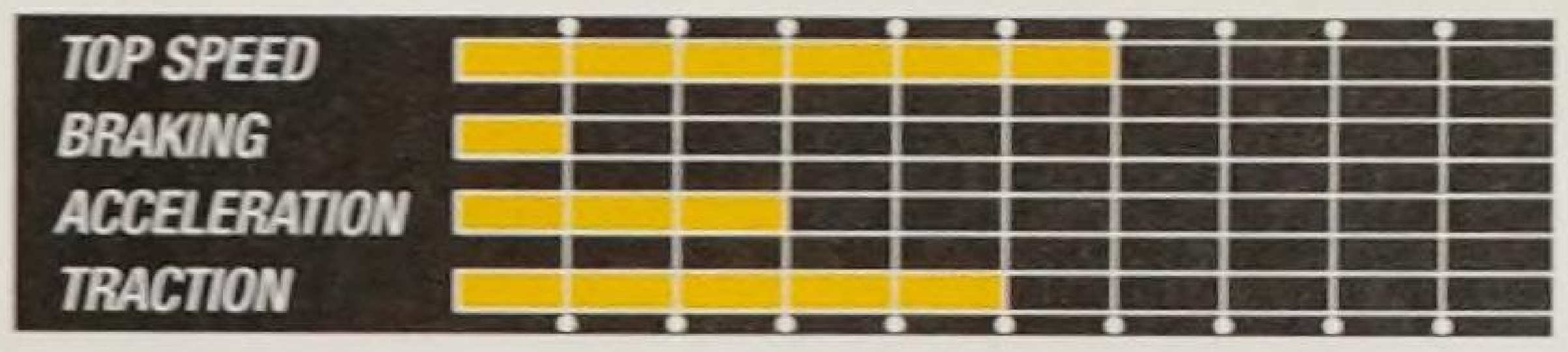
Tractor



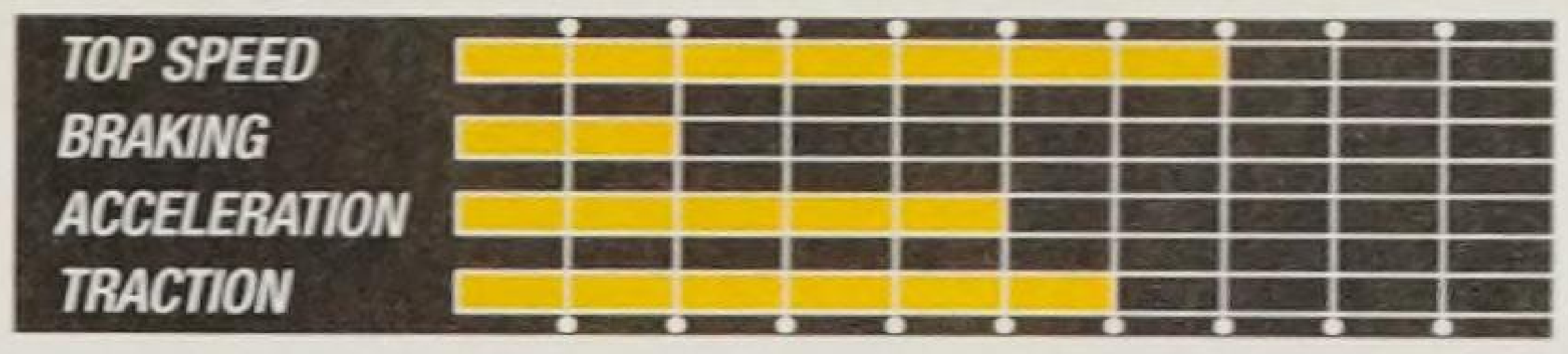
Utility Truck



Utility Truck (Version 2)



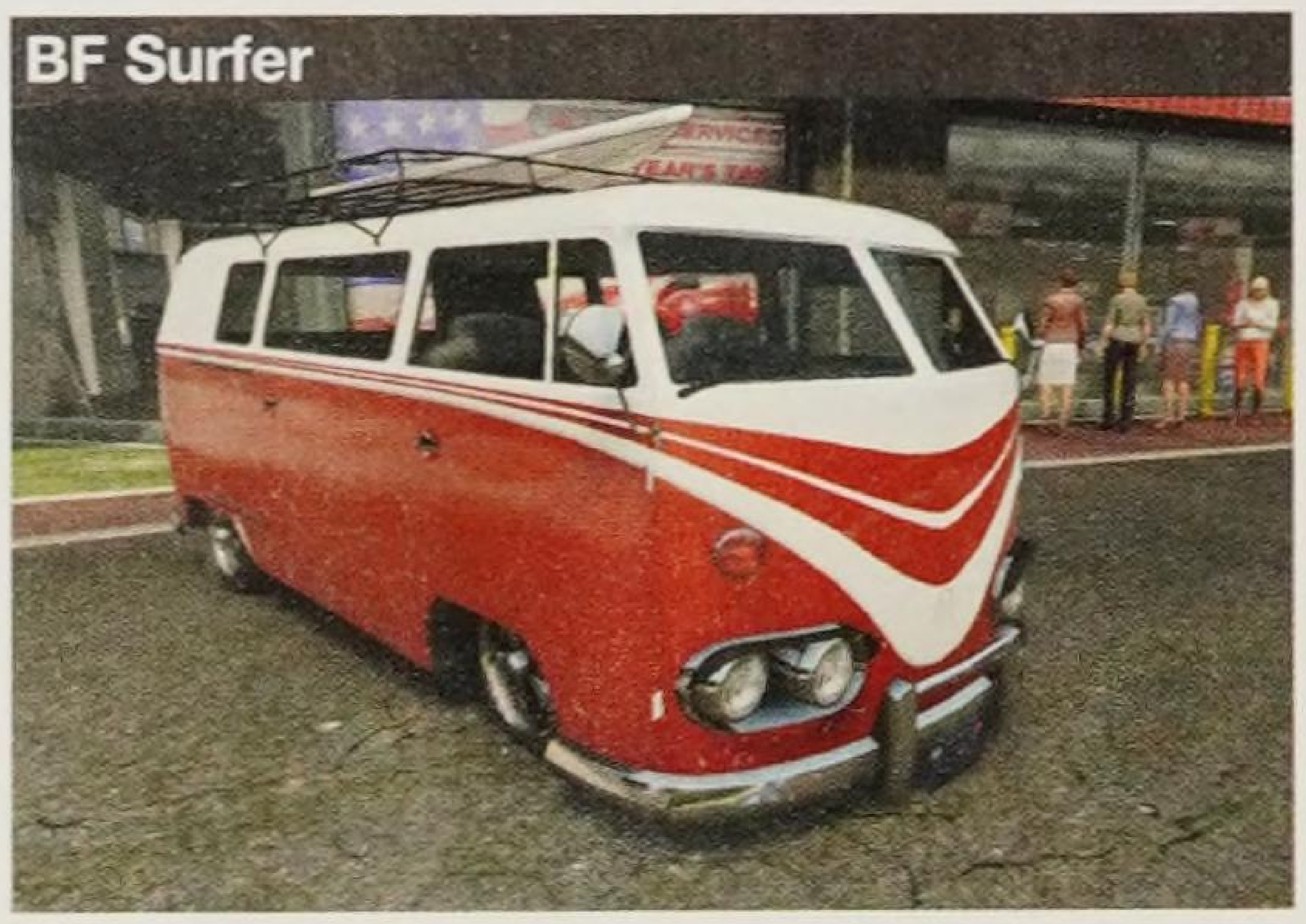
Vapid Sadler

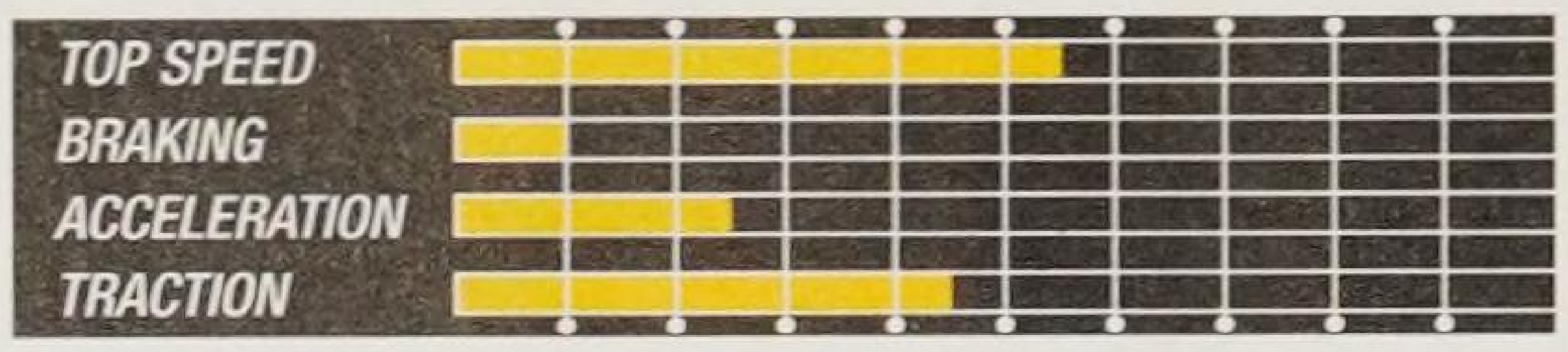


Extra Mods: Turbo

VANS

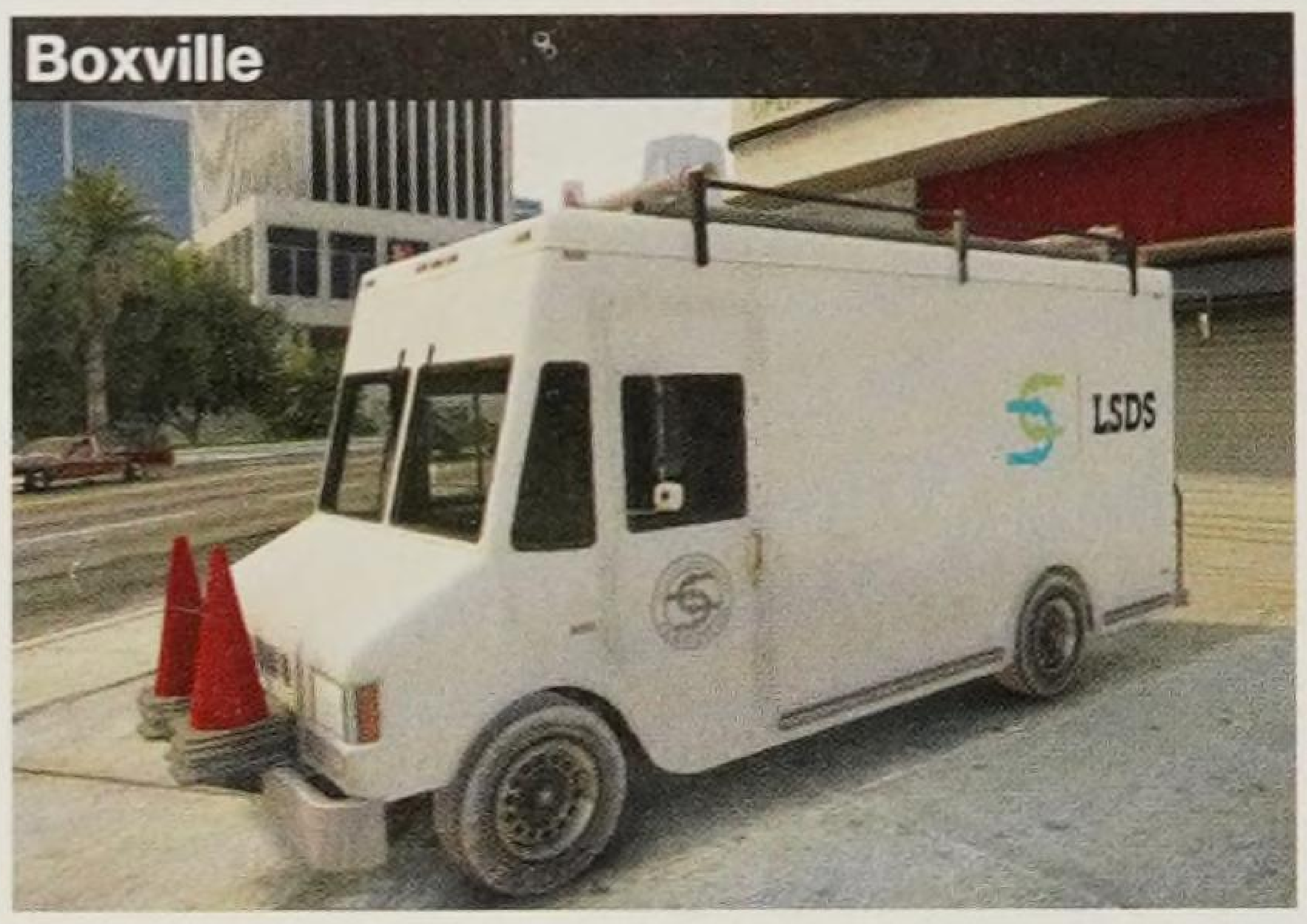
BF Surfer

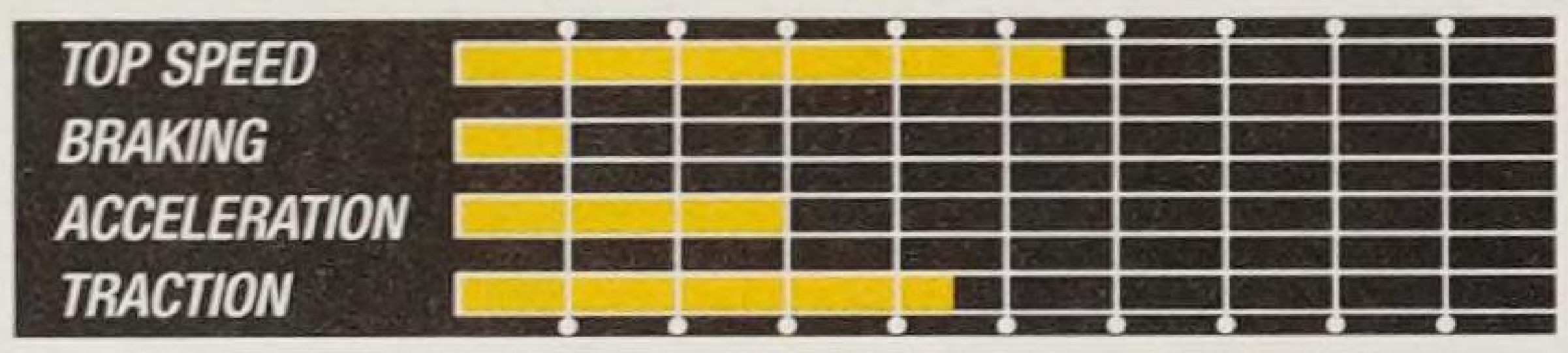




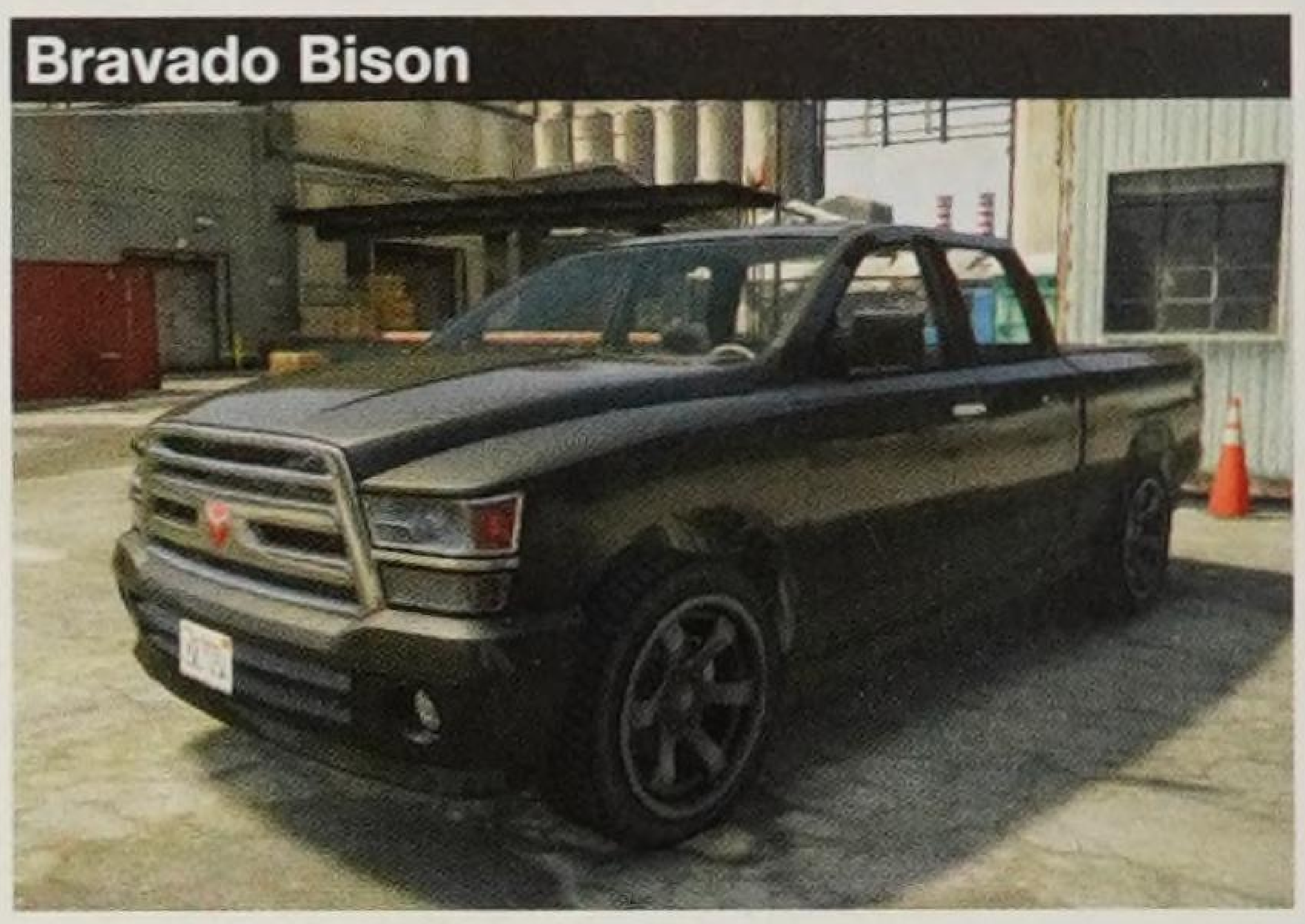
Extra Mods: Turbo

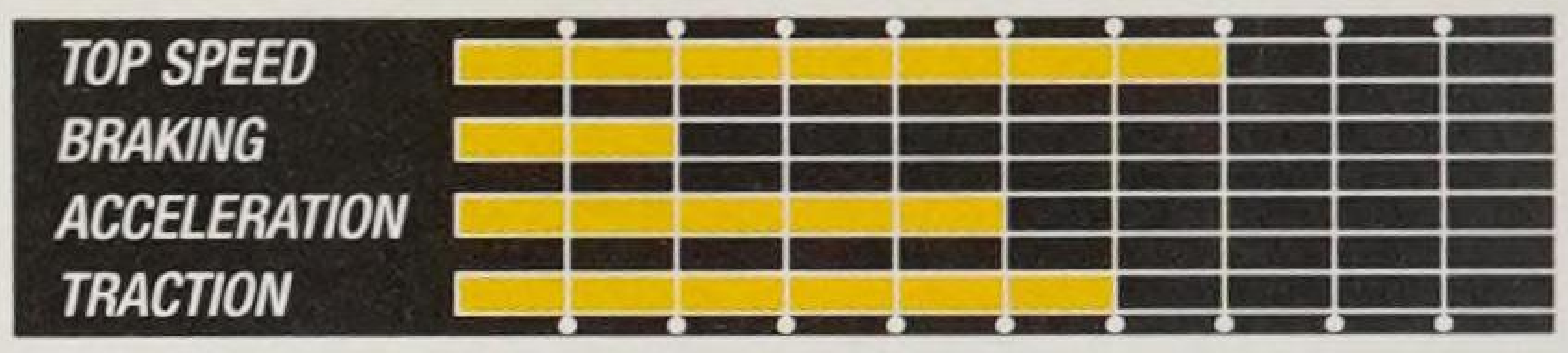
Boxville





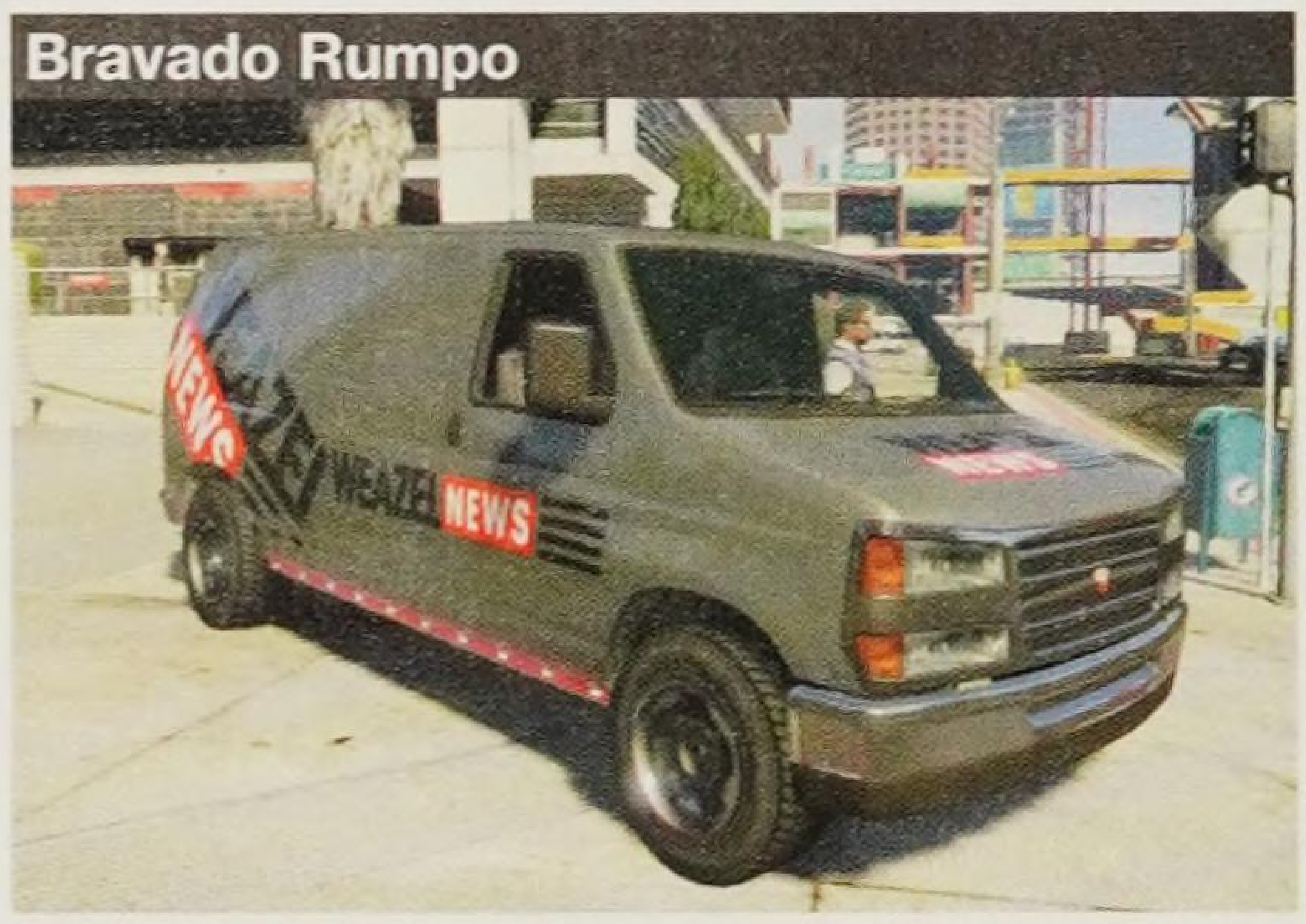
Bravado Bison

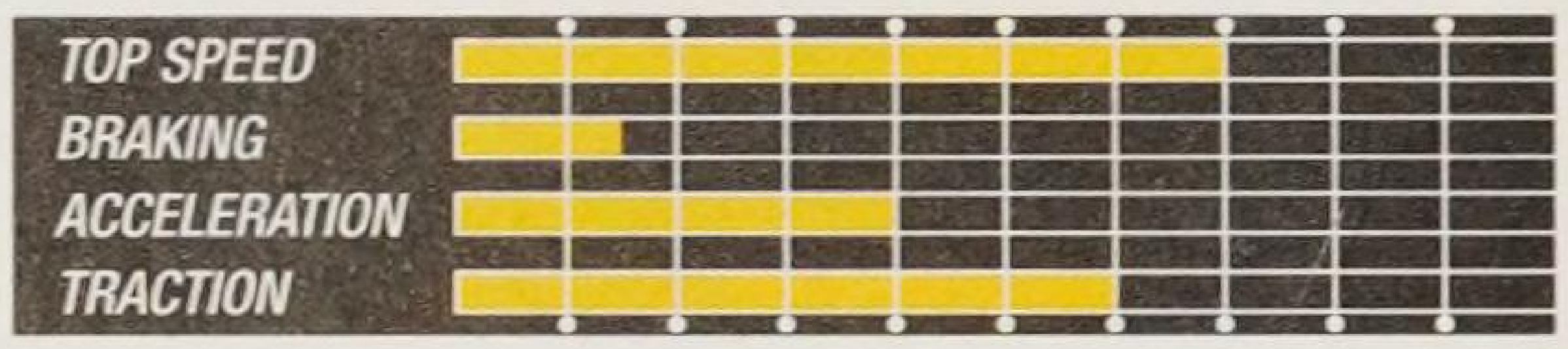




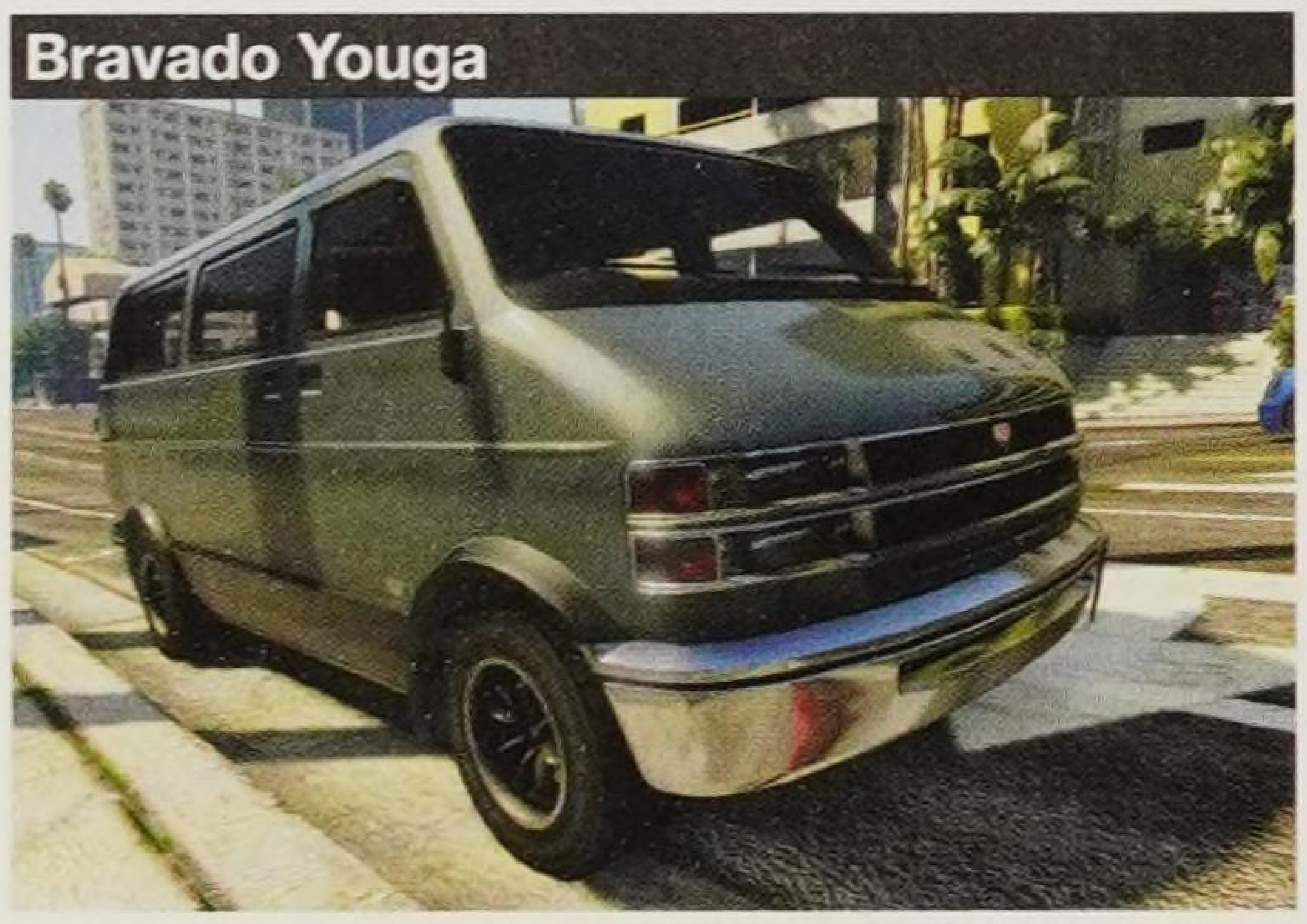
Extra Mods: Turbo

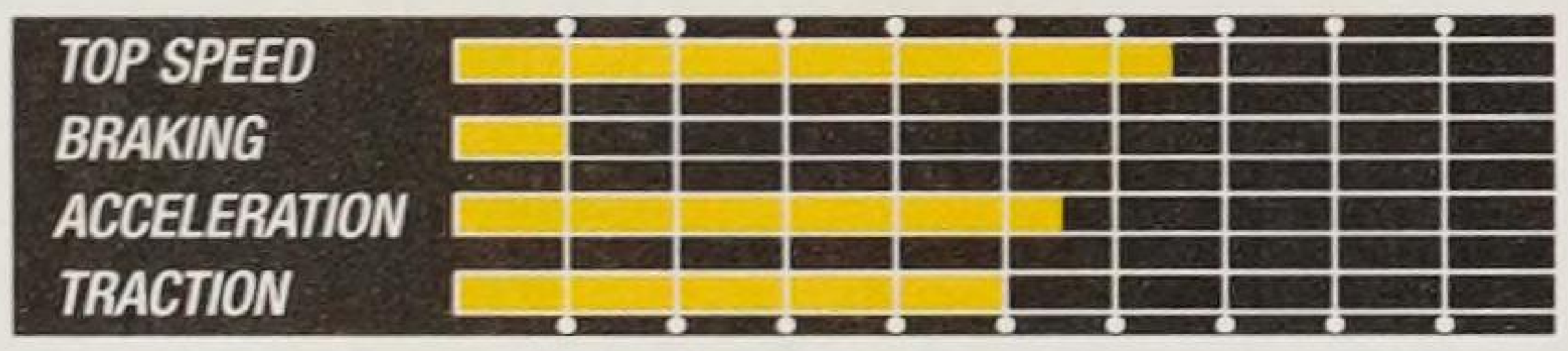
Bravado Rumpo





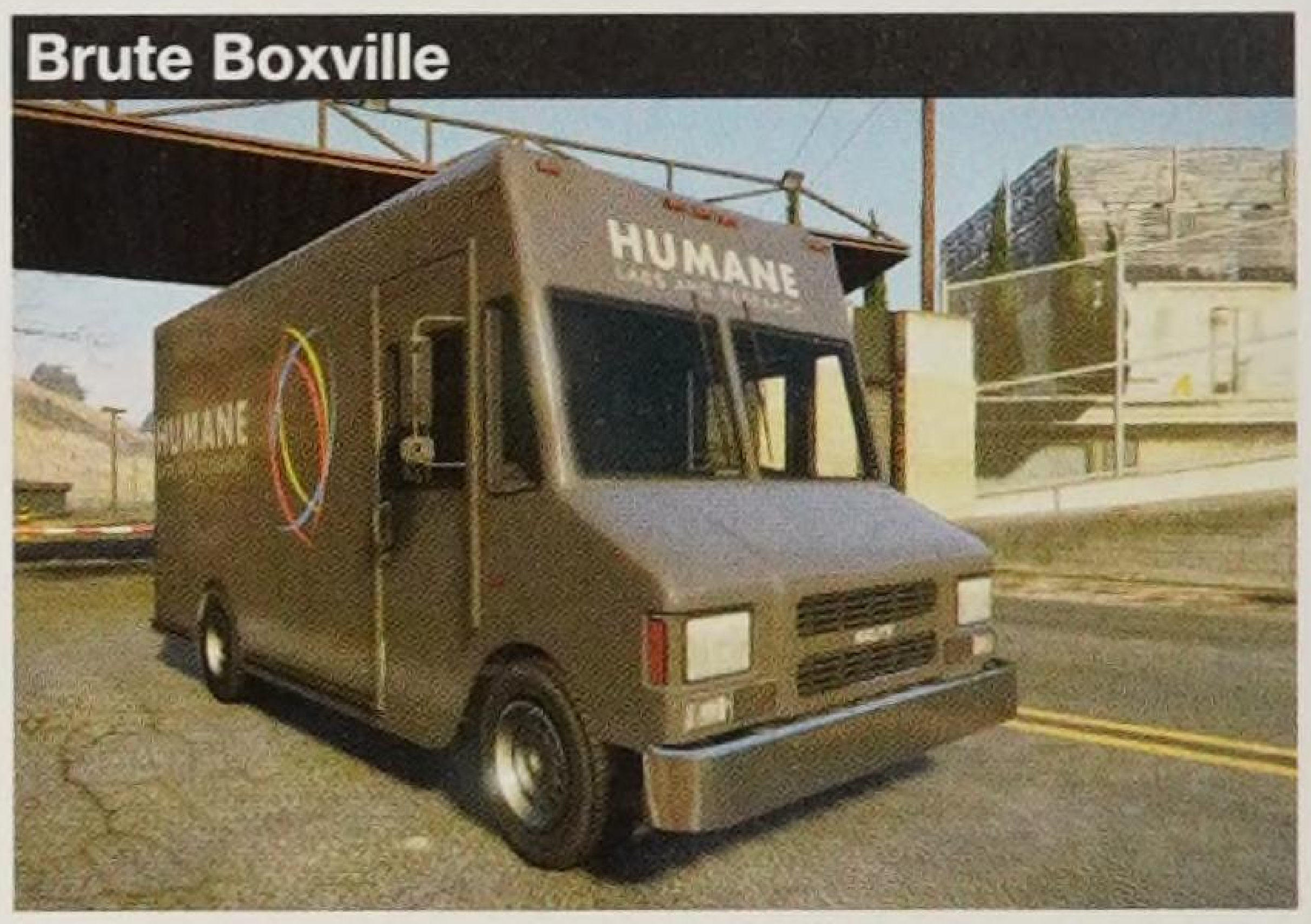
Bravado Youga

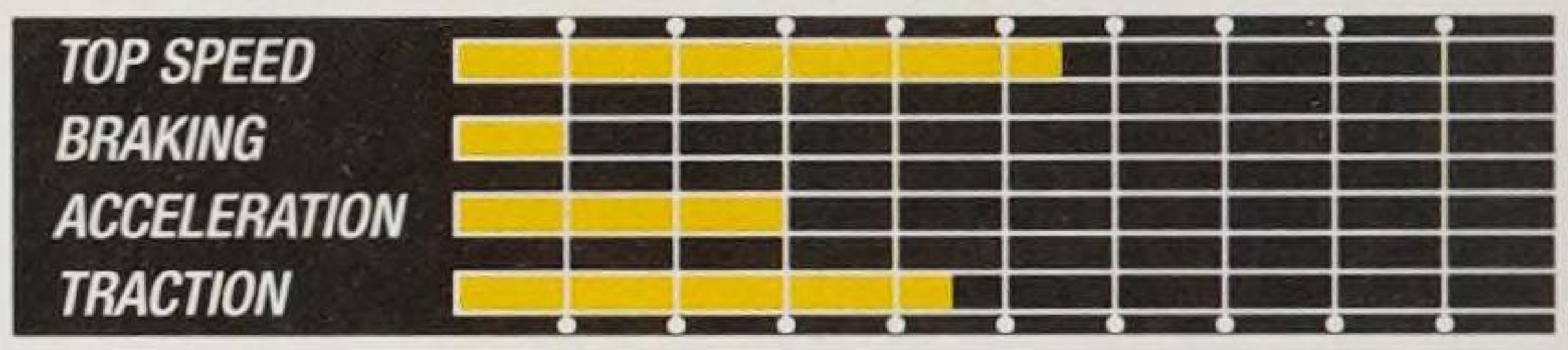




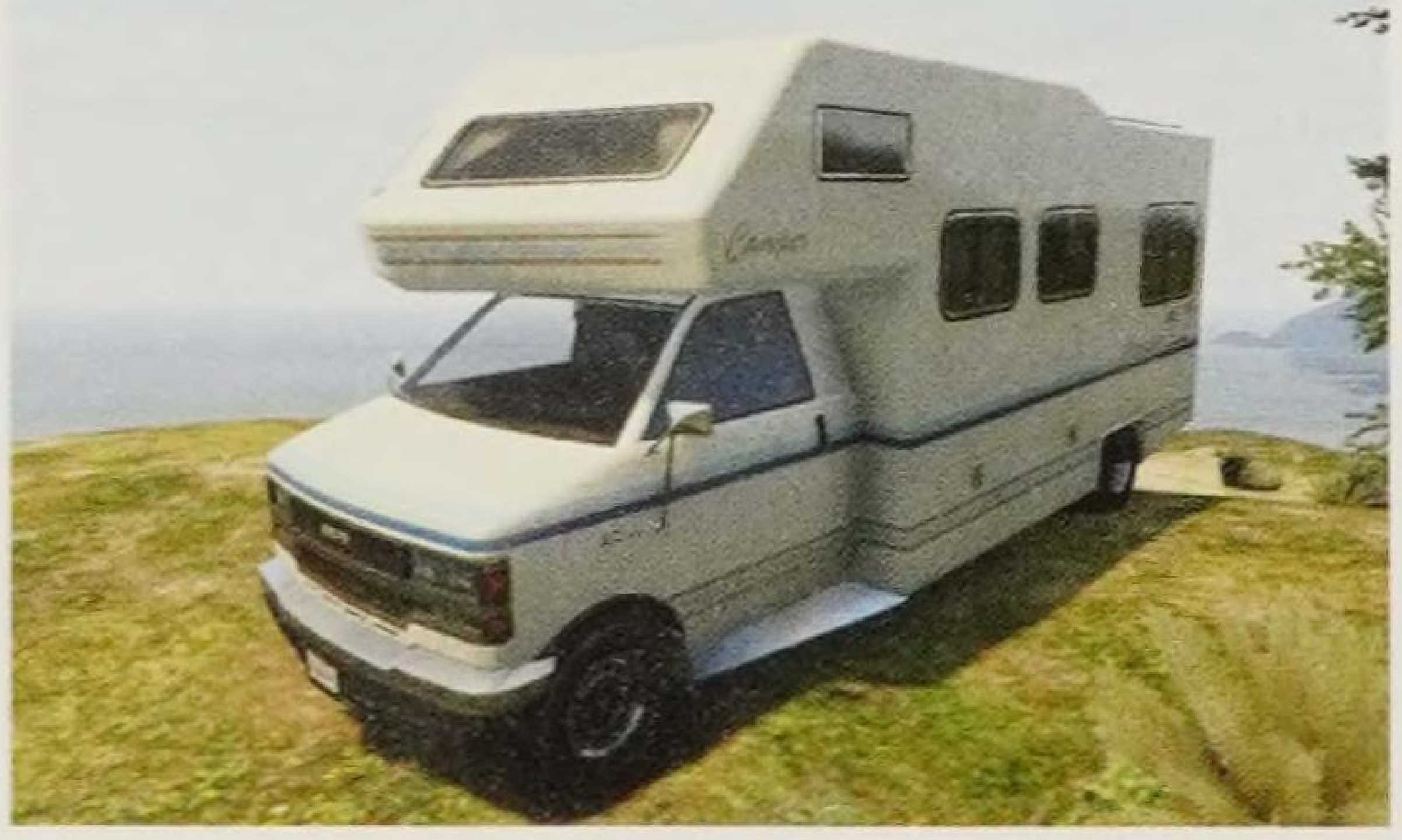
Extra Mods: Bodywork, Bumpers, Exhaust, Hood, Roll Cage, Turbo

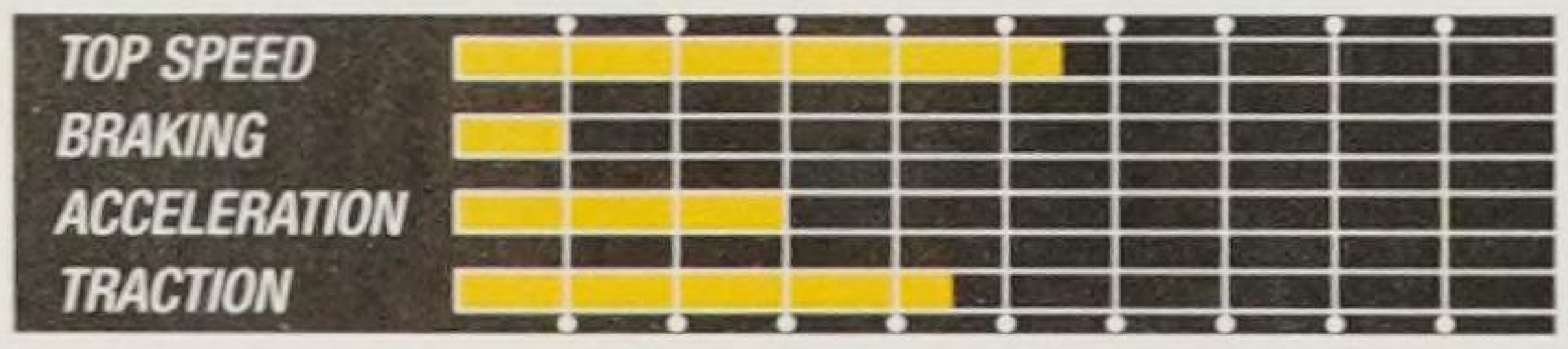
Brute Boxville



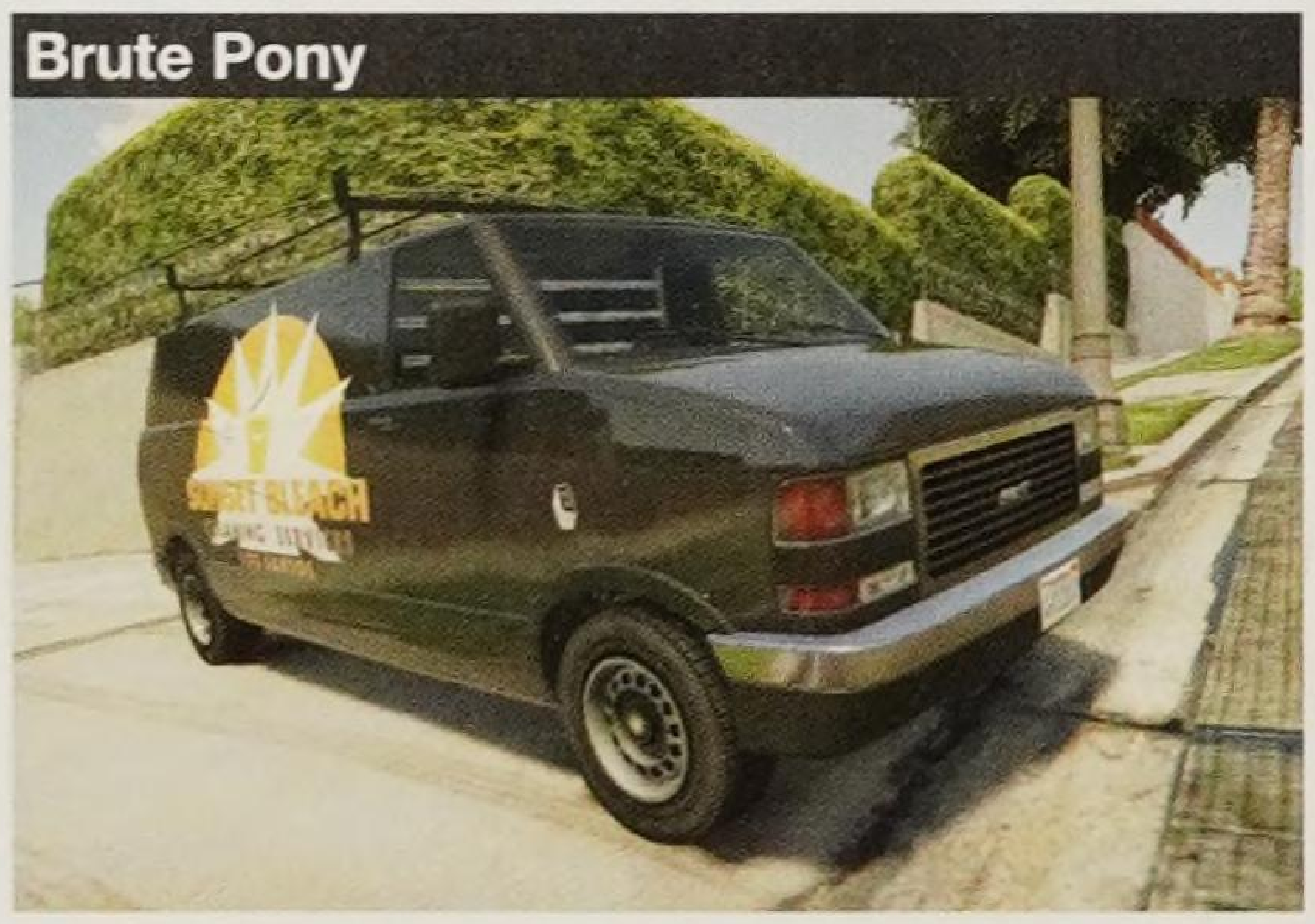


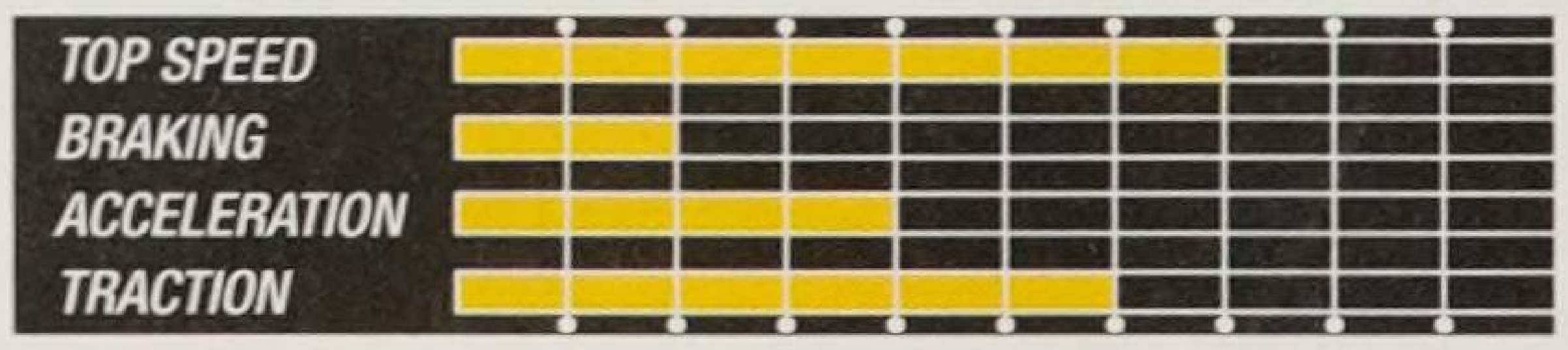
Brute Camper



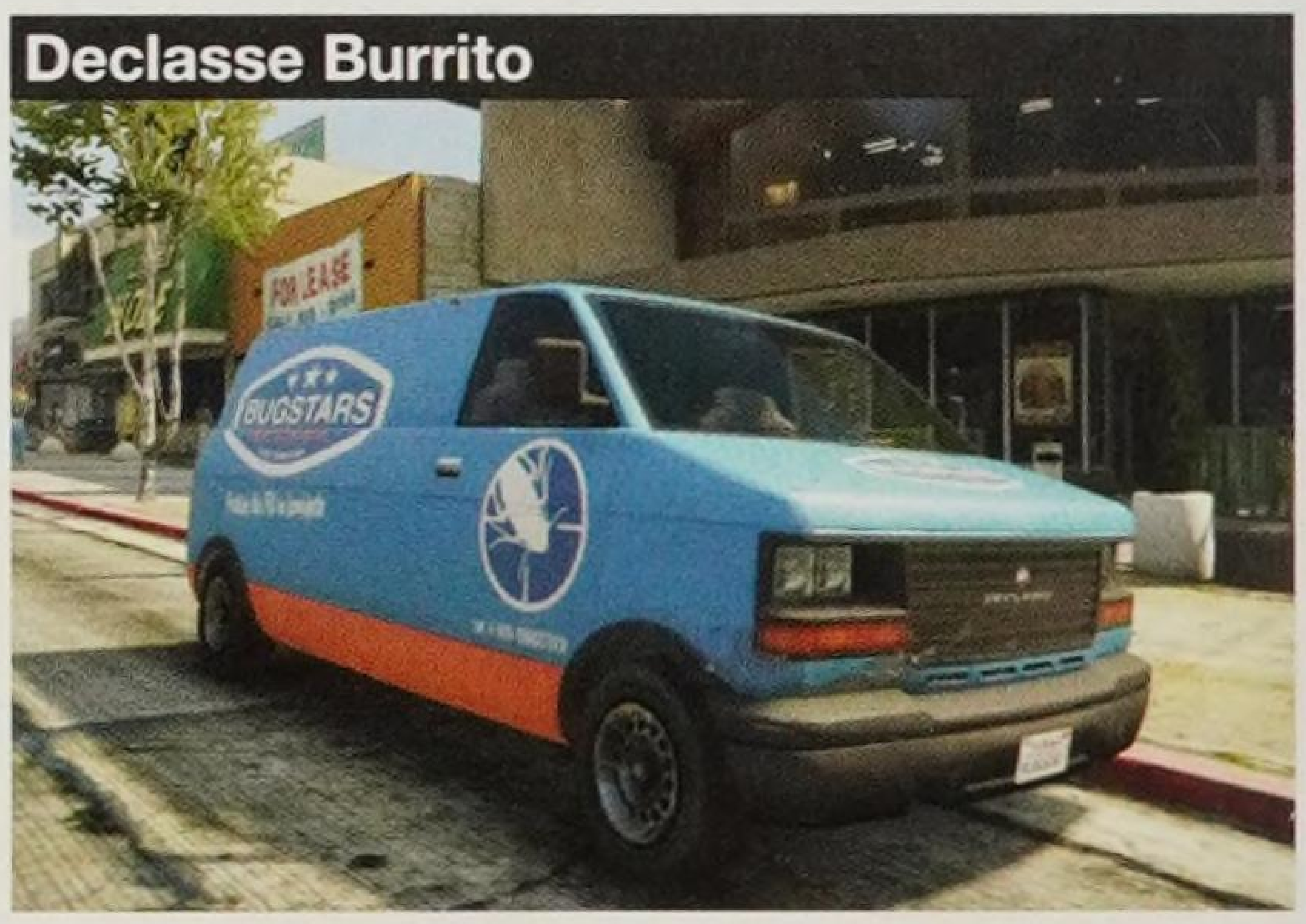


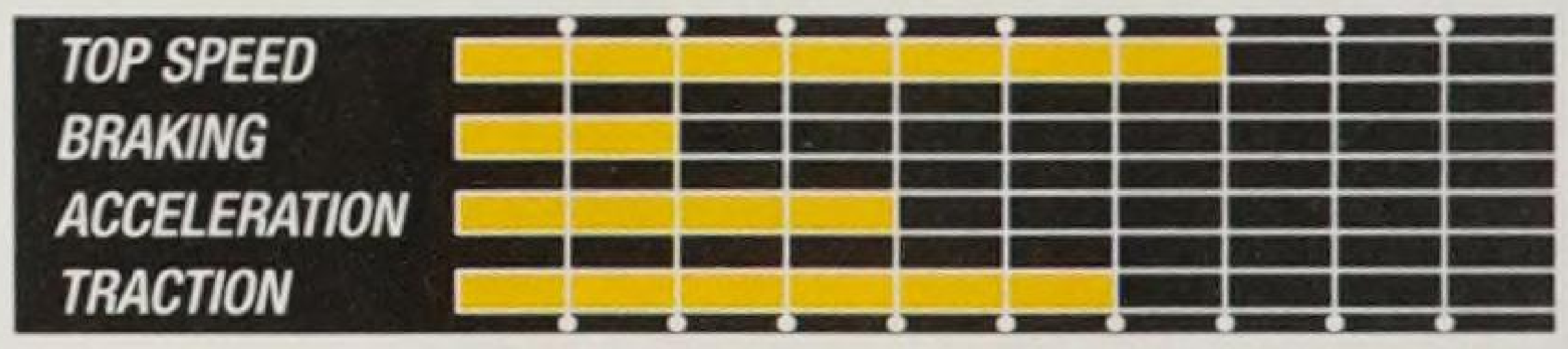
Brute Pony



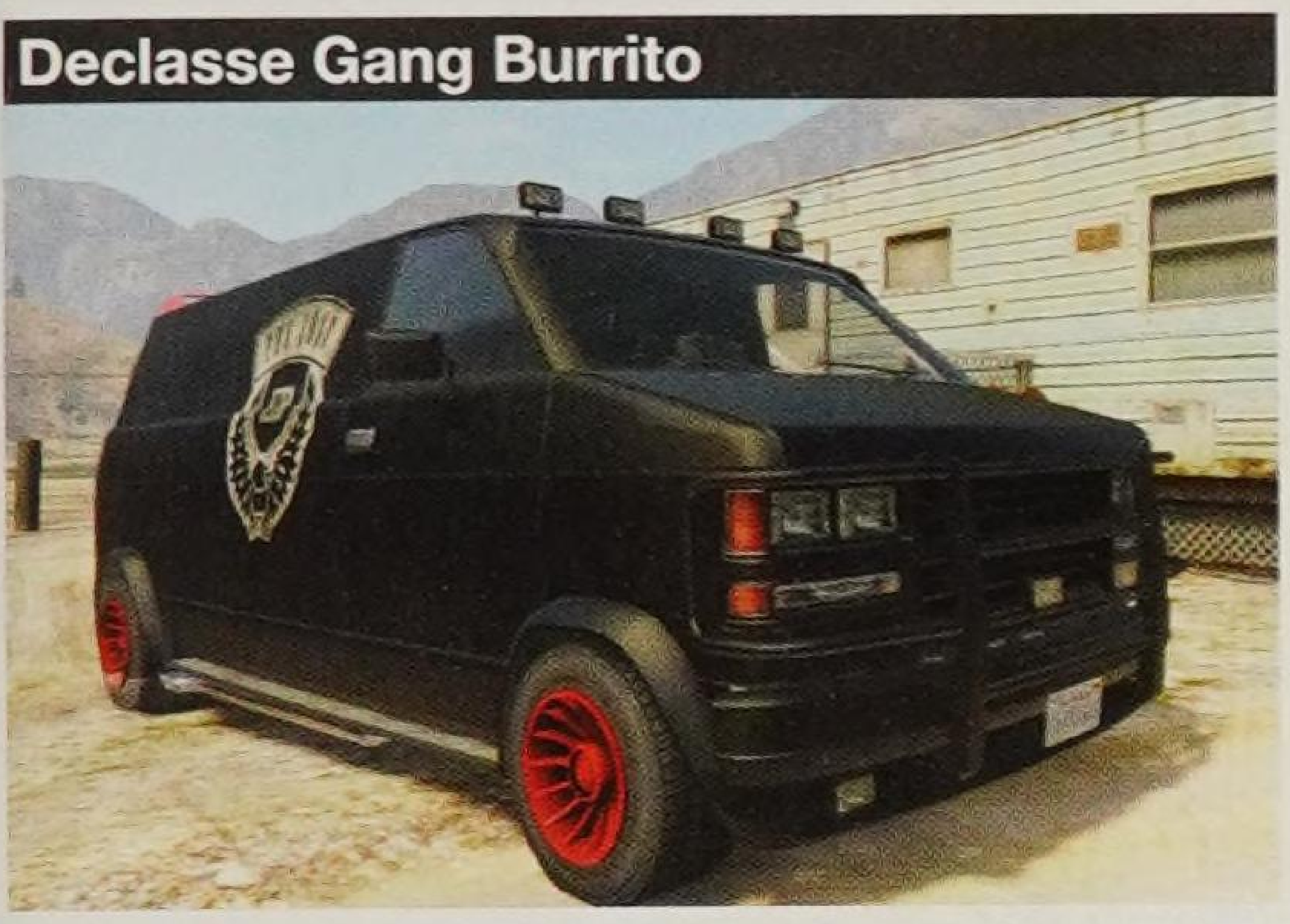


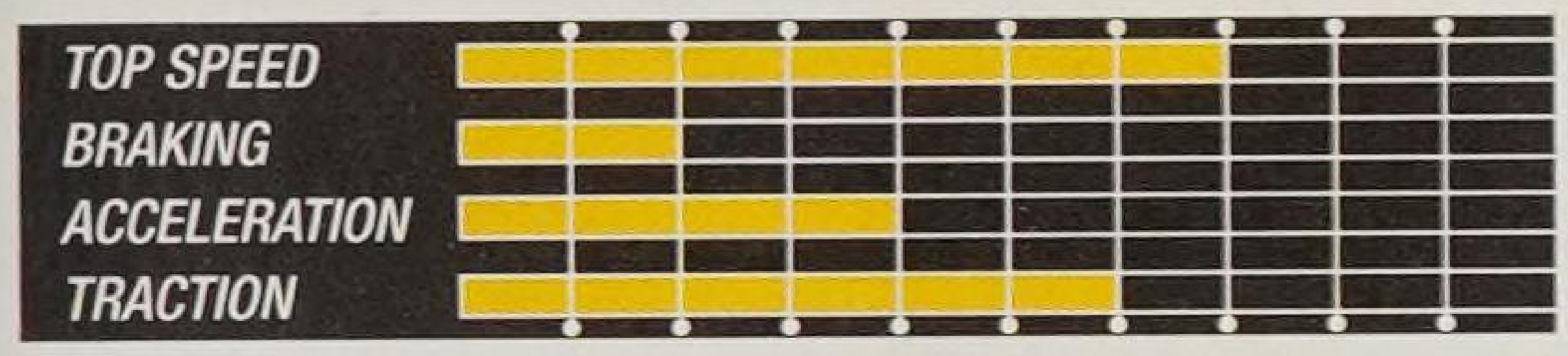
Declasse Burrito



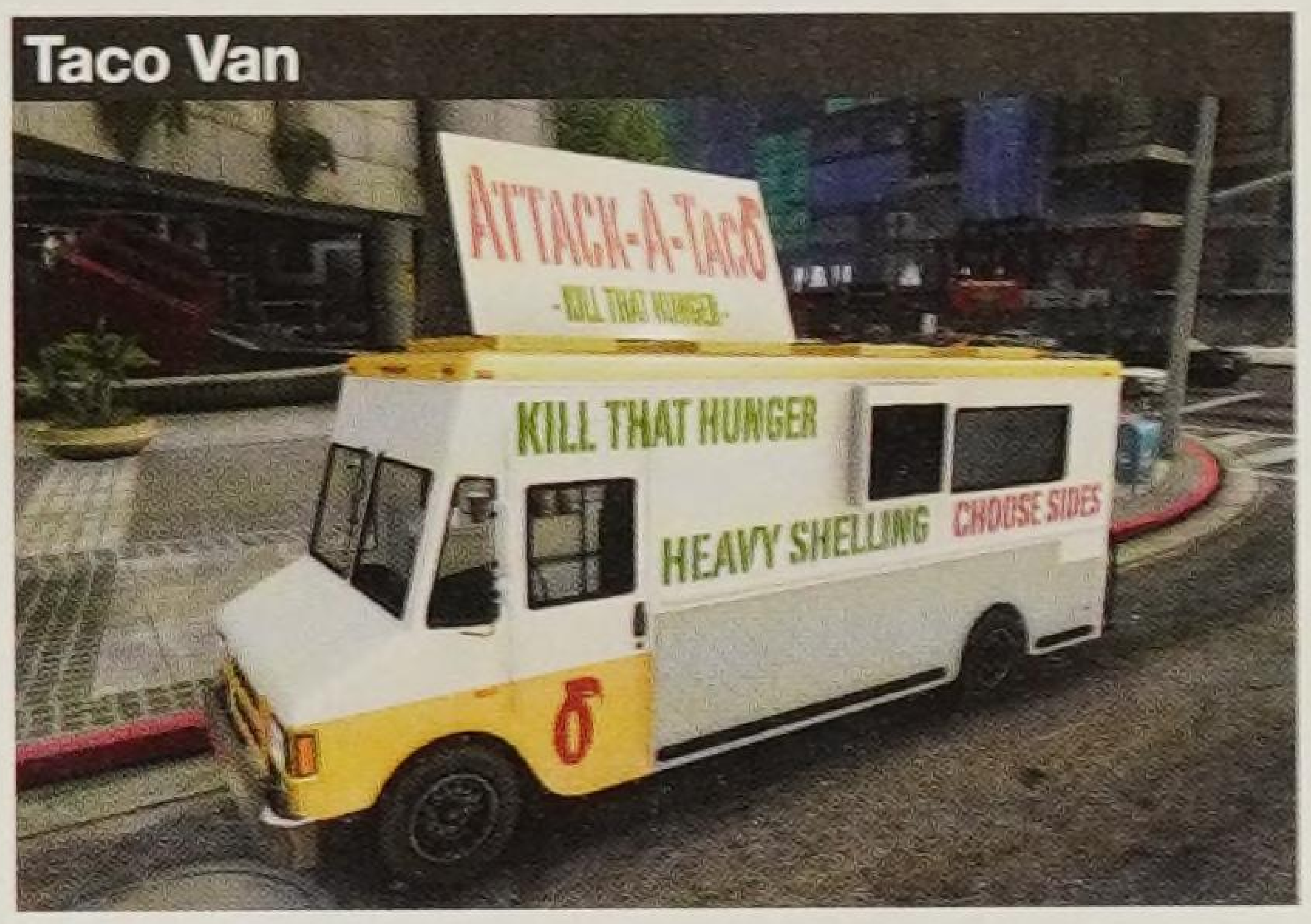


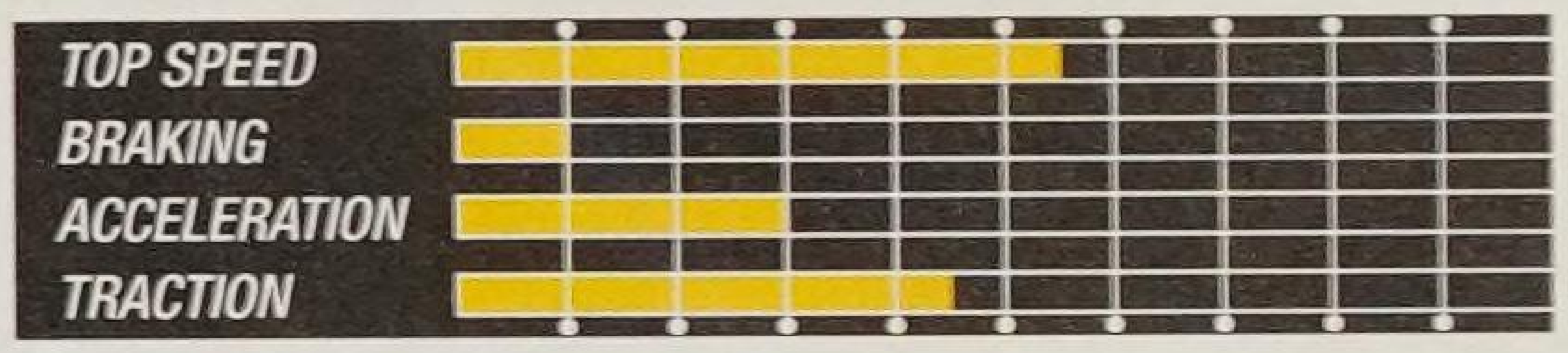
Declasse Gang Burrito



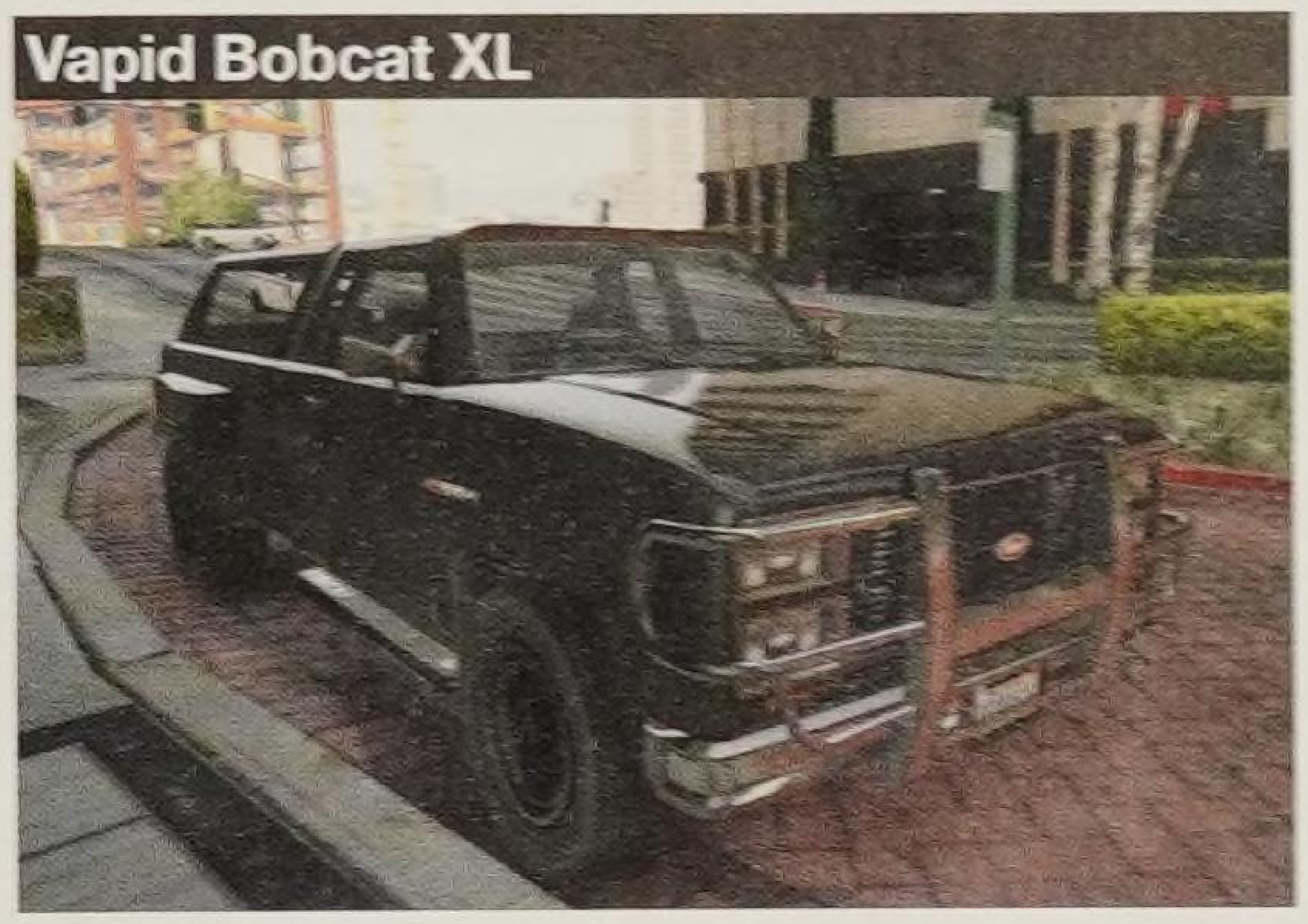


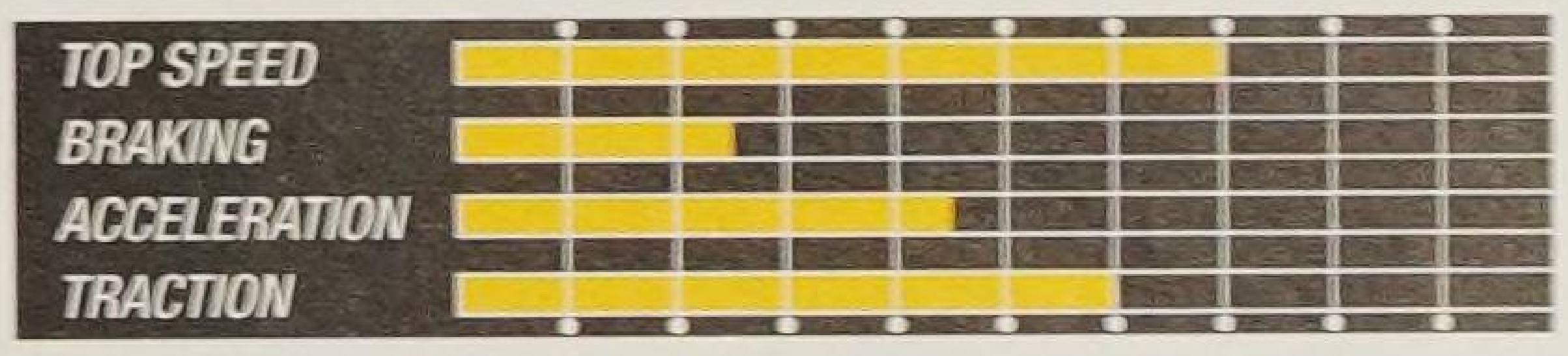
Taco Van


ATTACK-A-TACO
KILL THAT HUNGER
HEAVY SHELLING
CHOOSE SIDES



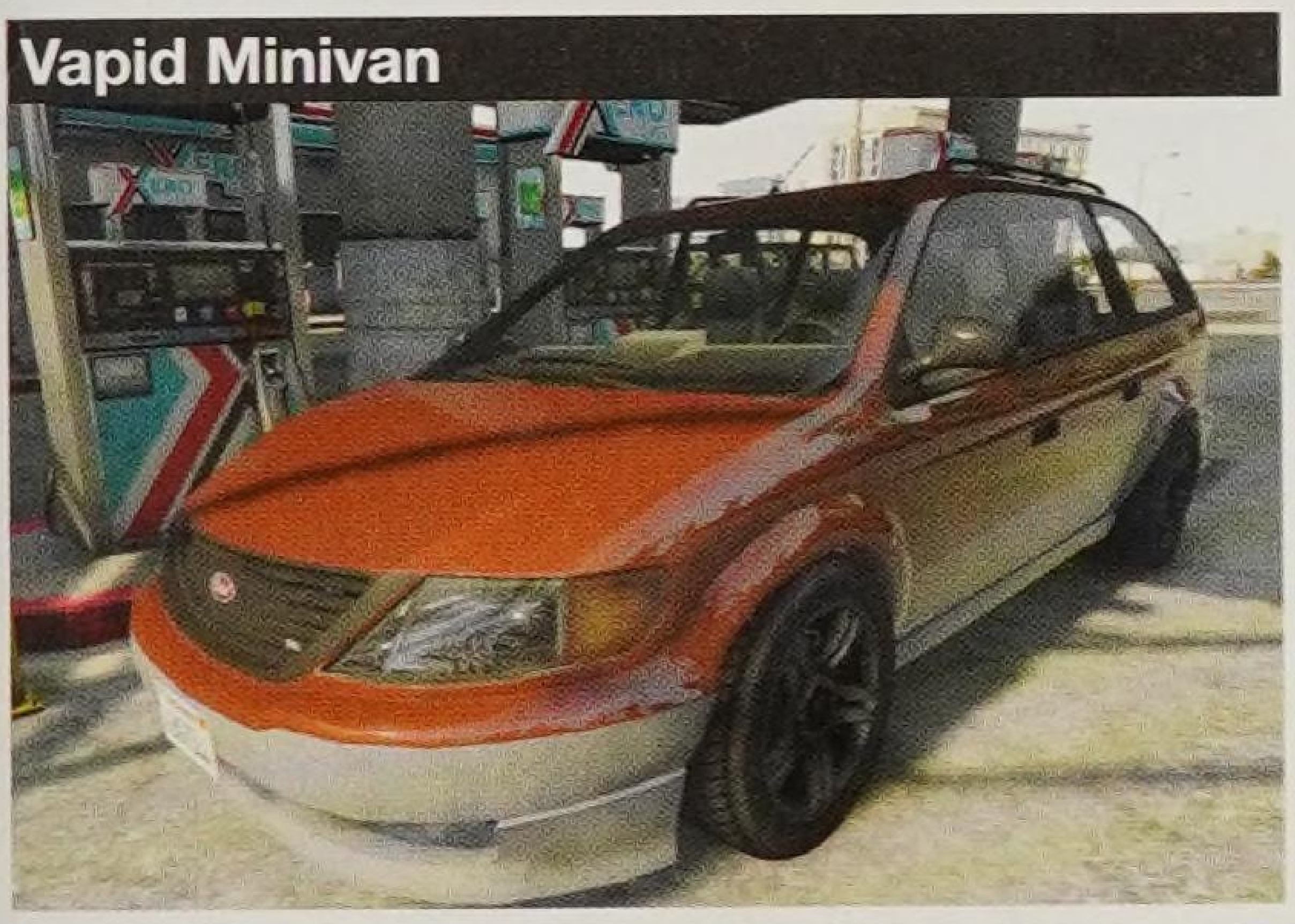
Vapid Bobcat XL

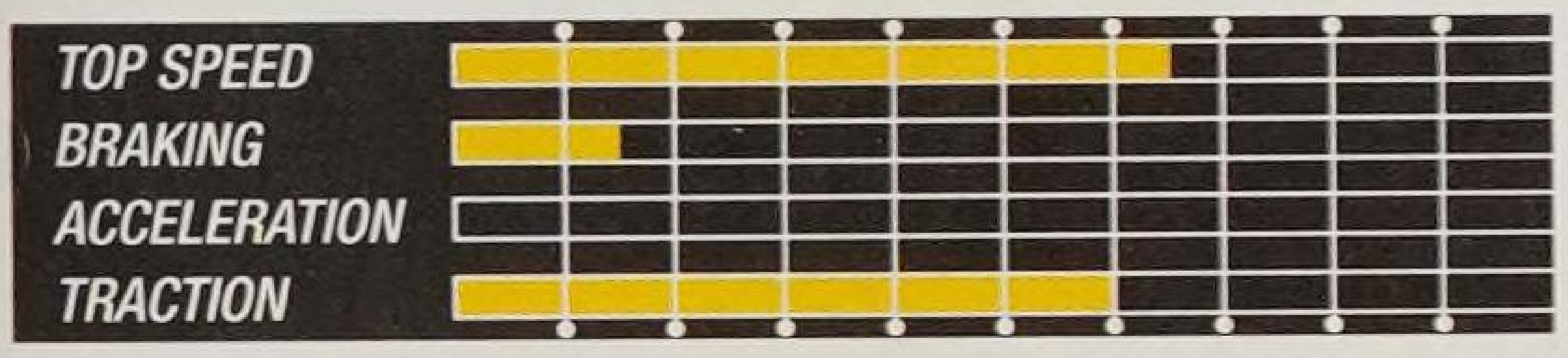




Extra Mods: Turbo

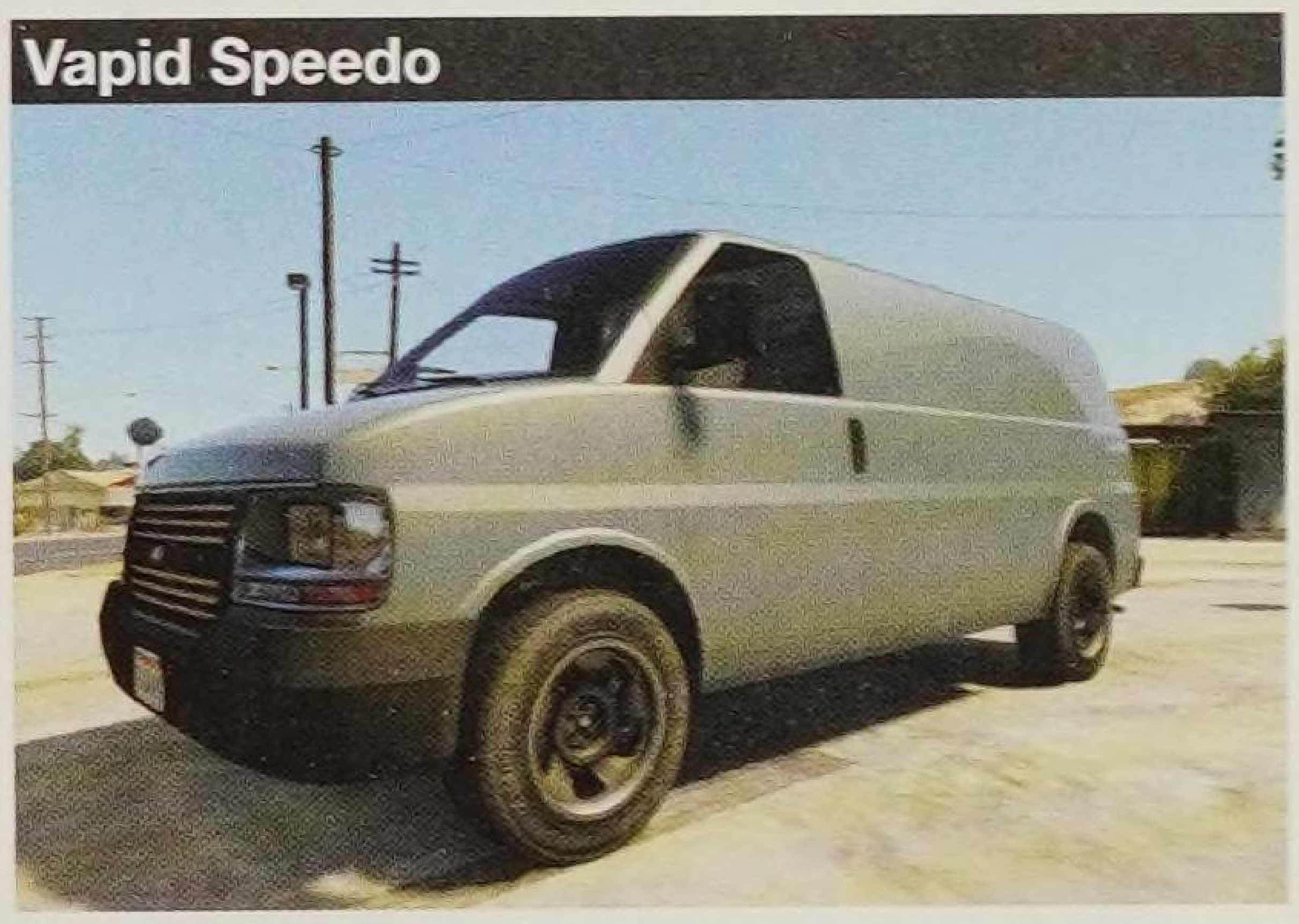
Vapid Minivan

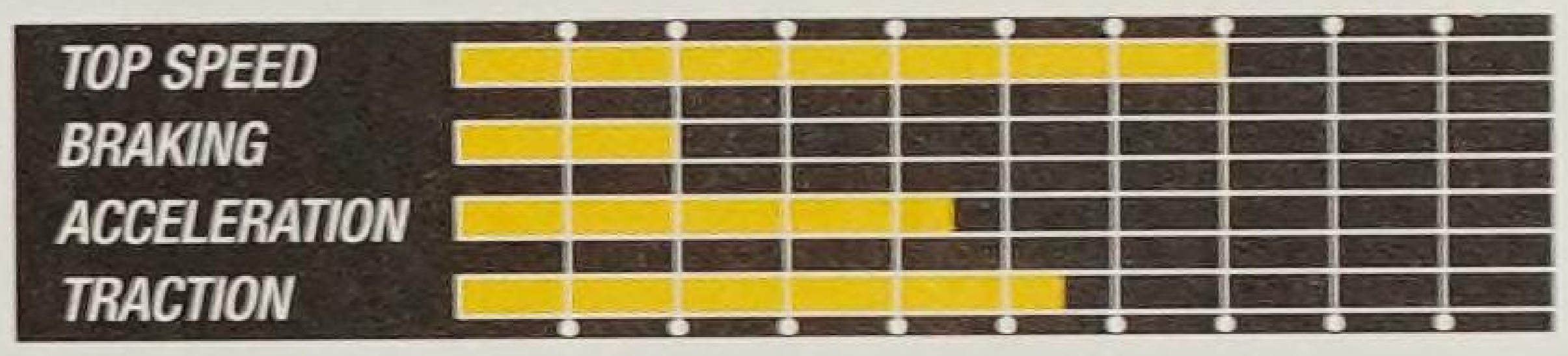




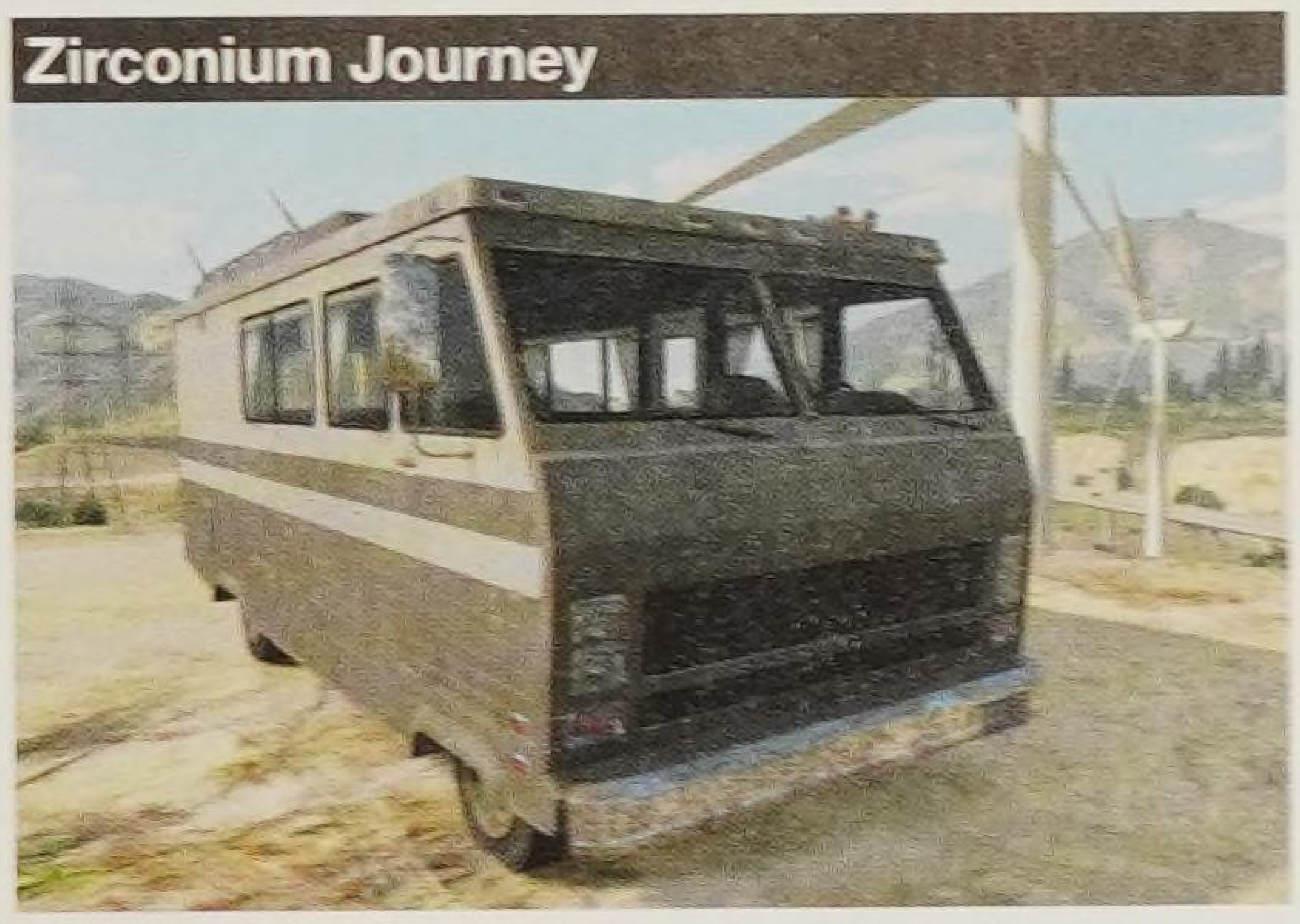
Extra Mods: Turbo

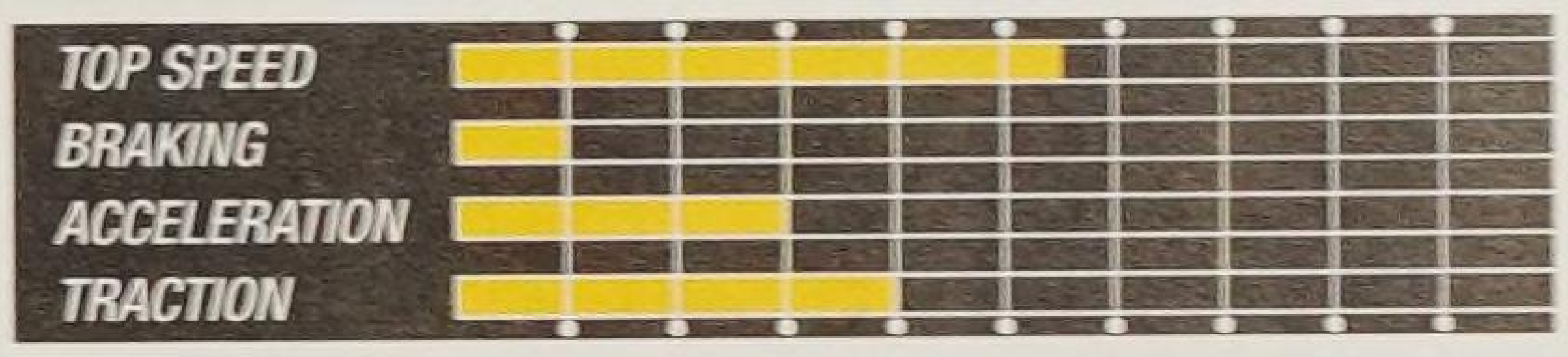
Vapid Speedo





Zirconium Journey





Welcome to

LOS SANTOS & BLAINE COUNTY

Main Story Walkthrough

This walkthrough covers all of the main story missions in *Grand Theft Auto V*. The game features three separate playable characters: Michael De Santa, Franklin Clinton, and Trevor Philips. A "story mission" advances the game's central storyline involving one or more of these three protagonists.

The Map Icons

A map icon's letter indicates something about the mission. Check your Menu map legend to see exactly what the letter represents. For example:

*The letter can indicate the primary character involved in the mission: "**M**" for Michael, "**F**" for Franklin, or "**T**" for Trevor.*

*The letter may indicate a primary mission contact: "**S**" for Simeon the car dealer or, in later missions, Solomon the movie producer; "**B**" for the Bureau (Federal Investigation Bureau or FIB); or "**L**" for Lester.*

*Or the letter(s) may indicate the type of mission itself: "**H**" for Heist or "**HS**" for Heist Setup.*

Many of the Hobbies and Pastimes are accessible between story missions, with their trigger locations also marked by icons on your Menu map. Scroll down the legend on the Menu map's right side and scan the mission/activity icons to see what's available. When you're ready to push the central story forward again, find a color-coded capital letter icon and move your protagonist to that spot.

Mission Order And Choices

At many points in the game multiple mission contact points appear on the map, sometimes even for the same protagonist. In these situations, you can play the missions in any order without missing out on any other missions by doing so.

However, sometimes you must make a choice within a story mission that sends you down a story path that cuts off other possibilities. For example, each major *Grand Theft Auto V* heist presents you with two different approaches to the job. Choosing one or the other approach in the "planning board" stage locks you into that path; you cannot try the other one without reloading a game saved at a point before the planning session.

A Note On Strangers and Freaks

Michael, Franklin, and Trevor each have a set of "Strangers and Freaks" that they can meet during the game. Meeting a Stranger or Freak triggers a series of side missions for that person. These are not main story missions—they're usually short, simple, and often amusing.

The location where you first meet any Stranger or Freak is marked on the map by a question mark icon: "**?**". After the first mission with that Stranger or Freak is completed, later meeting locations are marked by his/her initial, plus a question mark: for example, "**T?**" for Tonya or "**B?**" for Barry.

Note that Strangers and Freaks map icons are also color-coded for each of your main characters: blue for Michael, green for Franklin, and orange for Trevor.

How To Trigger Missions

Certain missions are available to only one character, while others are available to multiple characters. To activate a story mission, move your current character to an active "contact point" in Los Santos. These locations are marked as capital letter icons on your Menu map. The icons are color-coded to let you know which contacts are active for your current character:

Missions available for Michael appear on the Menu map and radar as blue icons.

Missions available for Franklin appear on the Menu map and radar as green icons.

Missions available for Trevor appear on the Menu map and radar as orange icons.

Missions unavailable to your current character (i.e., missions that must be triggered by other main characters) appear as smaller versions of the colored icons on his Menu map and radar.

Arrival at an active mission contact point automatically triggers a cinematic cutscene that introduces the mission and advances the story. Note that contact point markers can also be found within the Los Santos world in the form of glowing yellow destination circles.

Prologue

CONTACT POINT:

N/A

MAIN OBJECTIVES:

- *Tie up the guard.*
- *Move the hostages.*
- *Detonate the charges.*
- *Collect cash in the vault.*
- *Fight to the getaway car.*
- *Drive to the helicopter pick-up point.*
- *Hold off the cops.*

PREREQUISITES:

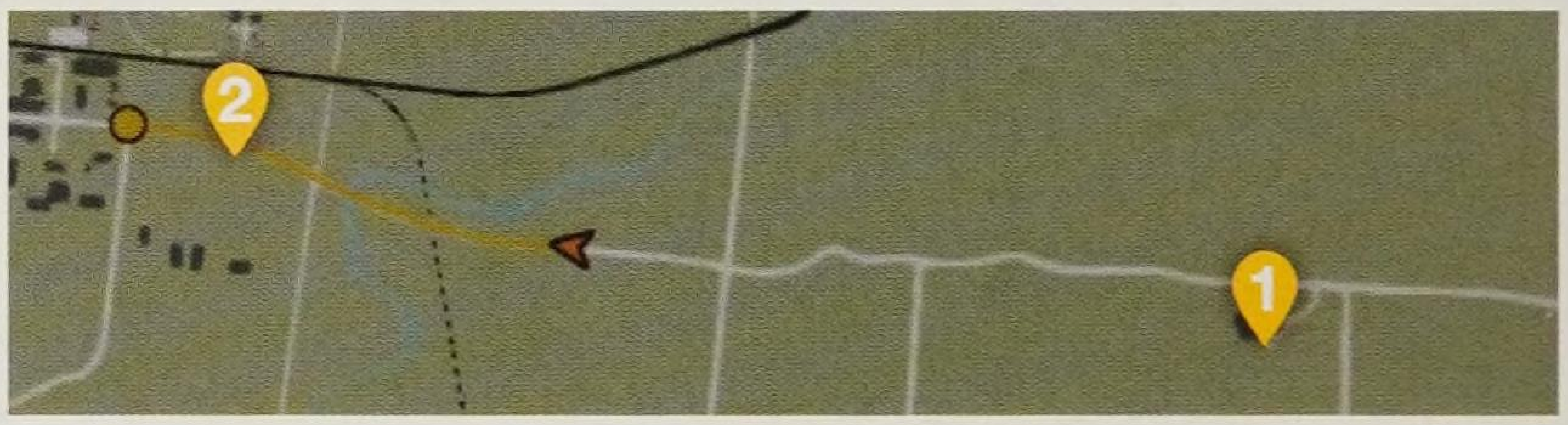
- *Start the game.*

Playable Characters: Michael, Trevor

Our story begins on a frigid winter's day in North Yankton, the ice capital of America. *Grand Theft Auto V* wastes no time, tossing you immediately into the heat of a heist in progress. With ruthless efficiency, a trio of masked bandits invade the offices of an armored transport company, Bobcat Security ①. The team leader is a seasoned thief named Michael Townley, and his partners are Trevor Philips and Brad Snider.

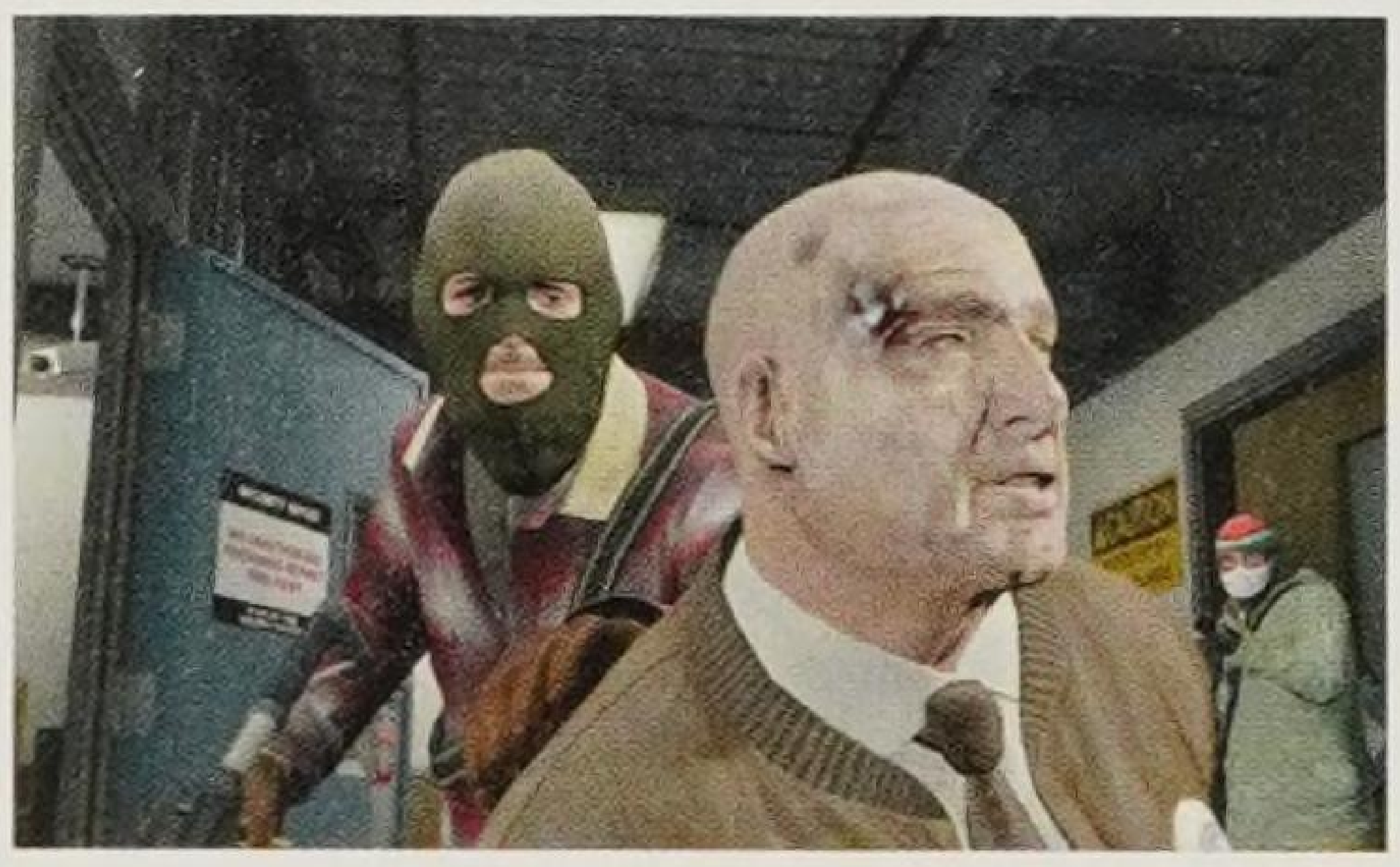
Basic Controls

To review the game controls for your current situation just open the Menu, select Settings at the top, and then Controls. As you might expect, control buttons do different things, depending on whether you're in a vehicle or on foot.



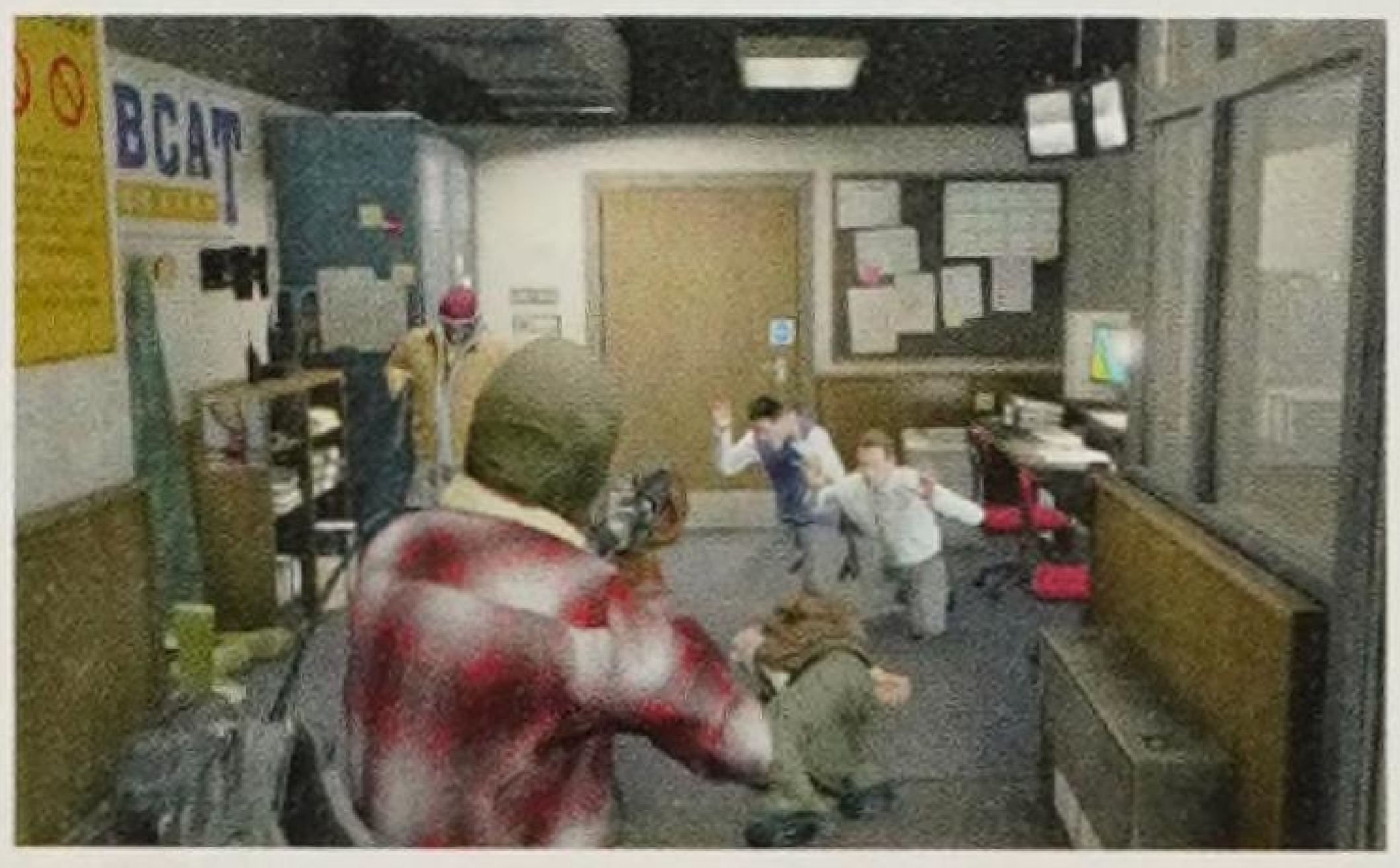
MISSION START

Tie up the guard.



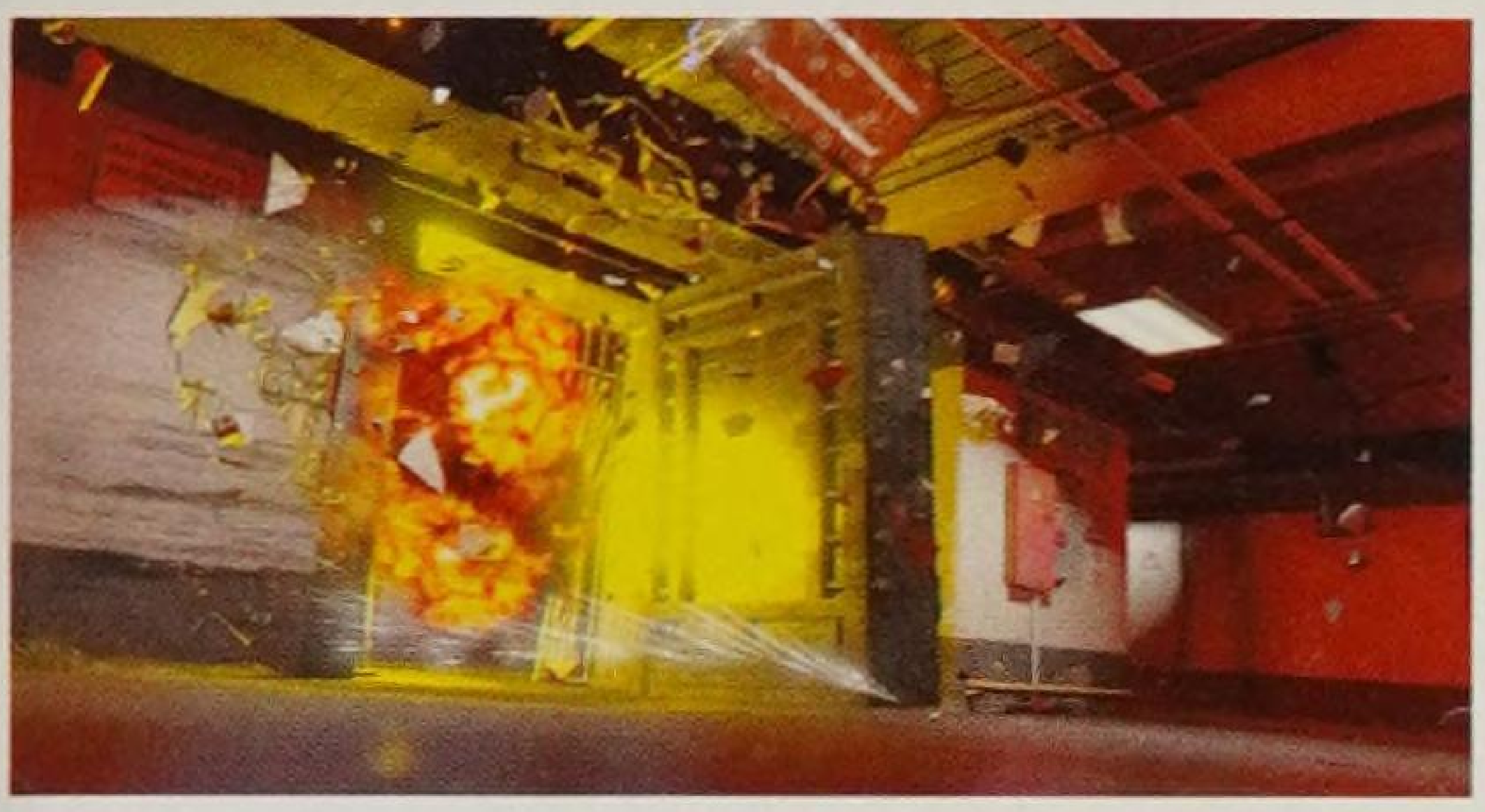
This opening mission functions as a live-action tutorial that teaches you the basics of movement, manipulating objects, targeting and shooting, driving vehicles, and other common game activities. It also introduces you to Michael and Trevor, two of the game's three main characters.

You control Michael as the scene opens. Your first objective appears at the bottom of the screen. Note that the word "guard" is in red letters. Certain words in the onscreen objective text are color-coded to match the blips on your radar display in the lower-left corner. In this case, the guard you want to tie up (marked as a red blip on the radar) is just a few feet away. Simply step through the security door to trigger a quick cutscene: Your character, Michael, binds the guard's hands behind his back.



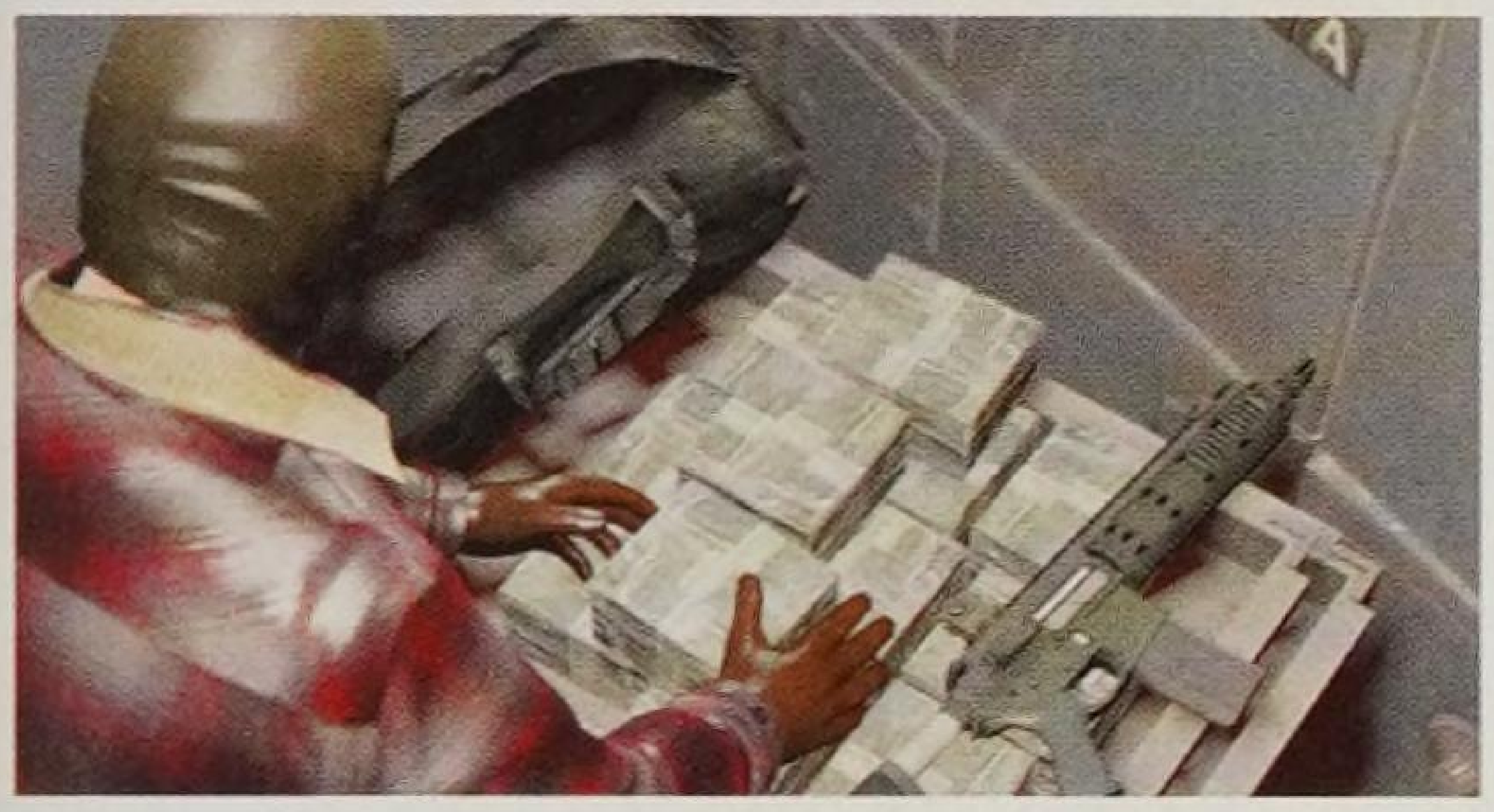
Aim at the hostages to make them move.

Trevor heads through the doors to affix plastic explosives to the vault door. Your next task is to herd the hostages into the back closet. To do so, press the control indicated onscreen to aim your weapon, then use the controller stick to target each hostage and convince them to retreat into the closet.



Use the phone to trigger explosive charges.

Now follow the directions shown onscreen to bring up your phone, view its contact list, and select "Detonate" to trigger the plastic explosives. Watch the vault blast open.

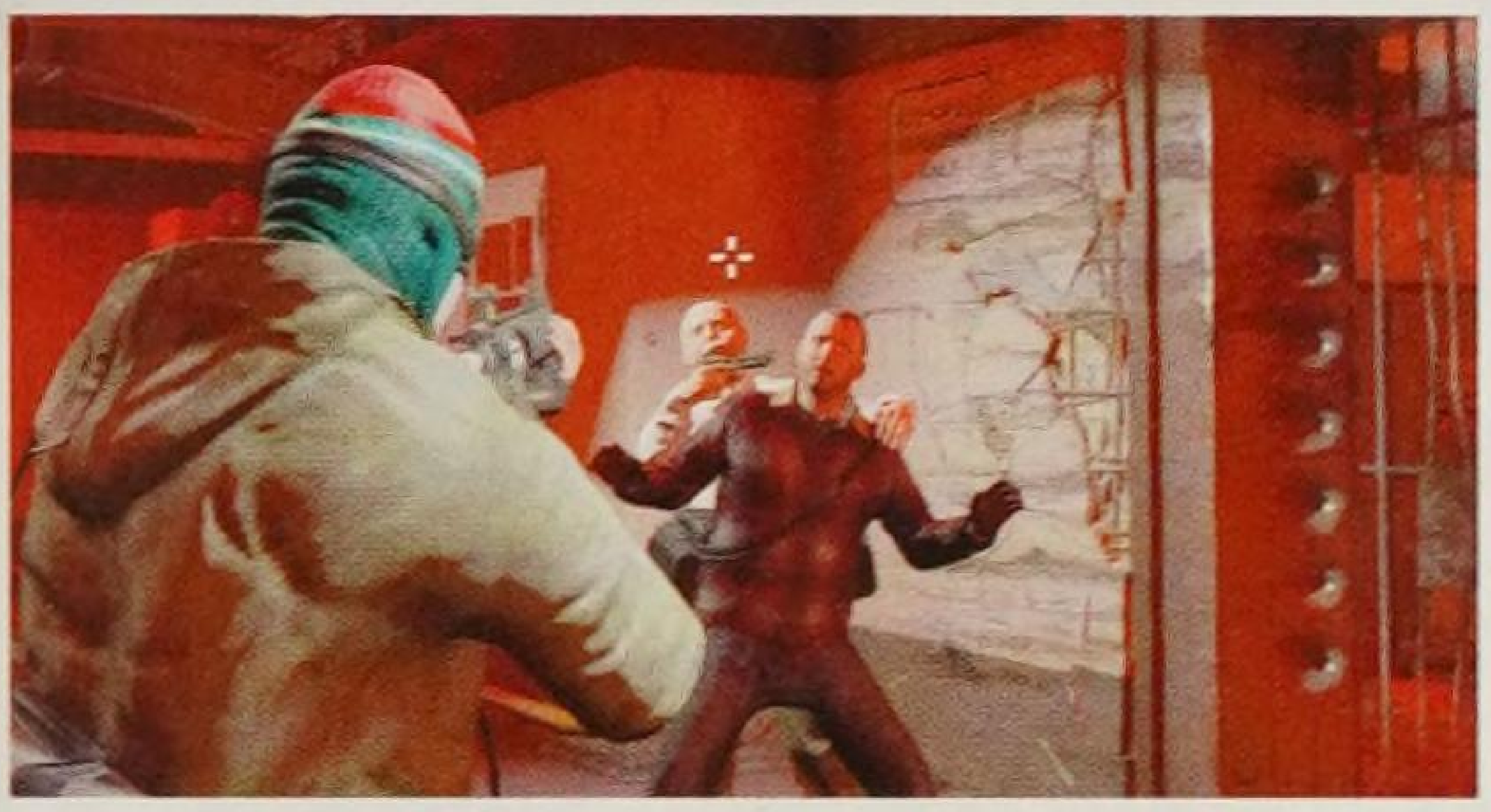


Go to the vault and collect the cash.

Push through the double doors and turn left into the hallway, following the yellow destination blip on your radar to the violated vault, then head for the money (marked as a green blip on your radar) stacked in the corner. This triggers a quick cutscene as Michael and Trevor scoop up the cash.

When the scene ends, follow Trevor out of the vault. This triggers another cutscene: A brave (and foolish) security guard gets the drop on Michael.

The guard yanks off Michael's ski mask and claims he'll remember his face. This prompts Michael to respond: "You forget a thousand things every day. How 'bout you make sure this is one of 'em?" (We quote Michael's response here because it will be important later in the story.)

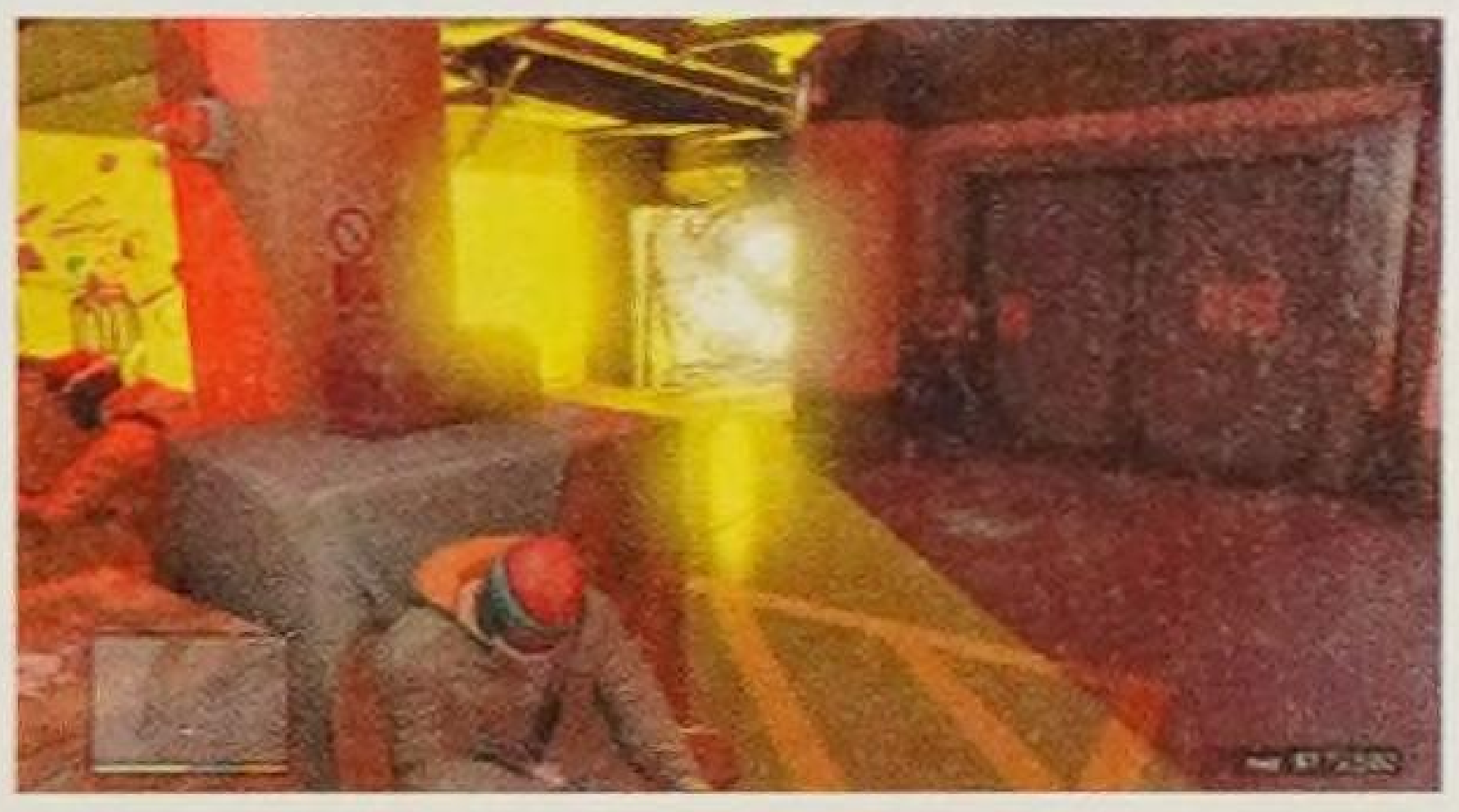


Switch to Trevor and take out the guard.

Time to make your first character switch. Hold down the control button indicated onscreen to bring up a small display wheel in the lower-right corner. This shows the characters available for switching. The one highlighted on the left side of the wheel is Michael, who you currently control. To switch to Trevor, keep holding down the control, then push the control stick to the right, highlighting Trevor in the display wheel. Release both controls and you instantly pop over to take control of Trevor.

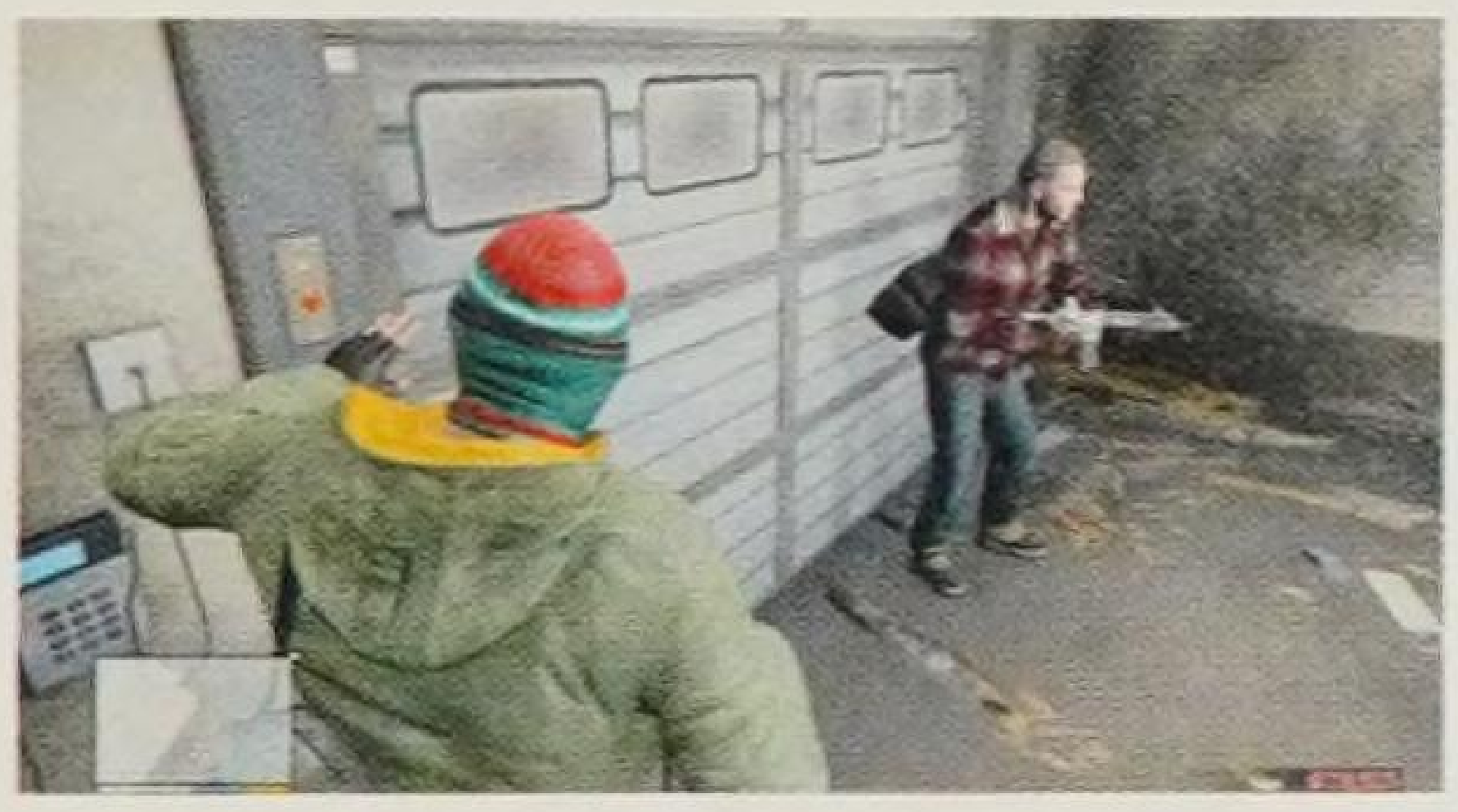
As Trevor, aim and target the security guard's head. You can press the control indicated onscreen to zoom while aiming. When you get the shot you want, pull the trigger. Try to nail the guard with a single headshot.

Get to cover.



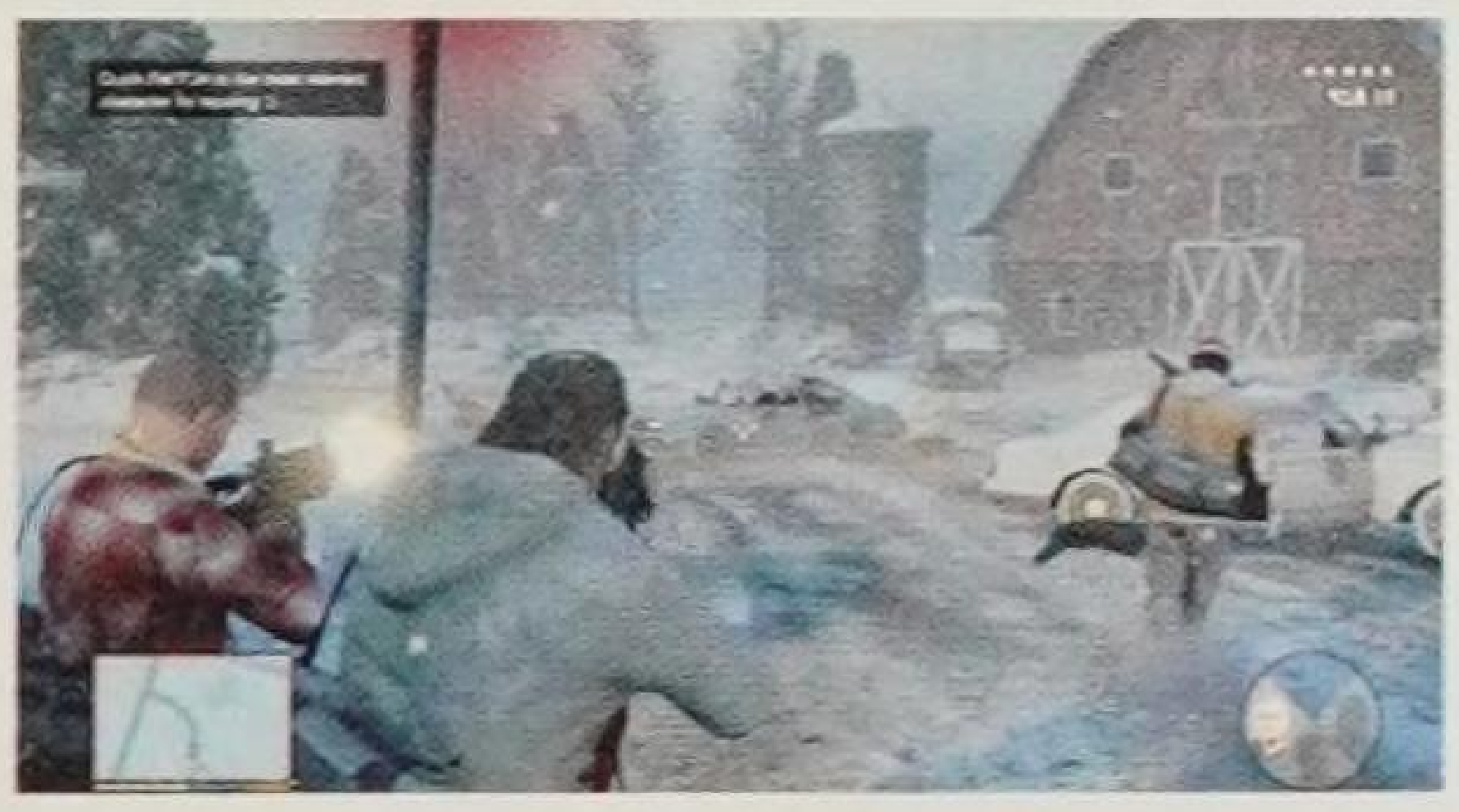
After liberating Michael, follow your two partners down the hall to the next destination blip on your radar. When you reach the marked spot, press the Cover button on your controller to take cover behind the crate. Brad then automatically sets a charge on the locked exit door. Wait until it detonates, then leave cover—two different ways to do this are indicated onscreen.

Open the shutter door.



Follow your partners through the blasted doorway. Move toward the green blip on your radar that marks the location of a control switch for the shutter exit door. Simply approach the switch—Trevor automatically hits it to open the shutter.

Escape the cops.



Hustle outside and immediately take cover behind one of the support beams to the left. Cops are everywhere! From cover, start aiming and shooting. One good tactic is to flank the police by moving around the Bobcat Security armored cars on the left side of the parking lot.

Once the lot is cleared, move to the big exit gate where more cops have taken up positions on the road. Switch back and forth between Trevor and Michael to get better shooting angles as additional police units arrive. Fight your way up the road past the barn to trigger the next objective.

Map Blips

Your radar minimap down in the left corner can provide plenty of pertinent information. Enemies or targets are marked as red blips; friends/allies are blue blips; collectible objects are green blips; and destinations are yellow blips. Hostile police are marked as blips that flash red and blue.

Sprint to Cover

Two important controls are your Cover and Sprint buttons. Always use cover in a heavy firefight, and tap the Run button rapidly to sprint between cover.

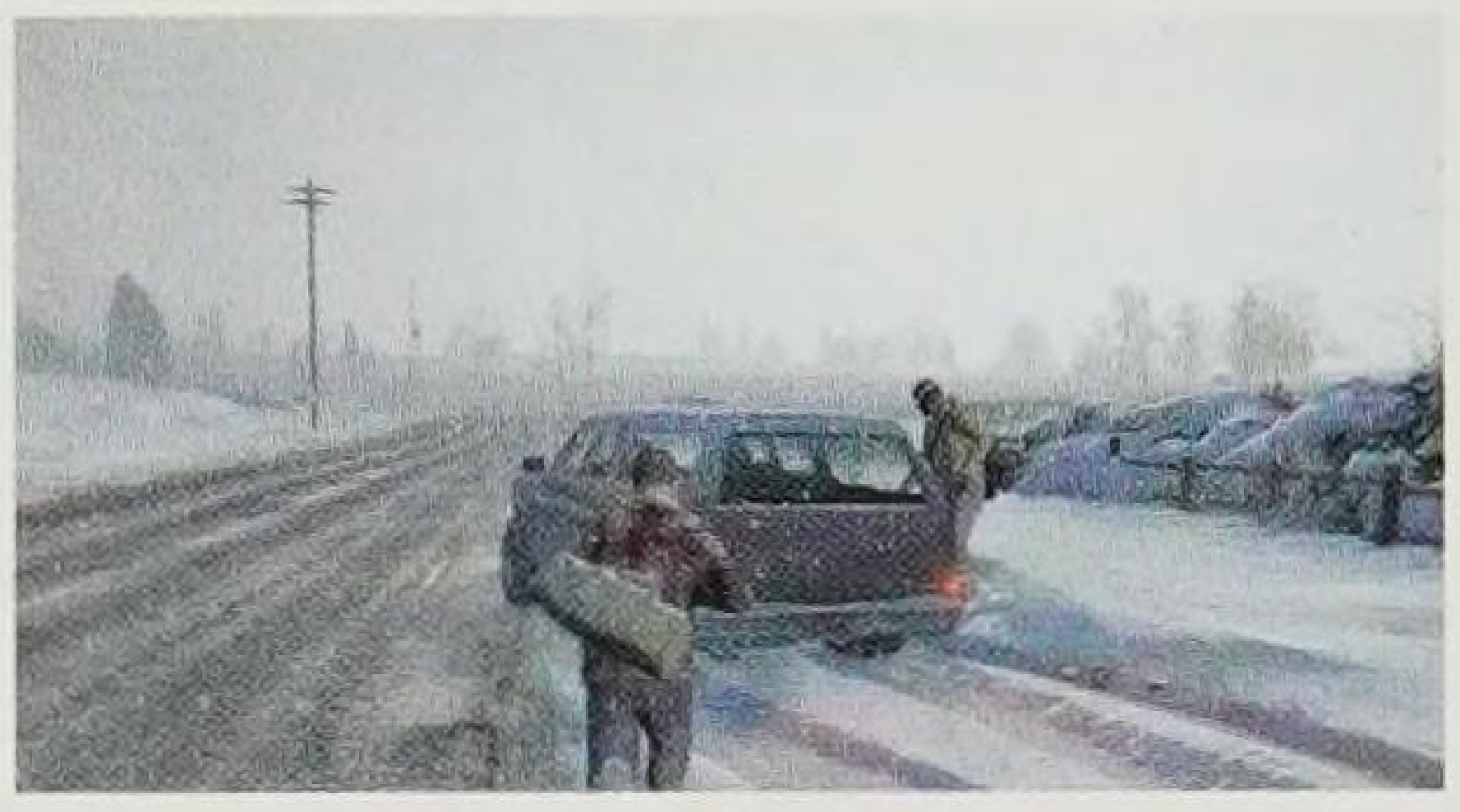
Quick Switching

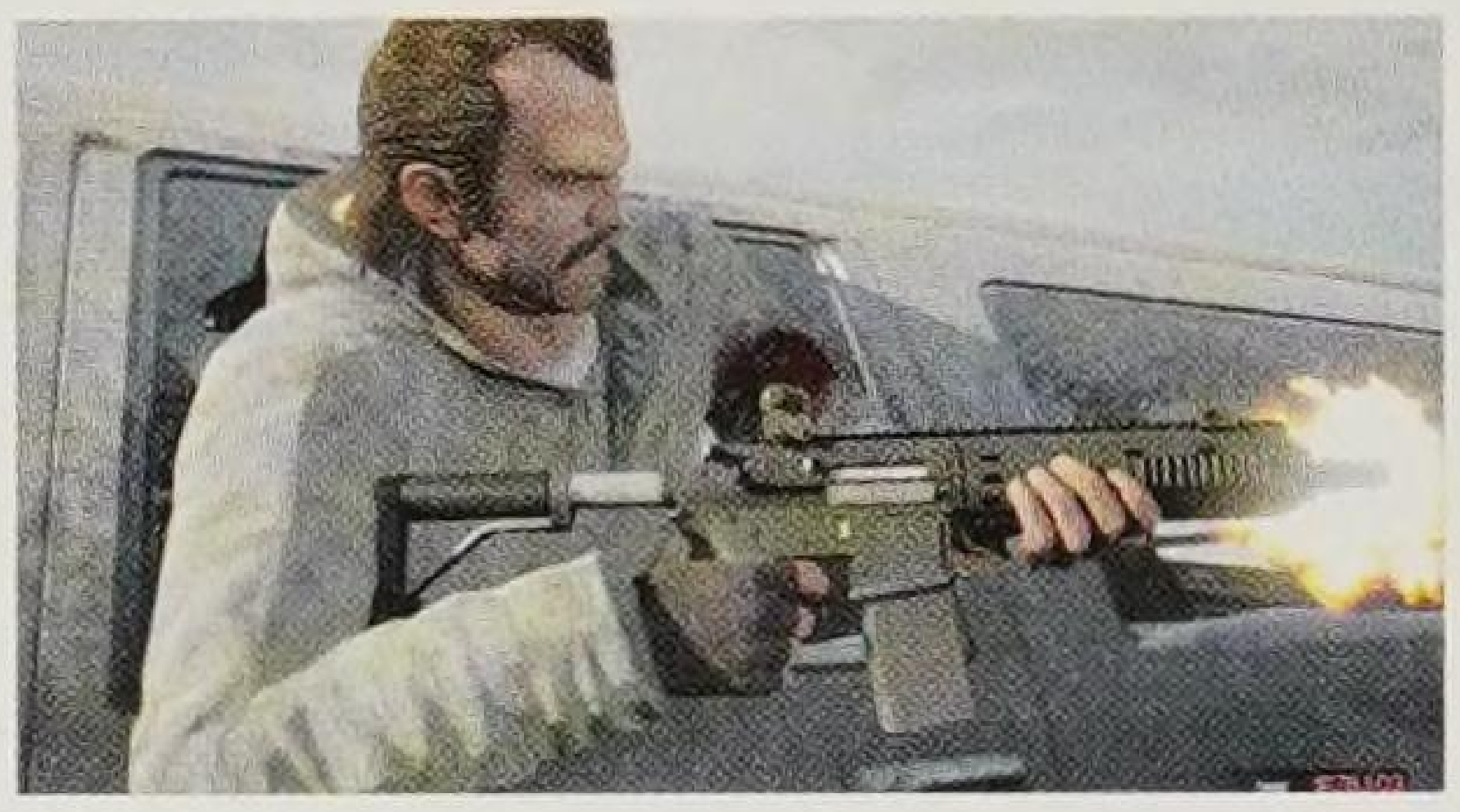
You can "quick switch" to the most relevant character in a given situation by tapping the character switch button.

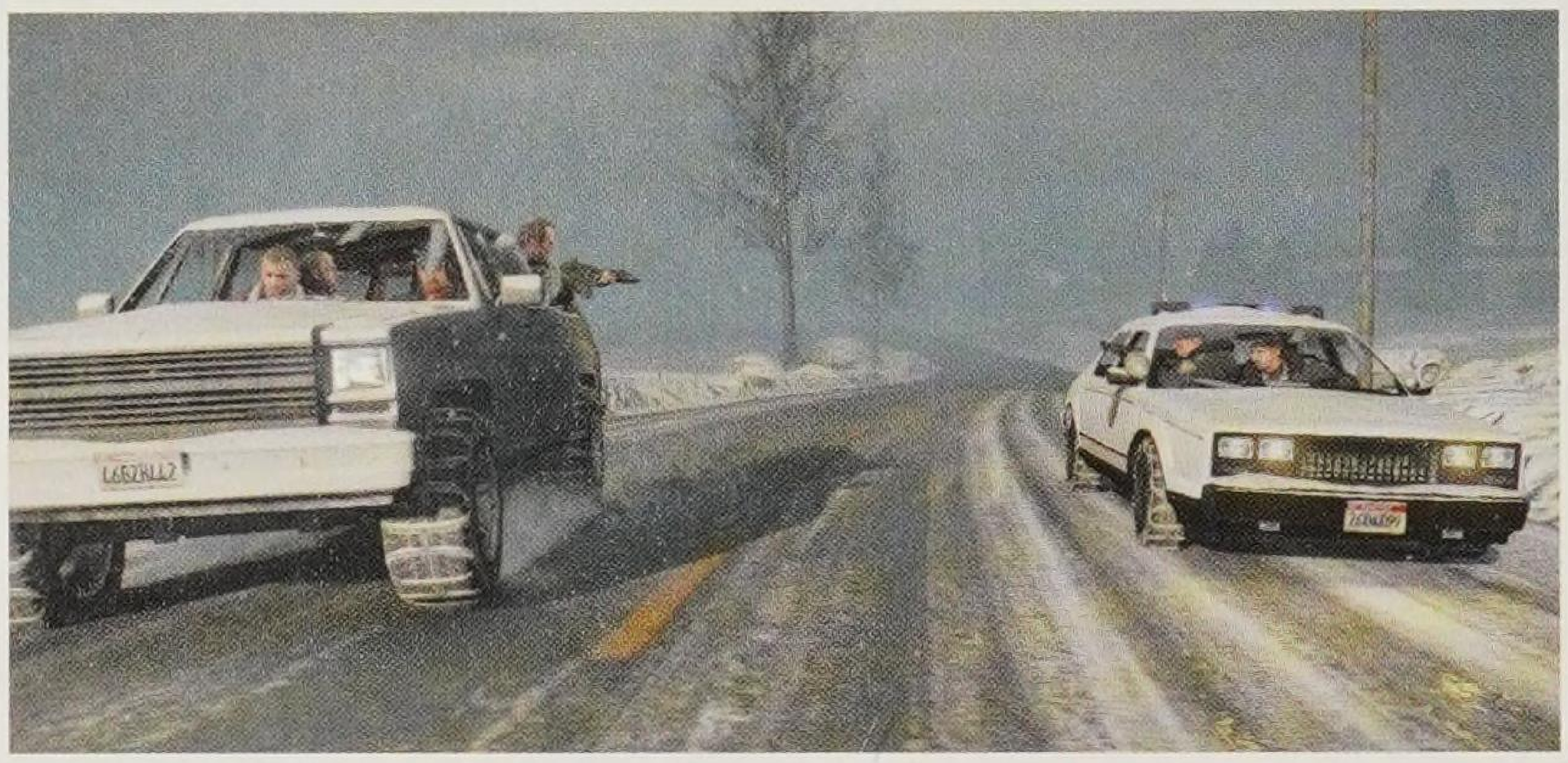
Get to the car.

A blue blip appears on your radar, marking the spot where your team's getaway car and driver are waiting near the "Welcome to Ludendorff" sign just across the T-intersection. More police cruisers arrive, so target shooters as you approach the getaway car.

Press the button indicated onscreen to enter your car. This triggers another short cutscene: Michael hops into the passenger seat and the driver hits the gas. Unfortunately, a squad car manages to catch up, and officers shoot your driver. Michael slides over behind the wheel and you take control of the vehicle.



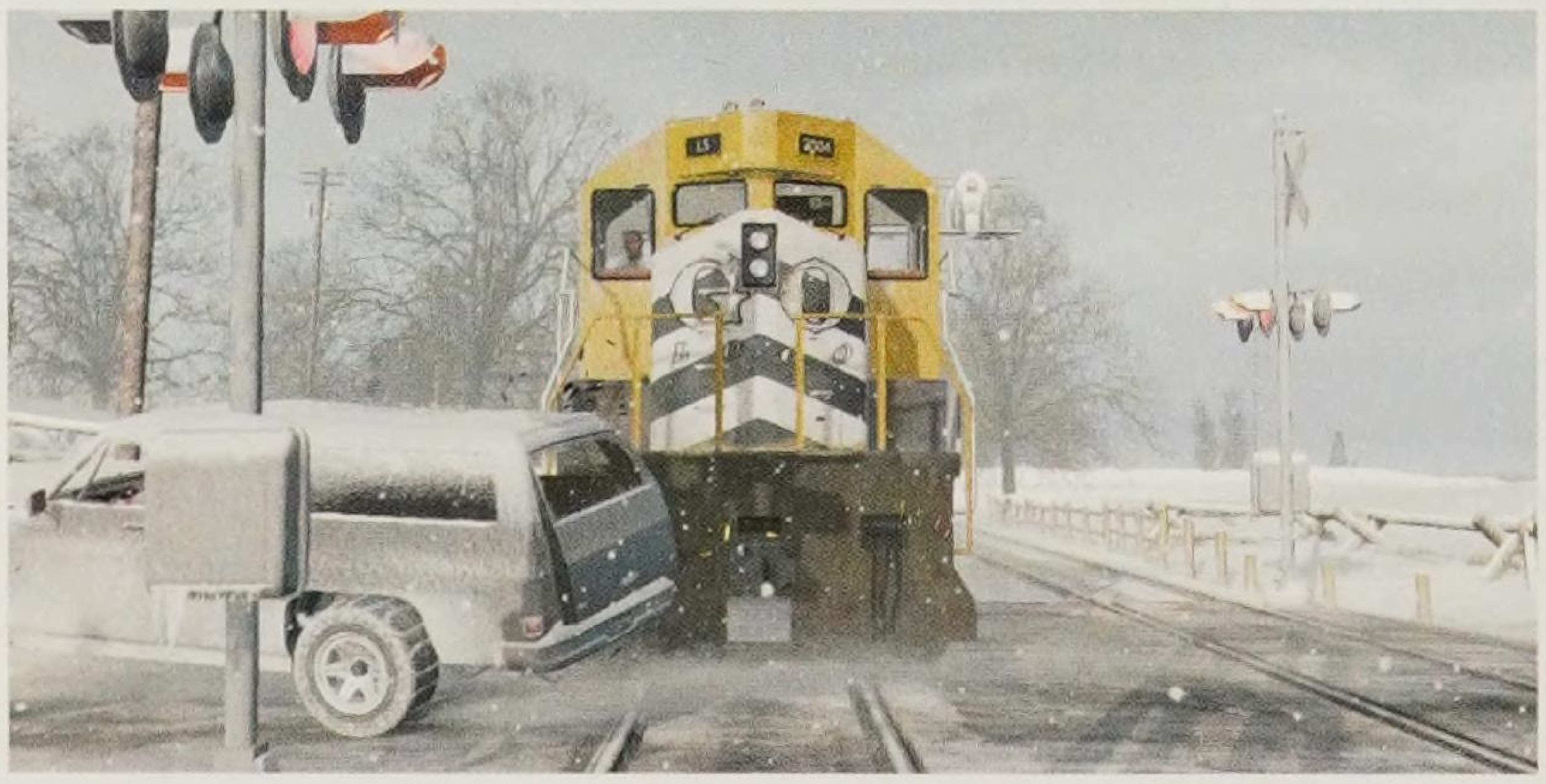




Drive to the helicopter pick-up point.

Here, plenty of onscreen prompts help you learn basic driving controls. (Check the Game Basics section of this guide for the details on driving vehicles.) Accelerate and follow the yellow route marked on your map. It leads toward your destination—a landing zone designated for an escape helicopter, marked by a yellow blip.

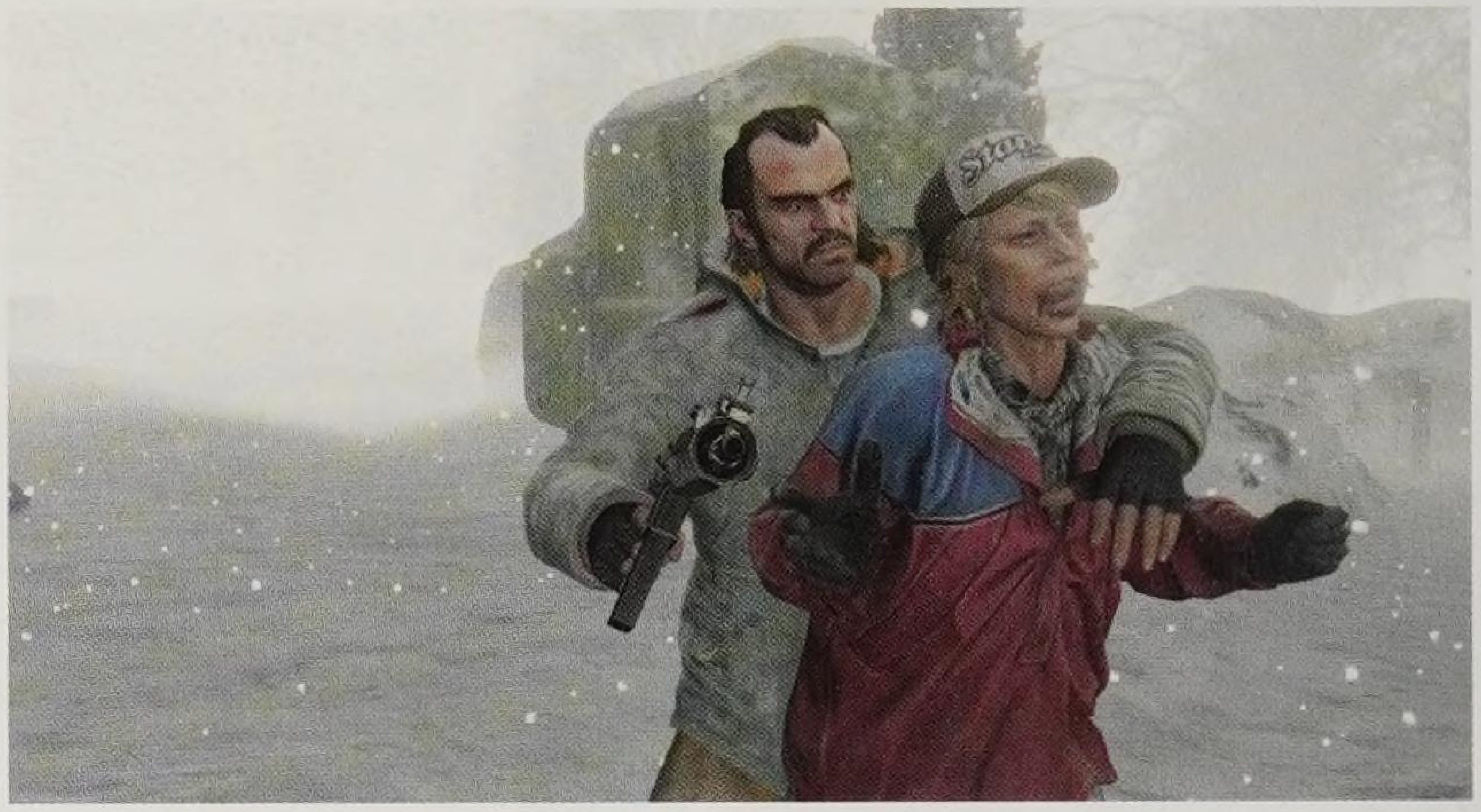
As you approach the little hamlet of Ludendorff, you encounter a police roadblock ②. Take Trevor's advice and cut a hard right up the side road, then accelerate toward the train crossing. This triggers a dramatic cutscene: The train clips and disables your getaway car as it speeds across the tracks.



Forced to abandon the car, the crew tries to reach the pick up point on foot, but a sniper derails that plan. As Brad goes down, then Michael, Trevor calls out that someone must have talked.

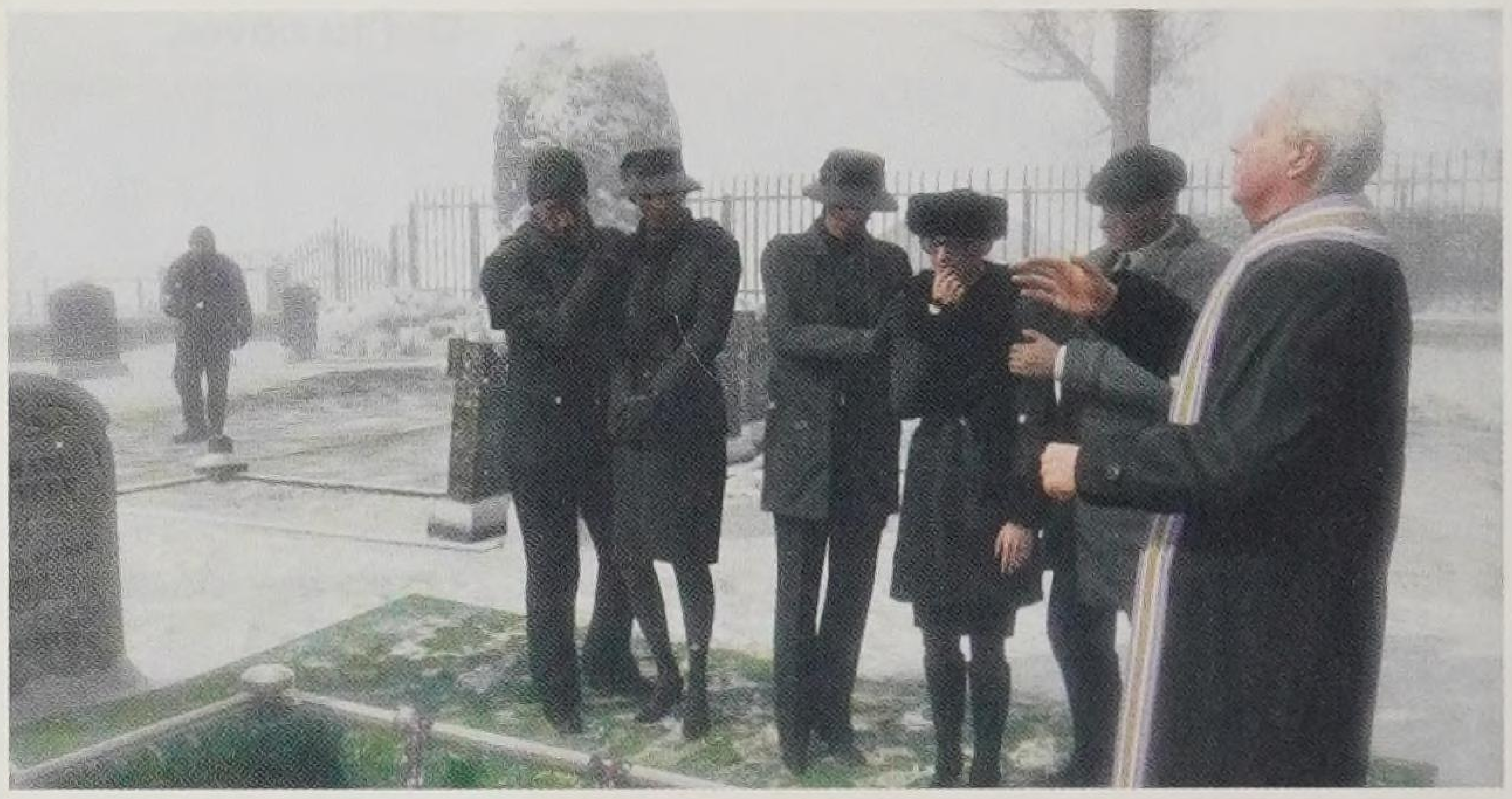
Hold off the cops.

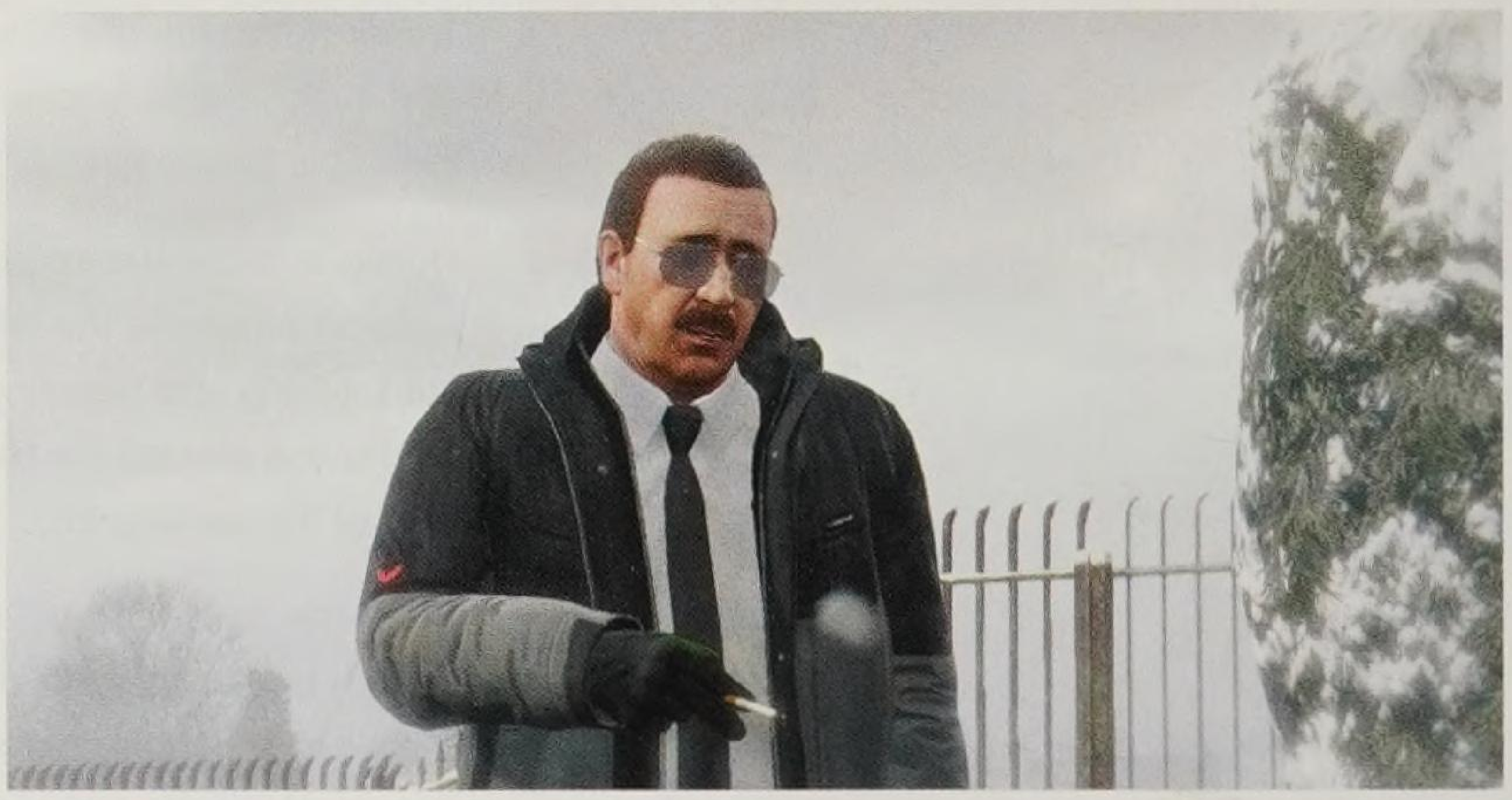
Now Trevor is on his own. If you want more gunplay, use cover and pick off the arriving police. Or you can just sprint to the right to trigger another cutscene: a bystander makes a break from the nearby farmhouse and Trevor takes her hostage. The scene ends with Trevor sprinting across an open field with officers in pursuit.



Watch the prologue's ending.

The prologue ends with a cemetery scene. Bereaved loved ones gather around a coffin lowered in the frozen turf at a headstone that reads "Michael Townley." Interestingly, the FIB sniper responsible for shooting Michael strolls past the sad ceremony.





Then Michael himself steps up to the cemetery's iron fence to take in a bit of the eulogy. As the preacher so eloquently (and ironically) puts it: "Father, we do not know your infinite mysteries. But we know you will show mercy to our friend."

Franklin and Lamar

CONTACT POINT:

N/A

MAIN OBJECTIVES:

- ▶ *Choose a car.*
- ▶ *Follow Lamar.*
- ▶ *Lose the cops.*
- ▶ *Take the car to the dealership.*
- ▶ *Go to Franklin's house*

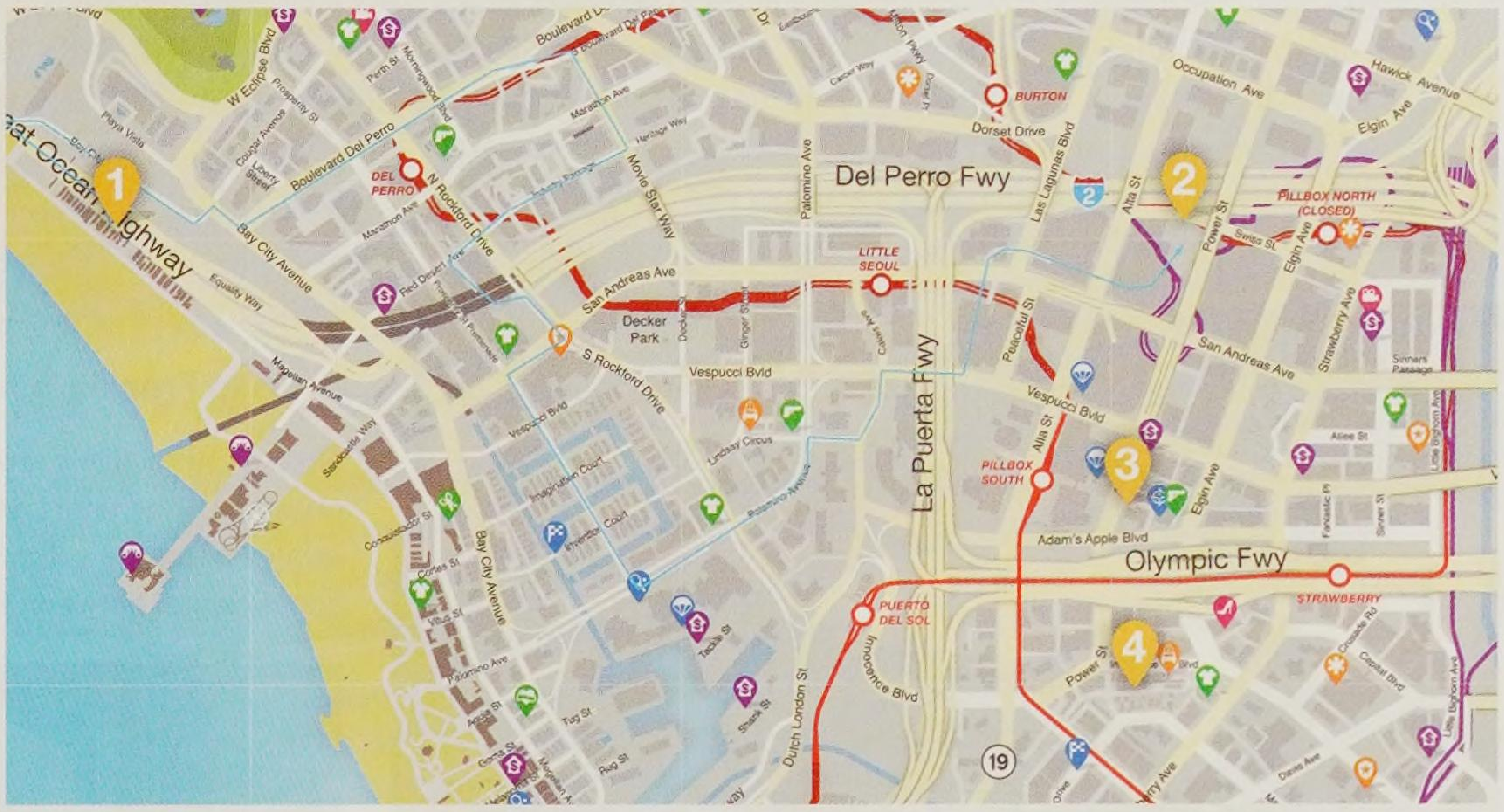
PREREQUISITES:

- *Start the game.*

Playable Character: Franklin

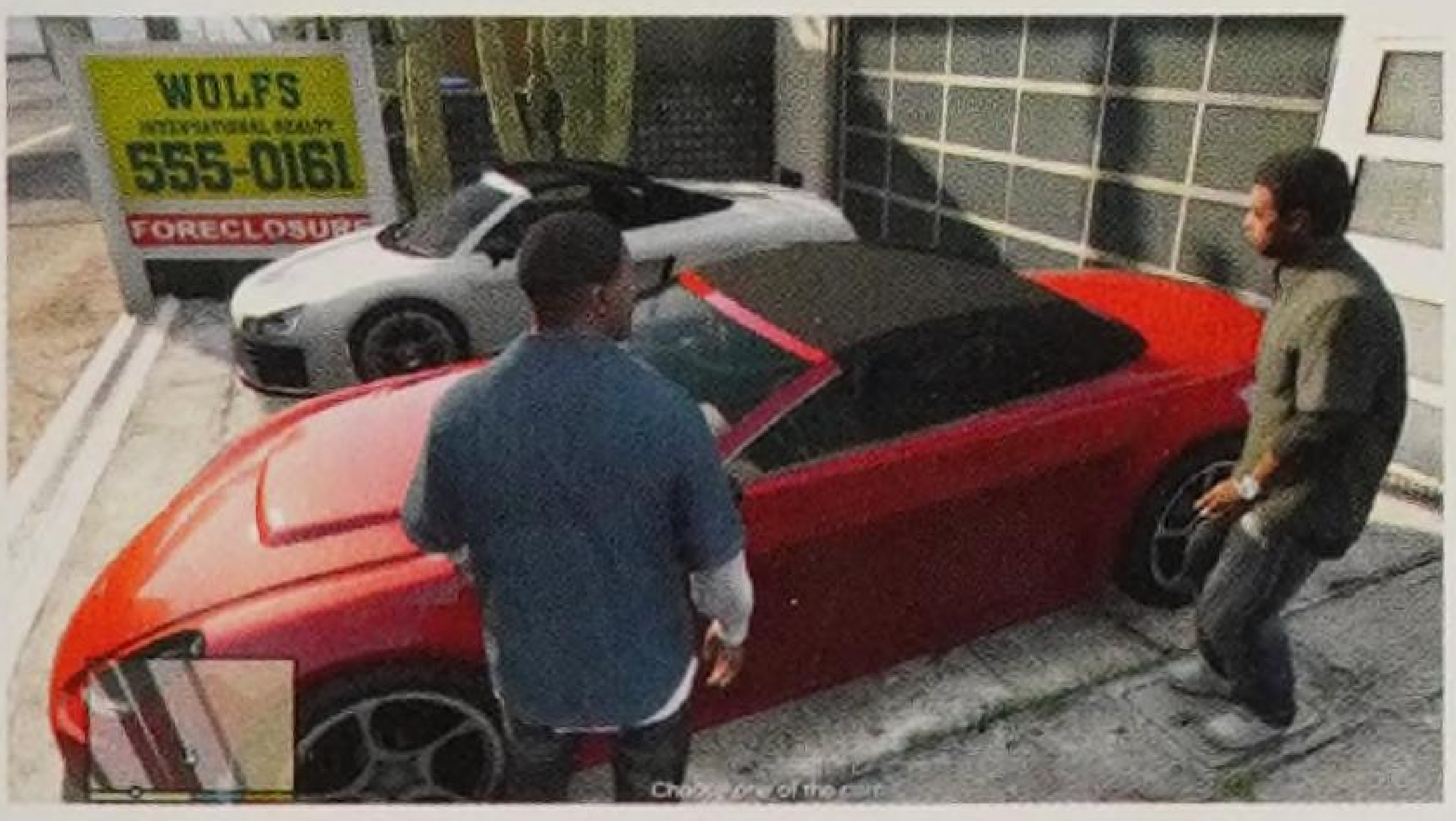
The scene switches to a psychiatrist's couch in the Pacific Bluffs district of Los Santos. The patient taking the talking cure is none other than Michael Townley. He's now nine years older… and has a new surname, "De Santa," courtesy of the Federal Witness Protection Program. Our protagonist is clearly frustrated with the session, but the good doctor responds with a classic line: "Well, a sense of overriding futility is a vital part of the process. Embrace it."

After the session, Michael strolls the beachfront walkway, a collage of Los Santos life. From a graffiti-tagged bench, he kindly guides a pair of young hustlers to Bertolt Beach House ①. The two young men, Lamar Davies and Franklin Clinton, follow his directions into the building's courtyard. This is where the mission begins, and you take control of Franklin.



1
2
3
4
Del Perro Fwy
Olympic Fwy
La Puerta Fwy
DEL PERRO
LITTLE SEOUL
BURTON
PILLBOX NORTH (CLOSED)
PILLBOX SOUTH
PUERTO DEL SOL
STRAWBERRY
Decker Park
Boulevard Del Perro
San Andreas Ave
Vespucci Blvd
Occupation Ave
Power St
Adam's Apple Blvd
Palomino Ave
Movie Star Way
Dutch London St
Bay City Avenue
Innocence Blvd
19

▶ Choose one of the cars.



WOLFS
INTERNATIONAL REALTY
555-0161
FORECLOSURE

Your goal is to "boost" a pair of vehicles… but it's legitimate car theft, a repossession job for a luxury auto dealer named Simeon Yetarian. Follow Lamar down the walk to the driveway in front of the building. Here you see two hot sports cars—a white Obey 9F Cabrio and a red Dewbauchee Rapid GT—under a foreclosure sign posted by Wolfs International Realty. Clearly, somebody bit off more Los Santos lifestyle than they could afford to chew.

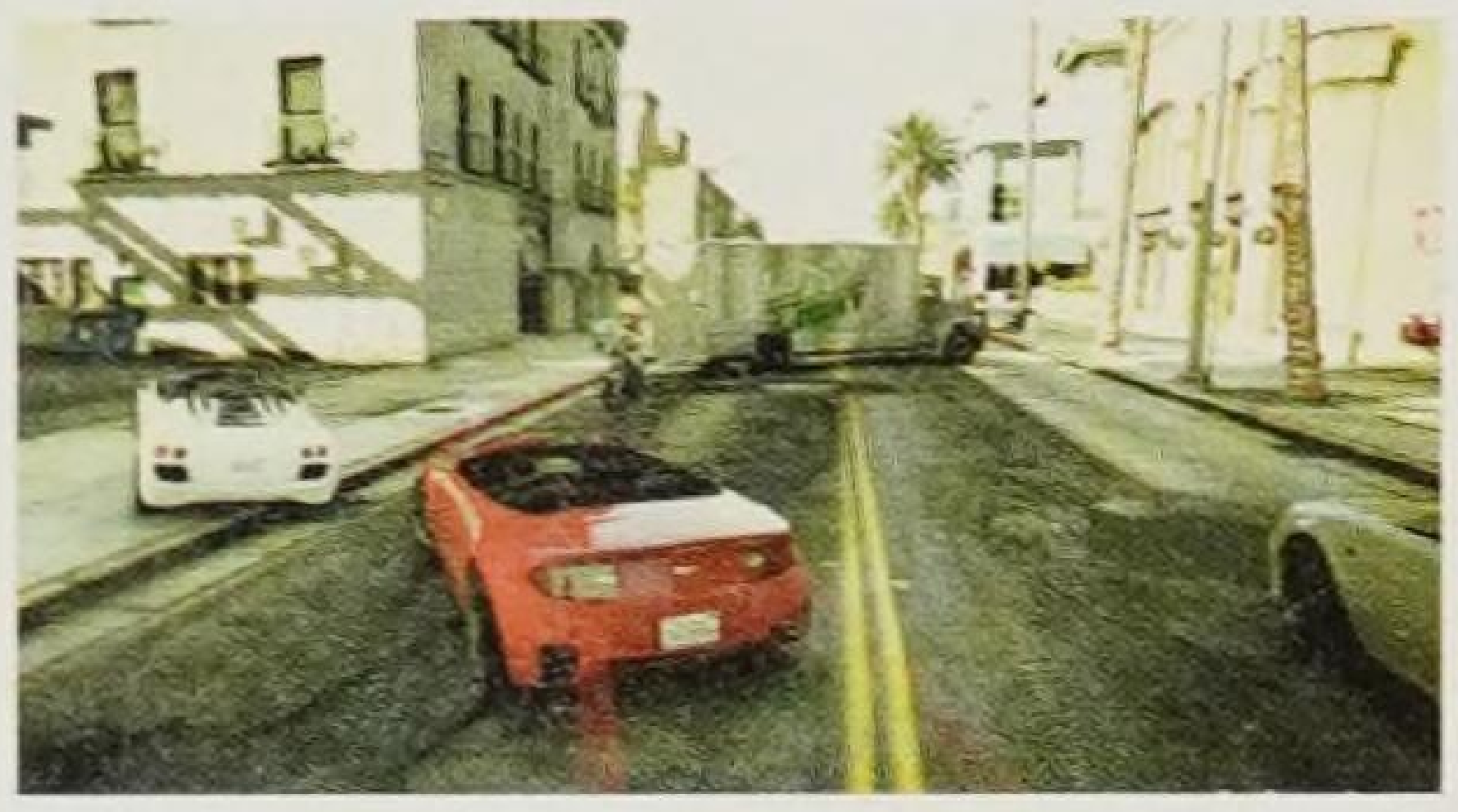
Approach either one of the cars and press your controller's Enter Vehicle button. Franklin automatically slides into the driver's seat as Lamar hops into the other car. After lowering the convertible roof, Lamar peels out onto the Del Perro Freeway.

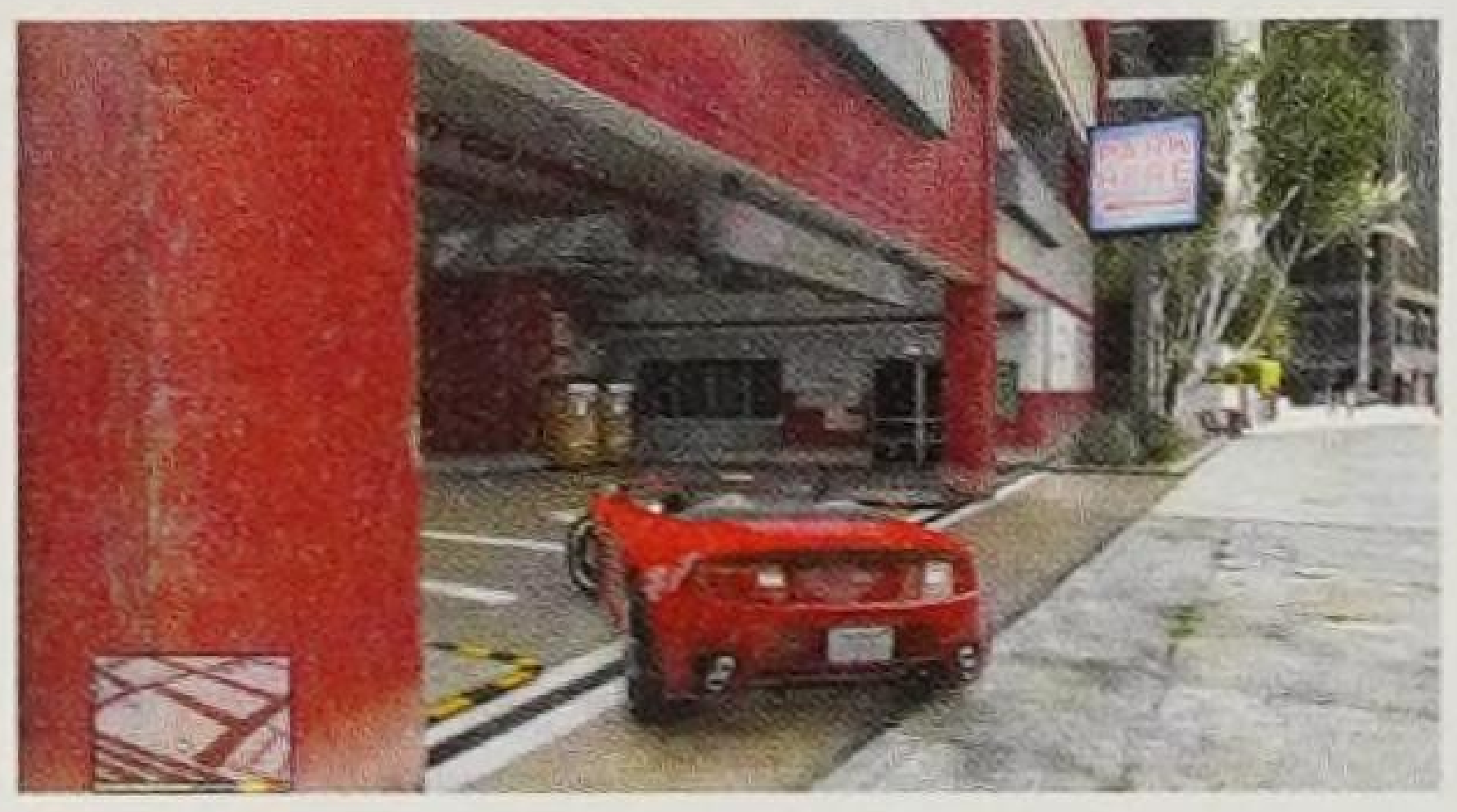
Follow Lamar.

Accelerate hard and follow Lamar's car. (Hurry! If you wait too long to drive away, the owner rushes and pulls Franklin from his vehicle.) Lamar is marked as the blue blip on your radar, and you can also press the Focus button to auto-swivel your camera toward Lamar's position.

Lamar follows the streets for the most part, but be ready to blow past red lights, dash through the Richards Majestic movie studio lot, and cut across several parking structures. (Your route is marked as the blue line on our mission map.) Don't hit any of the actors in alien costumes on the movie lot if you want to earn a Gold Medal for the mission!

Activate Franklin's special driving ability as Lamar makes sharp, unexpected turns or when you need to maneuver through crazy traffic. (See our Tip for more on special abilities.)





Special Ability Bar

Each of the three main characters has a unique special ability that can be activated. Franklin's particular ability slows down time during driving sequences, allowing precision control of his vehicle. To fill up Franklin's special ability bar quickly, drive against traffic, accelerate to high speeds, and narrowly avoid collisions.

Lose the cops.

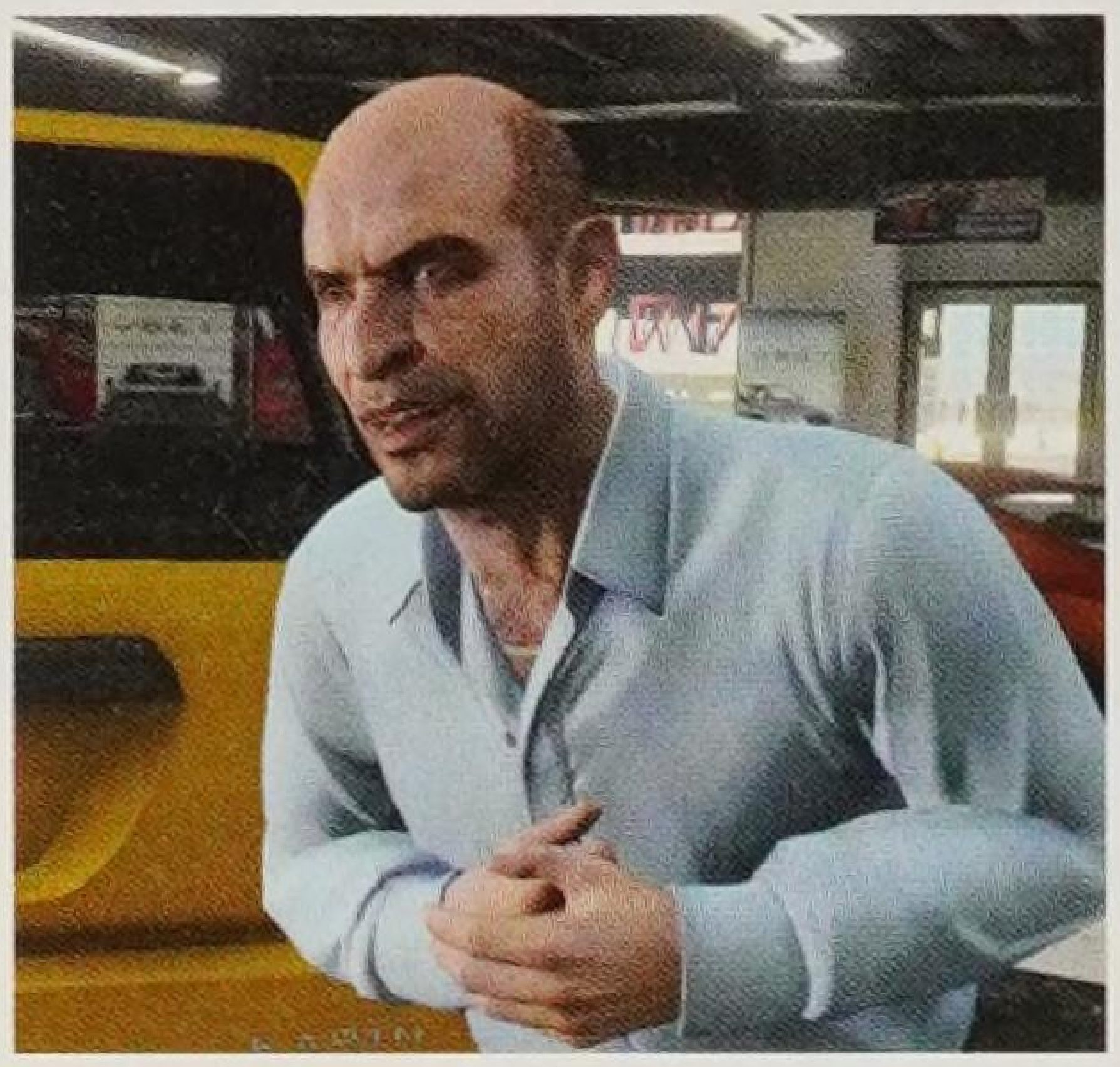
Franklin finally catches Lamar in the parking lot ② at the Union Depository building. After a quick cutscene, Lamar speeds off again as police units arrive with their lights flashing. You must now lose the cops, a standard task if you're familiar with these games. You start with a two-star Wanted Level, shown by the number of stars displayed in the upper-right corner. At this Wanted Level, squad cars give chase aggressively and officers open fire.

The cops spot Franklin and the entire radar screen flashes red and blue. Keep an eye on your radar to see where the pursuit is coming from—again, police units are marked as red/blue flashing blips. Veer down side streets and alleys to avoid pursuers, using Franklin's special ability for extra-tight turns. If you can get out of their sight for a few seconds, the onscreen Wanted Level stars begin flashing to indicate that a "cooldown" period has begun. During the cooldown phase of a chase, each police unit has a cone of vision (seen on radar) indicating the area that the officers can see. Obviously, avoid these cones! Hide in side alleys or discreet locations until the search ends. If you can stay out of their sight (i.e., avoid the cones of vision) for a few more seconds, the Wanted Level stars eventually disappear as the cops call off the search.

Take the car back to the dealership.

Your final destination, Simeon's car dealership ③, now appears as a yellow blip on your radar. Drive leisurely (or not) toward the yellow marker to trigger an establishing shot of Simeon's Premium Deluxe Motorsport lot. Follow Lamar into the showroom to view the mission-ending cutscene.

Watch as Simeon reels in a prospective customer, a young fellow named Jimmy. (You'll meet Jimmy again soon.) When the scene ends, a blue blip appears on your radar, marking the location of Franklin's car, a white Bravado Buffalo.

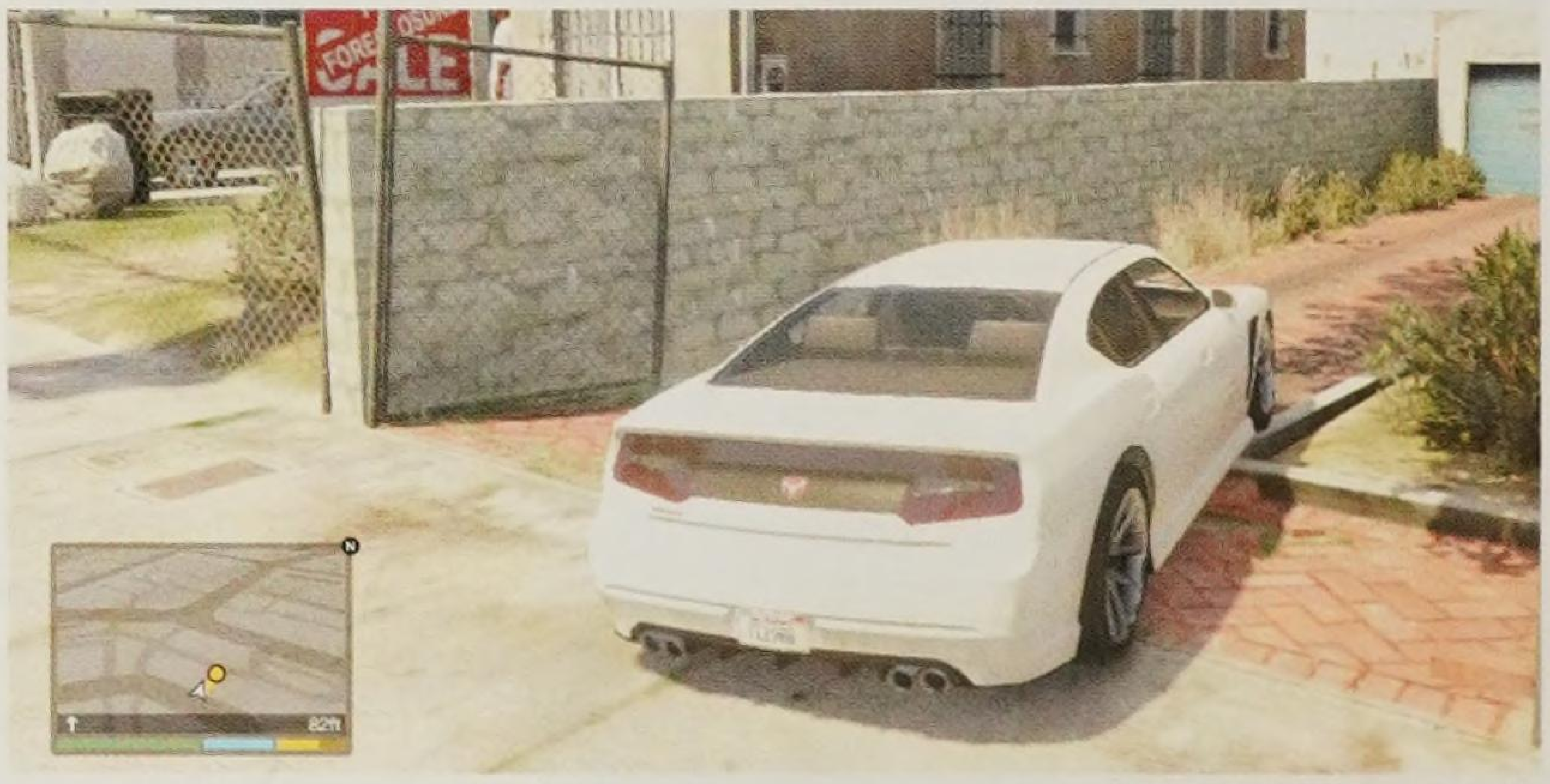


Travel Talk

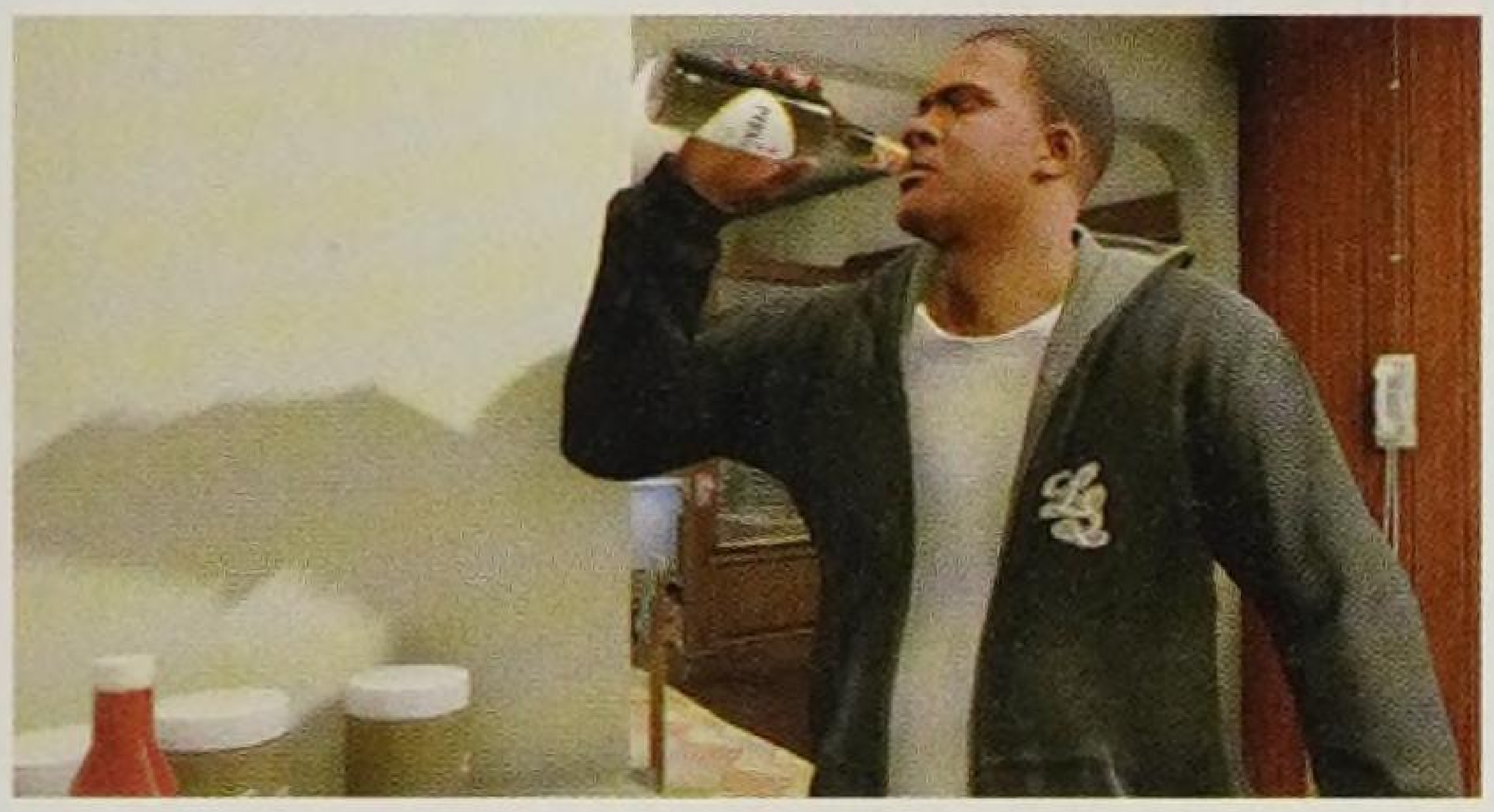
Some of the most entertaining (and sometimes illuminating) dialogue in the game occurs during car trips with two or more occupants in the vehicle. The length of each conversation is roughly timed to the length of the trip, but you may arrive at your destination before the exchange is played out if you drive fast and take shortcuts. If you reach a yellow destination marker while the occupants are still talking, just park near the marker and wait until the dialogue ends.

Go to Franklin's house.

Go out to Franklin's unique white Buffalo and hop inside to get a new objective. Wait until Lamar slips into the passenger seat before driving away. Follow the yellow map route to the destination marker. Listen to the conversation between the homies as you travel.



When you arrive at Franklin's house 4, pull into the driveway and park in the garage to trigger another quick scene as Franklin sends Lamar on his way. Note that after Lamar comments on Franklin's haircut, Barber Shop locations become available on your map. The scene continues as Franklin enters his house and walks you through a quick tour.



Explore Franklin's safehouse.

Franklin's home functions as his "safehouse"—a place where he can chill on the sofa and smoke or watch TV; restore health via First Aid kits; and use the bedroom to change clothes or sleep to advance time and save your current game.

Once the house tour is complete, a "Mission Passed" screen appears that includes a list of completion stats based on the mission's unique challenges.

Mission Completion Stats: Franklin and Lamar

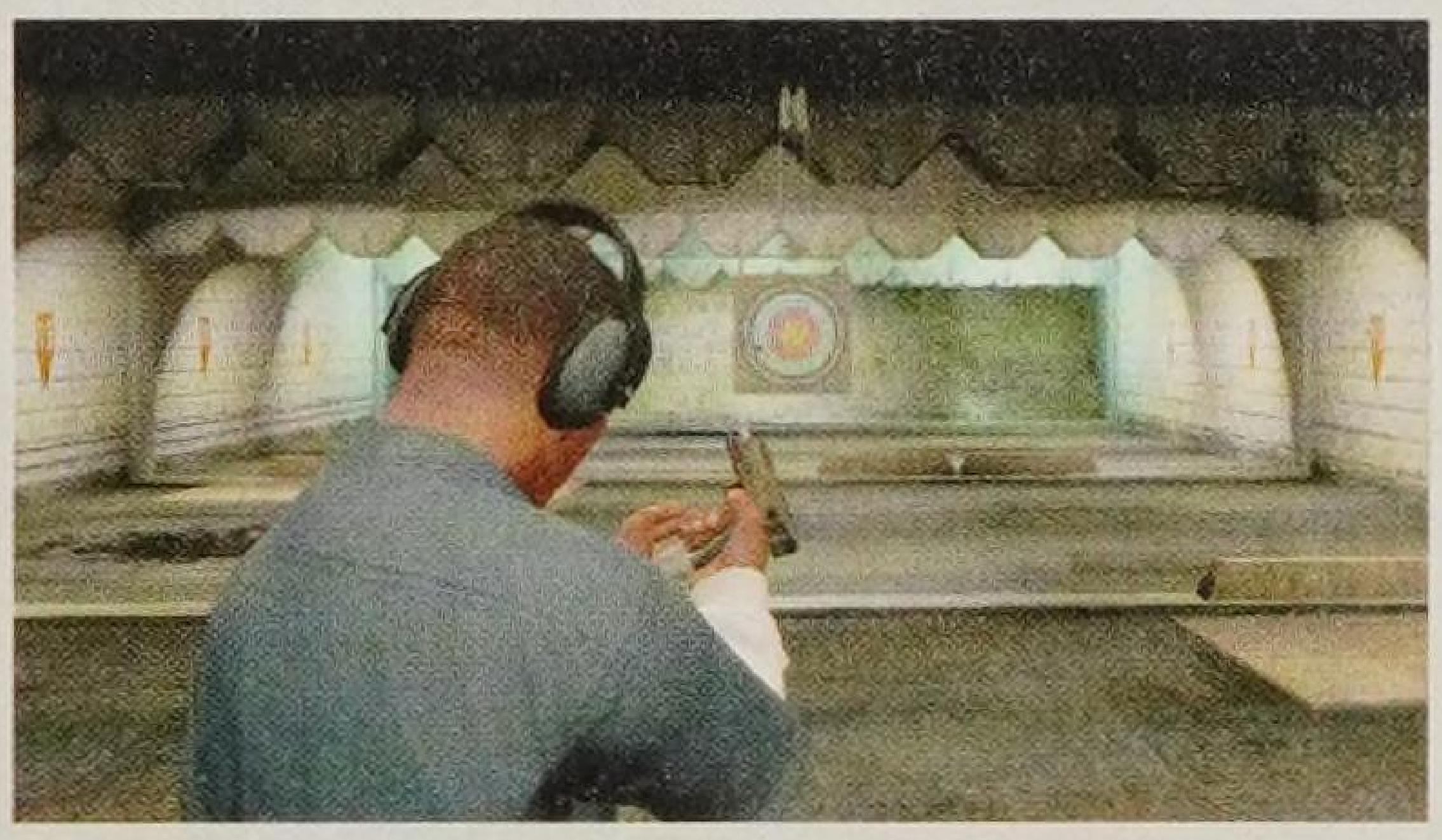
100%

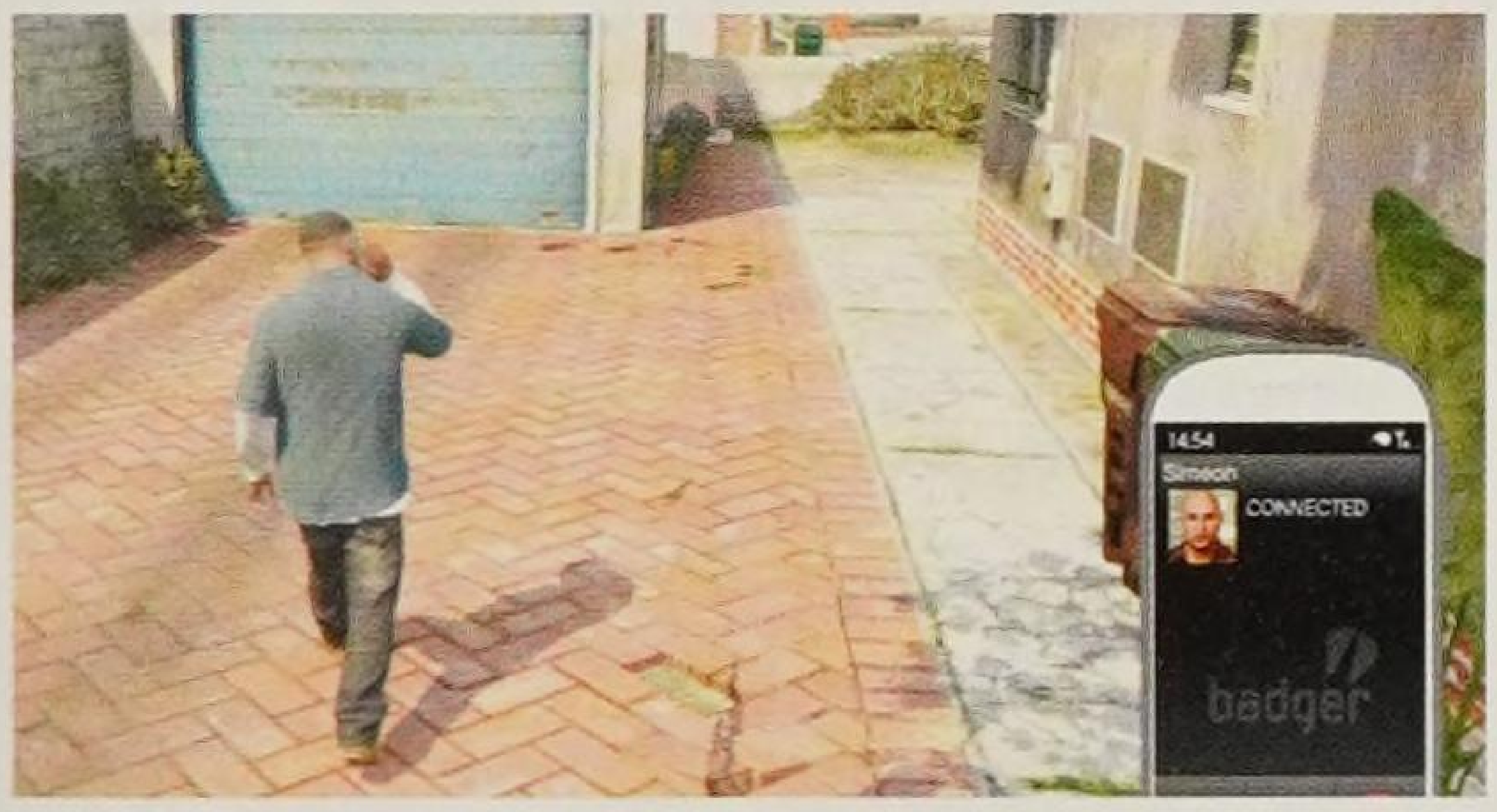
● Not a Scratch	☑ Deliver the repo car with minimal damage
● Focused	☑ Use Franklin's special ability for 00:07
● Winner	☑ Win the race against Lamar
● We Come In Peace	☑ Avoid hitting any aliens in the movie studio

Optional: Take some target practice.

After completing "Franklin and Lamar," new locations are unlocked. Open your Menu map and use the Switch View button to see the icons that mark available activities. Note that you can now visit Ammu-Nation gun shops, some of which have indoor shooting ranges where you can improve your shooting skill.

One of these ranges is right next door to Simeon's dealership, so head there for some target practice before triggering the next mission. Weapon accuracy, reload speed, and crosshair movement all improve as the Shooting Stat increases. These augmented skills are extremely helpful in the next mission, "Repossession."





Pick up a new mission for Franklin.

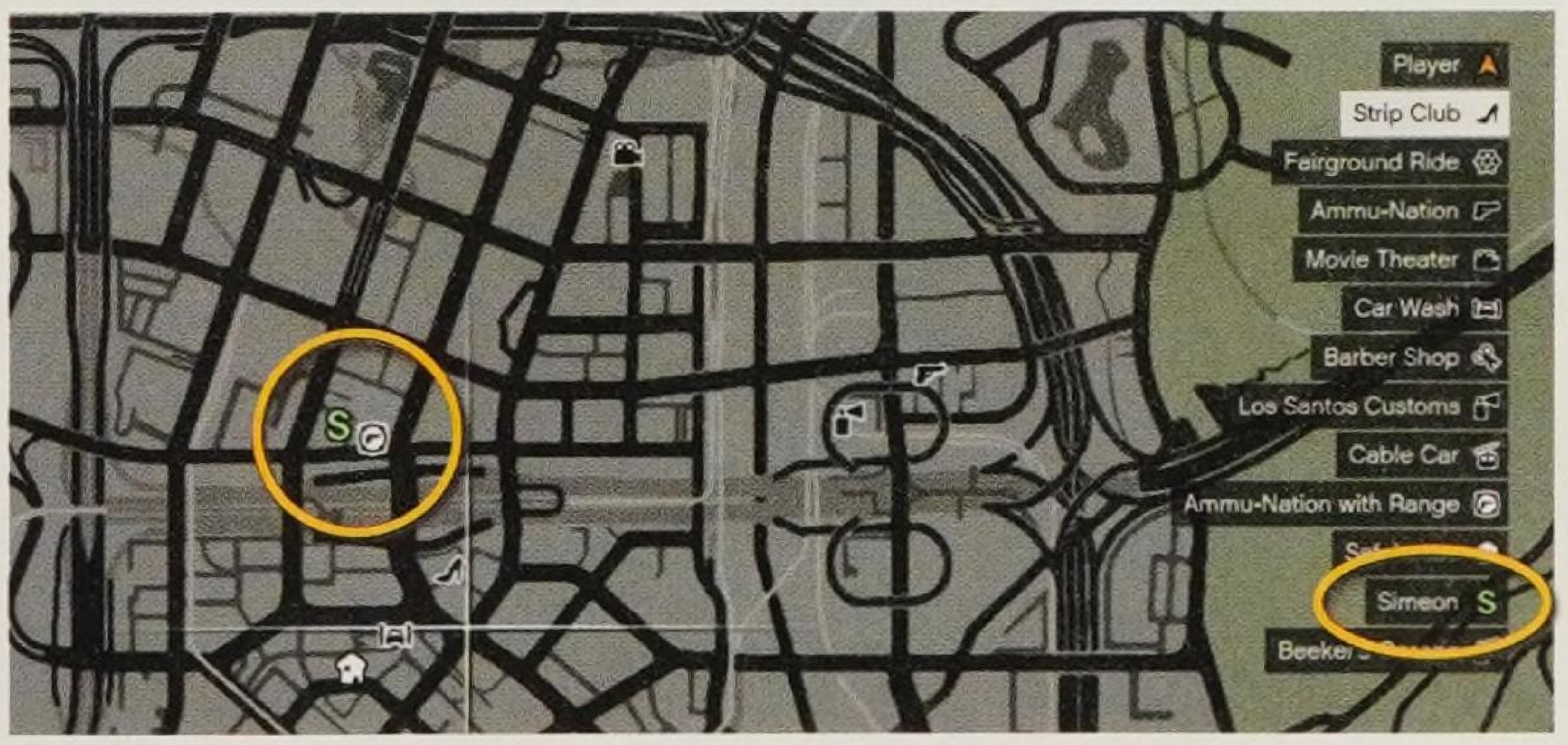
Completing a story mission like "Franklin and Lamar" typically unlocks one or more new story missions. When a story mission is unlocked, a new mission contact icon—a capital letter—flashes on the Los Santos map to mark the spot where you can pick up the new mission. The letter itself indicates something about the mission's nature or the contact.

For example, after you complete "Franklin and Lamar" and leave Franklin's safehouse, Franklin gets a phone call from Simeon, the car dealer, who offers him another repo job. (Note that this call won't occur while Franklin is still in his house. To trigger it, he must go outside.) After the call, Simeon's green "**S**" icon flashes on the map. This indicates the location of a contact point for a new story mission.

Mission Replays

Completed missions can be replayed whenever you are not engaged in an active mission. Just open the Pause menu, highlight Game, and then select Replay Mission, choosing from your list of completed missions. Remember that replaying old missions does not affect story progress. However, you can get better completion stats and earn a higher medal rank for that mission.

Open your Menu map and place a purple waypoint on the "**S**" icon. This creates a purple map route from your current location to the mission contact point. Direct Franklin to that marked location to pick up his next mission, "Repossession."



Repossession

CONTACT POINT:

"S" (Simeon)

MAIN OBJECTIVES:

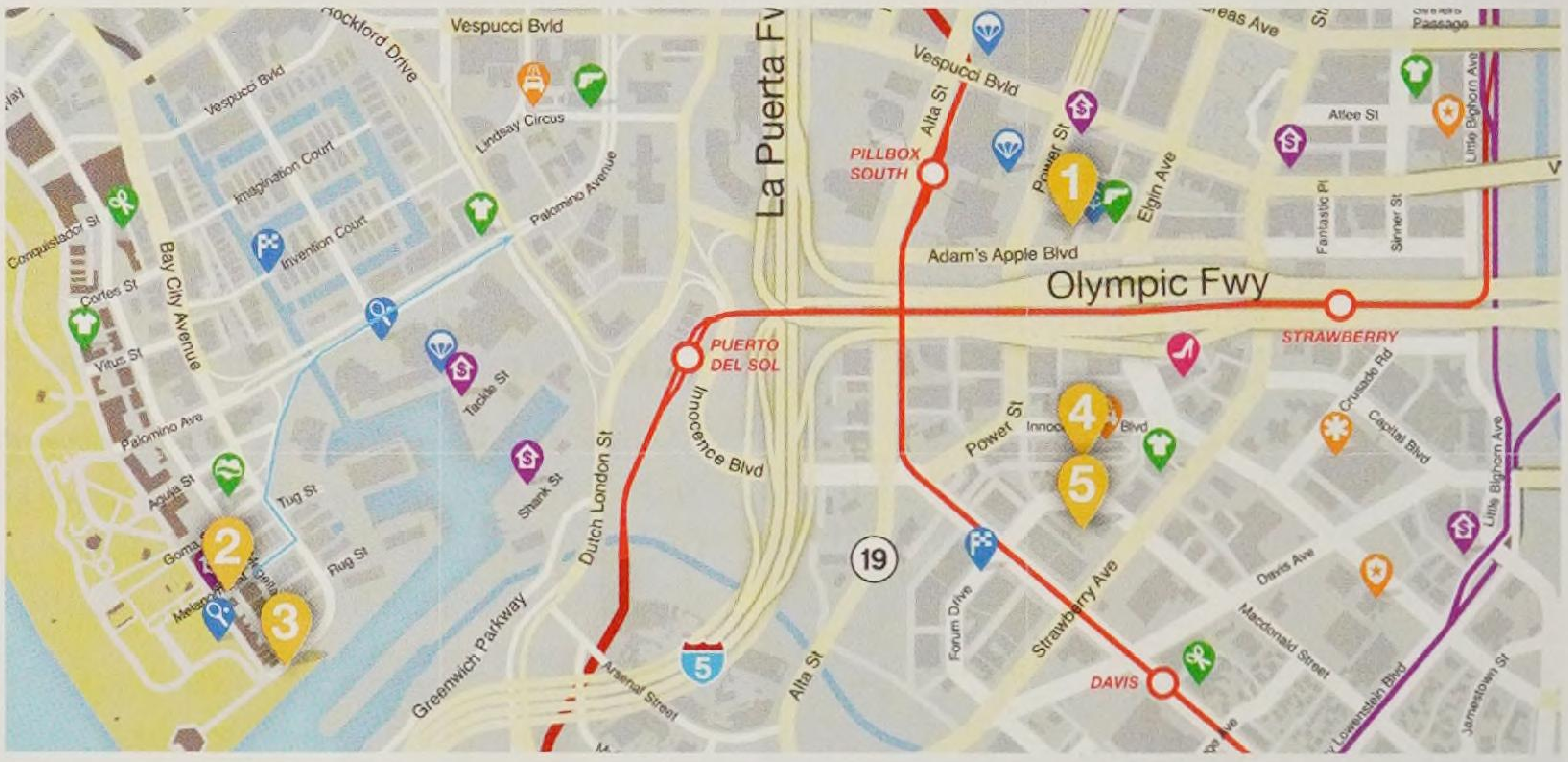
- *Go to Vespucci Beach.*
- *Follow Lamar and search the garages.*
- *Take out the Vagos.*
- *Get the bike.*
- *Go to the car wash.*

PREREQUISITES:

- *Complete "Franklin and Lamar."*

Mission Can Be Triggered By: Franklin

Soon after Franklin leaves his house, Simeon calls to offer more repo work. A mission contact icon flashes on Franklin's map, a green **"S."** Retrieve Franklin's car from his garage (or jack another car, if you want) and follow the **"S"** to the alley behind Simeon's dealership ① on Adam's Apple Boulevard. Enter the dealership workshop to trigger a cutscene: Simeon bestows an award on Franklin, and Lamar is not happy about it. ("I *demand* a retrial!") Then the dealer offers another repo job. The new target is a tricked-out motorcycle, purchased by a Vespucci Beach resident named Esteban Jimenez.


Vespucci Blvd
La Puerta Fwy
PILLBOX SOUTH
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Innocence Blvd
Dutch London St
Greenwich Parkway
Bay City Avenue
Palomino Ave
Alta St
Power St
Strawberry Ave
DAVIS
19
5
1
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5

MISSION START

▶ Go to Vespucci Beach.

Lamar automatically walks out to the back alley and hops into the front passenger seat of whatever car Franklin parked there. Join him in Franklin's car or, instead, jack the speedy Vapid Bullet that's also parked in the alley. (If you switch cars, wait until Lamar gets in before driving off.)

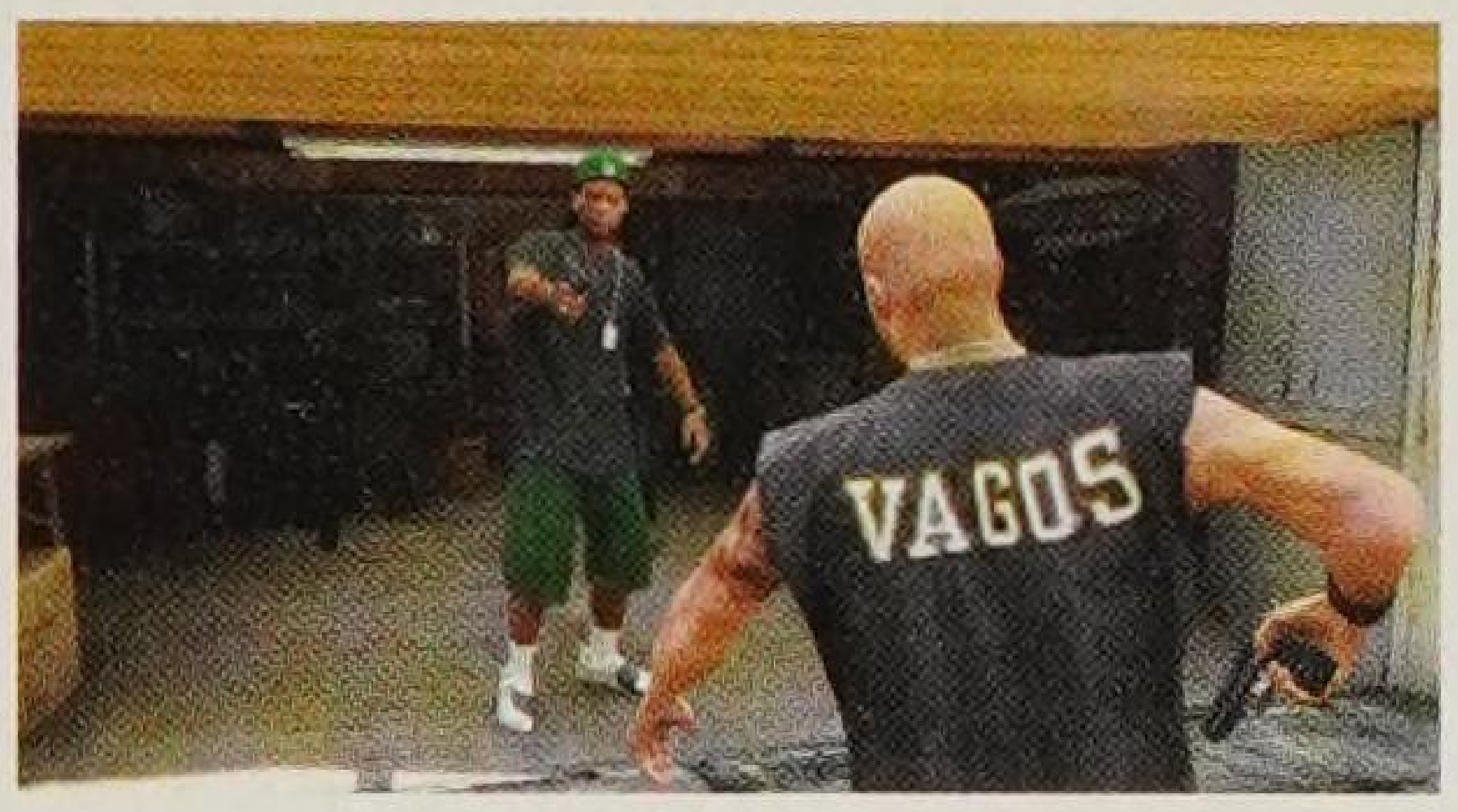
Follow the yellow route to your Vespucci Beach destination. En route, Franklin recalls that the bike purchaser was not just some regular guy, but a tattooed Vagos gangster. This suggests that the repossession may not be a walk in the park. When you drive into the yellow marker ② on Melanoma Street next to the Vespucci Tattoos shop, Franklin automatically stops the car and Lamar hops out.

Follow Lamar.

Now Lamar is marked as a blue blip on your radar. Exit the car and follow him to the tall fence. Use the Climb button indicated onscreen to scale the fence. Keep walking with Lamar past the drunk to the end of the alley ③ where three garages are marked as yellow blips on your radar.

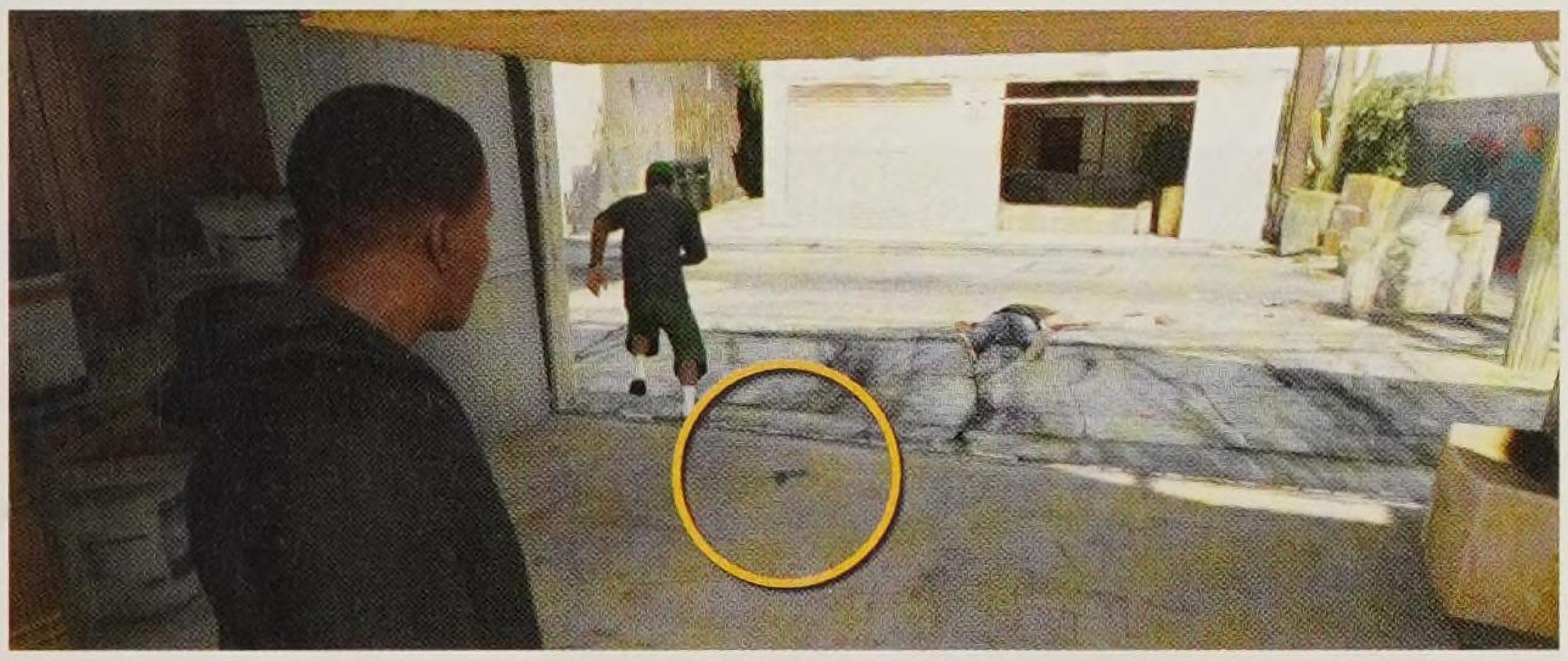
Search the garages.

Approach the garage door on the right and Franklin automatically pulls it open, triggering a quick cutscene. Some of the Vagos want to know what's up. In response, Lamar starts a firefight by gunning down the lead gangster. Franklin isn't armed, so the odds don't look too good.



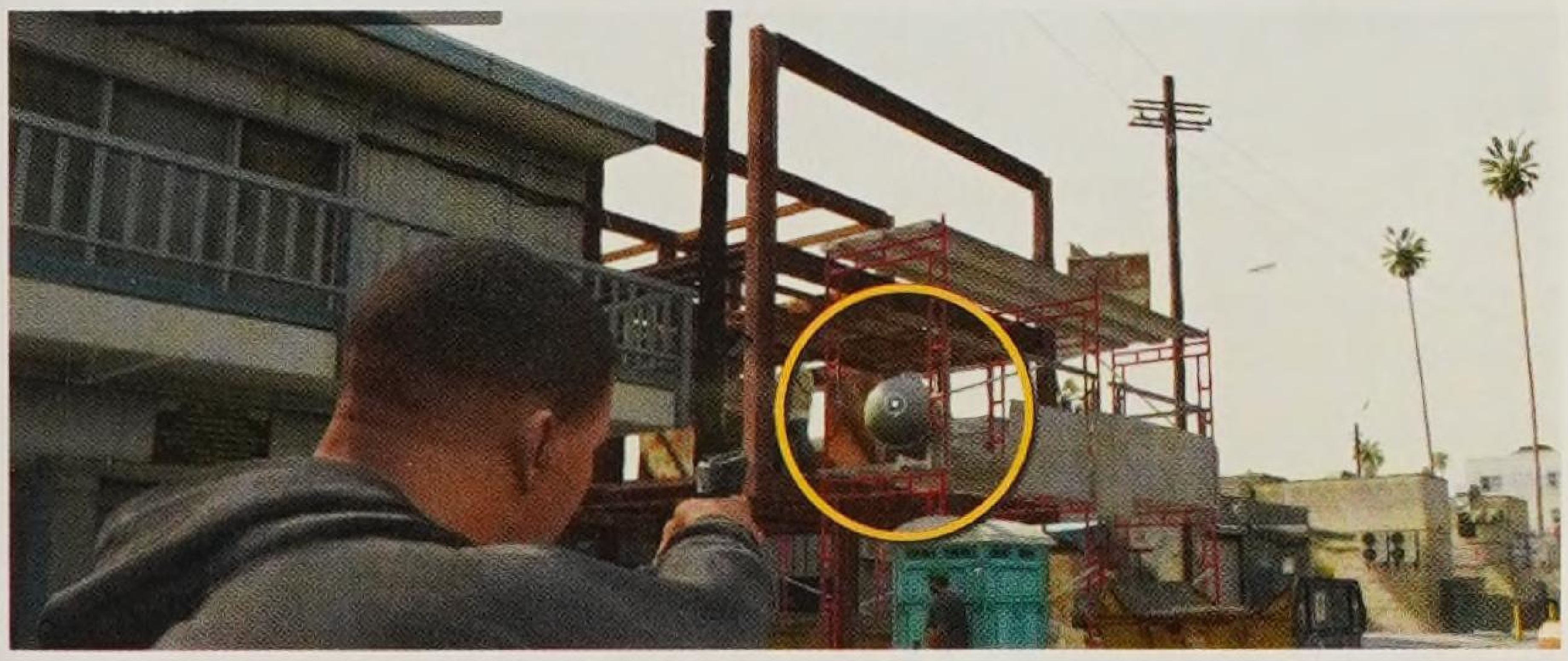
Pick up a weapon.

Obviously, Franklin needs a weapon. Hustle to grab the pistol (circled in our screenshot) dropped by the fallen gangster. Just walk over the gun to pick it up. Use the controls indicated onscreen to bring up Franklin's weapon wheel, then highlight and select the Pistol. Now you can help Lamar fight.

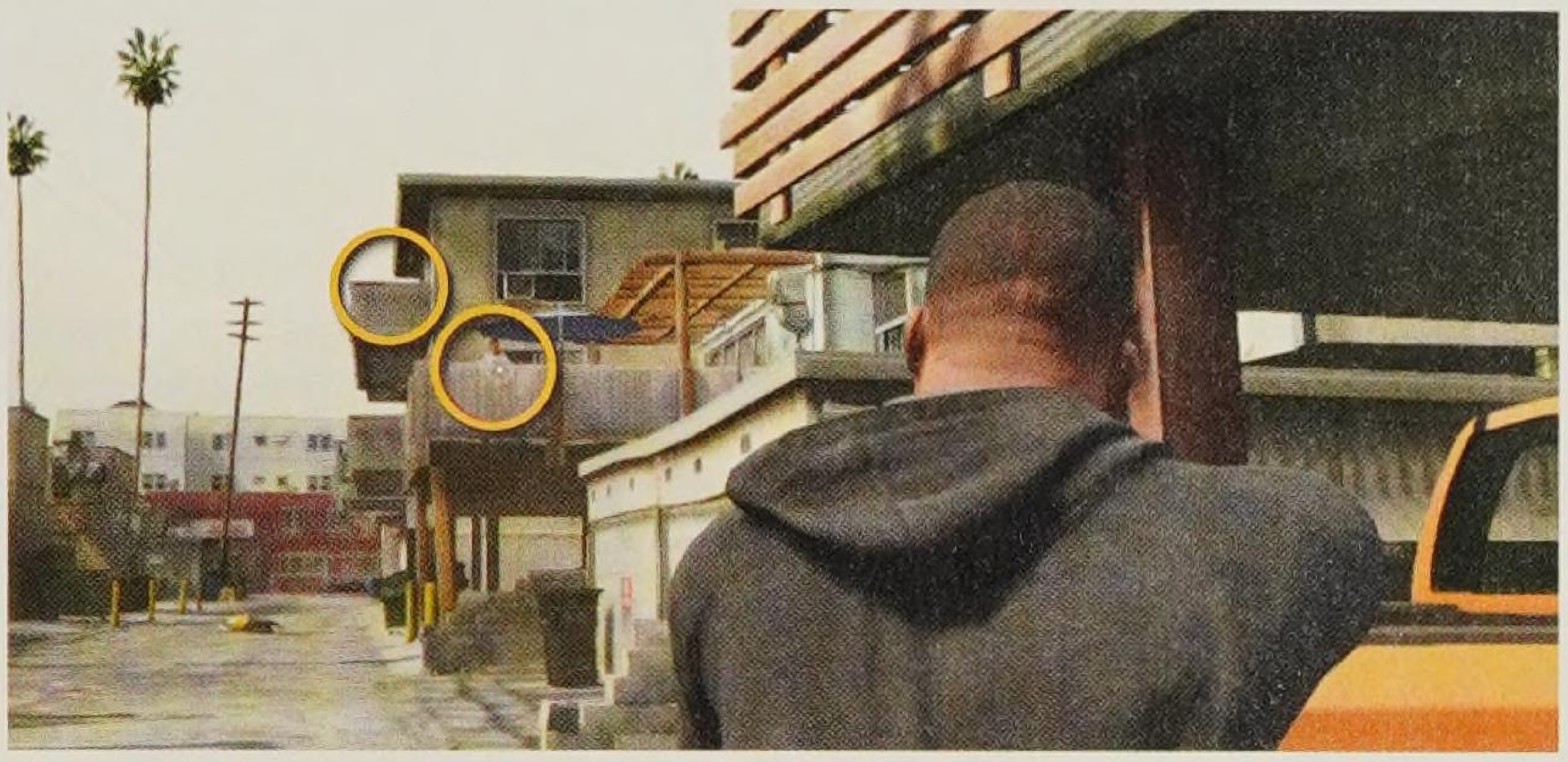


Take out the Vagos.

Quickly take cover behind the cinderblock wall across the alley from Lamar and start shooting. Make your first target the fuel tank (circled in our screenshot) raised on the red scaffolding platform behind the blue portable toilet. A direct hit detonates the tank, and the explosion takes out any nearby Vagos.



As you wipe out each cluster of hostile gunmen, Lamar automatically pushes forward to the next cover location. You can move behind him or fight your way forward in tandem, working up both sides of the alley. Always run to fallen Vagos and pick up any ammo or new weapons they've dropped. Watch out for a pair of shooters (both circled in our screenshot) posted up high on balconies to the right.



Blind Fire

When bullets are flying at you from multiple angles, a good tactic is to "blind fire" without coming out of cover. You can't use Aim when blind firing, but you can make slight alterations in your character's position to guide your bullets' trajectory toward targets.

When you get near the halfway point of the alley, some Vagos make an escape attempt in a blue car. As the car fishtails away, it leaves a trail of gasoline from its punctured gas tank. Shoot at the gas trail on the ground to ignite it, then watch as the flame trail reaches the car and explodes. This may take out all remaining Vagos, but it's not a given, so check your radar for red blips ahead before proceeding down the alley.

Get the bike.

Once the last Vagos gangster falls and you get past the burning car, Lamar spots Esteban Jimenez on the motorcycle that Simeon wants repossessed, accelerating away on the street. Sprint hard down the alley, climb the fence at the end (same one you climbed earlier), and race back to your car ② parked on Melanoma Street. Hop in the vehicle and pursue the fleeing bike. Once again, do not leave without Lamar!

Note that the motorcycle is marked as a *blue* blip on your radar, not red. This merely indicates that the bike itself is not a "target"—you don't want to actually destroy the bike, just repossess it in decent shape. However, its rider is fair game. Your goal is to either shoot or ram Esteban off the bike. Check our mission map to see the first few blocks of Esteban's escape route.

Shooting Drive-by Style

Hitting a moving target as you give chase in a vehicle can be difficult. Aiming your weapon while steering is a lot to keep track of! The task is easier when you control Franklin, however. As you get close to a fleeing target, activate Franklin's special ability to trigger the slow-motion driving effect. This provides more time to aim carefully.

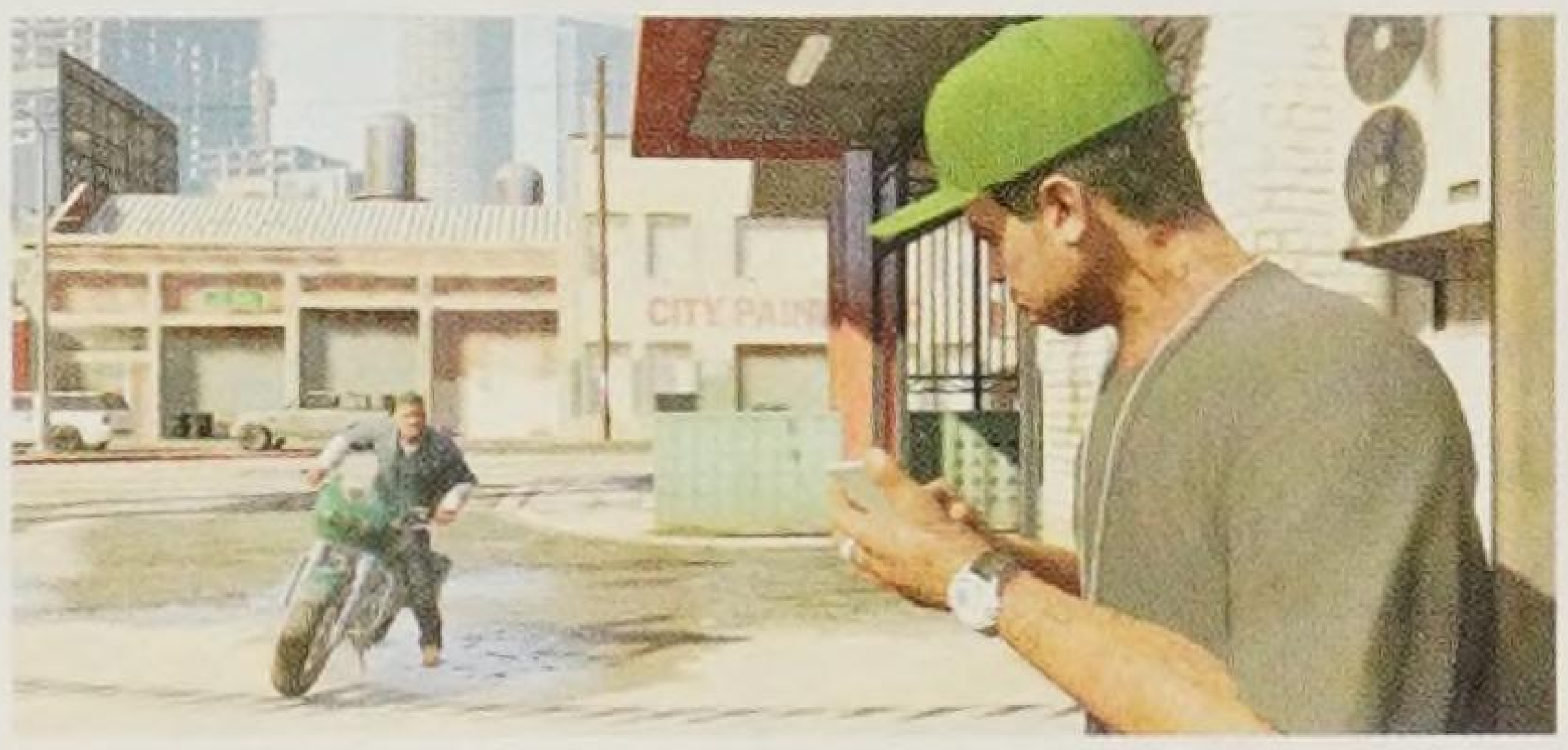
Use your "drive-by shooting" controls (as indicated onscreen) to aim and fire your gun as you steer. Remember to use Franklin's special ability to slow down time for easier targeting or sharper turns. When you finally take out Esteban, exit your car and mount the bike. Lamar tells Franklin to meet up at the car wash, then drives off in the car.

Driving Ability

Increase each character's driving stat by reaching top speeds, executing near misses, pulling wheelies, and landing on four wheels after jumps. Better stats mean better control of the car.

Go to the car wash.

Follow the yellow route to the Hands On Car Wash ④, just behind Franklin's house. Lamar is waiting in the parking lot. Pull up next to him to trigger the mission-ending scene: Lamar decides to keep the bike for himself, leaving Franklin with nothing for his repo efforts.



Mission Completion Stats: Repossession

100%

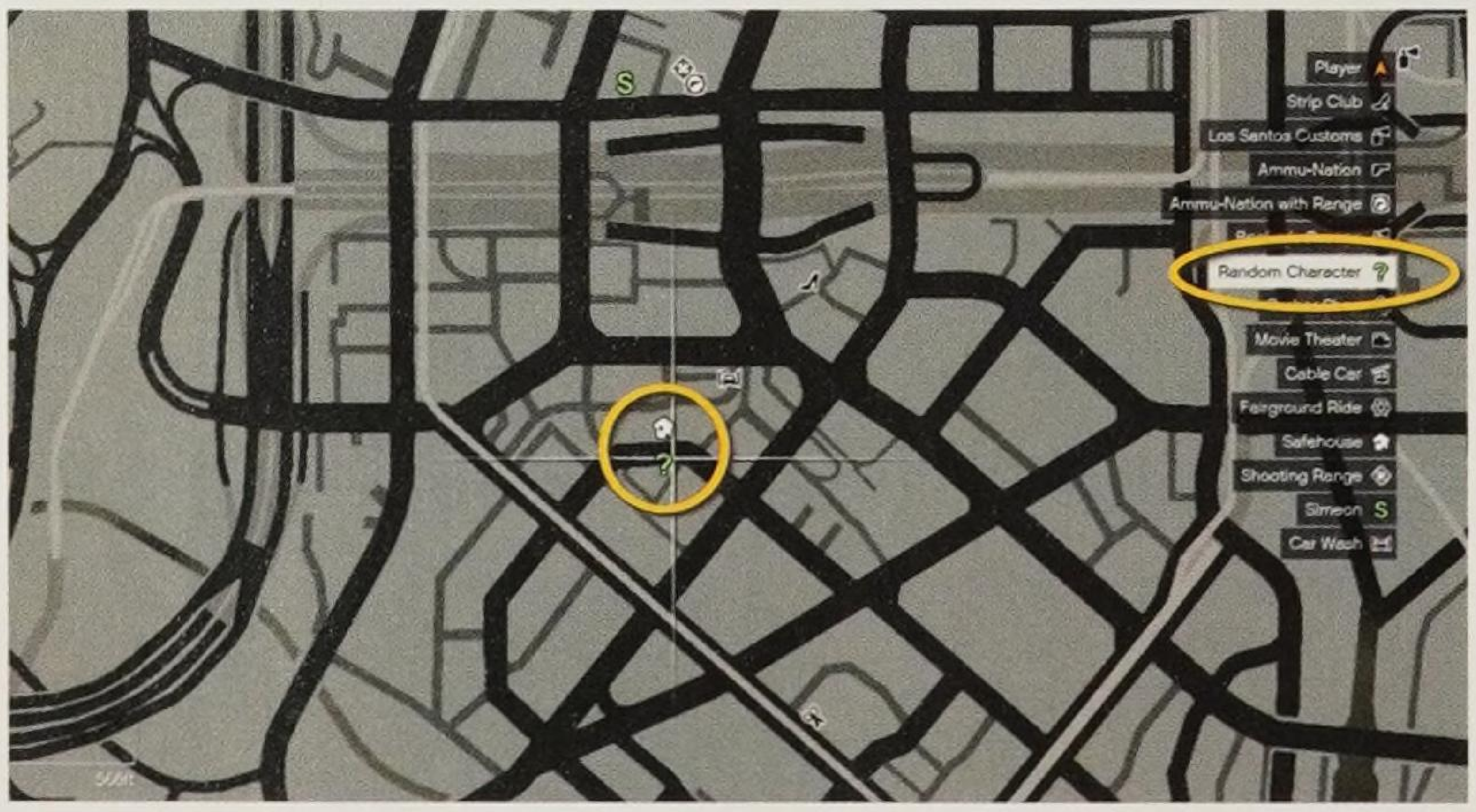
● Mission Time	☑ Complete within 06:30
● Trail Blazer	☑ Shoot the gasoline trail
● Headshots	☑ Kill 6 enemies with a headshot
● Accuracy	☑ Finish with a shooting accuracy of at least 70 percent

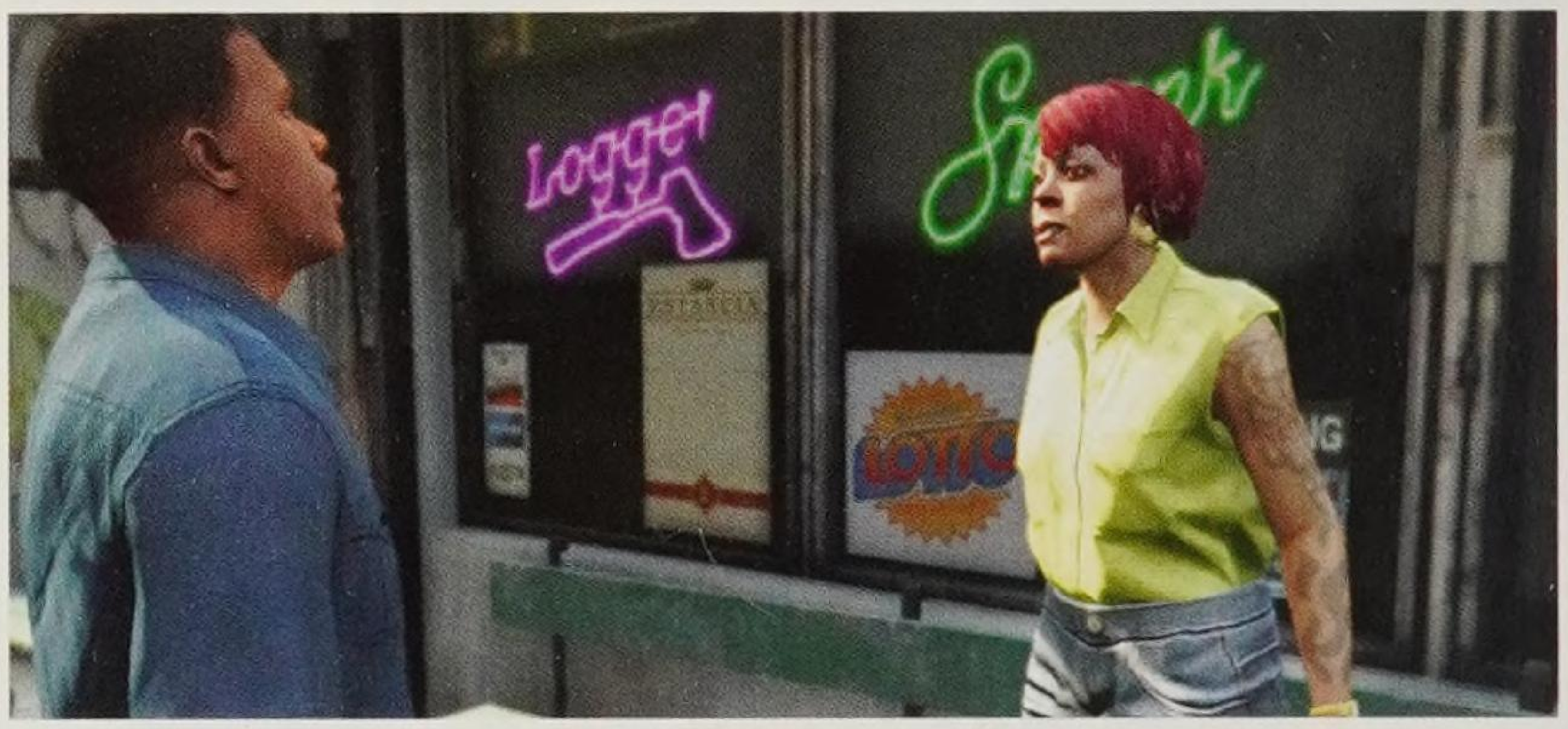
Text and Email Messages

You get a text from Lamar shortly after completing "Repossession." Bring up your cell phone and read it to learn that "Stretch is coming out soon!" Check your incoming text and email messages regularly. Sometimes they trigger new activities.

Meet your first Stranger.

Keep an eye out for question mark icons on your map from here on out. Like story mission icons, these are color-coded to your three characters: green for Franklin, blue for Michael, orange for Trevor. (A smaller version of the color-coded icon is unavailable to your current character.) When you see a color-coded **"?"**, approach the person marked by the icon to trigger a side mission.





For example, when you complete "Repossession," a green question mark appears on the map directly across the street from Franklin's house. Follow the **"?"** icon to meet a new contact, Tonya ⑤, and pick up a side mission, "Pulling Favors." (For details on this, see "Pulling Favors" in the Strangers and Freaks section of this guide.)

Trigger a new story mission.

Completing the side mission for Tonya opens up a series of tow-truck jobs with her as your contact. It also unlocks a new story mission for Franklin: a green **"F"** (for "Franklin") icon now appears on your map. You can follow it to Franklin's house to trigger the mission, "Chop."

Or you can follow the green **"S"** icon that reappeared on the map after completing "Repossession"—it guides you right back to Simeon's car dealership. There, you can trigger a new story mission, "Complications." This is the path we'll follow in this walkthrough.

Complications

CONTACT POINT:

"S" (Simeon)

MAIN OBJECTIVES:

- *Find the SUV.*
- *Take out the gardener (if necessary).*
- *Climb into the house.*
- *Retrieve the car.*
- *Take the car to the dealership.*
- *Beat up Simeon.*

PREREQUISITES:

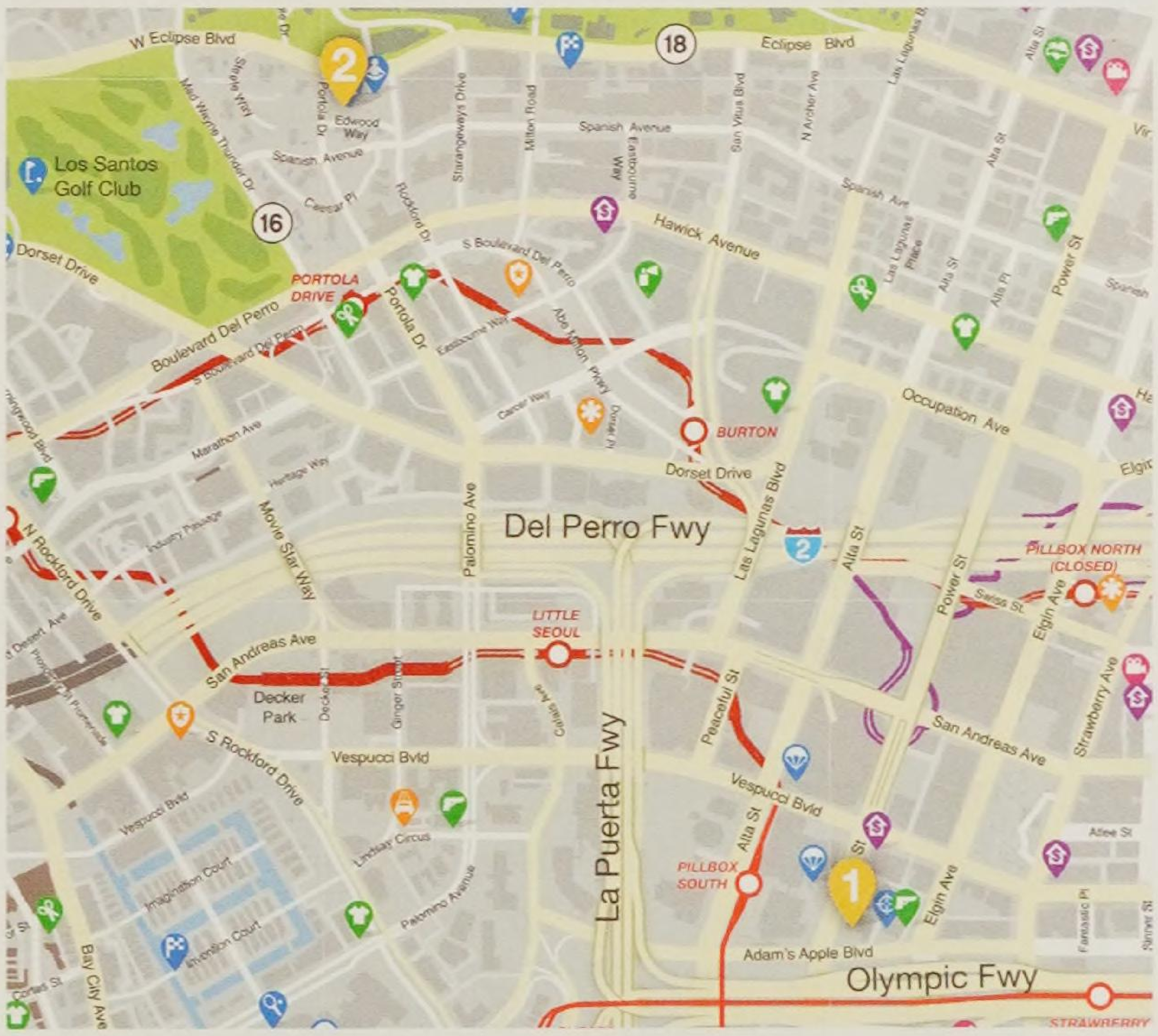
- *Complete "Repossession."*

Mission Can Be Triggered By: Franklin

This mission requires some stealth. Follow the **"S"** icon back to Simeon's Premium Deluxe Motorsport dealership 1. Simeon wants to repossess an SUV from a kid named James De Santa. The address is a ritzy Rockford Hill estate on Hampstead off Eclipse.

Travel to the house where the SUV is located.

A yellow blip marks the targeted car's location on your map 2. Follow the yellow route to the tall security gate blocking the driveway that leads up to the De Santa estate. The gate doesn't open, of course, so you'll have to find another way to reach the SUV.



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Eclipse Blvd
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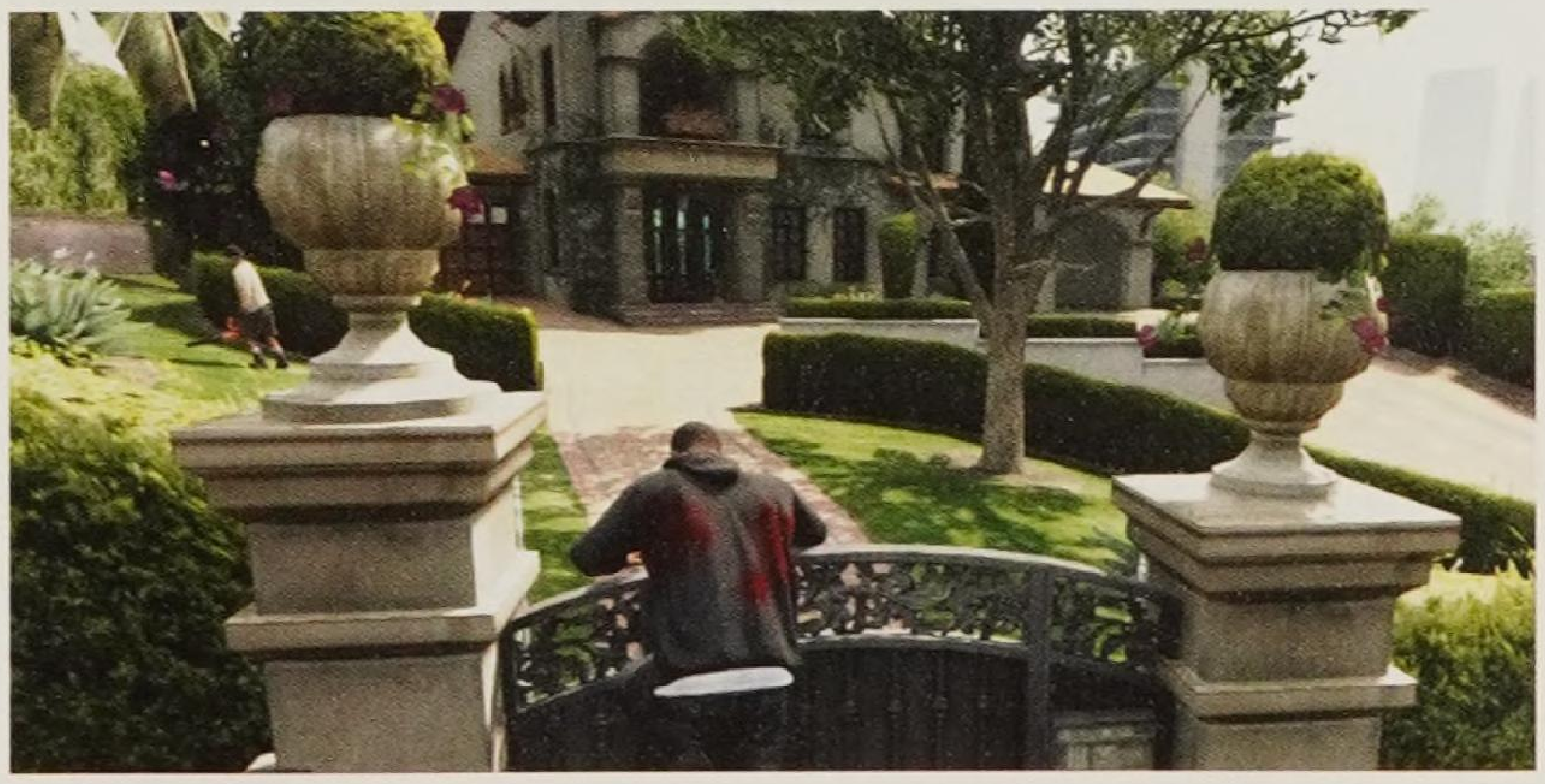
Los Santos Golf Club
Dorset Drive
Hawick Avenue
Spanish Avenue
Boulevard Del Perro
Portola Dr
PORTOLA DRIVE
BURTON
Dorset Drive
Occupation Ave
Del Perro Fwy
Milton Road
Las Lagunas Blvd
Alta St
Power St
PILLBOX NORTH (CLOSED)
N Rockford Drive
San Andreas Ave
Marathon Ave
Movie Star Way
Palomino Ave
LITTLE SEOUL
Decker Park
Ginger Street
Vespucci Blvd
S Rockford Drive
La Puerta Fwy
Peaceful St
Elgin Ave
Strawberry Ave
PILLBOX SOUTH
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
Bay City Ave
Imagination Court
1
2

Find a way into the house.

There are two places where you can get over the perimeter fence. The quickest option is to walk uphill a few steps, then scale the sidewalk gate. Watch out for the gardener (with his back to you) just across the lawn! If he spots you, your cover is blown and you fail the mission.



Alternate Entry

Another entry option is to run completely around the block and scale the lowest section of fence behind the De Santa estate's tennis court. Cross the court in stealth mode, climb the stairs around the fountain, and find the archway entrance where the gardener's truck is parked. You can avoid the gardener this way... but if you want to earn the mission's Gold Medal, you must knock him out with a stealth attack.

▶ Take out the gardener.

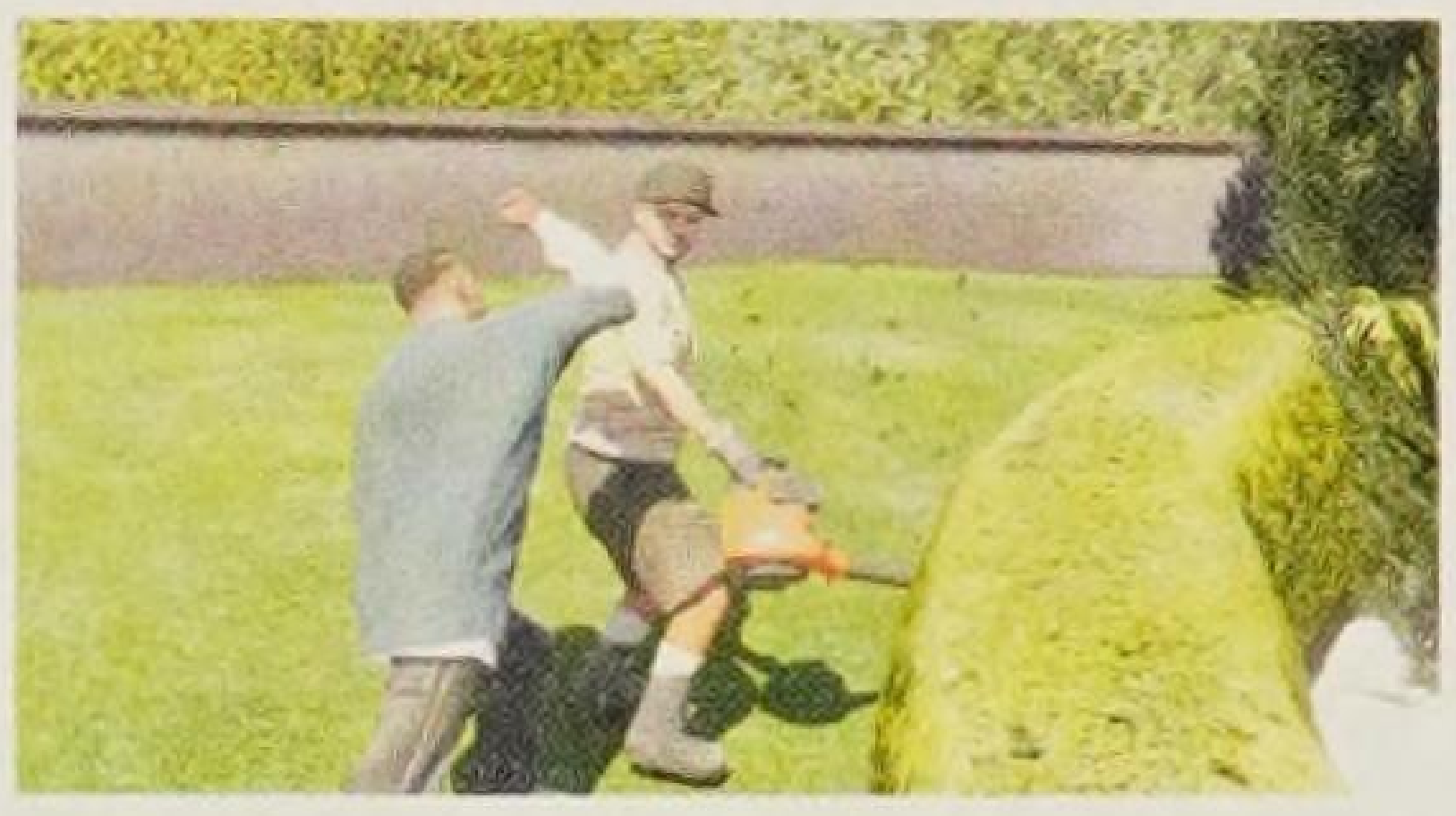
To neutralize the gardener, remain unarmed and immediately press your Stealth Mode button, then sneak up behind him as he blows leaves off the lawn. When you get close enough, press and hold the Aim Weapon button, then press the Heavy Melee Attack button to perform a "takedown" that knocks him out.

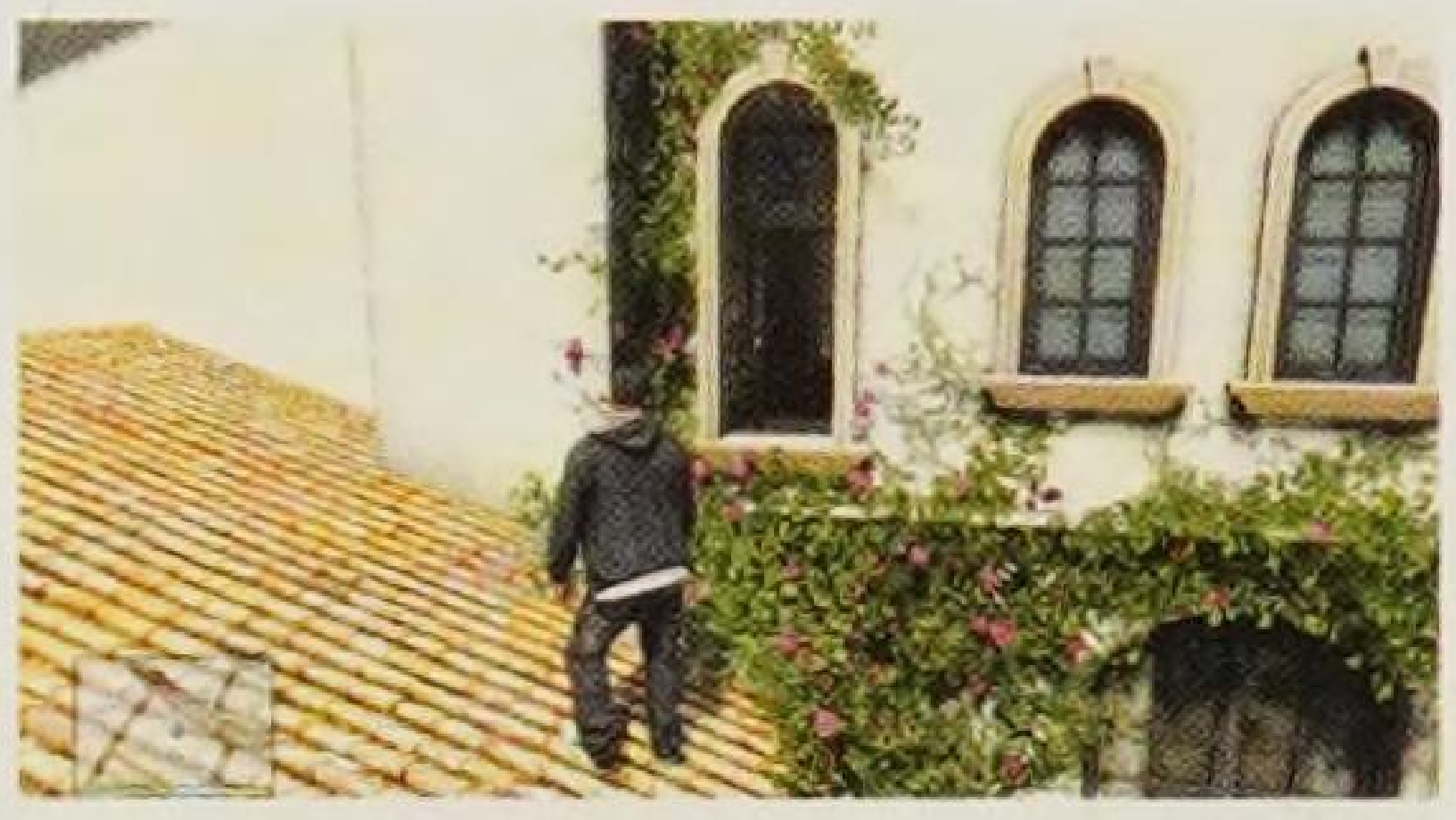
Once the gardener is down, you can try to open the nearby garage door, but the SUV is locked inside. In fact, *all* of the home's exterior doors are locked. The vehicle is reachable only via an interior door, so you must find a way inside the house.

▶ Climb into the house.

Find the gardener's truck parked in the archway entrance on the right side of the house (opposite of the garage). Here the game graciously provides onscreen directions: Climb onto the truck, then onto the terra cotta roof to reach an open window on the second level.

Climb into the upstairs bathroom just as a young woman walks past out in the hallway. Listen to hear a young man talking nearby. (His voice may sound familiar; it's the same kid you met back in Simeon's showroom after completing "Franklin and Lamar.")



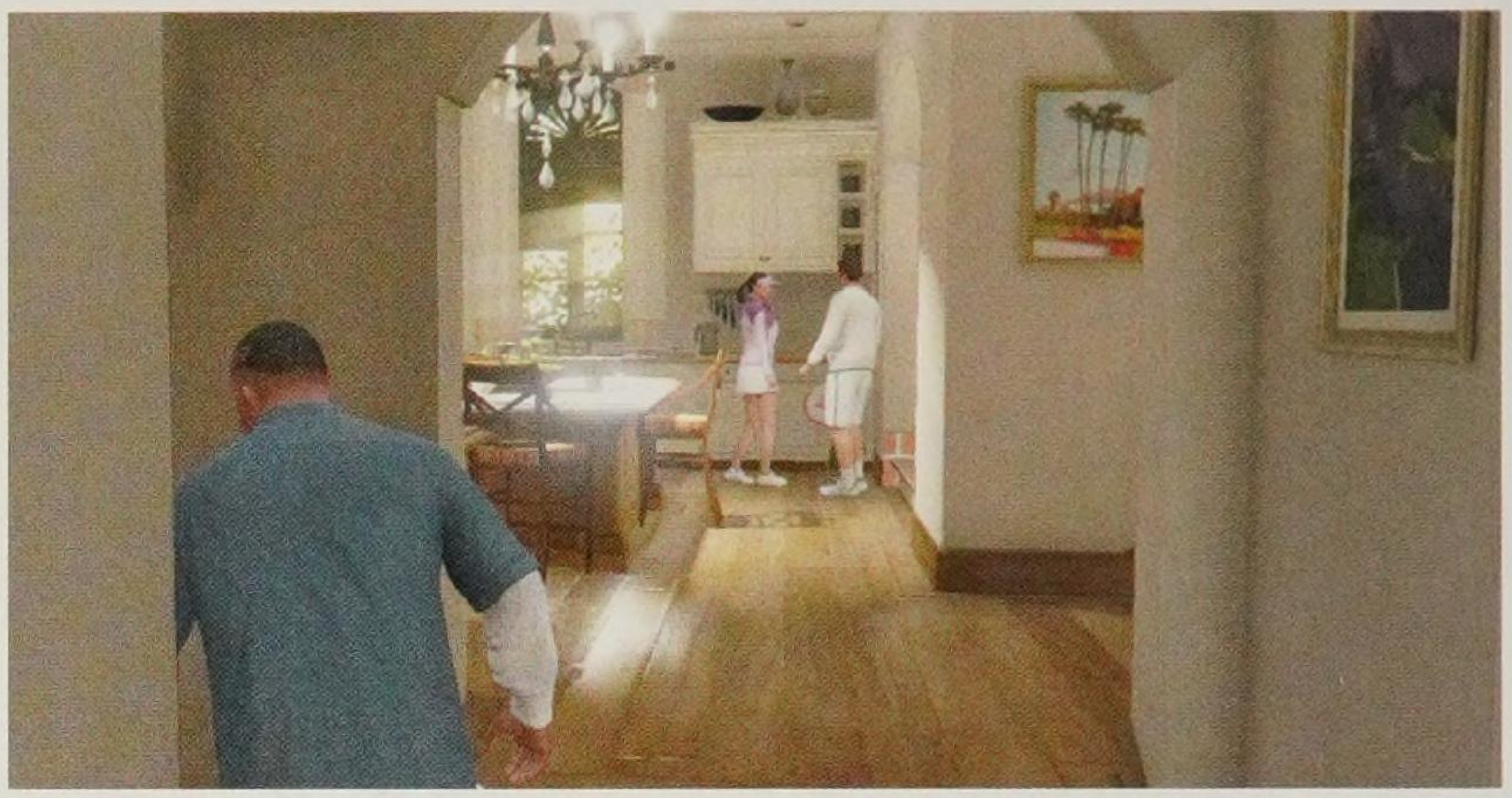


▶ Retrieve the car.

Make sure Franklin is in stealth mode again. On your radar, a blue circle emanating from your player icon (the green arrow) indicates how much sound you're generating. If you get too loud, the house occupants will hear you and you fail the mission. Exit the bathroom.

People you must avoid appear as red blips on your radar. The first door on the left is the boy's bedroom and the first door around the corner to the right is the girl's bedroom, so avoid both and proceed down the staircase dead ahead.

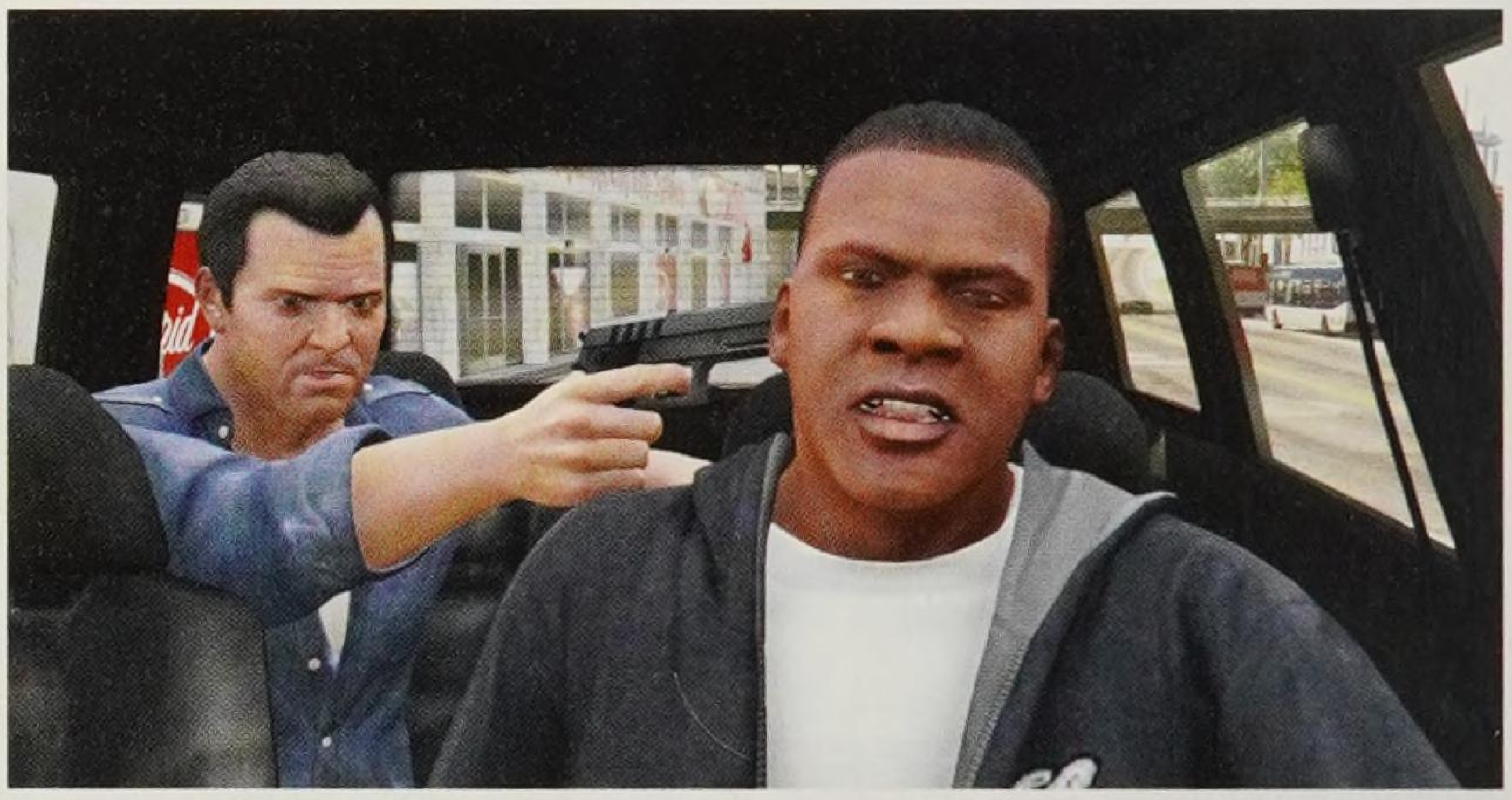
On the first floor, Franklin hears more voices; Mrs. De Santa and her male tennis instructor are just around the corner in the kitchen. Wait until the instructor helps the woman with her backhand swing, which leaves them facing away from you. Then creep toward them from the entrance foyer and quickly turn left down the first corridor, which leads into the garage. Hop into the yellow SUV, a Karin BeeJay XL, and drive it out of the garage.



▶ Take the car to the dealership.

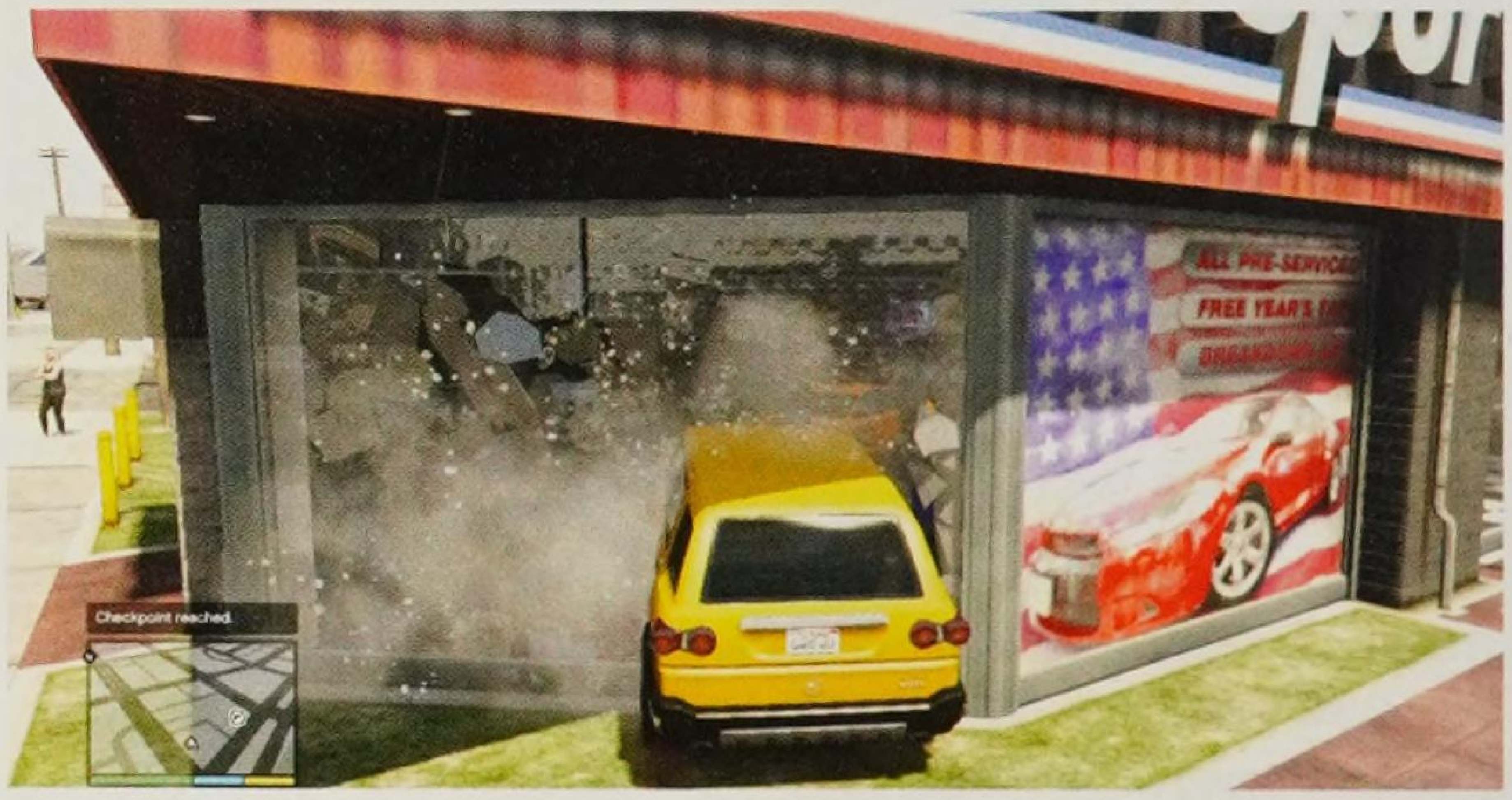
Follow the yellow route that leads back to Simeon's dealership. As you pull away from the De Santa estate, Franklin automatically calls Simeon with the news that he procured the vehicle. As you continue driving the route, watch the back seat of the SUV. After a few seconds, a man sits up and holds a gun to Franklin's head. Use the control indicated onscreen to toggle on the hood camera and get a close-up look.

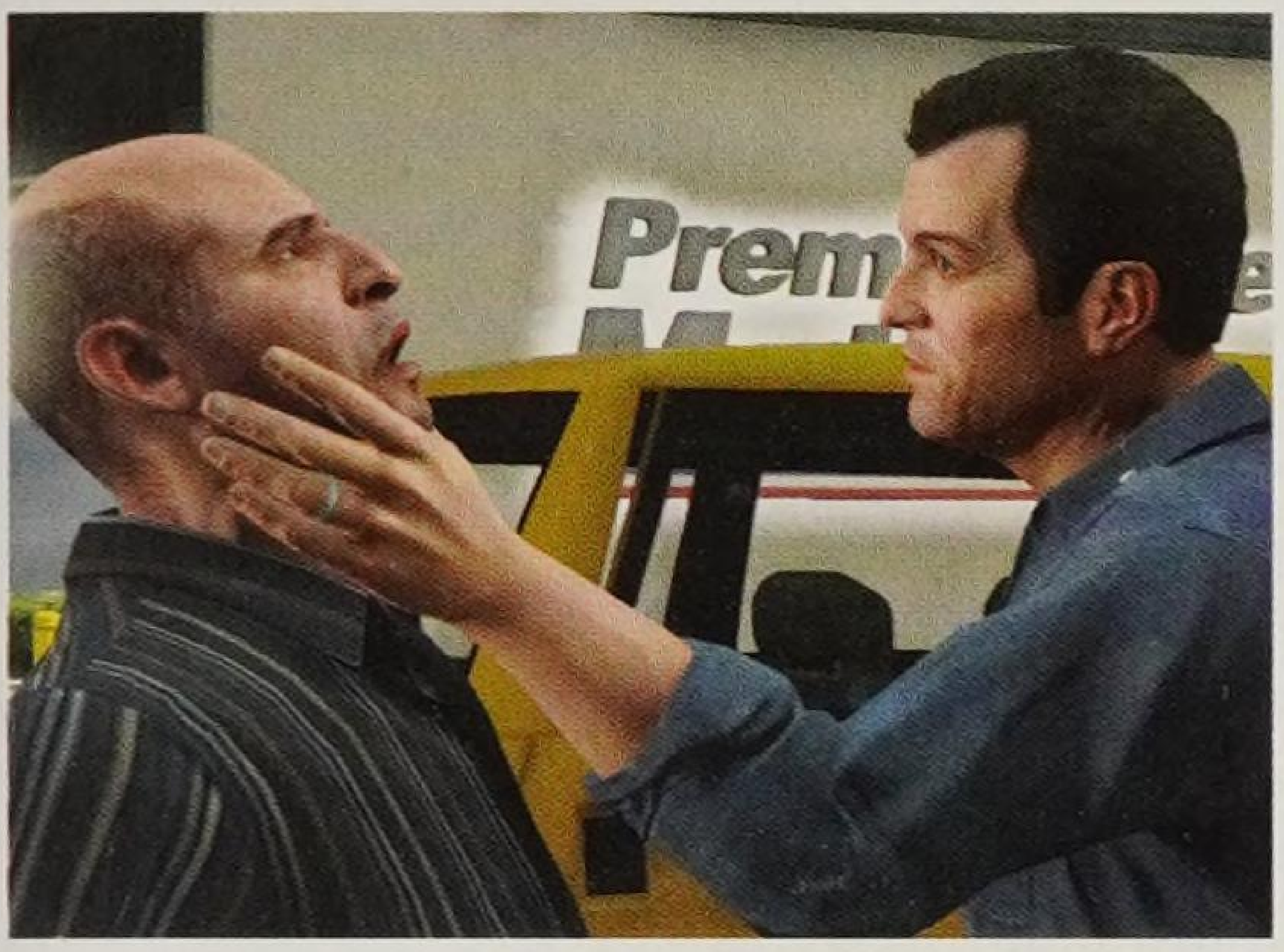
Keep driving along the yellow route as the man, Michael De Santa, father of Jimmy, converses with Franklin. When you reach the destination, pull into the yellow marker across the street from Simeon's dealership.



Ram through the dealership window.

Michael orders Franklin to drive right through the front window of Simeon's showroom. Steer for the window directly under the front corner of the building. Smashing through the glass triggers a cutscene: Michael slips Franklin some thank-you cash and confronts the Armenian car dealer. The two end up squaring off for a fistfight.





▶ Beat up Simeon.

After the cutscene, the game automatically triggers a character switch and you gain control of Michael. A set of melee fighting controls appears onscreen, as well. Use them to lock on to Simeon, then punch or kick him; you can also dodge his attack and quickly launch a counter hit. Keep striking the car dealer until you trigger a cutscene: Michael slams Simeon into the yellow SUV, issues a final threat, and exits onto the sidewalk.

How to Build Strength

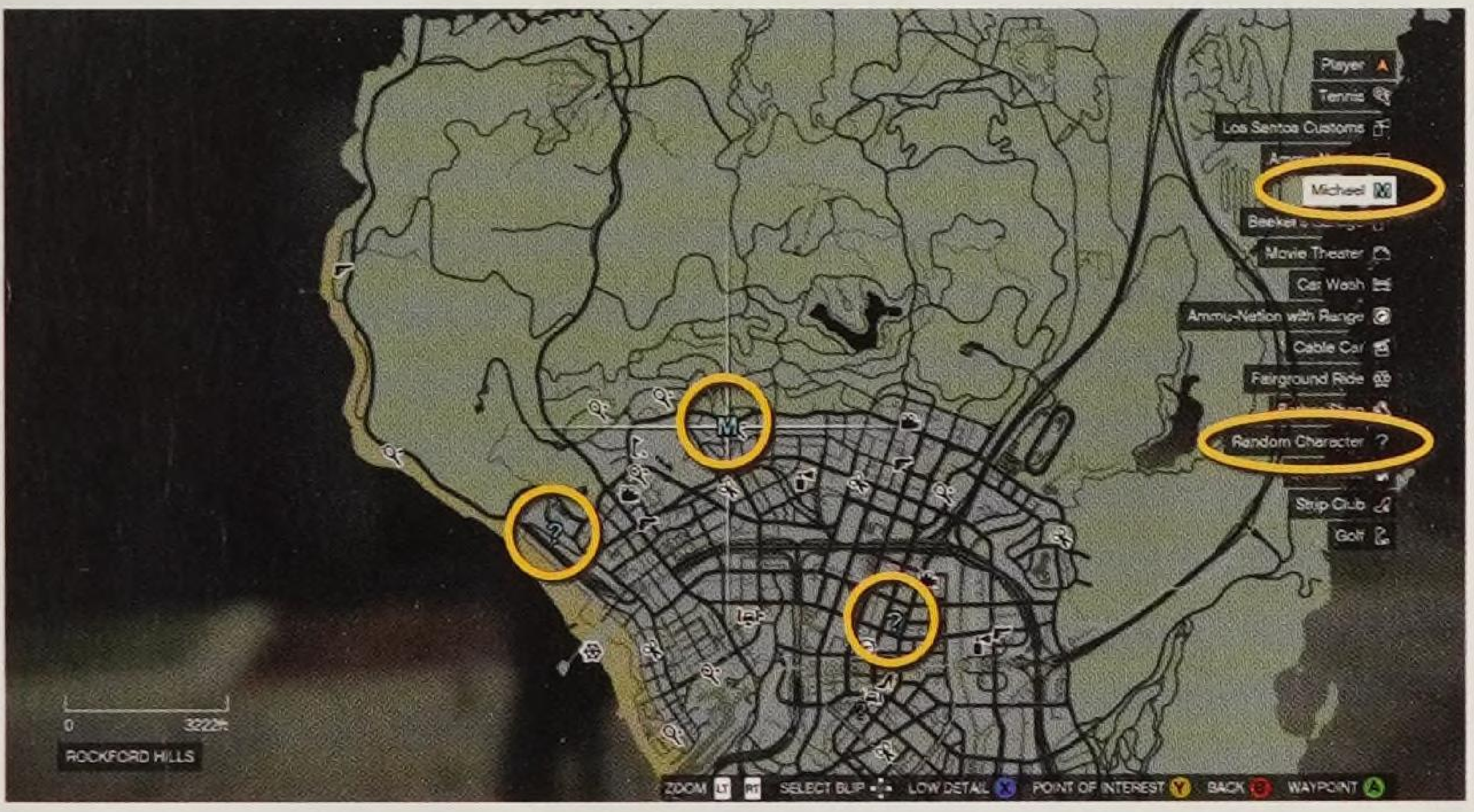
Boost your character's Strength stat by engaging in melee combat (fistfights) or playing sports.

Mission Completion Stats: Complications

● Mission Time	☑ Complete within 05:00
● Can't Touch This	☑ Take no damage during the fight with Simeon
● Dirt Nap	☑ Knock out the gardener with a stealth attack

Pick up a new story mission.

Completing "Complications" unlocks a new story mission. This is your first look at how the icon color-coding works. If you maintain control of Michael, you can follow the new "Michael" icon—a blue capital **"M"**—across the map to the contact point at Michael's house in Rockford Hills to trigger "Father/Son." If you've already completed "Pulling Favors" as Franklin, then a pair of blue Strangers and Freaks **"?"** icons also appear on Michael's map.



Note however that this mission is also available to Franklin. The reason: Both characters participate in "Father/Son." If you switch characters to Franklin, you can travel to the same **"M"** icon (green on Franklin's map) for the same mission. However, if Franklin triggers "Father/Son" it begins from his perspective, so you miss out on some interesting De Santa family dynamics seen from Michael's point of view.

If Franklin has completed his first Strangers and Freaks mission "Pulling Favors," he can also follow the green **"F"** icon back to his house on Forum Drive in the Strawberry district. There you can trigger the Franklin-only story mission, "Chop." (That's where we'll go next in this walkthrough.) Note that you cannot trigger this mission playing as Michael; the **"F"** is a smaller version of the color-coded icon on Michael's map.

Remember that if a mission is available for your currently active character, its contact point icon is color-coded: green for Franklin, blue for Michael, and later, orange for Trevor. If the letter icon is the smaller version, then that mission is *not* available to your current character; switch to another character and check the map to see if the letter icon switches to his color code.

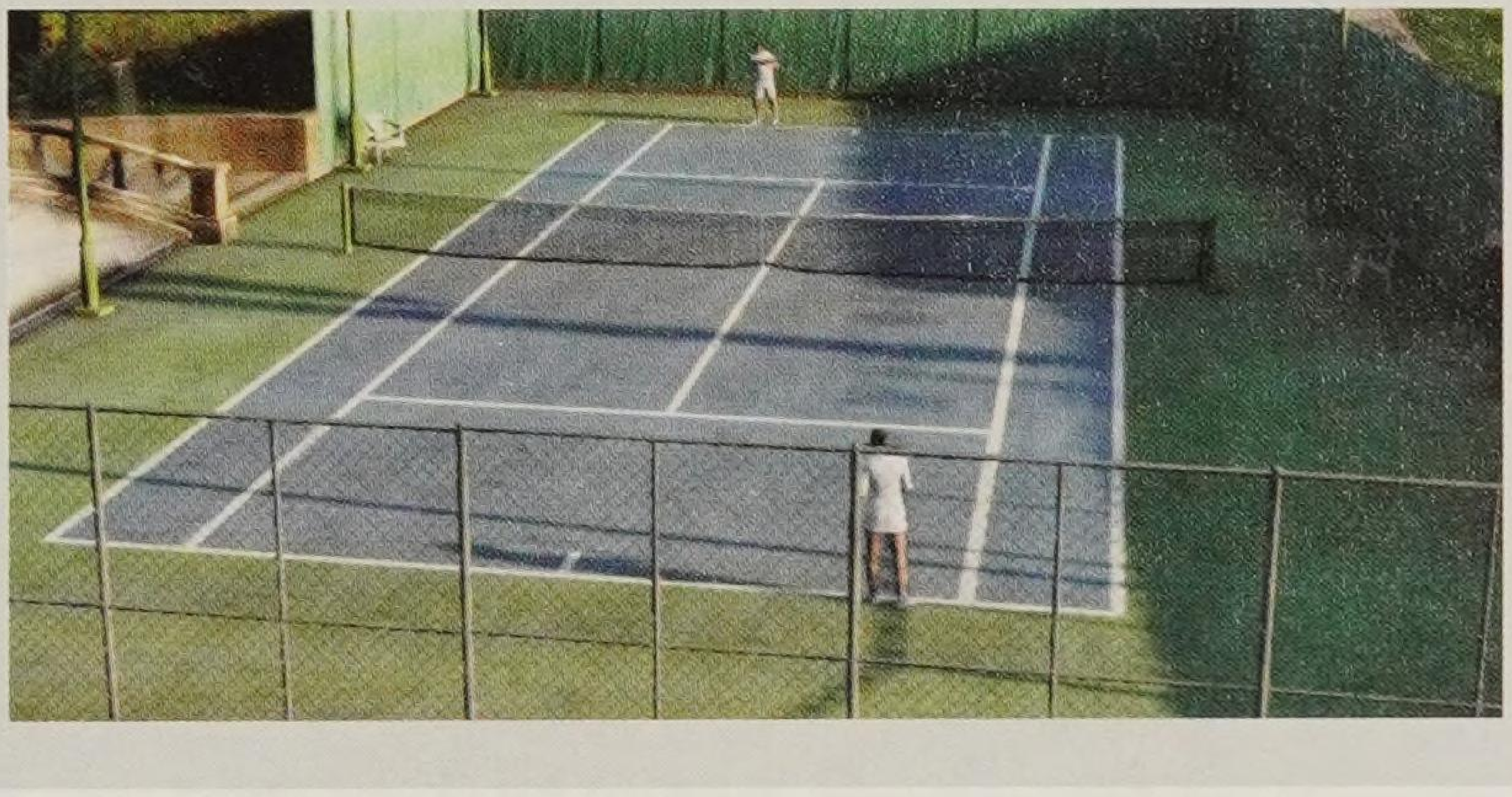
Missions Available

MULTIPLAYER

After you complete "Complications," character switching between Michael and Franklin becomes available. Open the character switch wheel in the corner and look at the displays. Michael and Franklin each have a number on their display. These numbers refer to how many missions are currently available for that character. If no missions are available for a particular character, no number appears.

Optional: Explore new side activities.

After you complete "Complications," new side activities are also unlocked. Open your Menu map and use the Switch View button to see a number of new icons for golf, tennis, darts, amusement rides, and the Vanilla Unicorn strip club. Head to any of those map locations between story missions to engage in recreational activities. Remember that sports activities like tennis can increase your character's Strength.



Fun on the Side

Every time you complete a story mission or a task for a Stranger, check your Menu map to see if new Hobbies and Pastimes have become available.

Chop

CONTACT POINT:

"F" (Franklin)

MAIN OBJECTIVES:

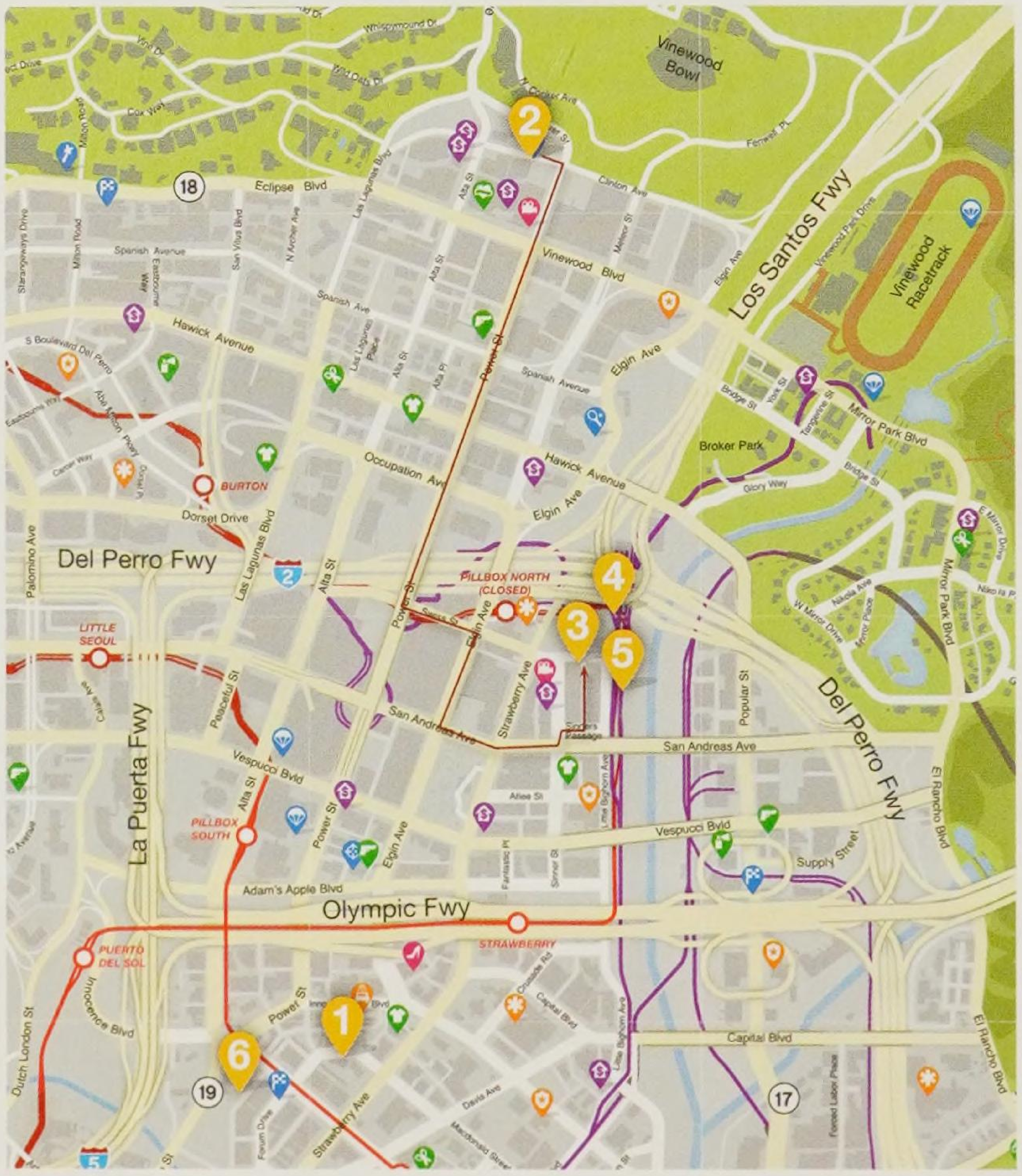
- *Follow Lamar to the van.*
- *Drive to the alley off Vinewood Boulevard.*
- *Chase D.*
- *Follow Chop and search the boxcars for D.*
- *Take D toward Lamar's house.*
- *Drop off Lamar at the rec center.*

PREREQUISITES:

- *Complete "Repossession" and "Pulling Favors" (Franklin's first Strangers and Freaks mission).*

Mission Can Be Triggered By: Franklin

After wrapping up "Repossession," Franklin's first Stranger appears on his map, a woman named Tonya. If you complete the first towing job for her (see "Pulling Favors" in our Strangers and Freaks section), a green **"F"** map icon flashes onto Franklin's map ❶. Follow it to the yellow destination marker at Franklin's front gate to trigger the mission-opening cutscene: Aunt Denise and her friend march away on a vigorous "spirit walk" just as Lamar shows up with his dog named Chop.


Vinewood Bowl
Los Santos Fwy
Vinewood Racetrack
Eclipse Blvd
Vinewood Blvd
Hawick Avenue
Spanish Avenue
Occupation Ave
Elgin Ave
Broker Park
Mirror Park Blvd
BURTON
Dorset Drive
Del Perro Fwy
PILLBOX NORTH (CLOSED)
LITTLE SEOUL
San Andreas Ave
La Puerta Fwy
Vespucci Blvd
PILLBOX SOUTH
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Capital Blvd
El Rancho Blvd
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MISSION START

▶ Walk with Lamar and Chop.

Follow Lamar and Chop up the street. As you walk, an onscreen note informs you that a "Chop the Dog" app can be downloaded to your smartphone and/or tablet. (See the Miscellaneous secton of this guide for details.) Lamar tells Franklin that the plan is to kidnap a Ballas gang member known as "D." Stay with Lamar until he turns the corner into an alley where his white van is parked.

▶ Get in the van and drive to Vinewood Boulevard.

Get in the van, a Vapid Speedo, and start driving along the yellow map route. On the way, Franklin tells Lamar about meeting Michael, and his burning desire to make something of himself—no more nickel and dime hustling. Drive into the yellow marker 2 at the entrance to an alley on Clinton Avenue just past Vinewood Boulevard.

Your arrival triggers a quick cutscene: Franklin and Lamar wrap bandanas around their faces and approach their kidnap target as he sits on a motorcycle trying to sweet-talk a girl. When Lamar pulls heat, D rockets past them on his bike.

▶ Get back in the van and chase D.

Sprint back to the white van (marked as the blue blip on your radar), hop in, and give chase. If you lose sight of the target, use your radar to track the red blip. D's bike is fast and you're stuck in a van, but the first long stretch is downhill on one street, which gives you a chance to catch up.

Stay on D's tail as he zigzags for a few blocks, then speeds down Simmet Alley, a stretch of fashion outlet shops in the Textile City district. When D reaches the alley's far end 3, a city bus knocks him off the bike and he proceeds to flee on foot. A quick cutscene shows Franklin and Chop leap from the van and give chase.

Catch D on foot.

Follow D through the bus terminal and over the chain link fence in the back-right corner 4. Keep sprinting when you can; note that this builds up Franklin's Stamina stat. Continue across the roofs and containers through the loading yard. (To track D, follow the red blip on radar. You can also just follow Chop.) Smash through the wooden section of fencing, then veer to the right across the railroad tracks.

Hurry through the open railcar using the Climb control when you spot D on the other side and turn right. You eventually trigger another quick cutscene: D grabs a ladder on a moving tanker car just as another train cuts off your pursuit path.

▶ Follow Chop.

The red blip marking D's location now disappears from your radar. But Chop has a keen nose, and he continues the chase. You can either sprint behind Chop (the blue blip on radar) or use the character switch wheel to actually switch to Chop's point of view. When he approaches the row of boxcars on the left, switch back to Franklin.

▶ Search the boxcars for D.

Searchable boxcars now appear on your radar marked as yellow blips. Approach the nearest ones and press the control indicated onscreen to open each door. There's no sign of D in the first line of cars.

Switch back to Chop. He heads toward another line of boxcars 5, but as he approaches them, the dog suddenly veers right and makes a beeline for something else: another dog! Switch back to Franklin to call or pull Chop off his new buddy.

Follow Chop back to the new set of boxcars and start opening doors again. Find D hiding inside a boxcar, then chase down the fleeing D to trigger a cutscene: Franklin catches the Balla gangster, Lamar arrives with the van, and they stash their prisoner in back with Chop.

▶ Take D toward Lamar's house.

Follow the yellow route toward Lamar's place. On the way, Lamar foolishly makes a cell phone call with a ransom demand, which lets authorities lock on to their location.

Stop the van to let D out.

Pull into the yellow destination marker just up the street from Franklin's house 1. Franklin tosses out Lamar's phone, and then D exits the vehicle. There goes another payday.

▶ Drop Lamar off at the rec center.

Follow the new yellow route to the destination marker in the parking lot of the B. J. Smith Recreation Center 6 to drop off Lamar and Chop. Franklin's doing a lot of work for very little money, isn't he?

Mission Completion Stats: Chop

● Not a Scratch	☑ Complete with minimal damage to Lamar's van
● Homedog	☑ Enter Chop's perspective for 00:10
● Advanced Reflexes	☑ Use Franklin's special ability for 00:07

Father/Son

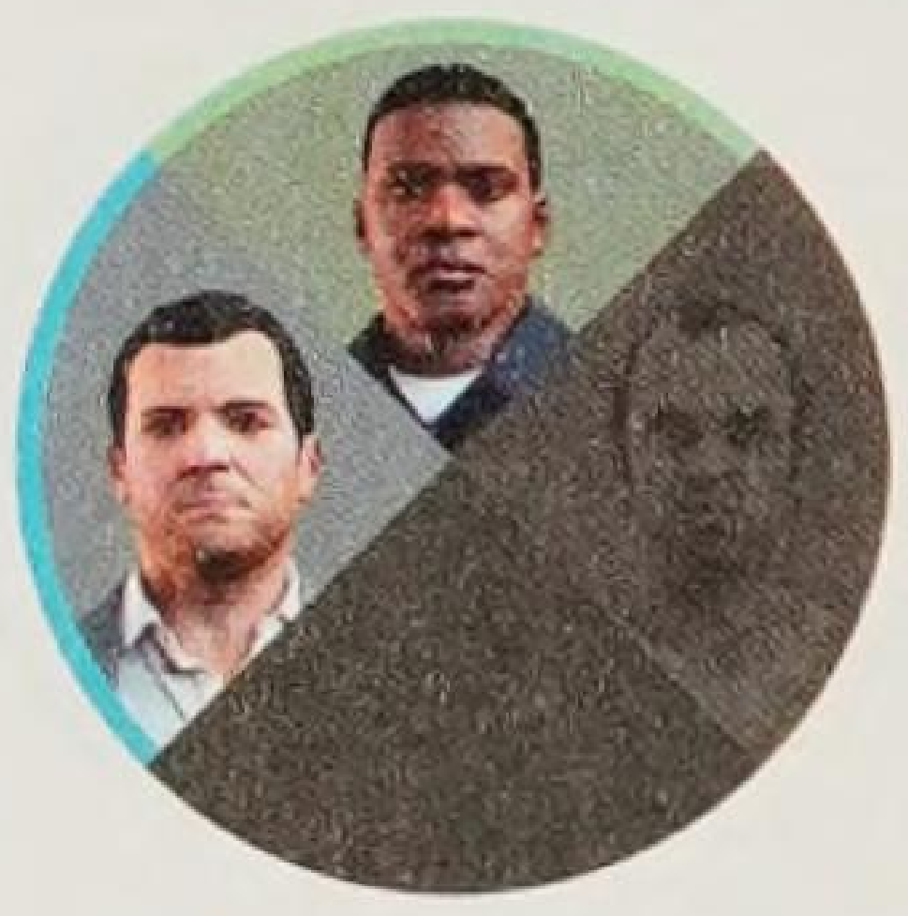
CONTACT POINT:
"M" (Michael)

MAIN OBJECTIVES:

- *Take Amanda's car to the Western Highway.*
- *Get Franklin onto the yacht.*
- *Catch Jimmy and Franklin.*
- *Repair Amanda's car at Los Santos Customs.*
- *Return to Michael's house.*

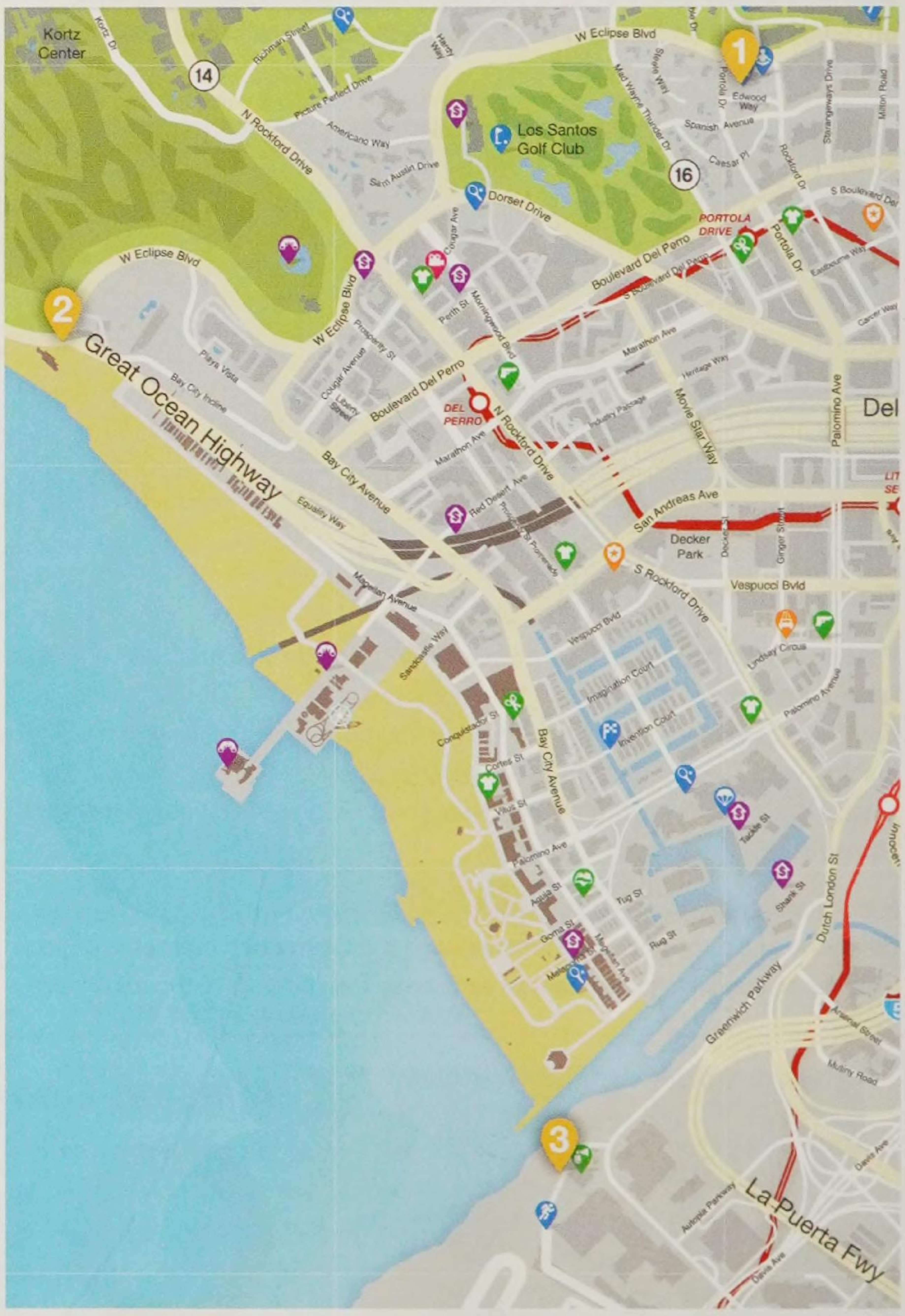
PREREQUISITES:

- *Complete "Complications."*



Mission Can Be Triggered By: Michael, Franklin

After completing "Complications," the **"M"** icon appears on the map. Either Michael or Franklin can follow it to the De Santa residence ①, but we recommend using Michael—you get a quick tour of his "safehouse" when he arrives, plus an extended cinematic look at the dysfunctional state of his family life.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Kortz Center
Los Santos Golf Club
W Eclipse Blvd
Dorset Drive
Portola Drive
Boulevard Del Perro
Del Perro
Great Ocean Highway
N Rockford Drive
Bay City Avenue
San Andreas Ave
Decker Park
Vespucci Blvd
S Rockford Drive
Greenwich Parkway
Dutch London St
La Puerta Fwy
Palomino Ave

MISSION START

Franklin, looking for work, approaches Michael by the pool. Michael dispenses classic *Grand Theft Auto* advice: "Go to college. Then you can rip people off and get paid for it. It's called capitalism." As the two head out for a beer, Michael's son Jimmy calls. He's hiding in the family yacht that's being hauled down the Western Highway by thieves.

▶ Take Amanda's car to Pacific Bluffs.

You start out controlling Michael. Run around or through the house to the driveway and get into the red convertible, an Ubermacht Sentinel, parked in the driveway. Wait until Franklin hops into the passenger seat, then follow the yellow route to the Great Ocean Highway ② in the Pacific Bluffs district.

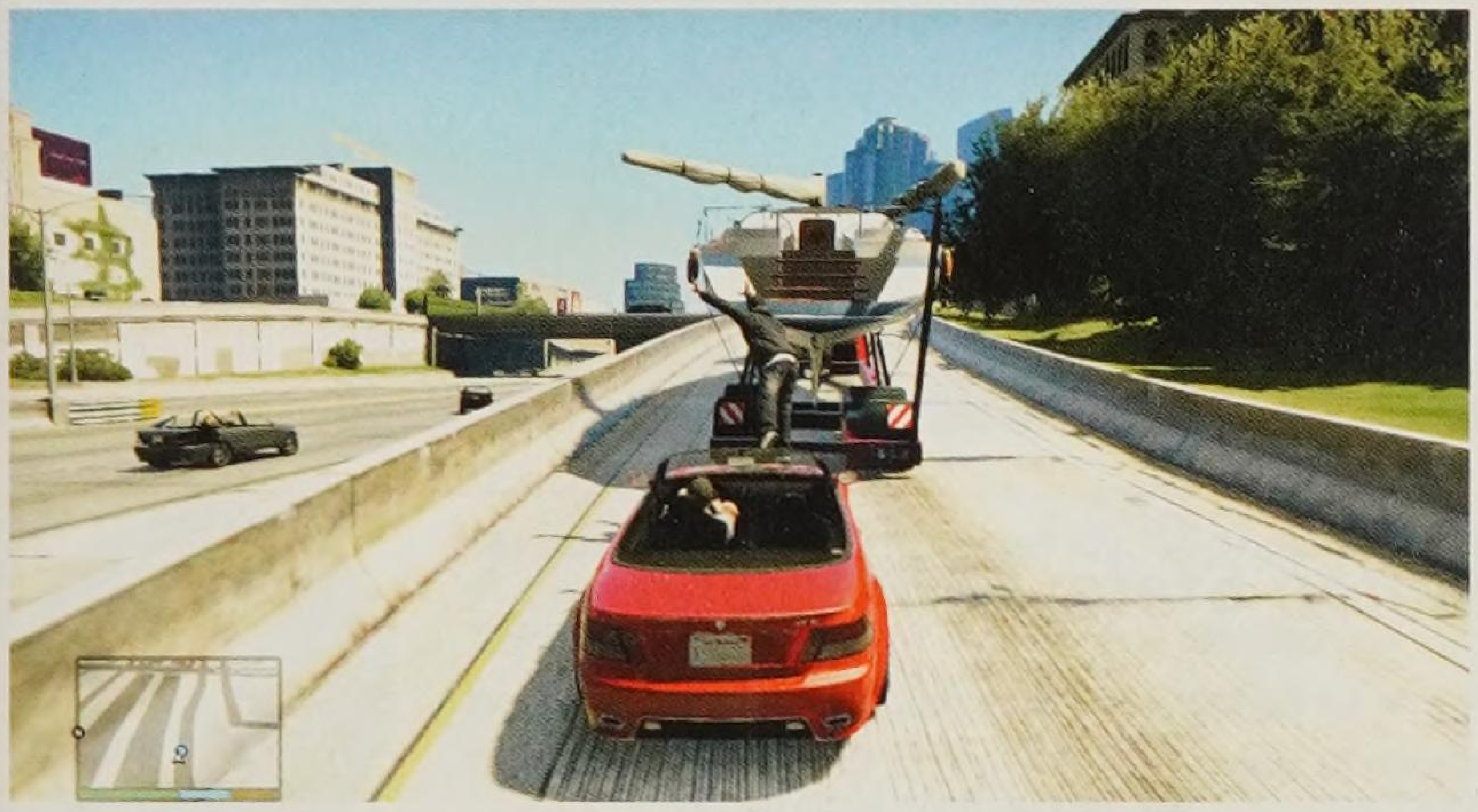
Michael's Safehouse

The De Santa estate in Rockford Hills serves as Michael's safehouse. Use his bed to save games and advance time; enter his wardrobe closet to change clothes; watch TV in the living room; and drink "green juice" to boost health in the kitchen. You can also play tennis on his court out back or swim in the pool.

Enjoy the dialogue on the way as Michael and Franklin get to know each other. When you reach your destination, Michael spots the yacht speeding down the highway, hauled on a trailer by a truck.

▶ Get Franklin close to the yacht.

The yacht appears on your radar as a blue blip. Turn left onto the Great Ocean Highway and give chase. As you close the distance, Franklin climbs over the windshield onto the hood of your car. Steer directly behind the yacht and stay close for a few seconds so Franklin can make the leap onto the boat.



Chase the yacht and shoot the thief.

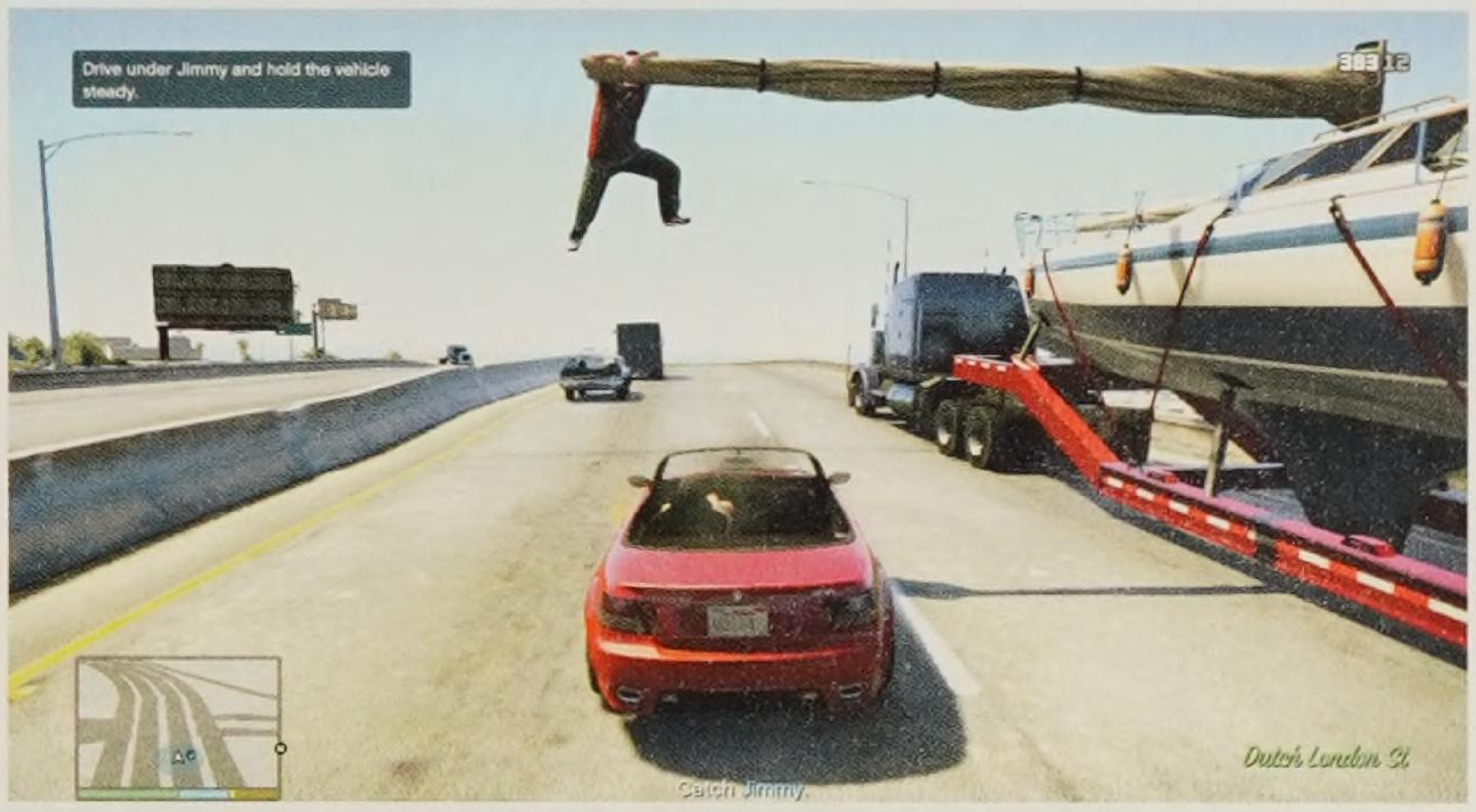
Stay on the rig's tail as Franklin works his way forward while tossing thieves off the back. One of the bad guys gets Franklin in a dangerous position. Try to nail the thug before he can toss Franklin off the boat, which terminates the mission.

▶ Catch Jimmy.

Once the deck is cleared for Franklin, he creeps forward and finds Jimmy. Unfortunately, when the kid stands to wave at his dad, the yacht's boom knocks him off the boat.

Jimmy manages to grab the boom, but it swings him out over the road to the left of the barreling rig.

Now you must drive under the spot where Jimmy dangles from the boom and hold steady so he can drop into your car. This is complicated by the fact that bad guys push Franklin over the gunwale and start tossing crates at him as he hangs on. Another thief starts to shimmy along the boom, trying to reach Jimmy and shove him off.

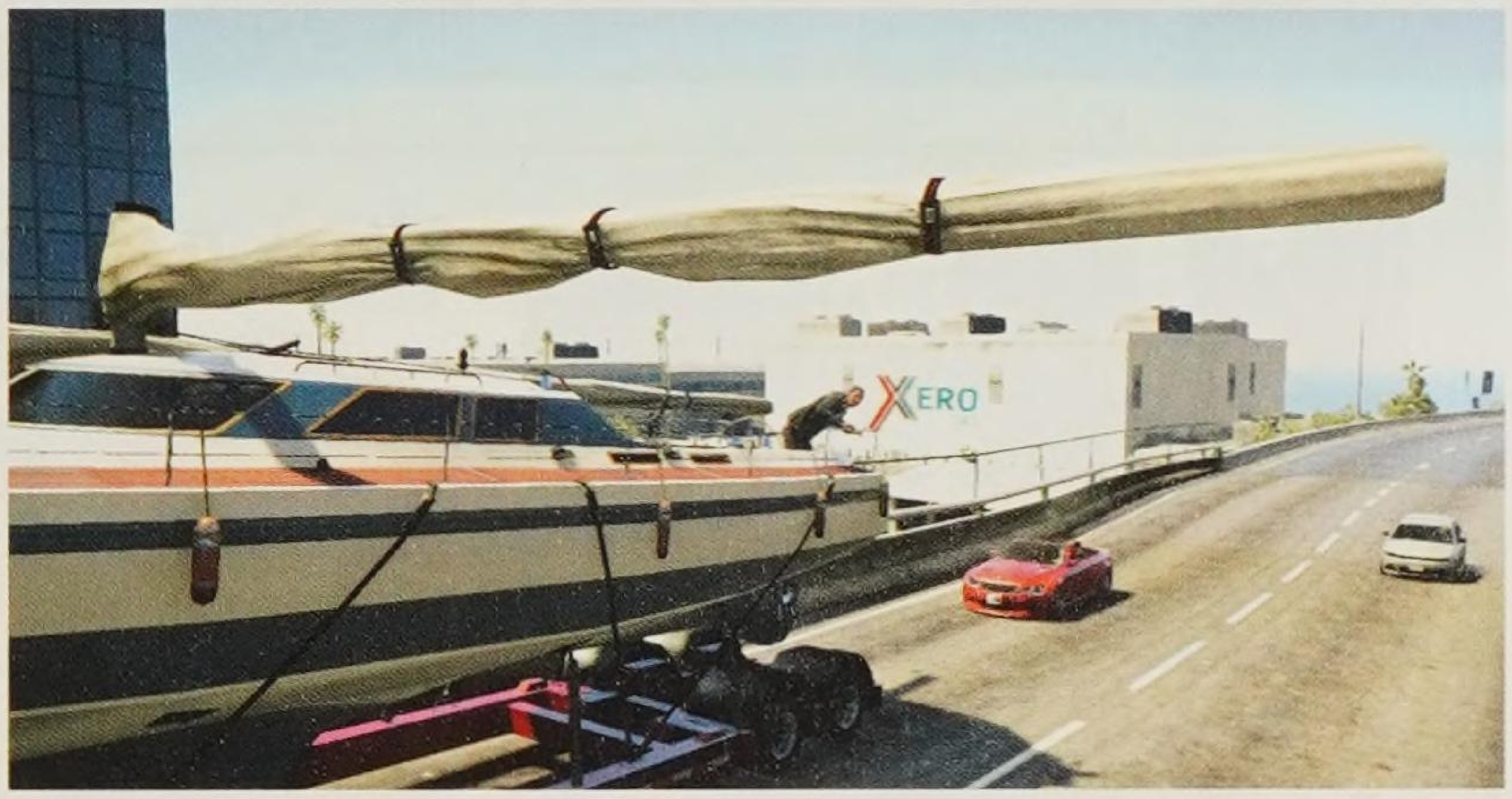


Drive under Jimmy and hold the vehicle steady.

Dodge the bouncing crates as they hit the road, and carefully steer underneath Jimmy before the shimmying thief reaches him. Once the kid drops into your backseat, Franklin manages to get back aboard and moves to the boat's stern.

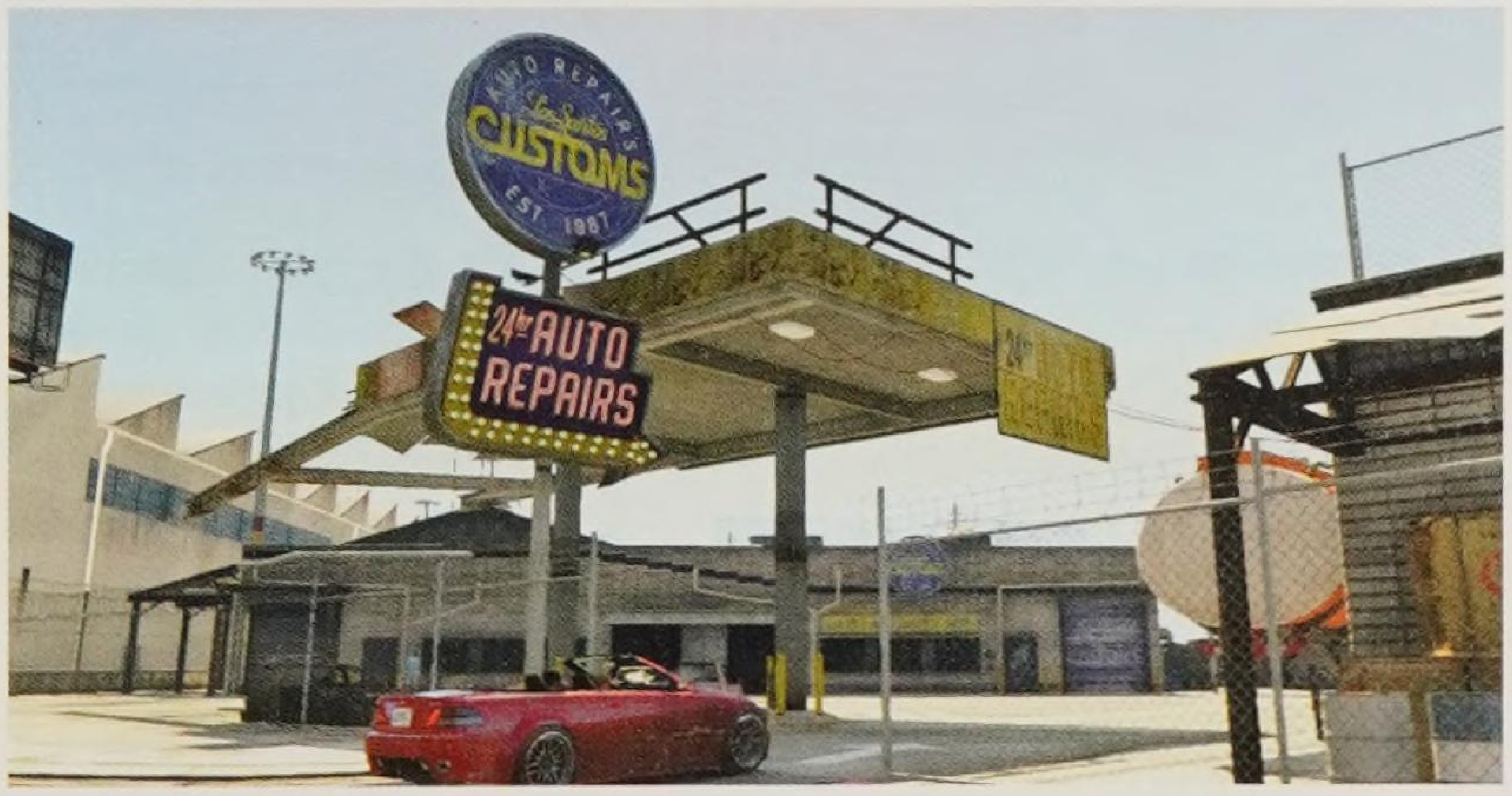
▶ Catch Franklin.

Accelerate to a position directly behind the yacht so Franklin can jump back into your car. Once Franklin is safe in the passenger seat again, Michael declares that it's time to retrieve the boat. But the Sentinel's engine suddenly starts smoking badly and you lose power. The boat thieves escape.



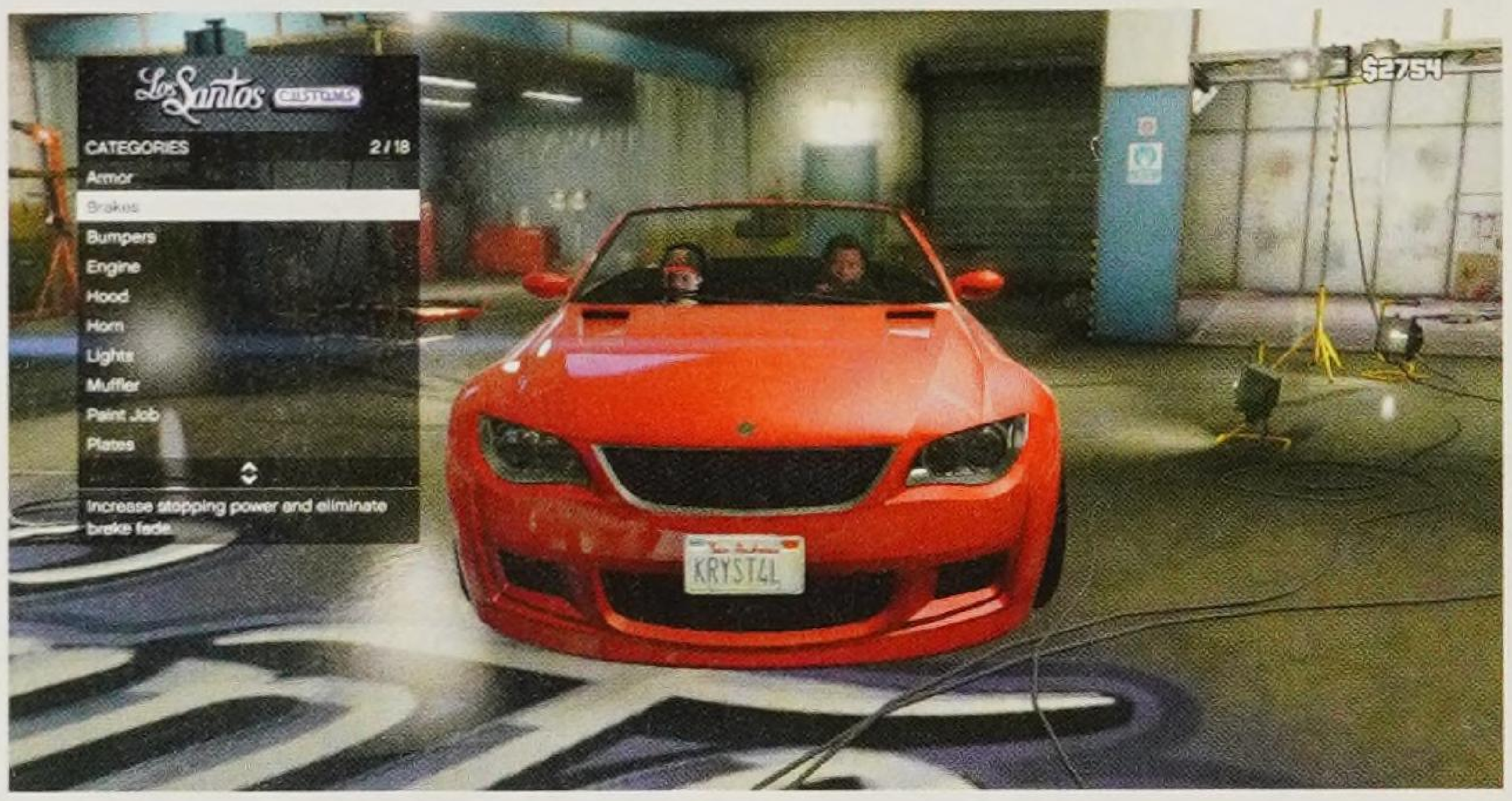
Go to Los Santos Customs.

Franklin points out a nearby "chop shop" where Michael can get Amanda's ride fixed. Follow the yellow map route to the destination marker at the entrance of Los Santos Customs 3, a 24-hour auto repairs shop. En route, Michael asks Franklin to handle the car's repair. Your arrival triggers a quick scene: Michael takes a taxi home while Franklin and Jimmy get the car fixed. Watch a brief tutorial on how to use Los Santos Customs to customize your vehicle.



▶ Get Amanda's car repaired.

When control returns, drive up to the blue garage door. When it opens, drive inside the shop and choose the free "Repair Vehicle" option from the Selection menu in the upper-left corner. You can also scroll through the other custom options available.



▶ Go to Michael's house.

Drive out of the mod garage and follow the yellow route back to the De Santa residence ①. Pull into the destination marker in the driveway to trigger the mission-ending cutscene: Jimmy wants to "run together" with Franklin, and Franklin adds Jimmy as a new contact in his phone list.

Mod Garages Now Available

Your first visit to Los Santos Customs adds multiple mod garage locations to your map. (Look for their spray-can icons.) Visit any mod garage to repair, paint, or upgrade your protagonists' cars. You can eliminate a Wanted Level by using a mod garage, but you must enter the shop while out of sight of all police units.

Mission Completion Stats: Father/Son

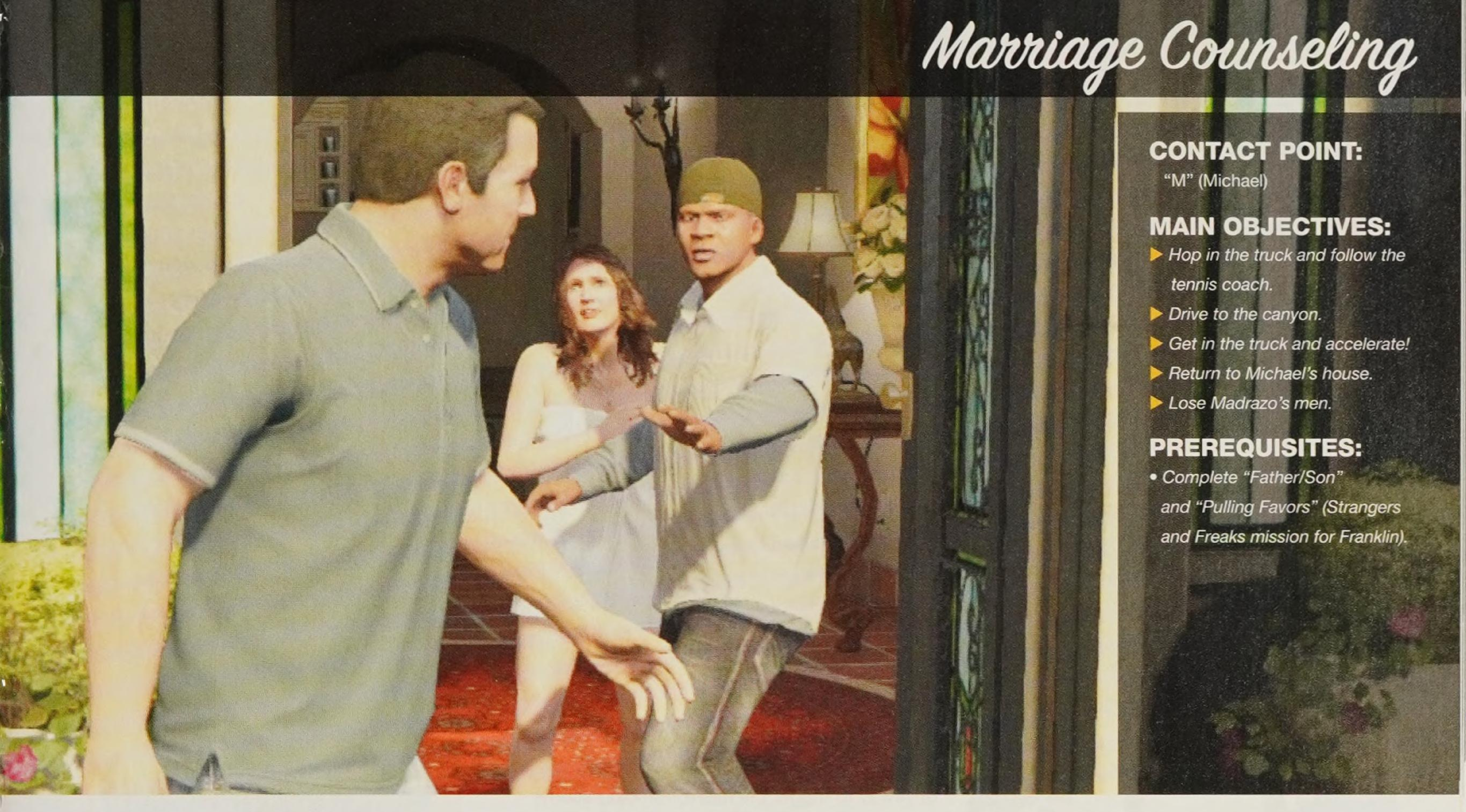
● Quick Catch ☑ Rescue Jimmy within 00:10

● Not a Scratch ☑ Deliver Amanda's car with no damage

Help Tonya if you haven't done so already.

If you haven't completed Franklin's first Strangers and Freaks mission yet, "Pulling Favors," you *must* do so now in order to unlock the next story mission. Follow the green **"?"** icon to meet Tonya directly across the street from Franklin's house. After helping her complete the tow-truck job, a new **"M"** icon appears on the map. Now either Michael or Franklin can go pick up the story mission, "Marriage Counseling."

Completing both "Pulling Favors" for Tonya and "Father/Son" also unlocks a new mission for Franklin. You can send him to the new green "**F**" icon back at his house in Strawberry to trigger "The Long Stretch."



Marriage Counseling

CONTACT POINT:
"M" (Michael)

MAIN OBJECTIVES:

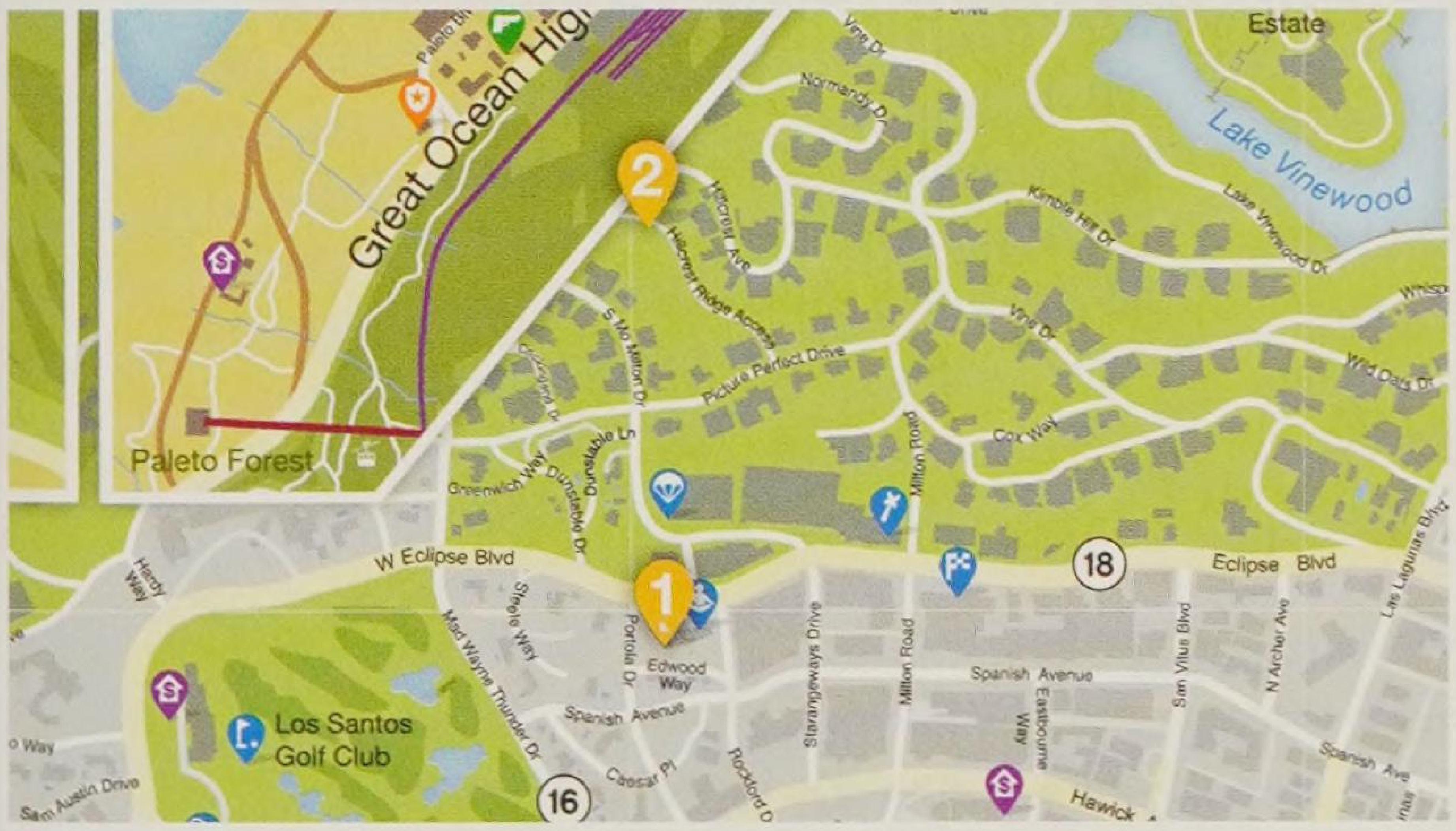
- *Hop in the truck and follow the tennis coach.*
- *Drive to the canyon.*
- *Get in the truck and accelerate!*
- *Return to Michael's house.*
- *Lose Madrazo's men.*

PREREQUISITES:

- *Complete "Father/Son" and "Pulling Favors" (Strangers and Freaks mission for Franklin).*

Mission Can Be Triggered By: Michael, Franklin

Completing "Father/Son" puts another **"M"** icon on the map. This mission contact point is available to both Michael and Franklin, but once again, we recommend using Michael for a more comprehensive cinematic introduction. Guide him to the front door of the De Santa residence ① to trigger the cutscene: Michael enters and finds an interloper in his bedroom. As Michael gives chase, Franklin arrives. Amanda pleads for him to halt her enraged husband… but after hearing the story, Franklin is totally ready to roll with his new homie.

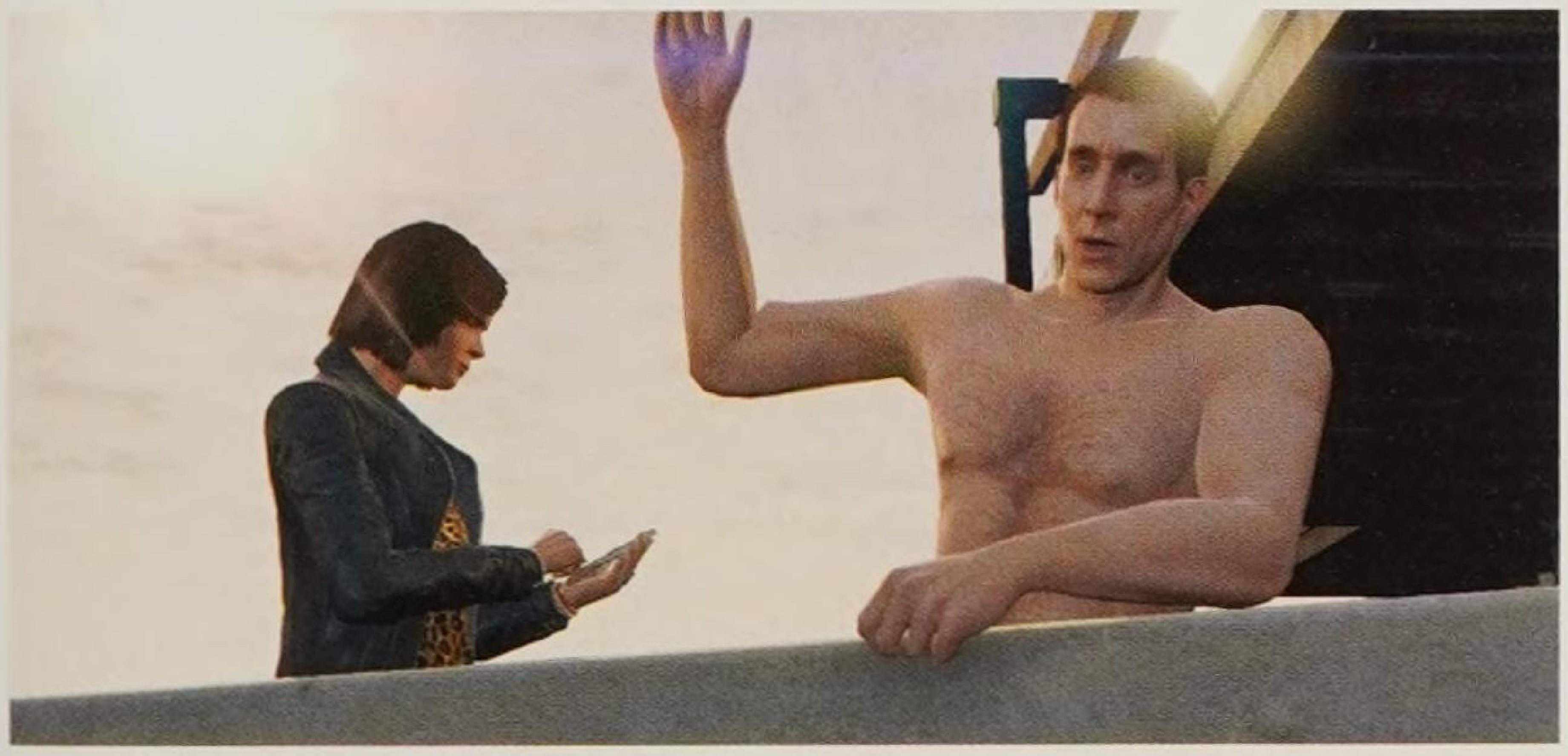


▶ Get in the truck and follow the tennis coach.

Hop in the McGill-Olsen Construction pickup truck (a Bison) in the driveway and give chase to the tennis coach as he flees up into the Vinewood Hills. (His car is marked as the red blip on radar.) You can't actually catch the coach during this chase, but don't let him get too far away.

Flashing Blip

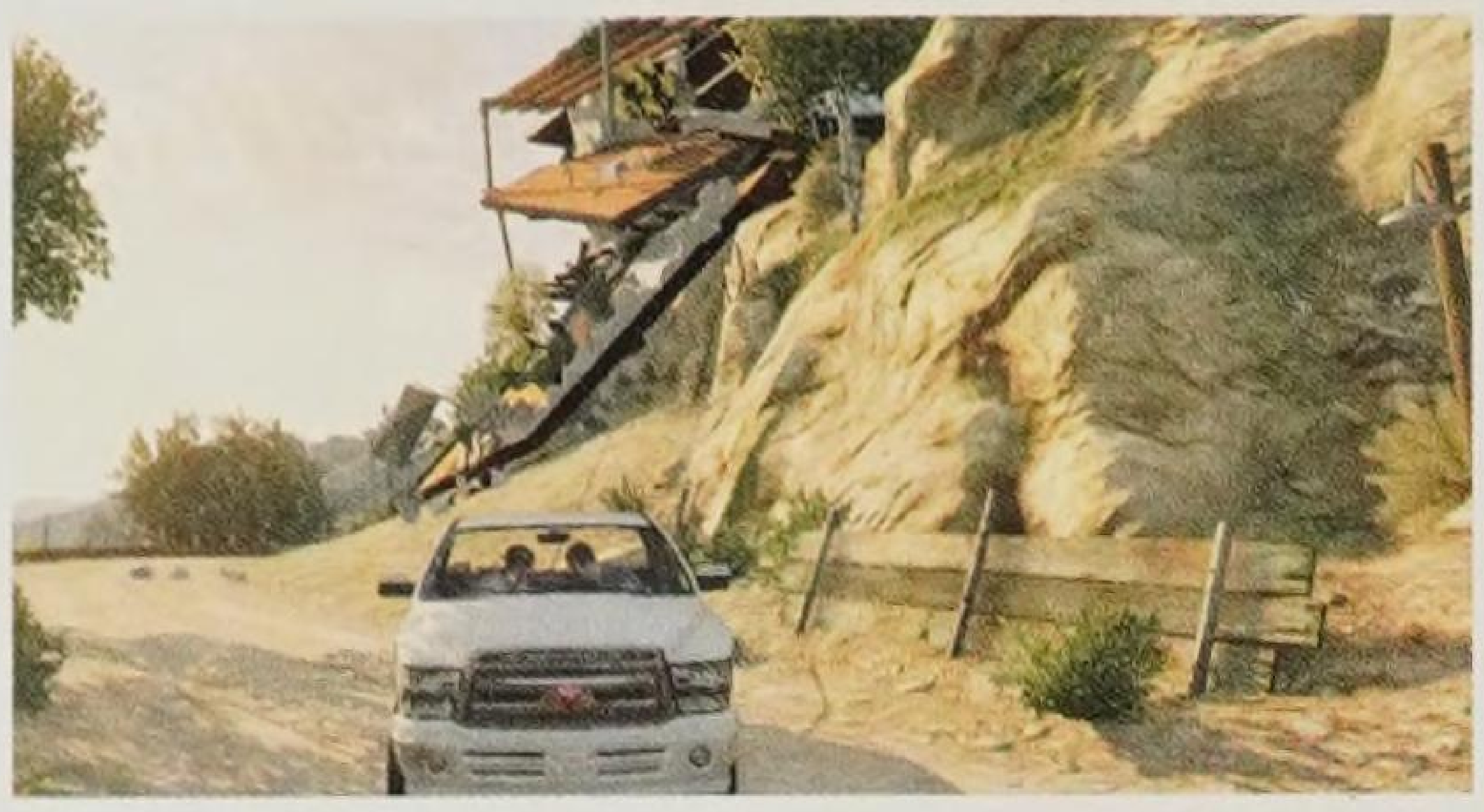
When chasing a vehicle, note that its red radar blip starts to flash when the target gets out of range. If you don't close the space quickly, the target escapes and you fail the mission.



▶ Drive to the canyon.

At a certain point, you actually do lose the tennis coach, but the event is scripted. Michael knows that the fellow lives in the canyon area and a yellow destination blip appears on your map. Follow the yellow route until you spot the coach on the raised deck of a house on stilts ② perched on the side of a steep hill.

Hitting the destination marker triggers a scene: Michael and Franklin connect a winch cable from the truck to the house's deck supports. Meanwhile, up on the deck, the tennis coach calls for Michael to back off as a woman next to him makes a call on her cell phone.

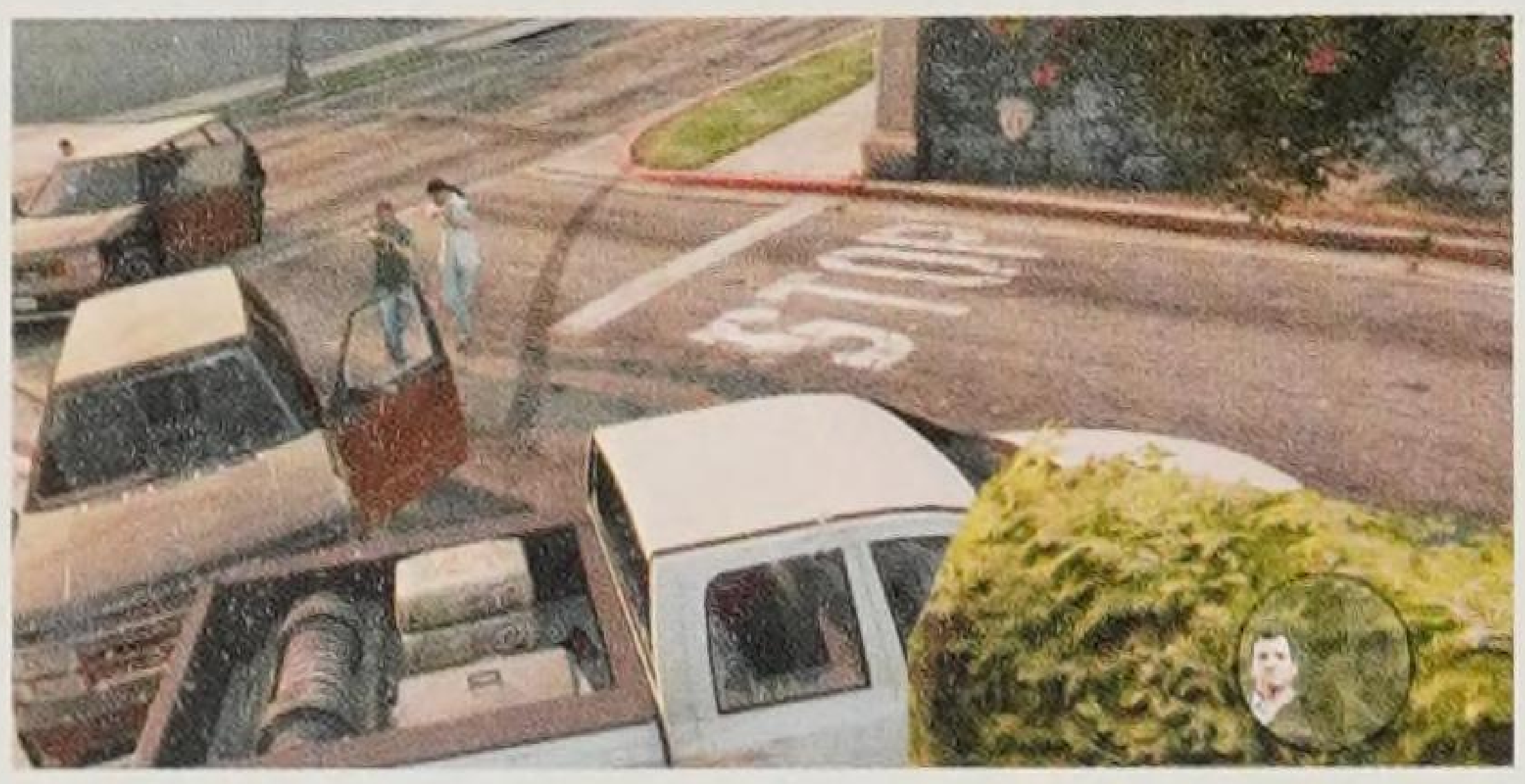


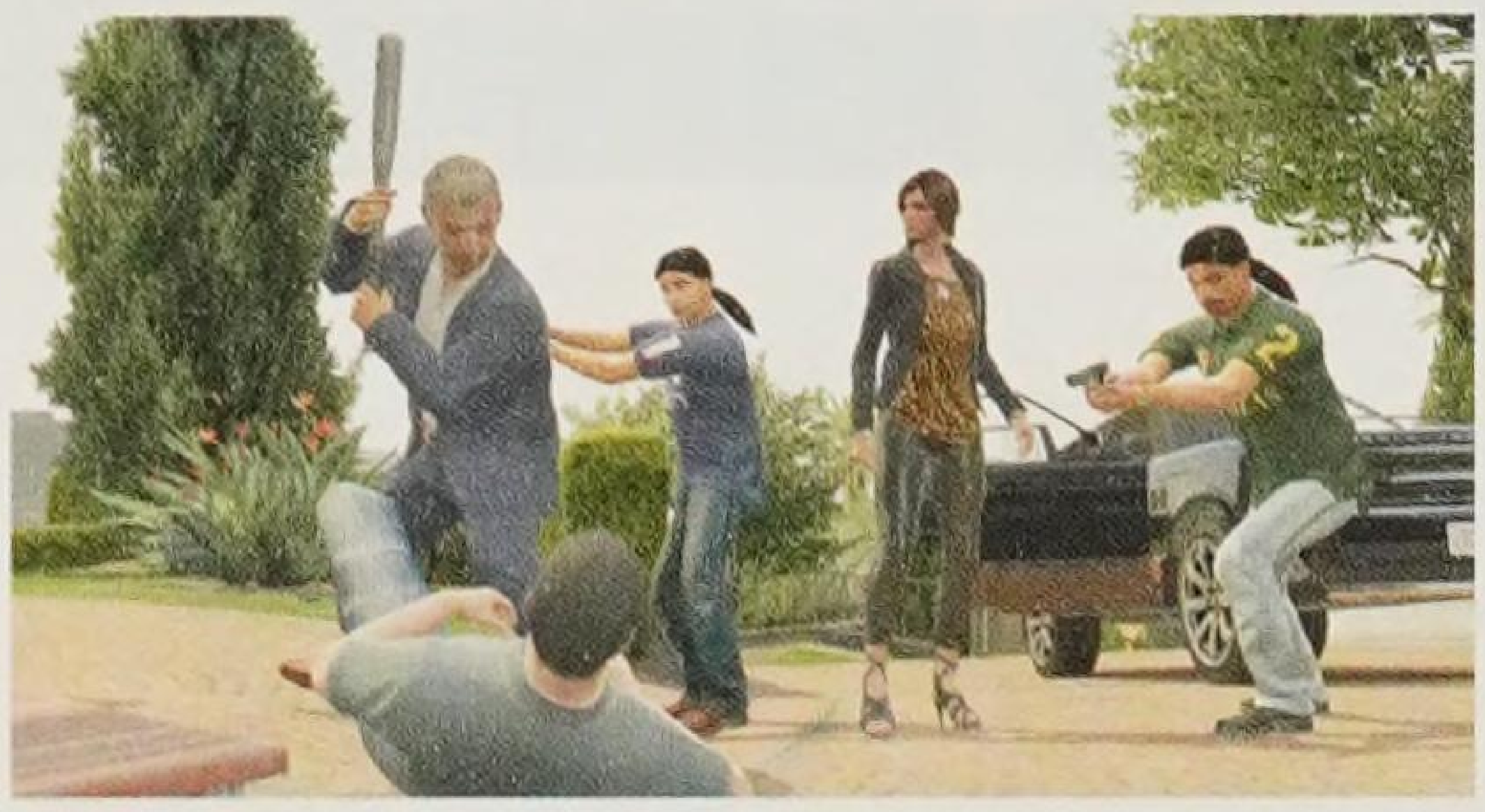
▶ Get in the truck and accelerate.

Hop in the truck, then press and hold the accelerator control indicated onscreen. Keep accelerating until you trigger another cutscene: The truck pulls the deck right off the house and down the hill!

▶ Go back to Michael's house.

A new destination icon appears on the map back at Michael's place ①. As you drive, Michael automatically gets a call from the tennis coach, who explains that the hillside house is not his. The woman gets on the line and you learn that, oops... the place actually belongs to Martin Madrazo, a powerful figure in the Mexican underworld with a heavy presence in Los Santos.





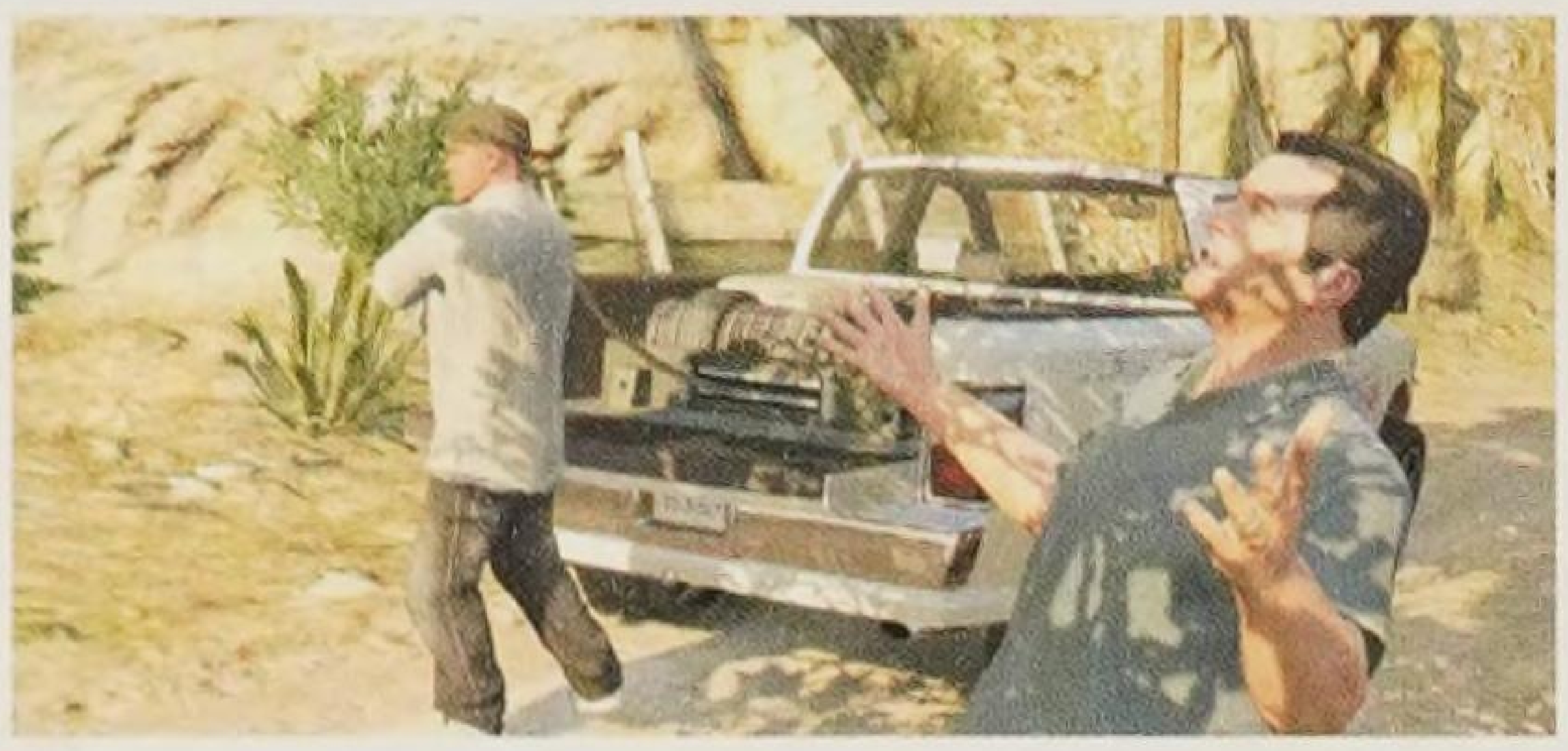
▶ Lose Madrazo's men.

This is about when two dark SUVs full of Madrazo's goons start to follow you with their guns blazing. Michael drives as Franklin returns fire. You can switch back and forth between your two characters if you want. When you finally shake off or kill the pursuers, the destination route to Michael's house reappears on the map.

Follow the route to the marker in Michael's driveway to trigger the mission-ending scene: Madrazo and his crew arrive, and Michael is handed a rebuilding project with a hefty price tag. Since he needs to get back in the game, Michael decides to contact an old friend named Lester.

✱ Shrink Unlocked

Completing "Marriage Counseling" opens up a new side activity, the Shrink. A map icon marks the Pacific Bluffs location of Dr. Friedlander's office. Visiting the good doctor is expensive, but it will give you insight into Michael's troubled mind.



Mission Completion Stats: Marriage Counseling

● Not a Scratch	☑ Complete with minimal damage to the Bison
● Mission Time	☑ Complete within 05:30
● Drive-By Killer	☑ Kill 3 enemies while in a vehicle

Pick a new mission.

Completing "Marriage Counseling" opens a pair of new story missions for Michael:

*Direct Michael to the blue "**L**" icon on his map to meet Lester, a former business associate, and trigger "Friend Request."*

*Or have Michael follow the new blue "**M**" icon back to his Rockford Hills house and pick up the next mission in the De Santa family strand, "Daddy's Little Girl."*

Daddy's Little Girl

CONTACT POINT:
"M" (Michael)

MAIN OBJECTIVES:

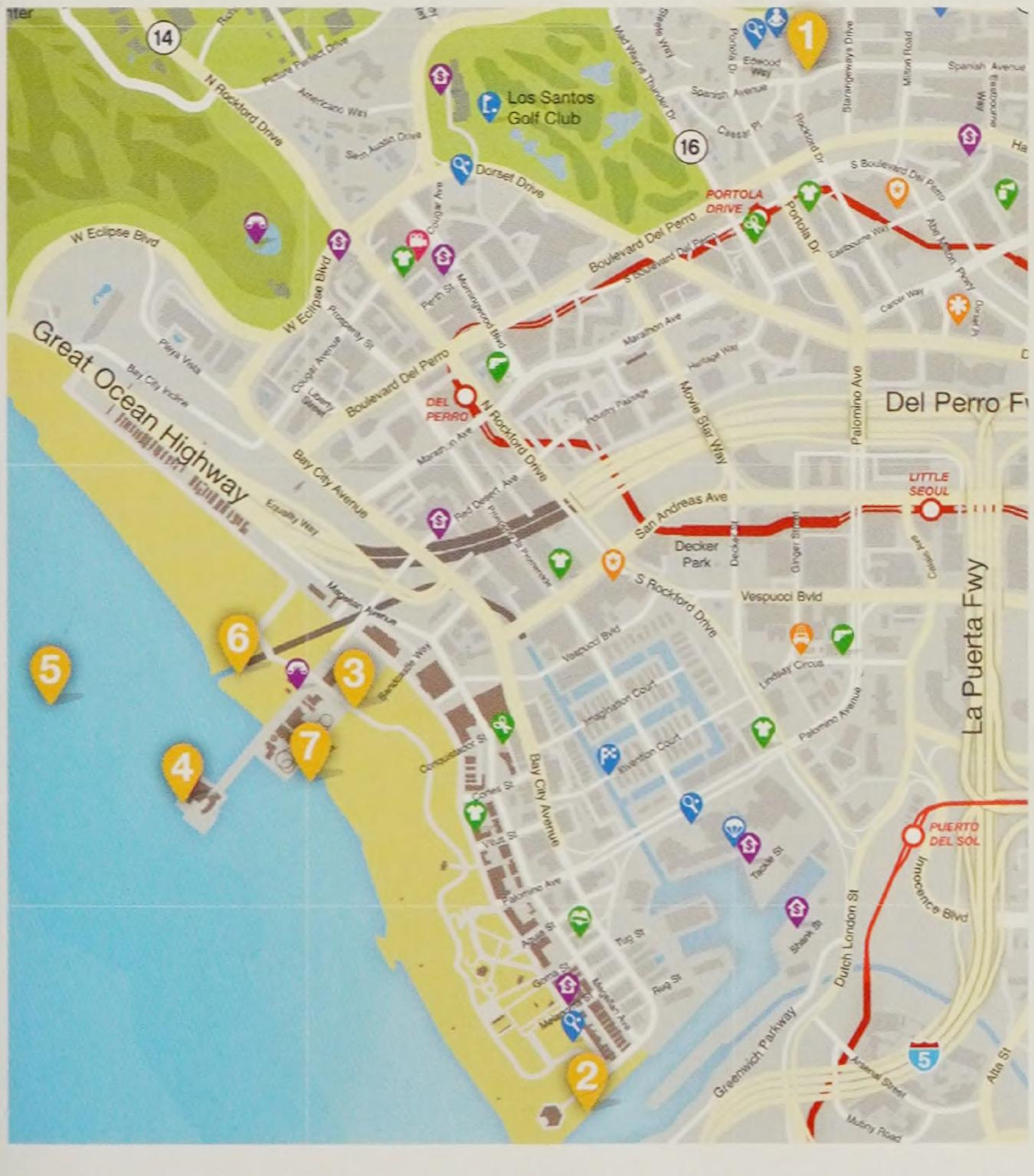
- *Go to the bike rental stand at Vespucci Beach.*
- *Pick a bike and race Jimmy to the pier.*
- *Swim to the yacht and find Tracey.*
- *Head for the outlet.*
- *Lose the pursuer in the canals.*
- *Go to the shore.*

PREREQUISITES:

- *Complete "Marriage Counseling."*

Mission Can Be Triggered By: Michael

Direct Michael to the blue **"M"** map icon and move into the destination marker in the driveway of his Rockford Hills estate ①. Arrival triggers a scene: Michael loses his temper with Jimmy to the detriment of the boy's electronics. After a frank exchange of ideas, father convinces son to join him for a beachfront bike ride.



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Los Santos Golf Club
N Rockford Drive
W Eclipse Blvd
Great Ocean Highway
Boulevard Del Perro
PORTOLA DRIVE
DEL PERRO
Del Perro Fwy
LITTLE SEOUL
San Andreas Ave
Decker Park
Vespucci Blvd
S Rockford Drive
La Puerta Fwy
PUERTO DEL SOL
Bay City Avenue
Palomino Ave
Dutch London St
Greenwich Parkway
Movie Star Way
Marathon Ave
Magellan Avenue
Innocence Blvd
5

▶ Go to the bike rental stand.

Follow Jimmy outside to the black Obey Tailgater in the driveway. Get in and drive the yellow route to Vespucci Beach. When you reach the destination marker in the parking space ② and step out of the car, a new destination appears nearby on your radar.

▶ Select a bike.

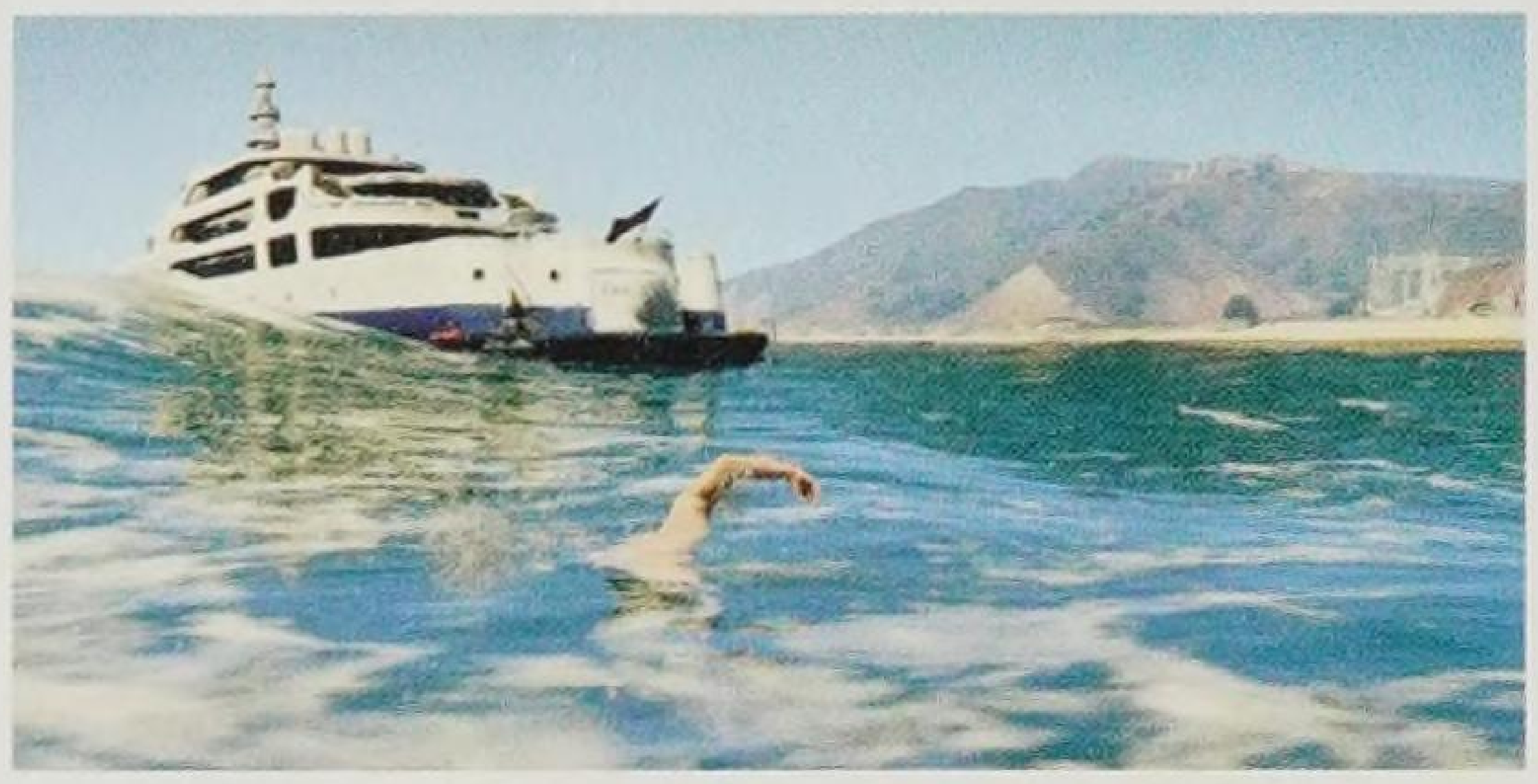
Walk to the Mr. Spoke Bike Rental stand, then mount one of the bikes lined up outside the shop. The moment Michael hops on a bike, a father/son race to the pier begins. Jimmy is marked on your radar as the blue blip.

▶ Race Jimmy to the pier.

Use the cycling controls indicated onscreen. You can tap the button rapidly to "sprint" on your bike; you can also apply front and/or rear brakes and go in reverse. Some bicycle models will allow you to do a bunny hop or pull a wheelie. Note also that cycling improves your character's general stamina.

Follow the yellow route and try to beat Jimmy to the destination marker at the end of the pier ④. At about the halfway point, Jimmy veers rightward to the waterfront walkway. Use the beach path as a short cut, pedaling left up the staircase when you reach the raised pier ③. (It doesn't matter much if you win or lose; you just get a different response from Jimmy at the end.)

Reaching the end of the pier triggers a cutscene: Jimmy tells Michael that his sister Tracey is hanging out with porno filmmakers on a nearby yacht. The scene ends with Michael sprinting toward the Pacific Ocean. When you regain control, keep running until you reach the edge of the pier, then press the control indicated to dive into the water.



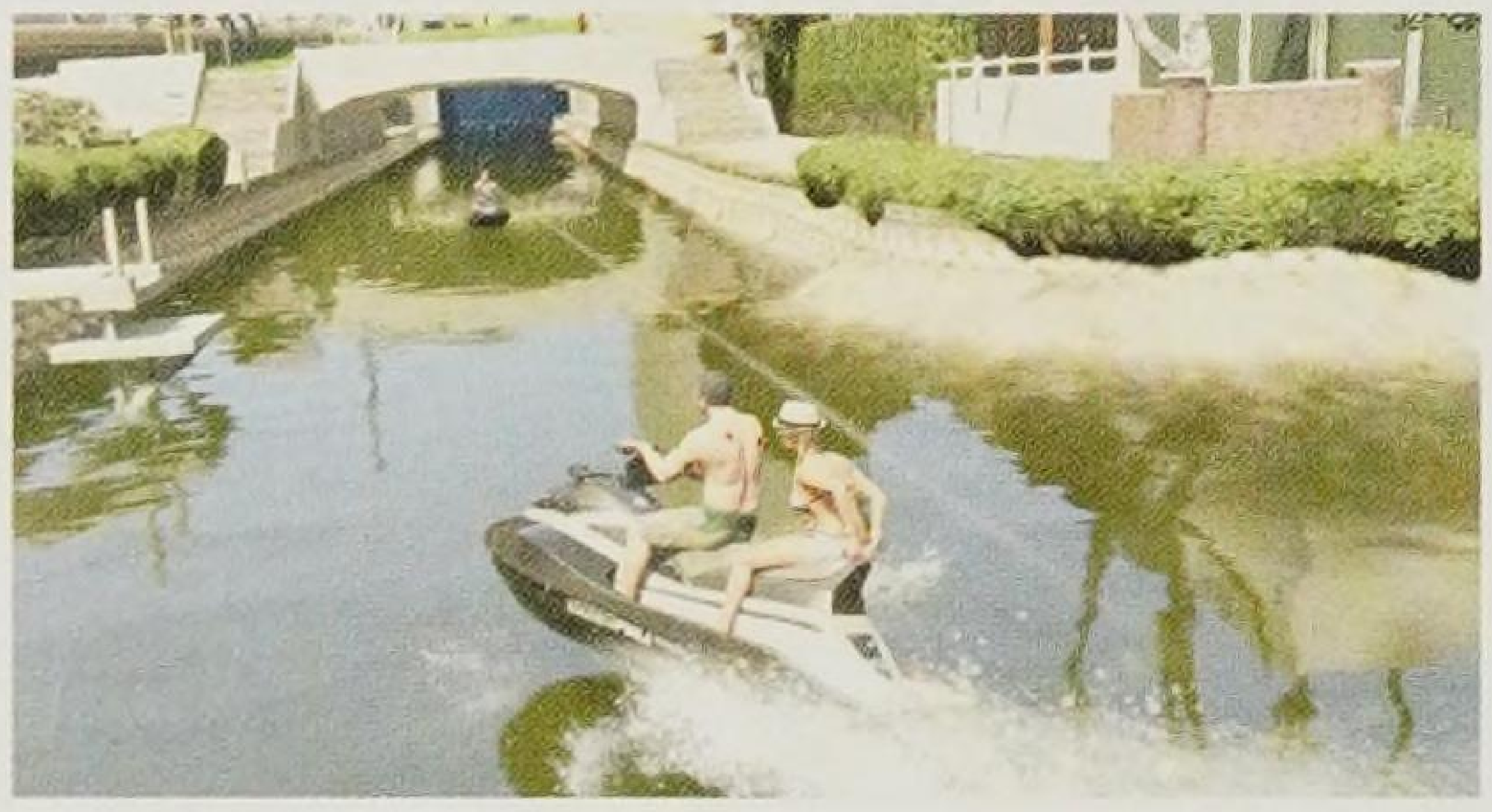
▶ Swim to the yacht.

Use the swimming controls indicated onscreen to swim toward the big yacht 5 marked as a blue blip on radar. Note that swimming, like cycling, improves your character's general stamina. When you reach the yacht (christened the *Dignity*), use one of the ladders on its stern to climb aboard.

Your arrival on the deck triggers another cutscene: Michael executes a heavy-handed "rescue," pulling Tracey from her companions and incurring the wrath of the yacht owner. The scene ends with father and daughter fleeing on a Seashark jet ski. Two gunmen, also riding Seasharks, are in angry pursuit.

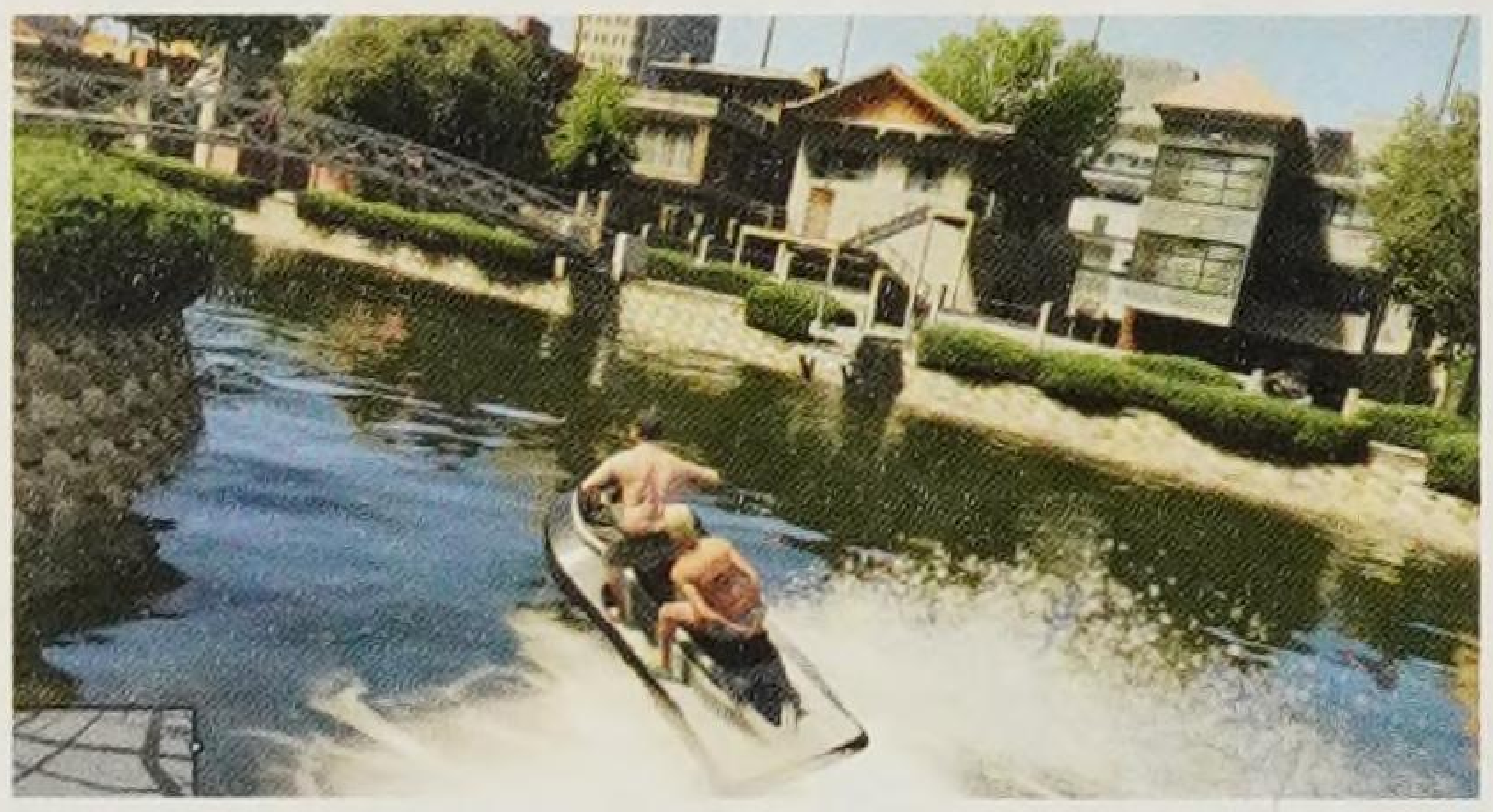
Breathing Is a Good Thing

You can dive beneath the ocean's surface and swim underwater, but be sure to come up for air when the breath indicator (the white bar under the radar display) starts to run low. If Michael's air runs out, he dies and you fail the mission.



▶ Head for the outlet.

When control returns, press the Accelerator button indicated onscreen as a new yellow destination blip appears on your map. Gun the Seashark at full speed toward the tunnel outlet 6 marked directly ahead. It leads into an underground water passage that connects to the Vespucci Canals.



▶ Lose (or kill) the pursuers.

Keep up the pace, because your two pursuers (the red radar blips) are shooting at you. Follow the passage until you emerge into the canals. (You can see the canal system appear in faded blue on your radar map.) Cut hard around corners and try to outrun the shooters down the main canals to the marina at the far end. Alternatively, you can use your drive-by weapon controls to fire back at the pursuers and shoot them off their Seasharks.

▶ Go to the shore.

When both red blips disappear from radar, you've lost (or killed) them. Michael tells Tracey he's taking her to join her brother Jimmy, and a new yellow map blip appears on the beach next to the pier 7. Work your way out of the Vespucci Canals back into the ocean. Then speed along the coastline to the destination marker to trigger the mission-ending cutscene. Once again, Michael's attempt to be a good father seems to have backfired as brother and sister agree on whose fault everything is.

Mission Completion Stats: Daddy's Little Girl

● Fastest Speed	☑ Reach top speed on the Seashark
● Stabilizer	☑ Don't fall off the bicycle
● Faster Than Fish	☑ Swim to the boat within 01:00

Friend Request

CONTACT POINT:

"L" (Lester)

MAIN OBJECTIVES:

- *Buy a suitable outfit at the Suburban store in Vinewood.*
- *Go to the Lifeinvader rear entrance.*
- *Follow the programmer and fix his computer.*
- *Rig the prototype and exit the building.*
- *Find the Expo broadcast on Weazel News.*
- *Call Jay Norris when he presents the prototype.*

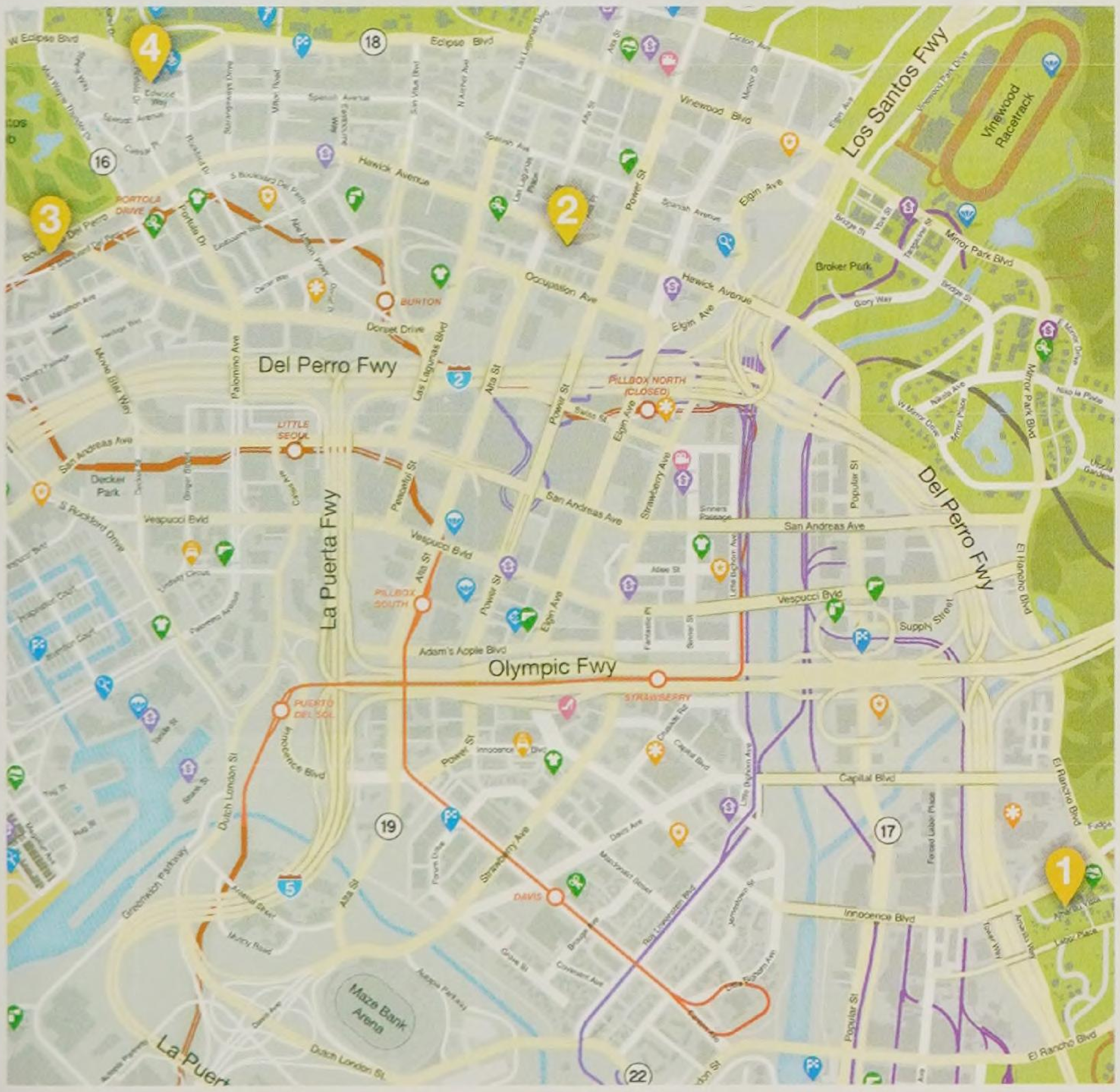
PREREQUISITES:

- *Complete "Marriage Counseling."*

Mission Can Be Triggered By: Michael

Playing as Michael, follow the blue **"L"** icon to Lester's shabby house ① in the rundown El Burro Heights neighborhood of East Los Santos. Approach the front door to trigger a short scene: Michael gestures a greeting to Lester's security camera, and Lester unlocks the door.

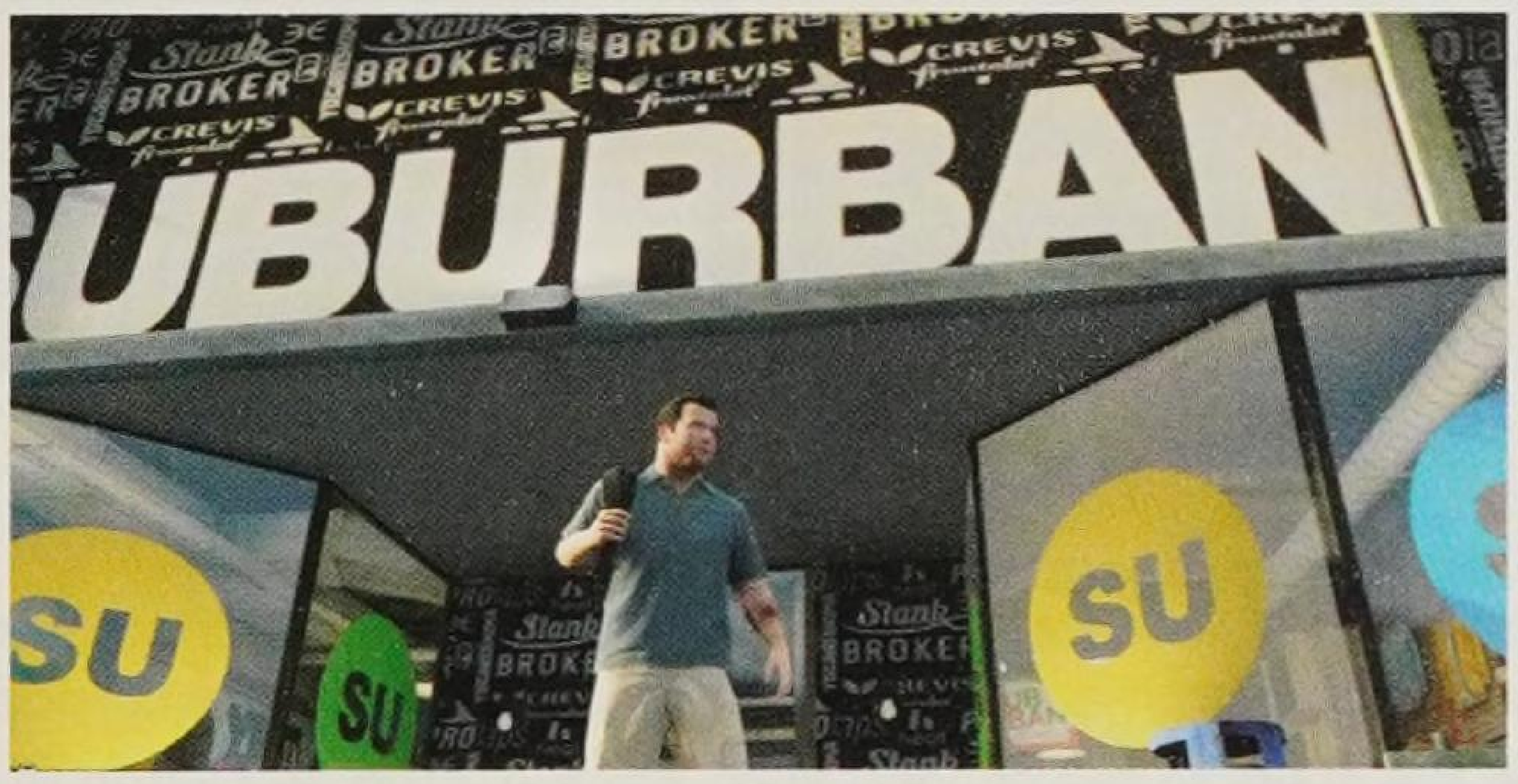
When control returns, enter the house and walk into the open room to trigger the opening cinematic: Michael's old friend agrees to help him get "back in the game" but wants something in return first. Lester seethes with a passionate hatred for Jay Norris, billionaire founder of the social networking site Lifeinvader. He tells Michael to go dress like a pseudo-hip web designer and wait for further instructions.



1
2
3
4
Los Santos Fwy
Vinewood Racetrack
Del Perro Fwy
La Puerta Fwy
Olympic Fwy
Broker Park
Decker Park
Maze Bank Arena
PILLBOX NORTH CLOSED
BURTON
LITTLE SEOUL
PORTOLA DRIVE
PILLBOX SOUTH
PUERTO DEL SOL
STRAWBERRY
DAVIS
18
16
19
17
22
2
5

▶ Go to the Suburban store in Vinewood.

Exit Lester's house, get in your car, and follow the yellow route to the Suburban clothing store ② in Hawick. Enter the store to trigger a scene with the sales clerk: Michael needs something "geeky" for an interview at a tech company. She recommends a vest and some cargo shorts.



Buy a suitable outfit.

Yellow radar blips mark the in-store locations of the two recommended clothing items. Approach the cargo shorts rack, try on a few, and then buy a pair. Do the same at the vest (gilet) rack.

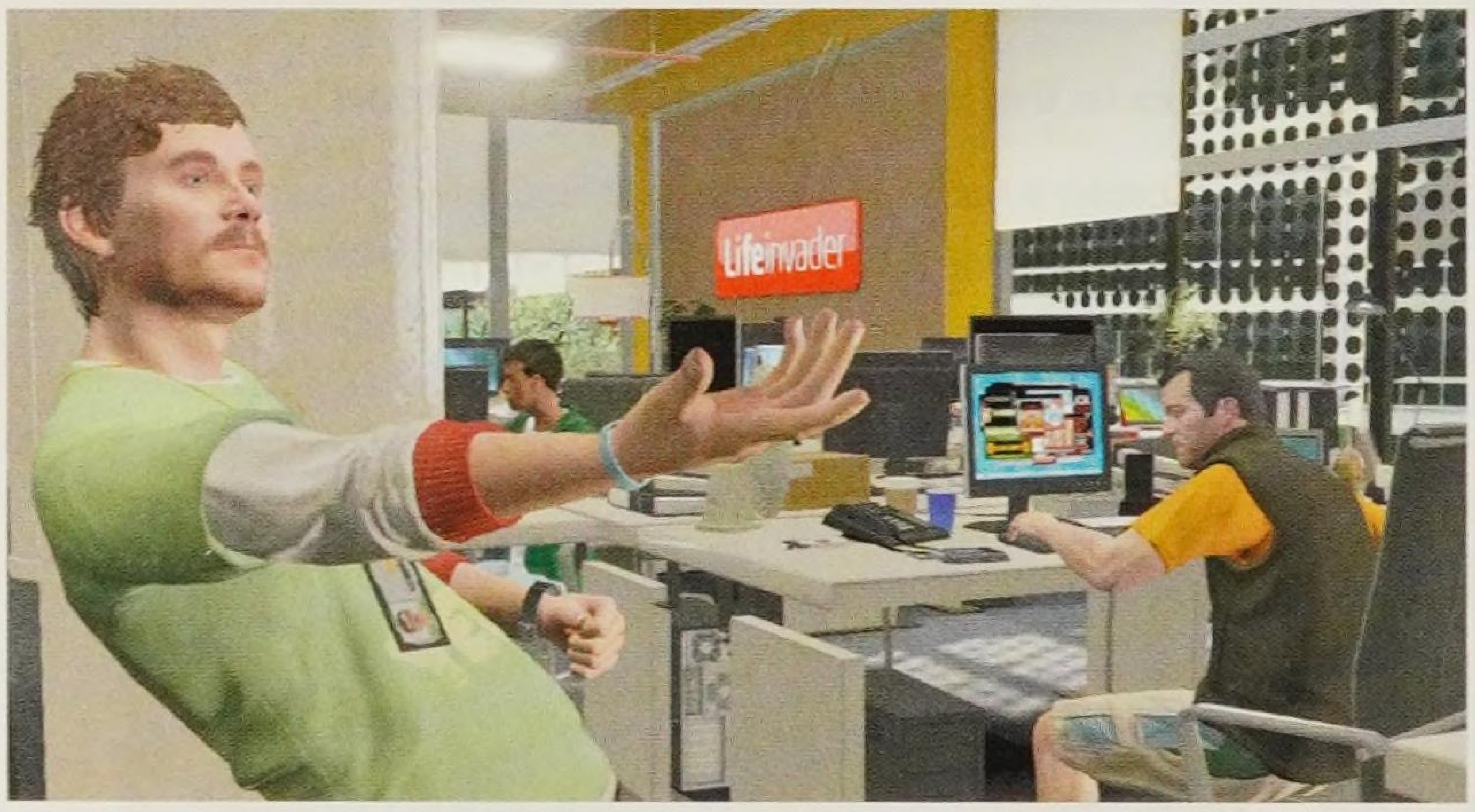
Go to the Lifeinvader offices.

Once you have your "disguise" you're ready to infiltrate geek central. Exit the store and follow the new yellow route. As you travel, Lester calls with instructions to find the prototype at the Lifeinvader office and attach a device, which is currently in your backpack. Proceed to Lifeinvader's HQ ③ on Dorset Drive in Rockford Hills.

Lifeinvader

Go to the rear entrance.

When you arrive at the Lifeinvader building, go around to the entrance that faces south toward Boulevard Del Perro to trigger a cutscene: Michael lurks near the door until a programmer steps outside for a cigarette break. After a brief exchange, the fellow lets Michael inside, assuming that he's an IT temp, and asks for a favor.


Lifeinvader

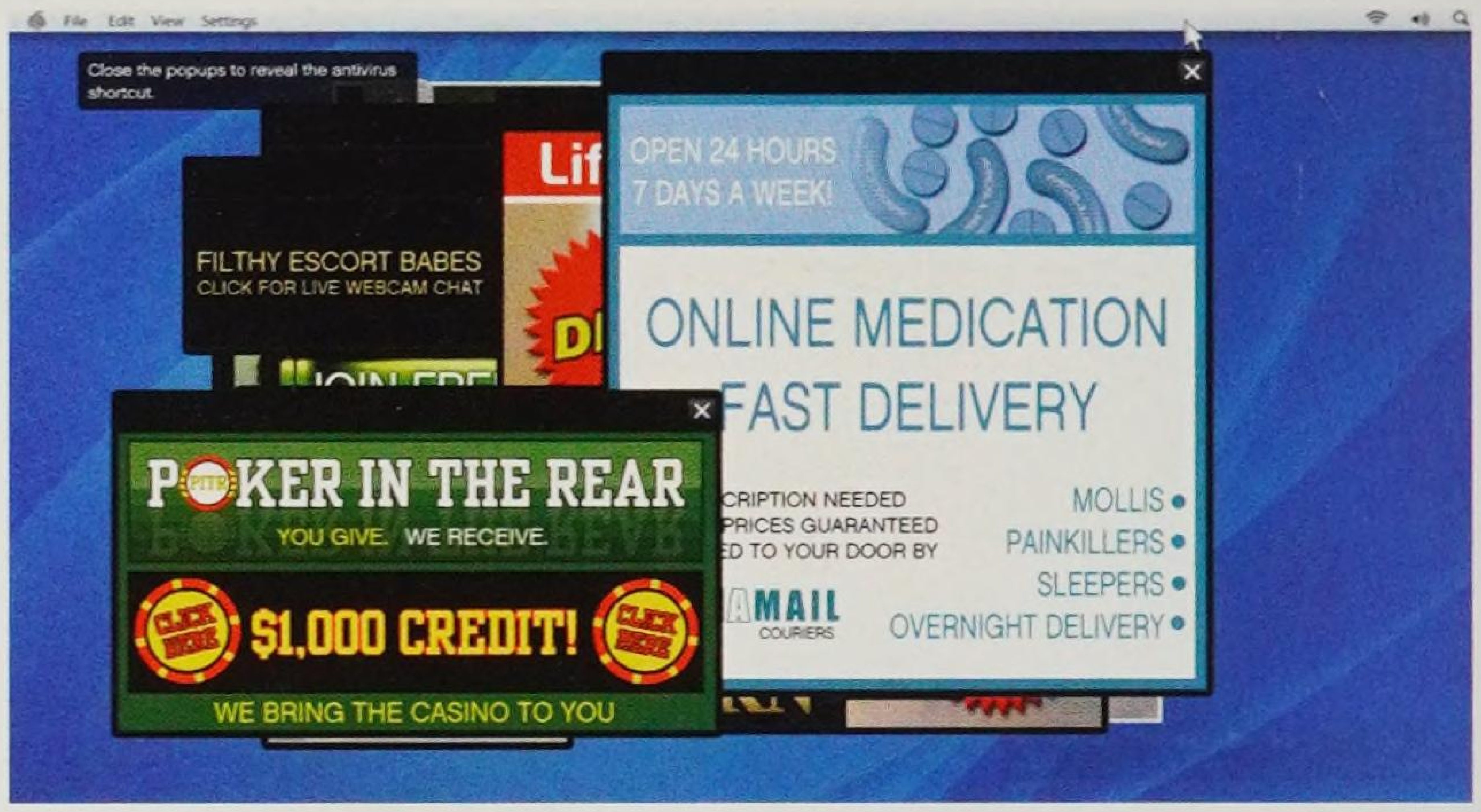
Follow the programmer.

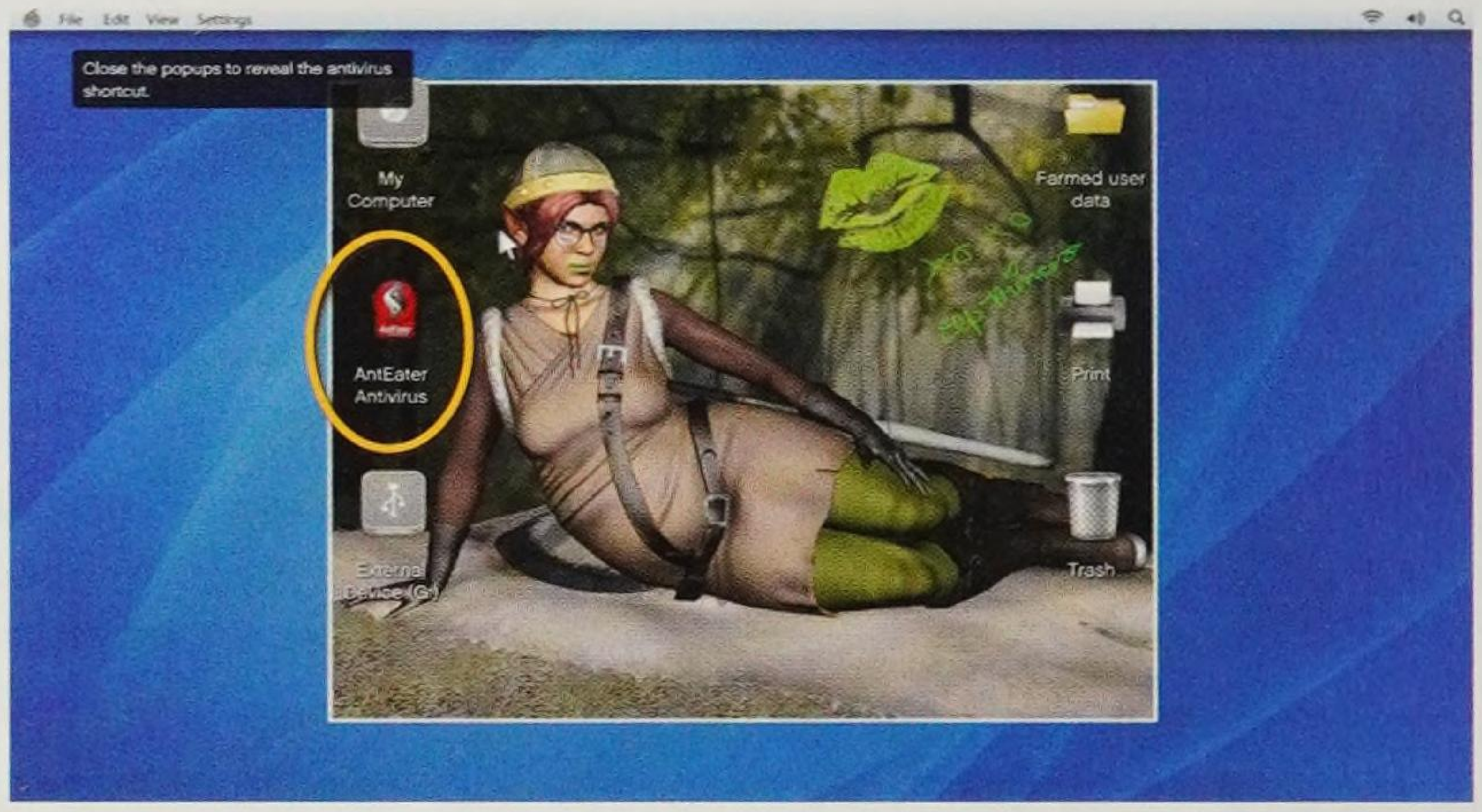
Follow the programmer (the blue blip on radar) down the corridor and up the stairs to the second floor. For fun, stop and listen to other conversations along the way—perfect parodies of tech culture. The programmer will wait for you while you eavesdrop.

When you reach the work area, another cutscene plays: The programmer ushers Michael to a desk where the computer is clogged with pornographic popups. Michael asks if he has antivirus software; the programmer says yes, "behind this junk, on the left."

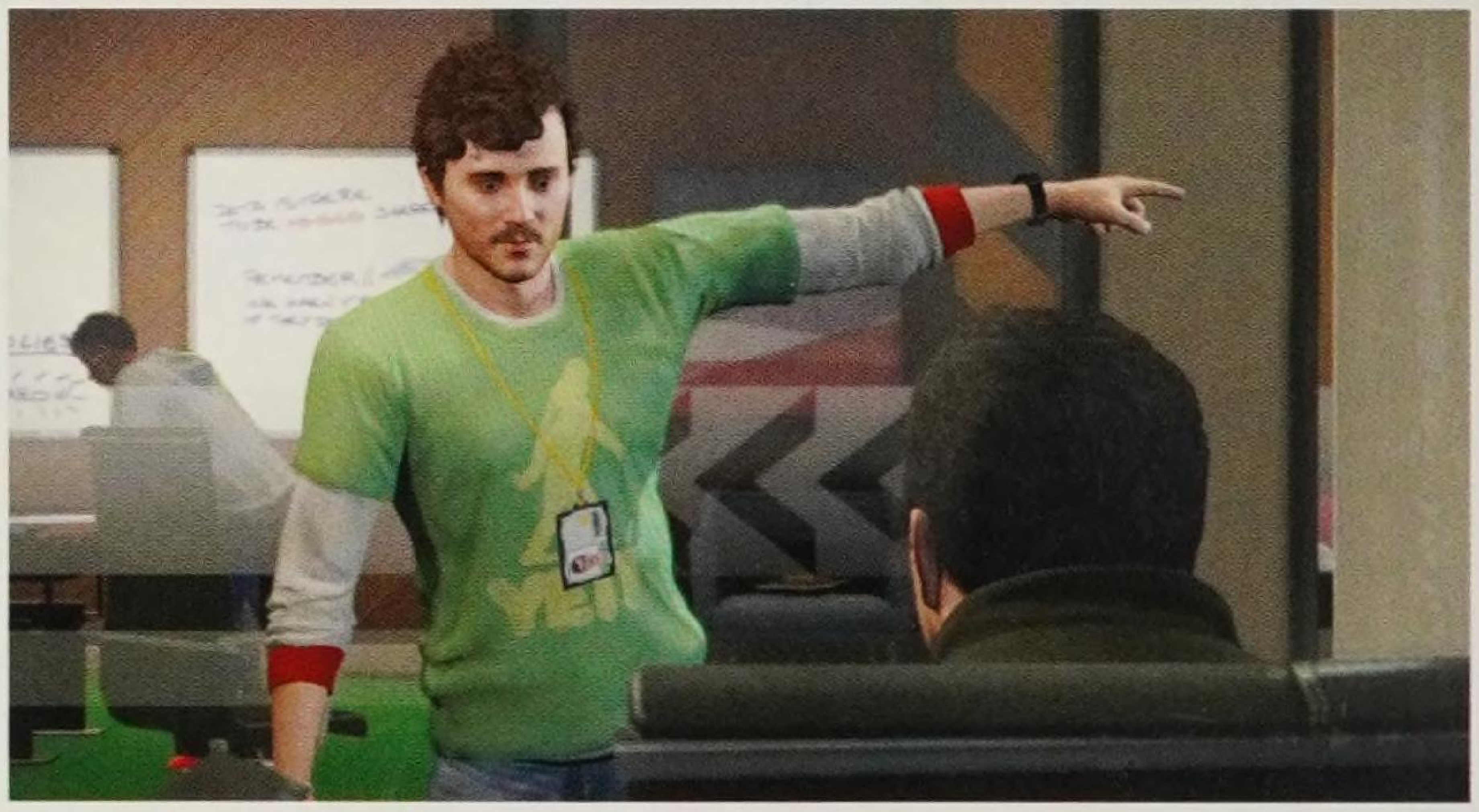
Clear the screen and run the antivirus program.

Use the controls indicated to move the cursor over each popup window and click on the "X" in the upper corner to close it. Work quickly, because more popups appear periodically. When you finally clear all popups and uncover the shortcut icon for the AntEater Antivirus program on the left side of the computer screen, quickly click it open and select "Scan Computer." (The antivirus scan is available only if all popups are cleared. If new popups open before you scan, close AntEater and remove them before trying again.) After the scan finishes, select "Exterminate" to remove all of the popups.


Close the popups to reveal the antivirus shortcut.
File Edit View Settings
FILTHY ESCORT BABES
CLICK FOR LIVE WEBCAM CHAT
OPEN 24 HOURS
7 DAYS A WEEK!
ONLINE MEDICATION
FAST DELIVERY
CRIPTION NEEDED
PRICES GUARANTEED
ED TO YOUR DOOR BY
MOLLIS
PAINKILLERS
SLEEPERS
OVERNIGHT DELIVERY
MAIL
COURIERS
POKER IN THE REAR
YOU GIVE. WE RECEIVE.
$1,000 CREDIT!
CLICK HERE
WE BRING THE CASINO TO YOU


Close the popups to reveal the antivirus shortcut.
File Edit View Settings
My Computer
AntEater Antivirus
External Device (G:)
Farmed user data
Print
Trash

Completing the task triggers another short scene: The grateful programmer mentions a prototype in the demo room and suggests that Michael go check it out. Sounds like a good suggestion.



Rig the prototype.

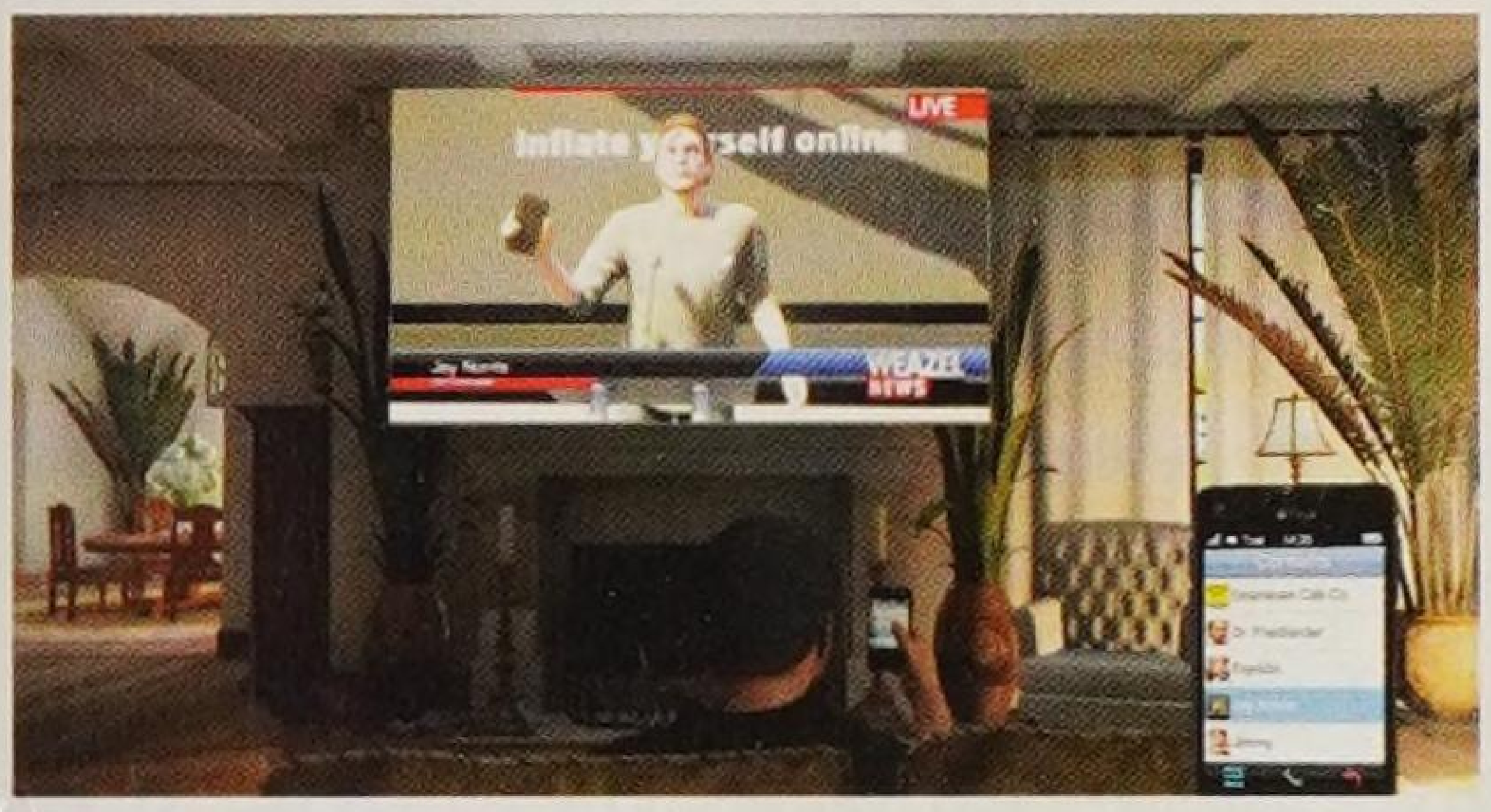
Follow the green radar blip across the room to the door next to the wall sign that reads "Free Thinking Tank." Enter the demo room to trigger another scene: Michael finds the smartphone prototype and inserts Lester's device.

Exit the building.

Exit the demo room, turn right, and retrace your steps back downstairs. You can leave via the rear entrance (the same one you used to get inside) or the main entrance, where the receptionist will happily buzz you out. When you step outside, Michael automatically calls Lester to report that the prototype phone is rigged. Lester tells Michael to call the device after Jay Norris unveils it during his televised keynote speech at the Lifeinvader Expo.

Watch the keynote on Weazel News at Michael's house.

Follow the new yellow route back to Michael's house and go inside. Follow the destination blip into the living room where Michael takes over control of the TV from Tracey, who's been watching her favorite show, "Fame or Shame." Use the controls shown onscreen to change TV channels to Weazel News. The network is doing a live broadcast of Jay Norris as he gives his keynote address at the Expo.



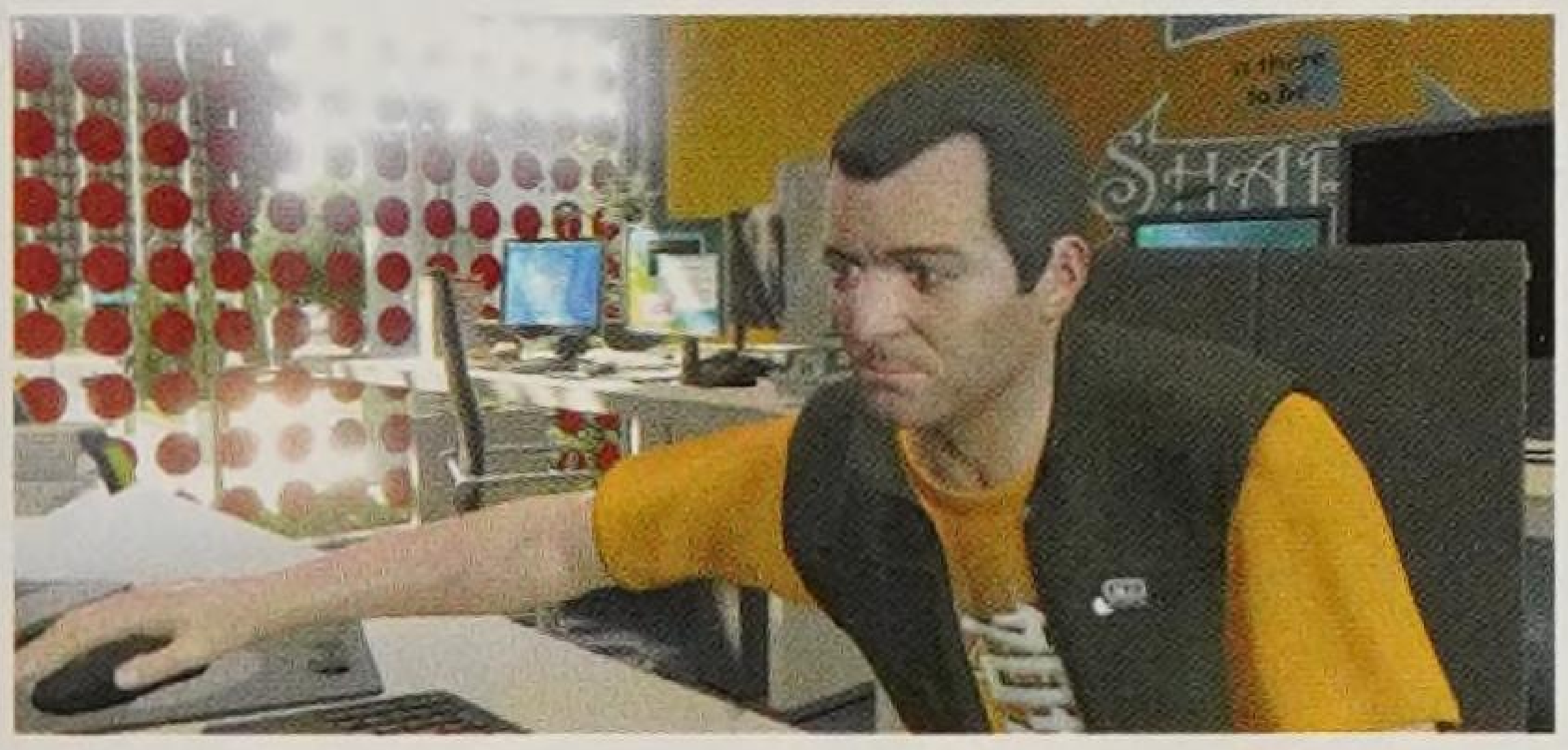
Call Jay Norris on his prototype phone.

Watch the speech. Once Norris presents the Lifeinvader Mobile Device to the audience, bring up your cell phone. Select "Contacts" and scroll down to highlight "Jay Norris." For best effect, wait until he finishes his speech and taps the prototype to receive a call, then dial his number. (Don't wait too long past that moment, though, or you fail the mission.) Watch the keynote's explosive finale.

Michael calls Lester to celebrate the results. Michael tells him to put on a suit to look professional, then meet at Lester's warehouse off the LS Freeway to discuss a score.

New Threads

Completing "Friend Request" unlocks the Clothing Shops around the city. Check out the various styles available and do some shopping for your characters.



Mission Completion Stats: Friend Request

● Mission Time ☑ Complete within 08:30
● Popups Clear ☑ Clear all pop-ups within 00:32

Pick a new mission for Michael or Franklin.

Completing "Friend Request" unlocks a new story mission for Michael. Michael can follow the new blue "L" icon to Lester's textile warehouse in the La Mesa district to pick up "Casing the Jewel Store." (Note that Michael must don a nice suit first, as Lester requested, or else that mission will not trigger.)

The Long Stretch

CONTACT POINT:

"F" (Franklin)

MAIN OBJECTIVES:

- *Go to Ammu-Nation.*
- *Buy a flashlight mod for the Pump Shotgun.*
- *Go to the recycling plant meeting.*
- *Escape the recycling plant.*
- *Lose the cops.*
- *Return to Franklin's house.*

PREREQUISITES:

- *Complete "Chop" and "Father/Son."*

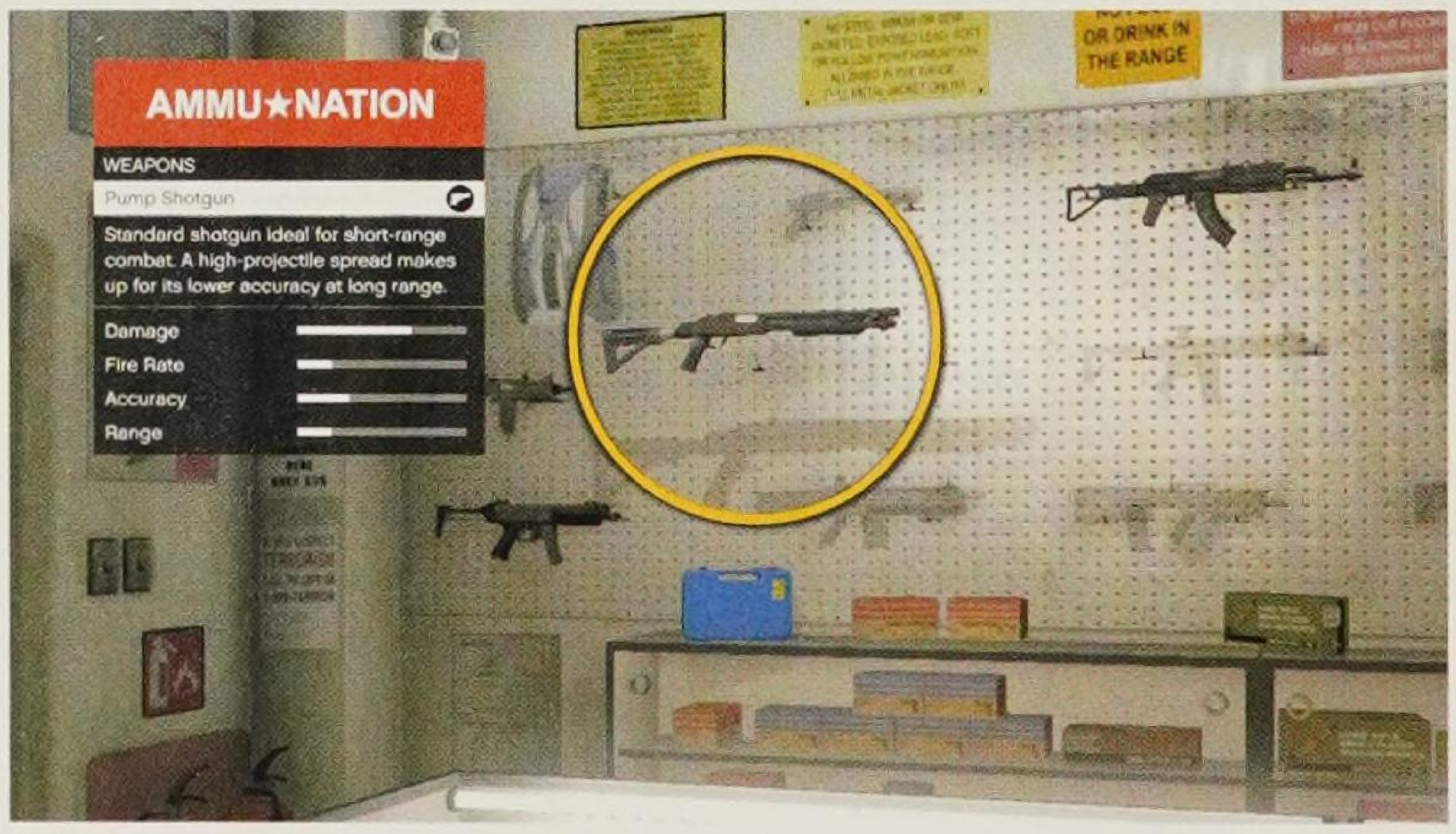
Mission Can Be Triggered By: Franklin

After completing both "Father/Son" as Michael and "Chop" as Franklin, a new story mission for Franklin is unlocked. Follow the green "**F**" icon to Franklin's house ①. He walks in on some femininity rejuvenation with Aunt Denise. Back outside, Lamar and Stretch talk Franklin into being their driver for a little business transaction.

MISSION START

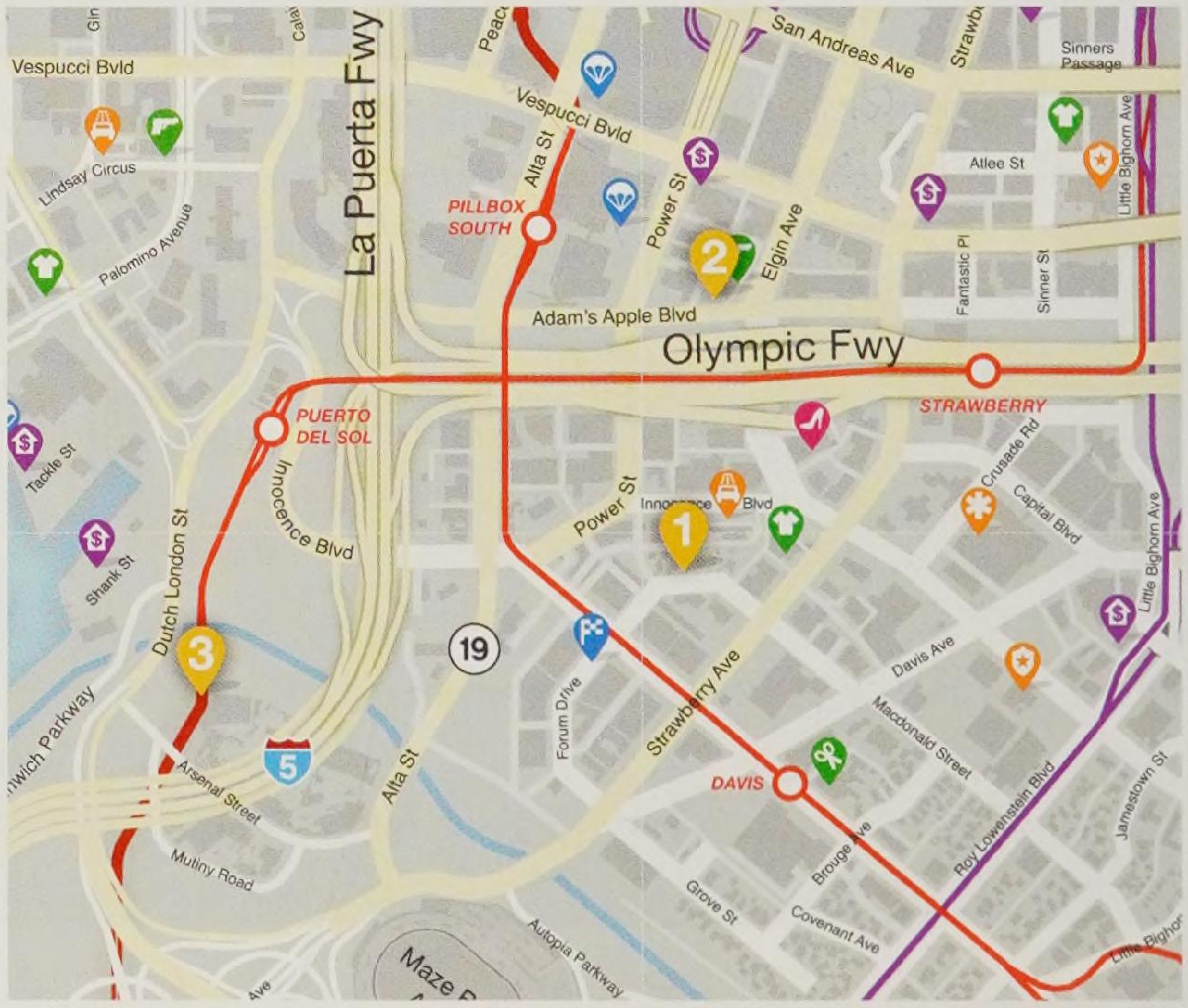
▶ Go to Ammu-Nation.

Get in your car, wait for Lamar and Stretch to join you, and follow the yellow route to the Ammu-Nation gun store ②. Exit the car, go inside the store, and approach the counter to make a purchase. Use the controls shown onscreen to browse weapons until you highlight the Pump Shotgun (circled in our screenshot).



AMMU★NATION
WEAPONS
Pump Shotgun
Damage
Fire Rate
Accuracy
Range

Standard shotgun ideal for short-range combat. A high-projectile spread makes up for its lower accuracy at long range.



Vespucci Blvd
La Puerta Fwy
Lindsay Circus
Palomino Avenue
Vespucci Blvd
San Andreas Ave
Sinners Passage
Allee St
Little Bighorn Ave
Alta St
Power St
PILLBOX SOUTH
Elgin Ave
Fantastic Pl
Sinner St
2
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Innocence Blvd
Tackle St
Shank St
Power St
1
Crusade Rd
Capital Blvd
Dutch London St
3
19
Forum Drive
Strawberry Ave
Davis Ave
Macdonald Street
Roy Lowenstein Blvd
Jamestown St
5
Alta St
DAVIS
Arsenal Street
Mutiny Road
Grove St
Brouge Ave
Covenant Ave
Autopia Parkway
Little Bighorn

✱ Expand Your Arsenal

Always try to pick up weapons dropped by fallen foes. If you haven't found a free Assault Rifle yet, buy one at Ammu-Nation along with a few extra rounds.

▶ Buy a flashlight mod for the Pump Shotgun.

If you've been diligently picking up weapons dropped by enemies in previous missions, chances are good that Franklin already has the Pump Shotgun in his weapon inventory. If not, buy it now. Press the Upgrades button for the Pump Shotgun, then scroll down to Flashlight and buy that, too.

Go to the meeting at the recycling plant.

Exit the Ammu-Nation and get in the car with Lamar and Stretch. Follow the new yellow route to the Rogers Salvage & Scrap plant ③ at Mutiny Road and South Arsenal Street. Drive through the gate to the parking lot behind the building under the "Keep Clear" sign. Exit the car and go through the doors next to the row of dumpsters.

Climb the stairs to the yellow door marked "Reception" to trigger a cutscene: The contact for the transaction is none other than D, the very same Balla gangster you tried to kidnap in the "Chop" mission. Of course, the meeting goes south quickly as Franklin spots carloads of Ballas arriving outside. After dealing with D, Franklin's partners sprint into the next room with weapons drawn.

Escape the recycling plant.

Follow Lamar and Stretch. The plant is poorly lit, so wield the Pump Shotgun with the flashlight for better vision. Target the three Ballas in the room. Remember that enemies appear as red blips on your radar, so keep an eye on that display to see what's up ahead. As you fight your way across the room, two more Ballas rush in from the far doorway. Gun them down! When the room is clear, Stretch and Lamar continue forward.

The Shooting Stat

In a gun battle, your Shooting Ability improves every time you hit a hostile target. Raising this stat improves your accuracy, crosshair movement, and reloading speed. It also increases the ammo capacity of your weapons.

Follow your partners into the locker-lined hallway. Lamar moves down the hall to an exit door that suddenly explodes open. Take out the two Ballas, who burst through, before they can kill Lamar.

The next corridor is long and filled with stacks of crates. Hustle to take cover behind the first crate on the left. Then methodically pick off the Ballas at the other end, moving from crate to crate for better shooting angles.

When you reach the stairwell at the far end, descend carefully! There's one more gunman on the landing below. At the bottom, push through the doors into another box-filled hall and get ready for another Balla rush from the opposite end.

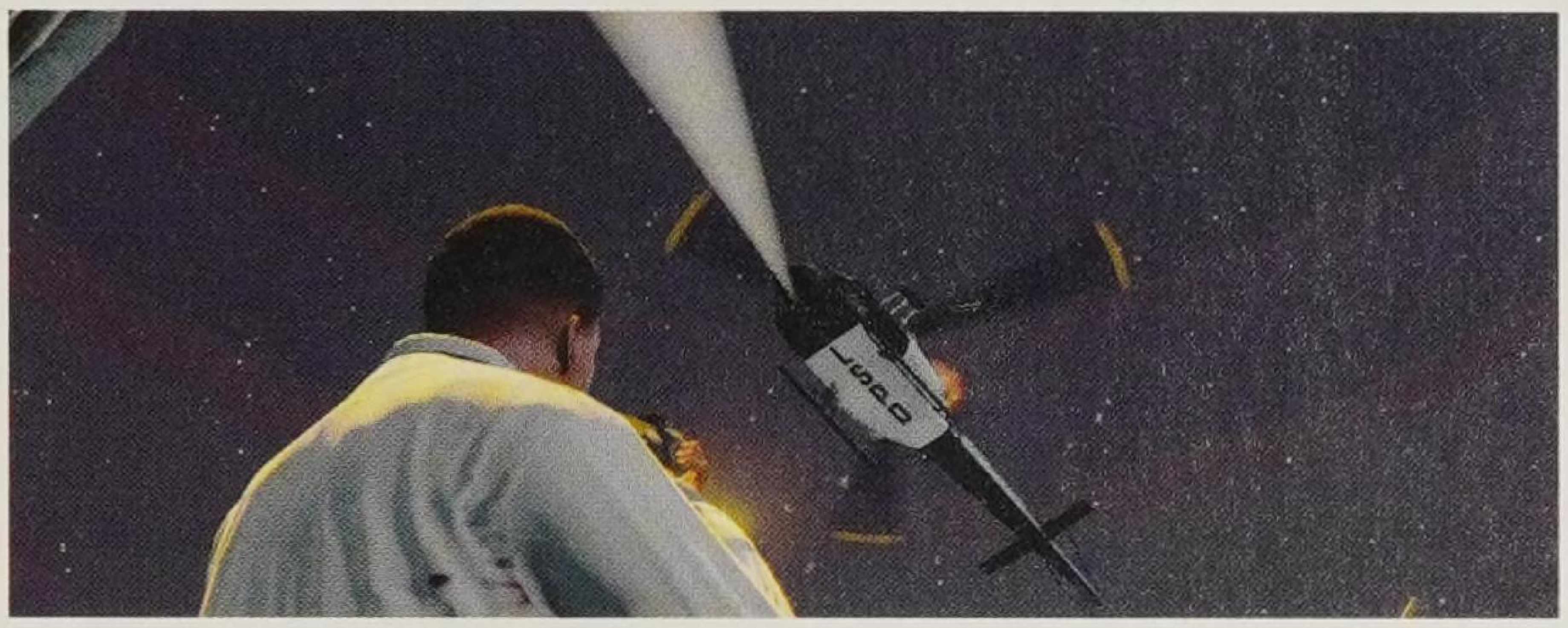
Escape the burning warehouse.

The doorway just around the corner leads into a big warehouse area filled with hostile gunmen. Your best bet is to sprint hard through the doors and take immediate cover behind the crates directly ahead. Clearing the warehouse does two unfortunate things. First, the gunfight triggers a fire.

Second, your radar starts flashing because you also just triggered a three-star Wanted Level, and police are arriving outside in force. Go through the exit and be ready for more Ballas to blow open the next door. Gun them down quickly! Then proceed to the Fire Escape door and hustle out of the plant.

Take out the LSPD chopper.

Onscreen text suggests that you open your weapon wheel, and for good reason. An LSPD helicopter with a searchlight and a sharpshooter hovers to your right, spraying you with gunfire. Switch to your Assault Rifle and shoot it out of the air.



Escape the junkyard.

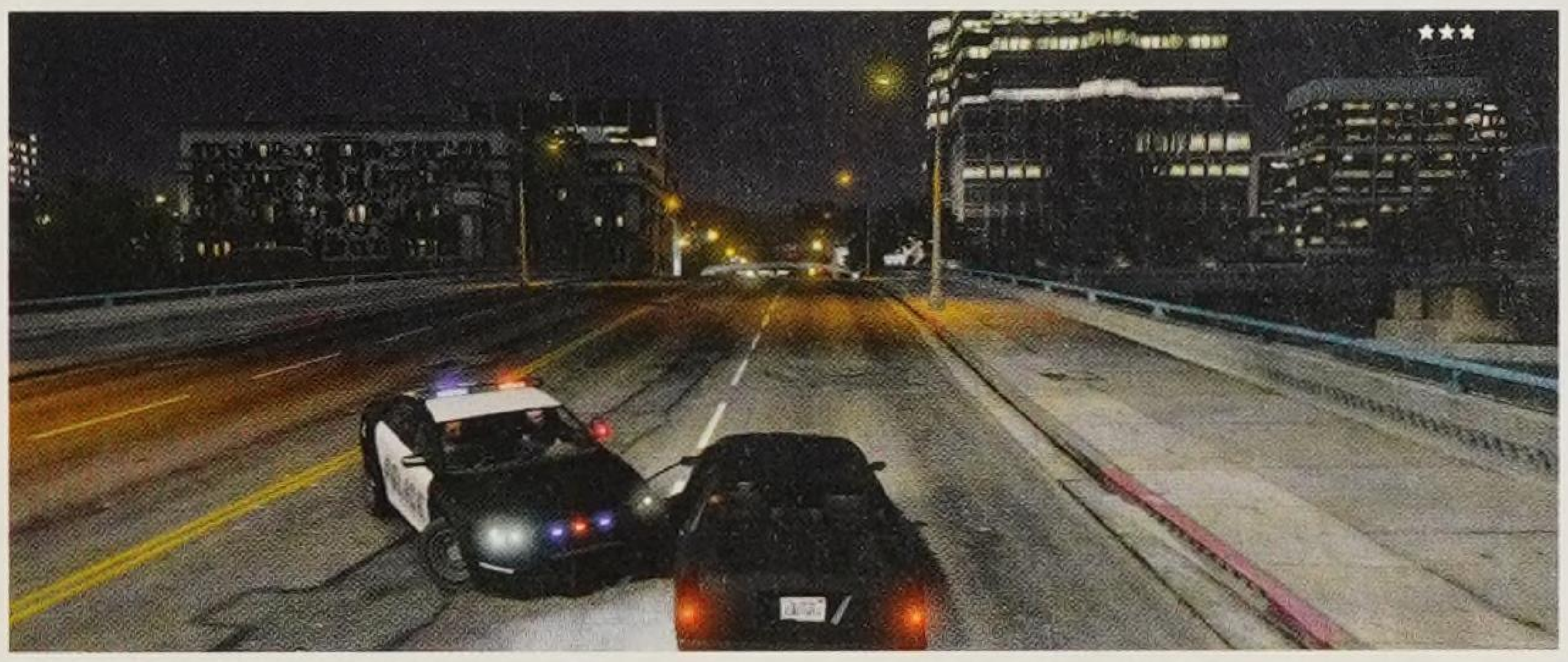
Follow the new yellow blip to the ladder and climb up to the catwalk with your partners. Go to the end of the catwalk, then sprint across the corrugated tin roofs. Hurry! Another police chopper is hovering above you now. You can try to shoot it down, but more cops are arriving below, so just head for a getaway car.

Follow Stretch and Lamar across the roof as they veer right toward the gap in the barbed wire atop the wall. Climb over at the gap and drop into the street on the other side.

Lose the cops.

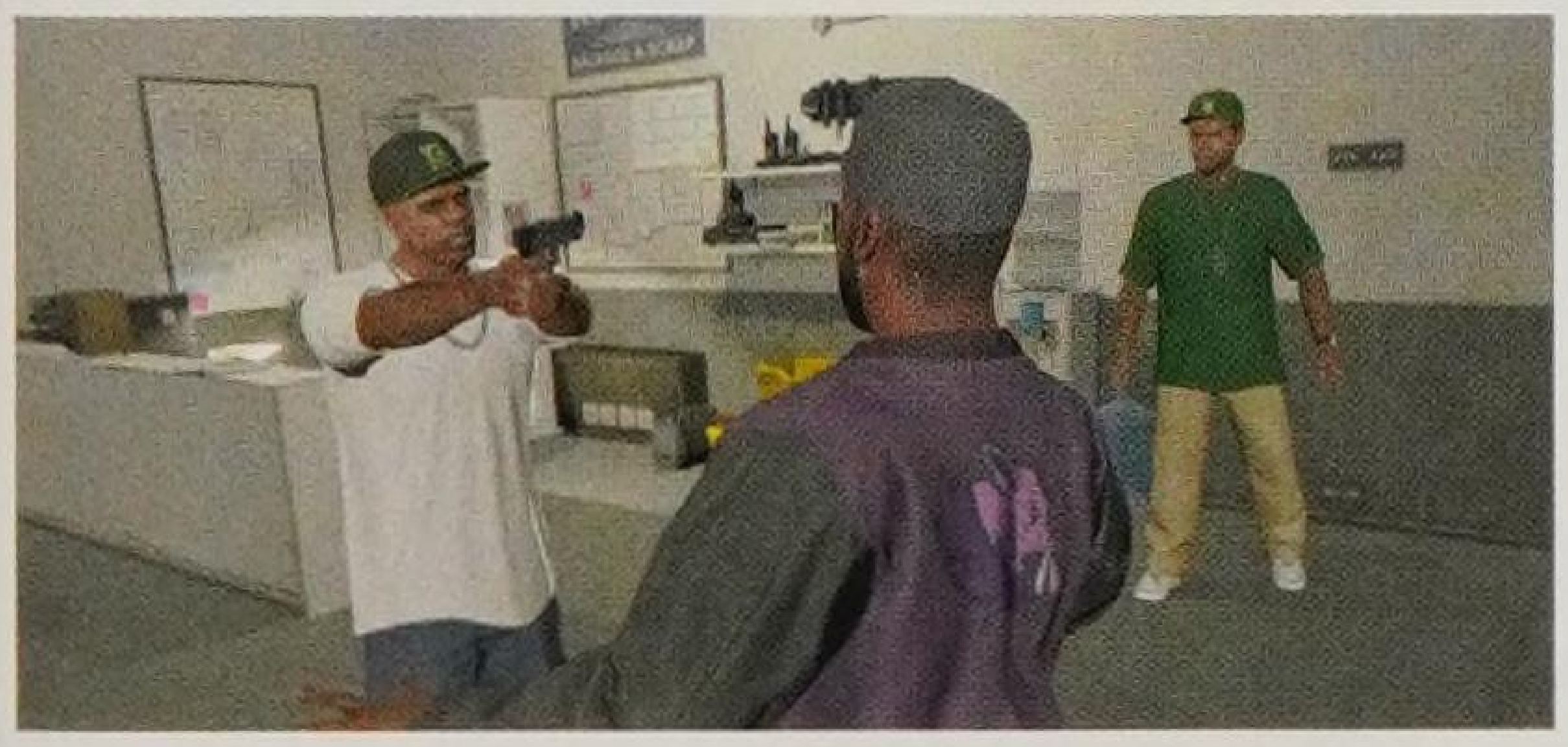
Stretch and Lamar step in front of a driver, who stops and abandons his car as police cruisers approach down the street. Hop in the car with both partners, then get busy losing the cops. This is a tough escape—it's not easy to ditch a helicopter. You must cut off its line of sight.

Good escape tactics include hiding in alleys, tunnels, or secluded spots off the road when you're out of all police cones of vision. Another tactic is to switch cars.



Go to Franklin's place.

When you finally lose the three-star Wanted Level, a new yellow destination marker pops onto the map. Follow it back to Franklin's driveway ① to complete the mission.



Mission Completion Stats: The Long Stretch

● Accuracy	☑ Finish with a shooting accuracy of at least 60 percent
● Headshots	☑ Kill 10 enemies with a headshot
● Unmarked	☑ Complete with minimal damage to health and armor
● Mission Time	☑ Complete within 10:30

The Good Husband (Optional Family Event)

CONTACT POINT:

Phone call from Amanda

MAIN OBJECTIVES:

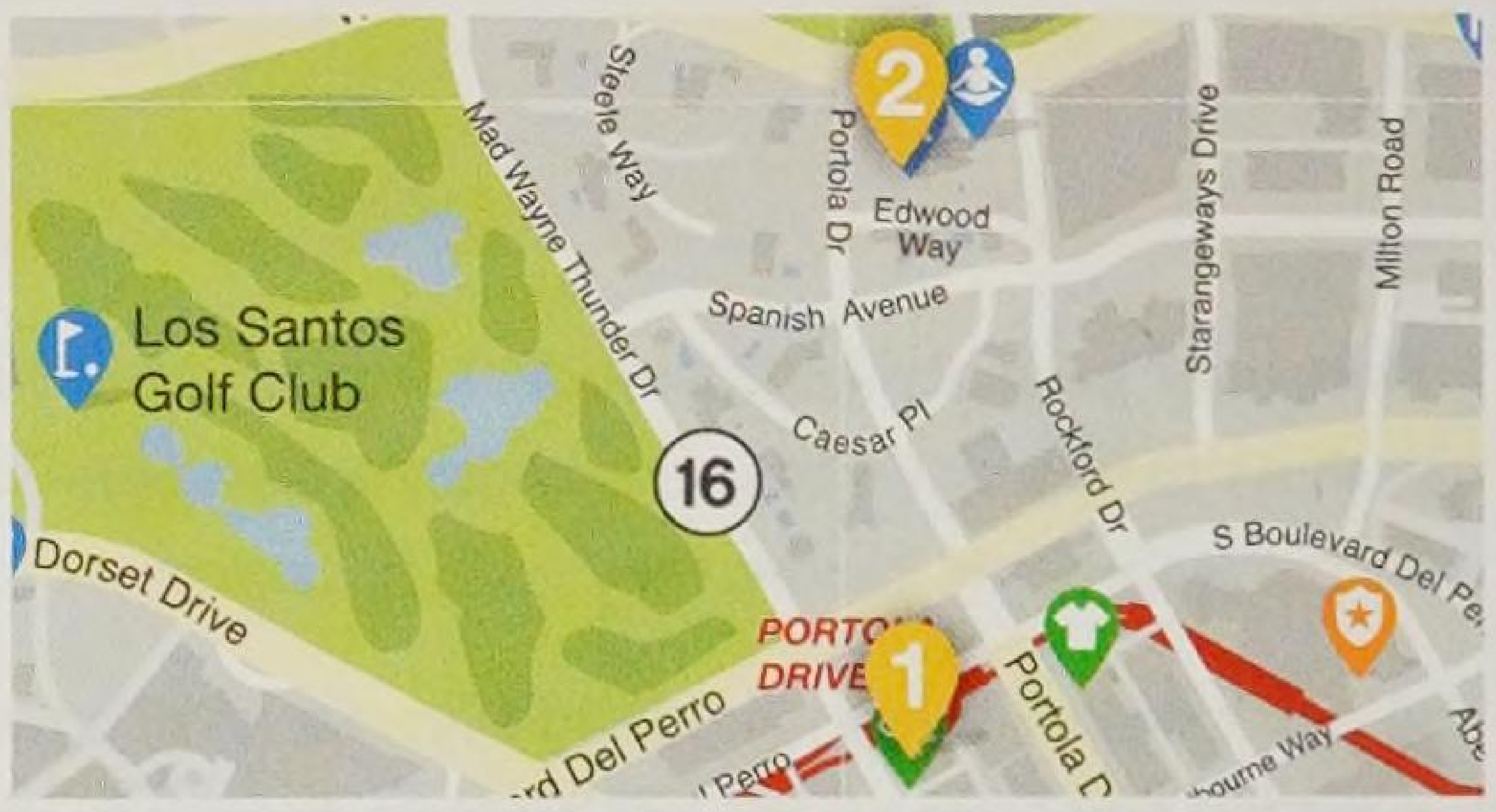
- *Go to Amanda.*
- *Get in the cop car.*
- *Lose the cops.*
- *Take Amanda home.*

PREREQUISITES:

- *Complete "Friend Request."*

Mission Can Be Triggered By: Michael

Completing "Friend Request" unlocks the first family event for Michael—a mission entitled "The Good Husband." Family events start with a phone call from one of Michael's family members asking for help. The call comes at a random moment sometime after you complete a prerequisite mission, and you have the option whether or not to help. In this first event, Amanda calls to say she's being arrested for shoplifting and claims it's a misunderstanding with a store detective. If you choose to help her, a timer starts counting down in the lower-right corner of the screen.


Steele Way
Portola Dr
Mad Wayne Thunder Dr
Edwood Way
Strangeways Drive
Milton Road
Los Santos Golf Club
Spanish Avenue
Caesar Pl
Rockford Dr
16
Dorset Drive
S Boulevard Del Pe
Portola Drive
Portola Dr
Del Perro
1
2

MISSION START

Go to Amanda.

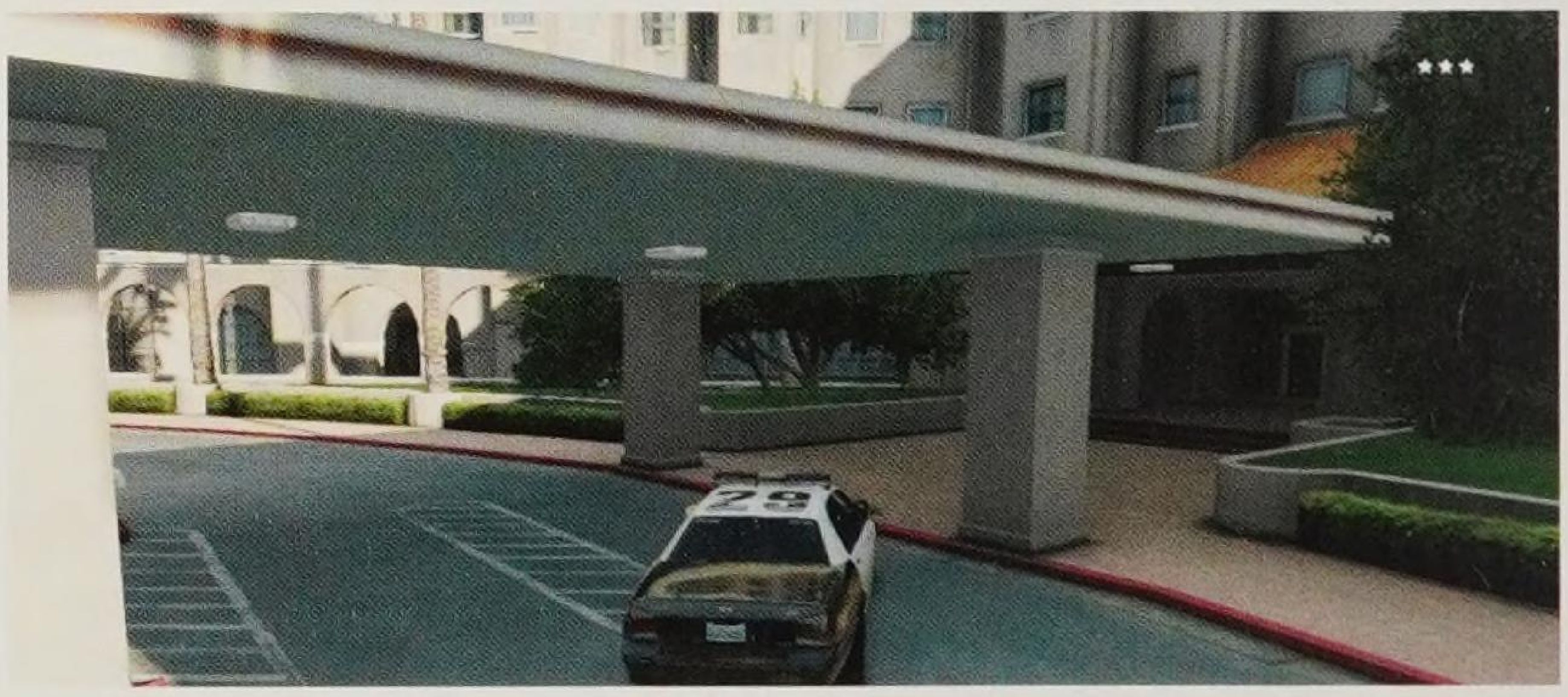
Follow the blue map route to Amanda's location ① (the blue map blip) on South Boulevard Del Perro. Remember that you have a mission timer, so drive fast and cut corners hard. When you arrive, a police officer is putting Amanda in the back seat of his squad car.

Get in the cop car.

When the cop turns away from his cruiser to talk to the store detective standing nearby, hop into its driver's seat and take off! This immediately triggers a three-star Wanted Level.

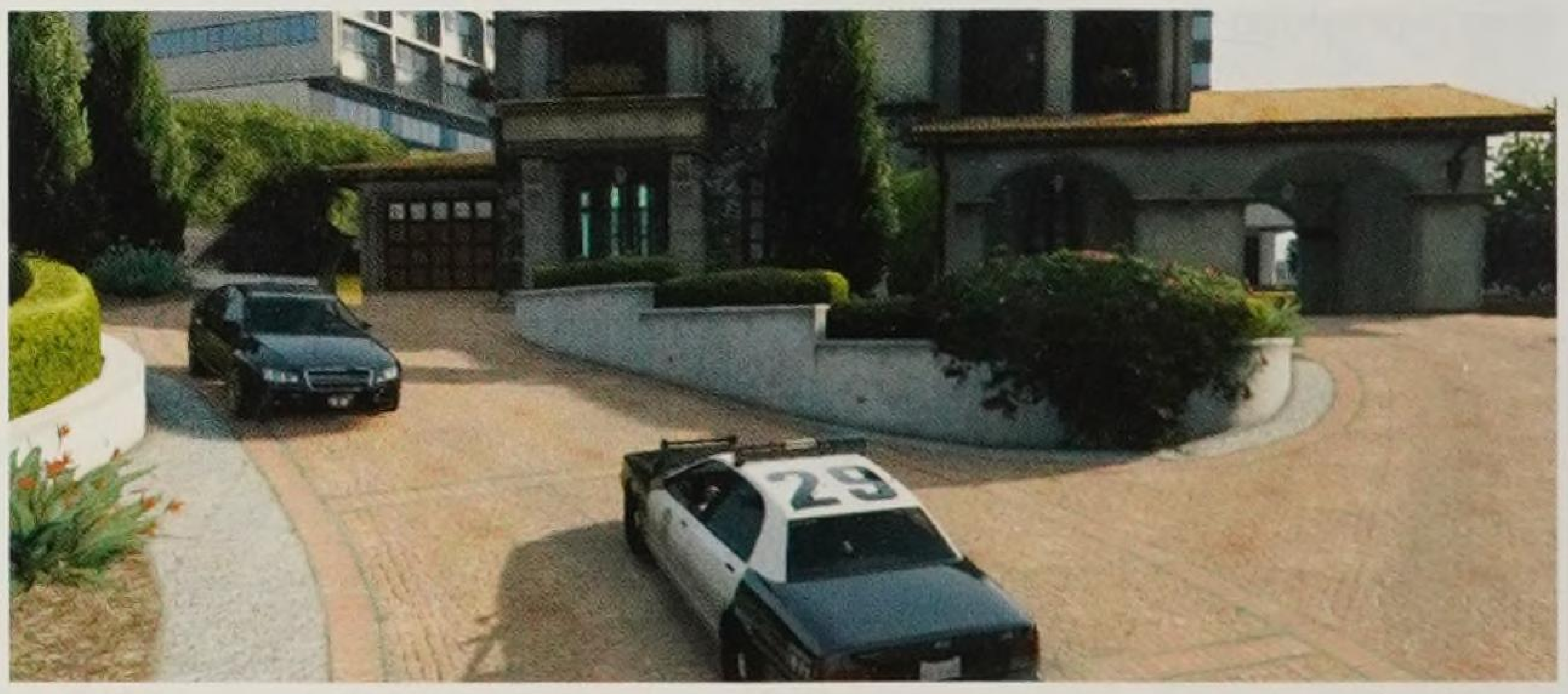
Lose the cops.

Three stars means an LSPD helicopter joins the chase, so use the same escape tactics as in "The Long Stretch." Monitor LSPD movements on your radar. Duck into alleys and under carports, overhangs, and tunnels to cut off the chopper's vision. Park in secluded spots off the road when the Wanted Level stars are flashing to avoid the vision cones of any police units.

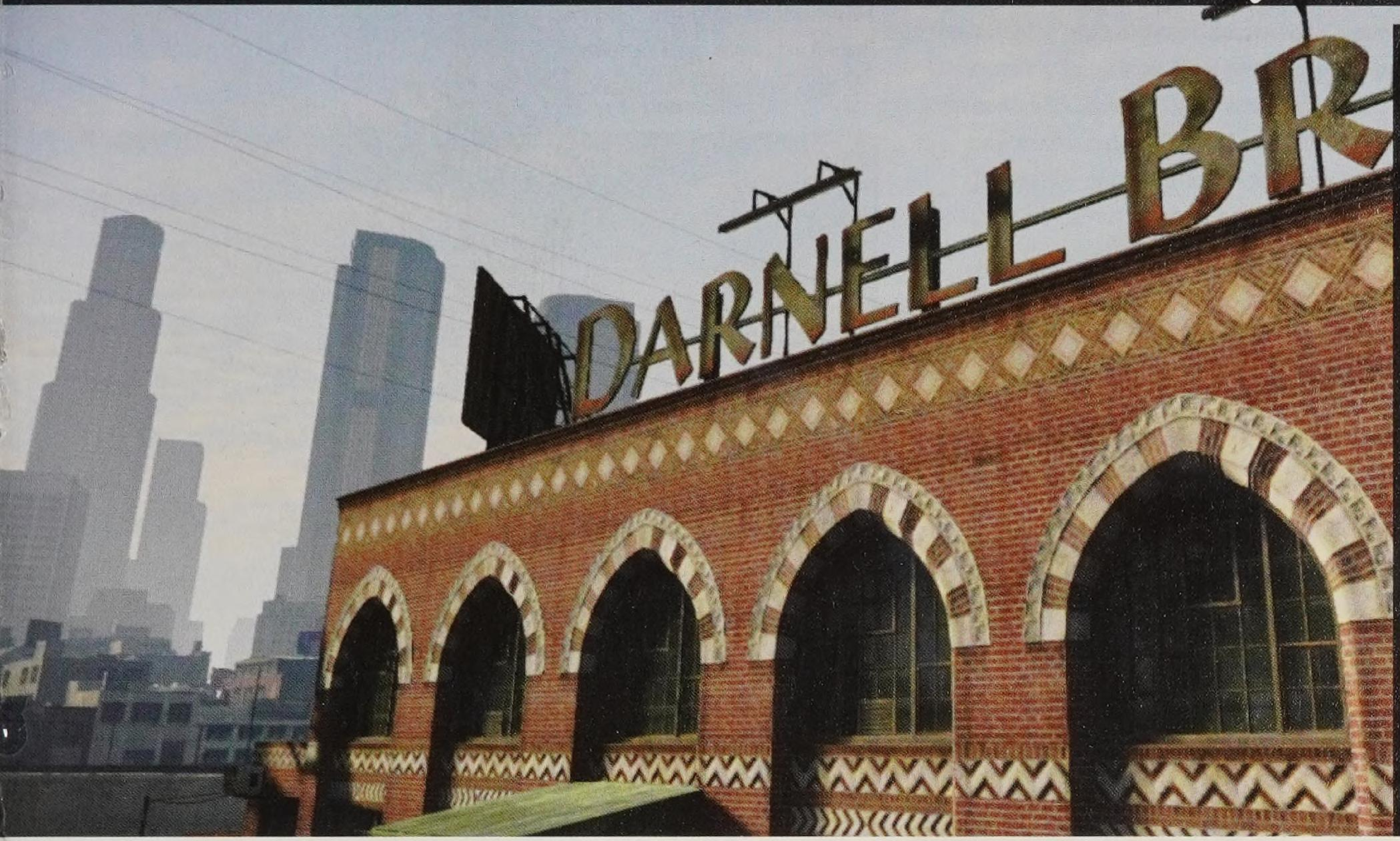


Take Amanda home.

When you finally lose the cops and the Wanted Level ends, drive Amanda back to the De Santa estate ② and pull into the destination marker in the driveway.



Casing The Jewel Store



CONTACT POINT:
"L" (Lester)

MAIN OBJECTIVES:
- *Go to Vangelico in Rockford Hills.*
- *Take photos in the store.*
- *Find a way onto the roof.*
- *Take photos from the vantage point.*
- *Return to Lester's factory.*
- *Make your planning board choices.*

PREREQUISITES:
- *Complete "Friend Request."*

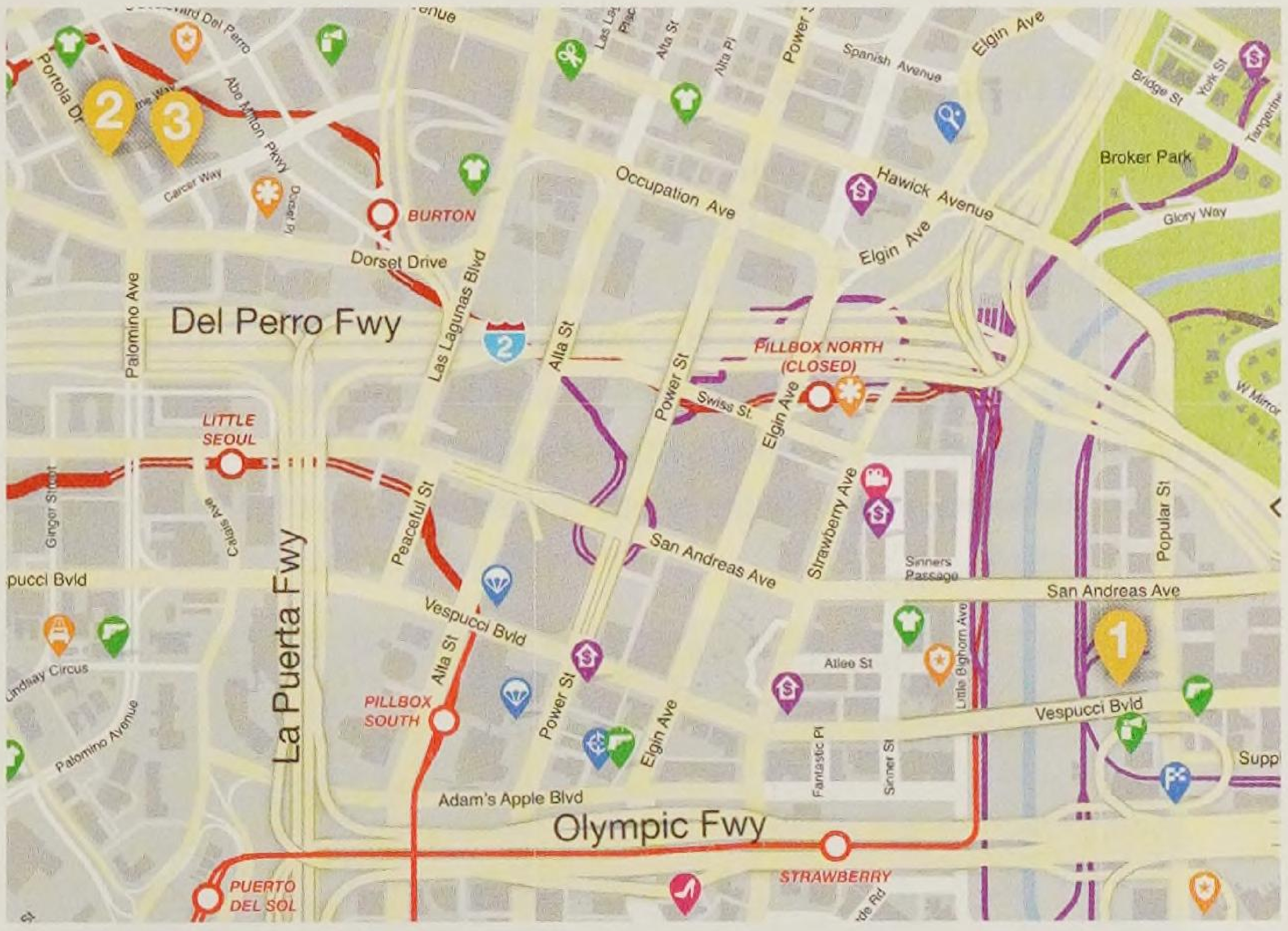
The Jewel Store Heist

Mission Can Be Triggered By: Michael

After Michael completes "Friend Request," Lester is ready to help him plan a major heist—one with a hefty payout to cover the $2.5 million damage to Martin Madrazo's house. Heists in *Grand Theft Auto V* have several stages. You start by casing the target.

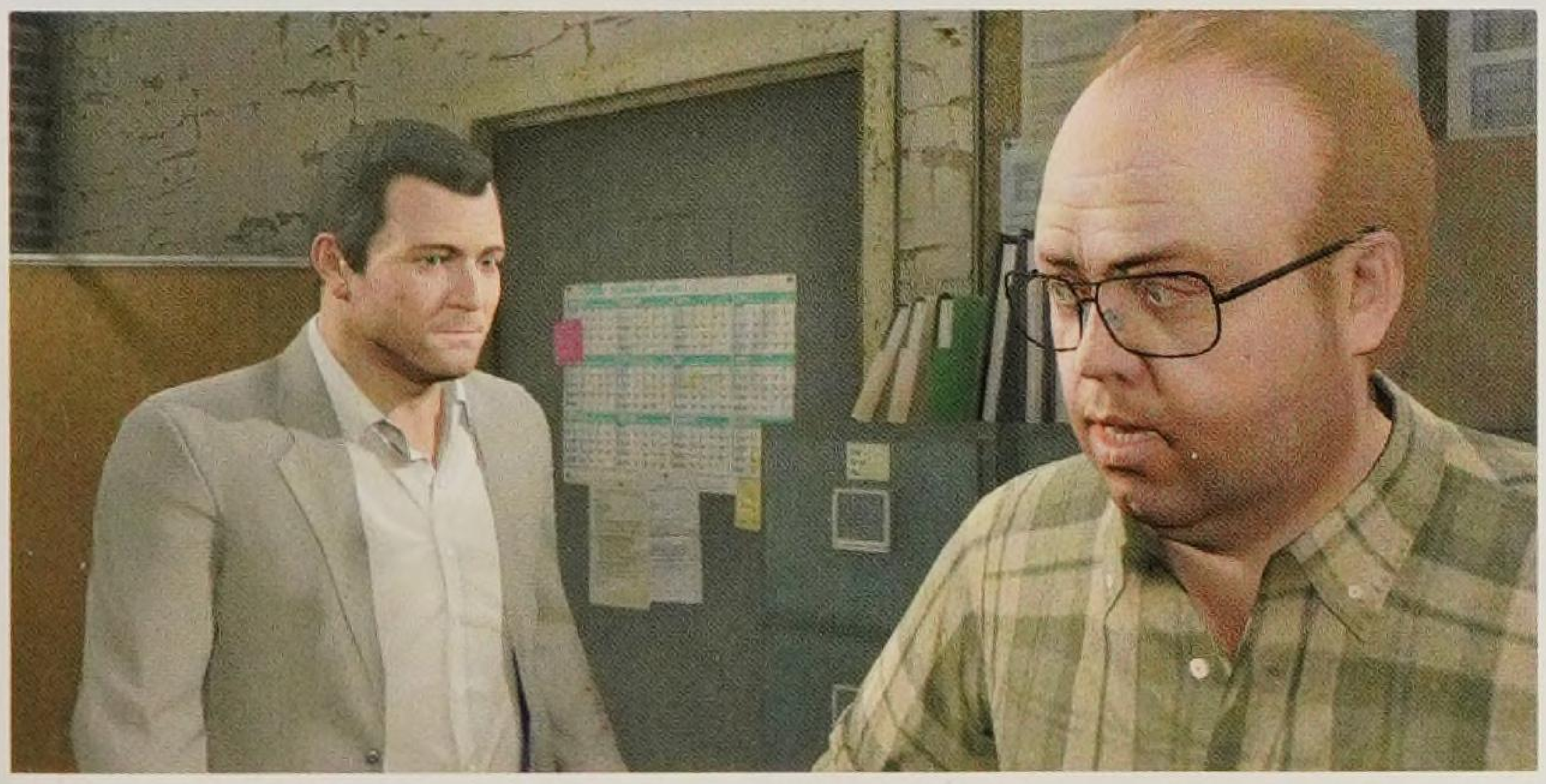
Once you know its layout, you examine options on a planning board, elect an approach, and pick a crew. Then you execute one or more setup missions to acquire the equipment you need for your chosen approach.

Michael must look "respectable" in order to case the upscale jewelry store that Lester has targeted. (In fact, Lester will send Michael away until he is dressed right.) Outfit Michael in a suit from the wardrobe closet of his house. You can also buy a new suit at a high-end clothes shop, if you want, but you probably want to conserve your cash this early in the game.



2
3
1
BURTON
Dorset Drive
Del Perro Fwy
Occupation Ave
Hawick Avenue
Elgin Ave
Broker Park
LITTLE SEOUL
PILLBOX NORTH (CLOSED)
Swiss St
San Andreas Ave
Vespucci Blvd
La Puerta Fwy
PILLBOX SOUTH
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Palomino Ave
Las Lagunas Blvd
Alta St
Power St
Strawberry Ave
Peaceful St
Popular St
Allee St

Once Michael looks respectable, follow the blue **"L"** icon to Darnell Bros ①, Lester's garment factory in the La Mesa district. Enter the building, climb the stairs, and follow Lester into his office to trigger a scene: Lester wants to hit the "holy grail," the Union Depository. But Michael wants something less risky to start. So Lester suggests an upscale jewelry store named Vangelico.

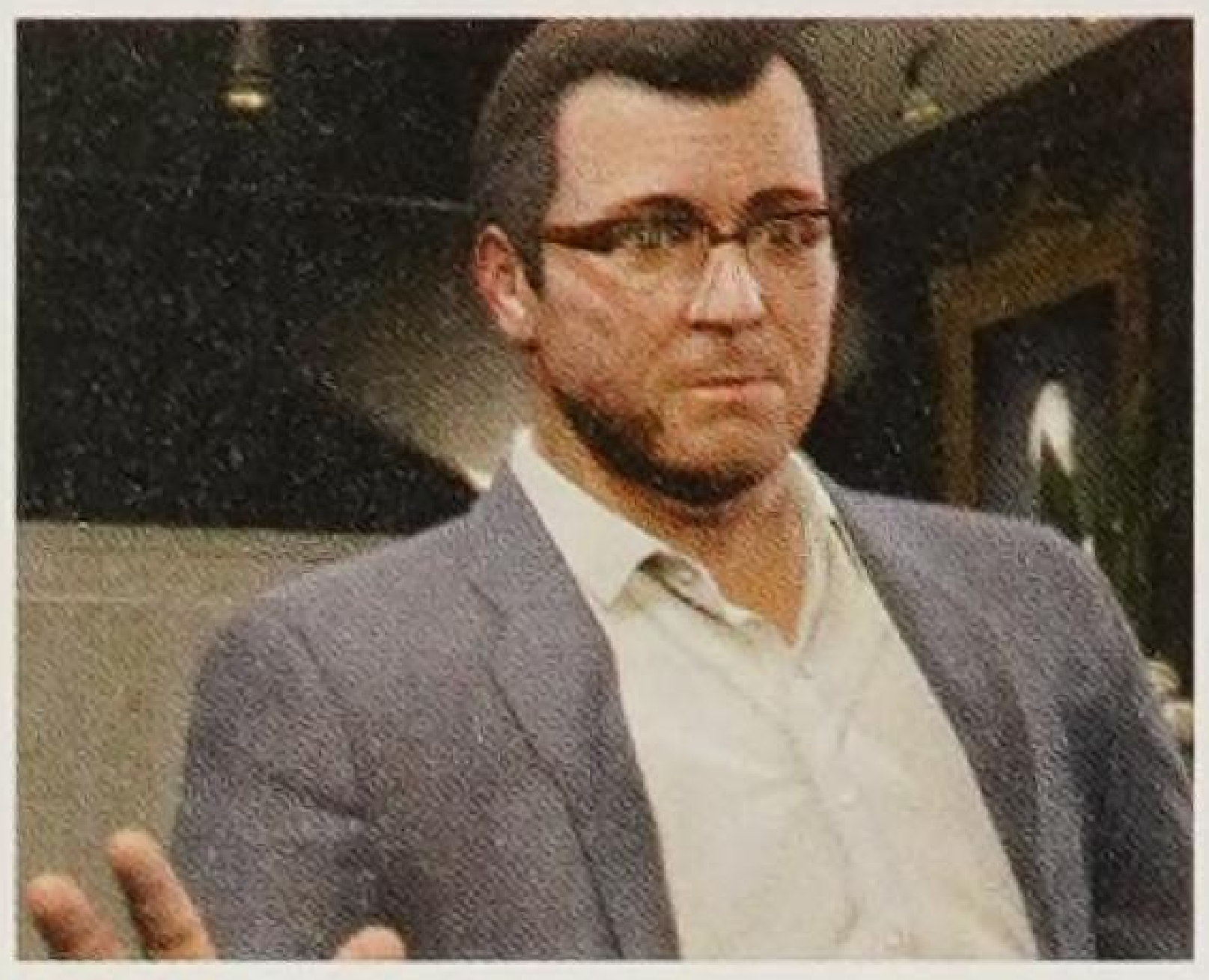


▶ Go to Rockford Hills.

Follow the yellow route to Vangelico ② in Rockford Hills. Listen to the conversation en route. Lester knows all about Michael's financial relationship with an FIB agent named Dave Norton, the fellow who "killed" Michael Townley in the game's prologue mission. Then Lester gives Michael a pair of eyeglasses fitted with a hidden camera and a radio relay so he can direct the operation from the car. When you arrive, pull into the destination marker in the parking lane.

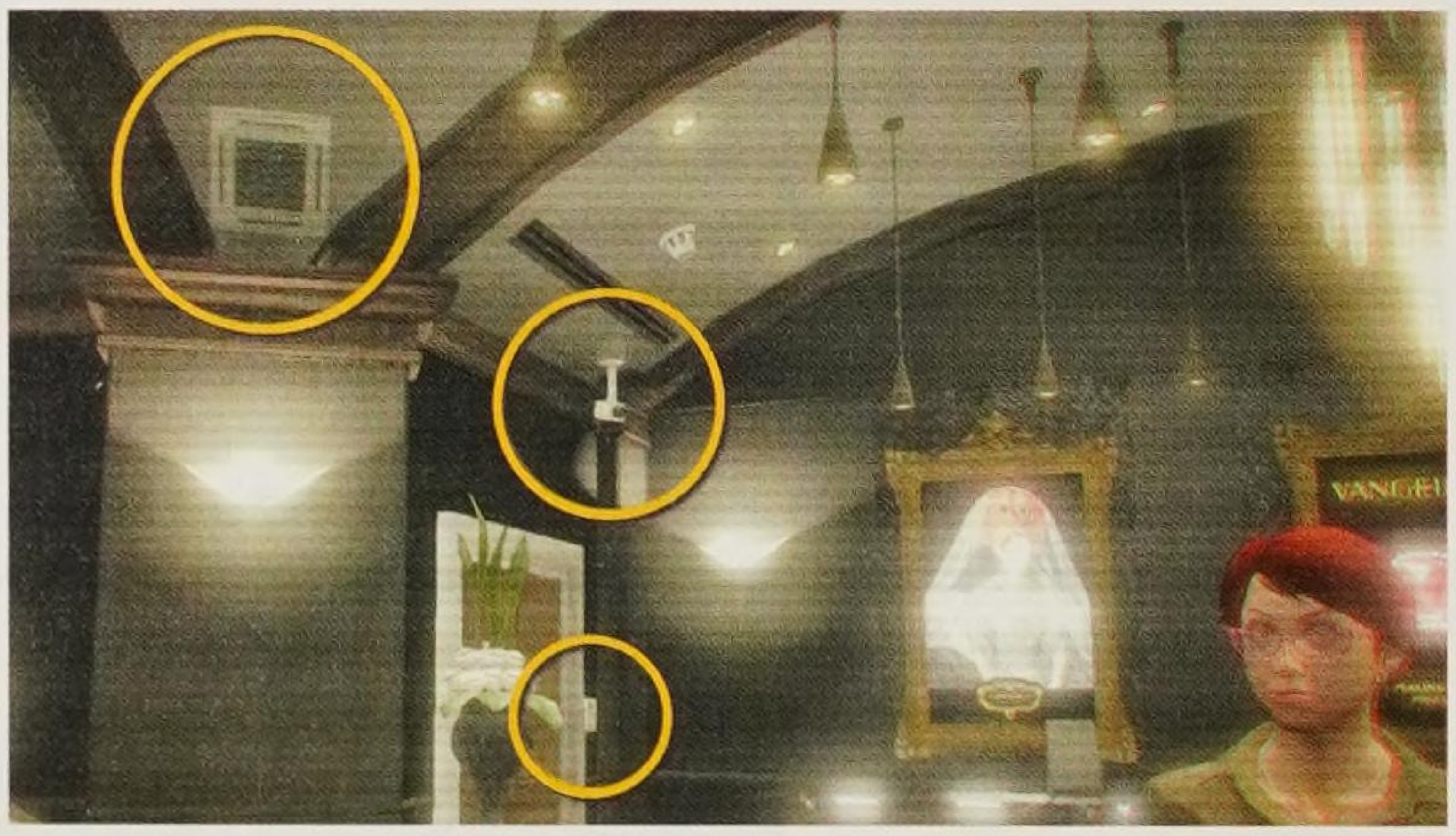
▶ Go to the jewelers.

Exit the car and walk around the corner to the outdoor mall paved with cobblestones. Find Vangelico on the left and enter. Approach the sales clerk behind the counter to trigger a cutscene: The woman gives Michael helpful price information, and you learn that Vangelico carries very high-end merchandise.



▶ Use the glasses to take pictures.

When control returns, Lester starts directing Michael to snap the photos he wants. Face the store entrance and press the control indicated onscreen to enter the camera view. Lester wants photos of the alarm, vents, and cameras. Swivel the camera upward to get shots of the surveillance cameras and ceiling vents. Then go to the back-left corner of the store and snap a shot of the alarm keypad next to the door. When you've got all the shots Lester needs, he tells you to come back to him.



Gold Medal Shot

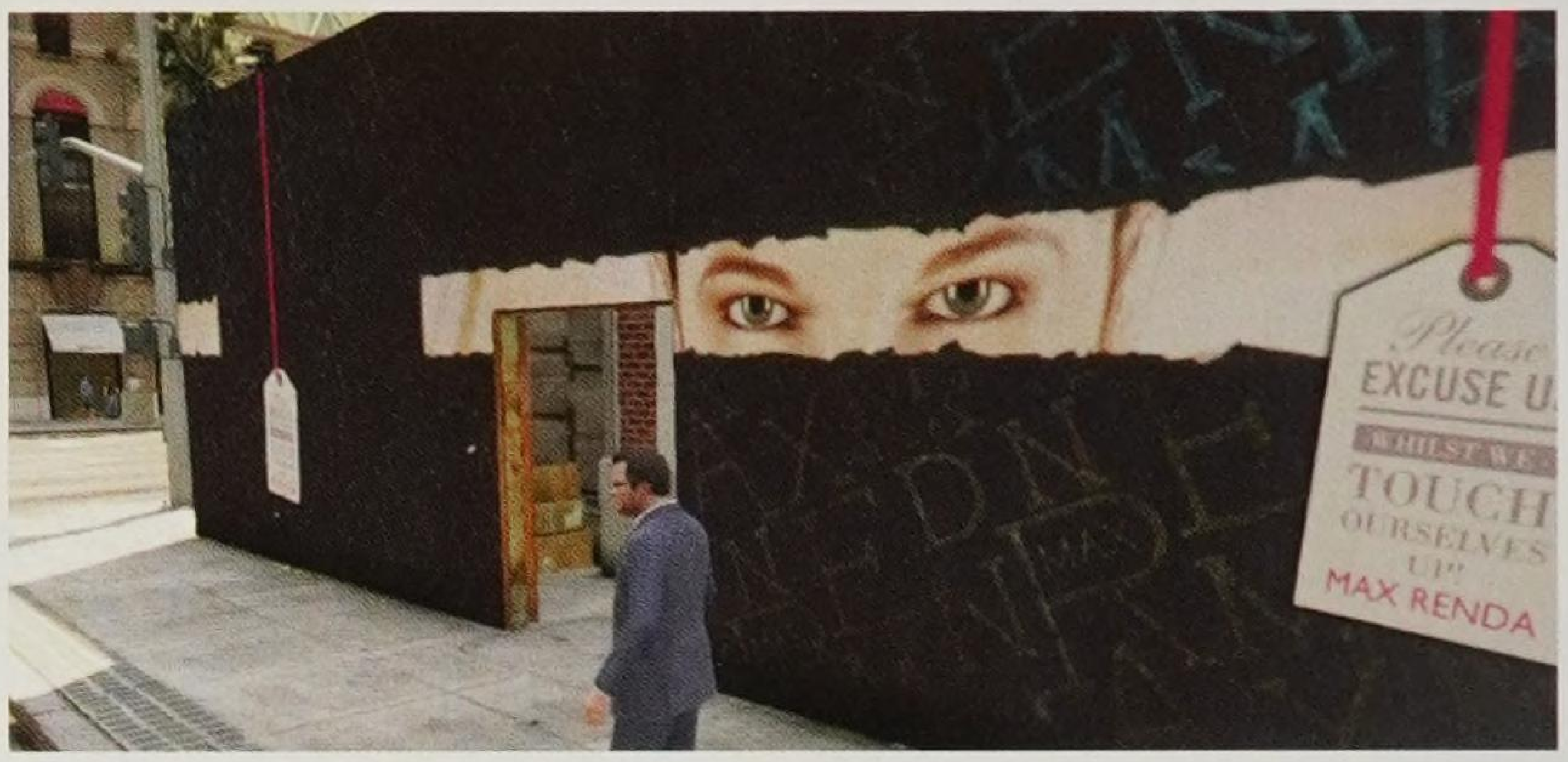
To earn the Gold Medal for "Casing the Jewel Store" you must snap a photo that has all three of Lester's requests in one shot: vents, security cameras, and alarm keypad.

Get back in your car.

Exit Vangelico and return to the car. Now Lester needs your eyes on the building's roof to see where the ventilation comes out.

▶ Find an access point to the rooftop.

Turn right around the next two corners to find a destination marker ③ on Rockford Drive, just outside the Max Renda store renovation. Hop out of the car and enter the renovation site via the open doorway.



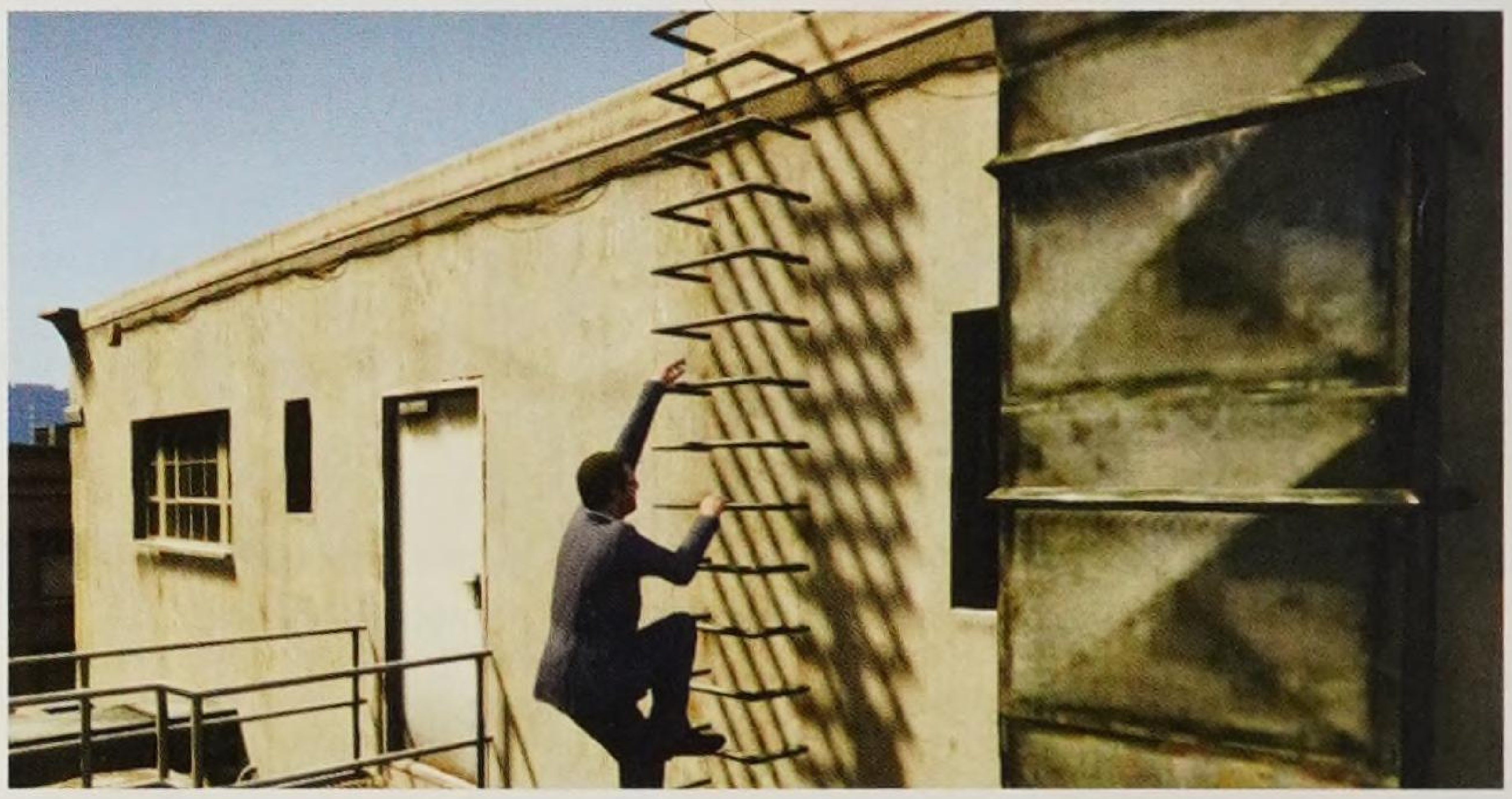
▶ Go to the rooftop.

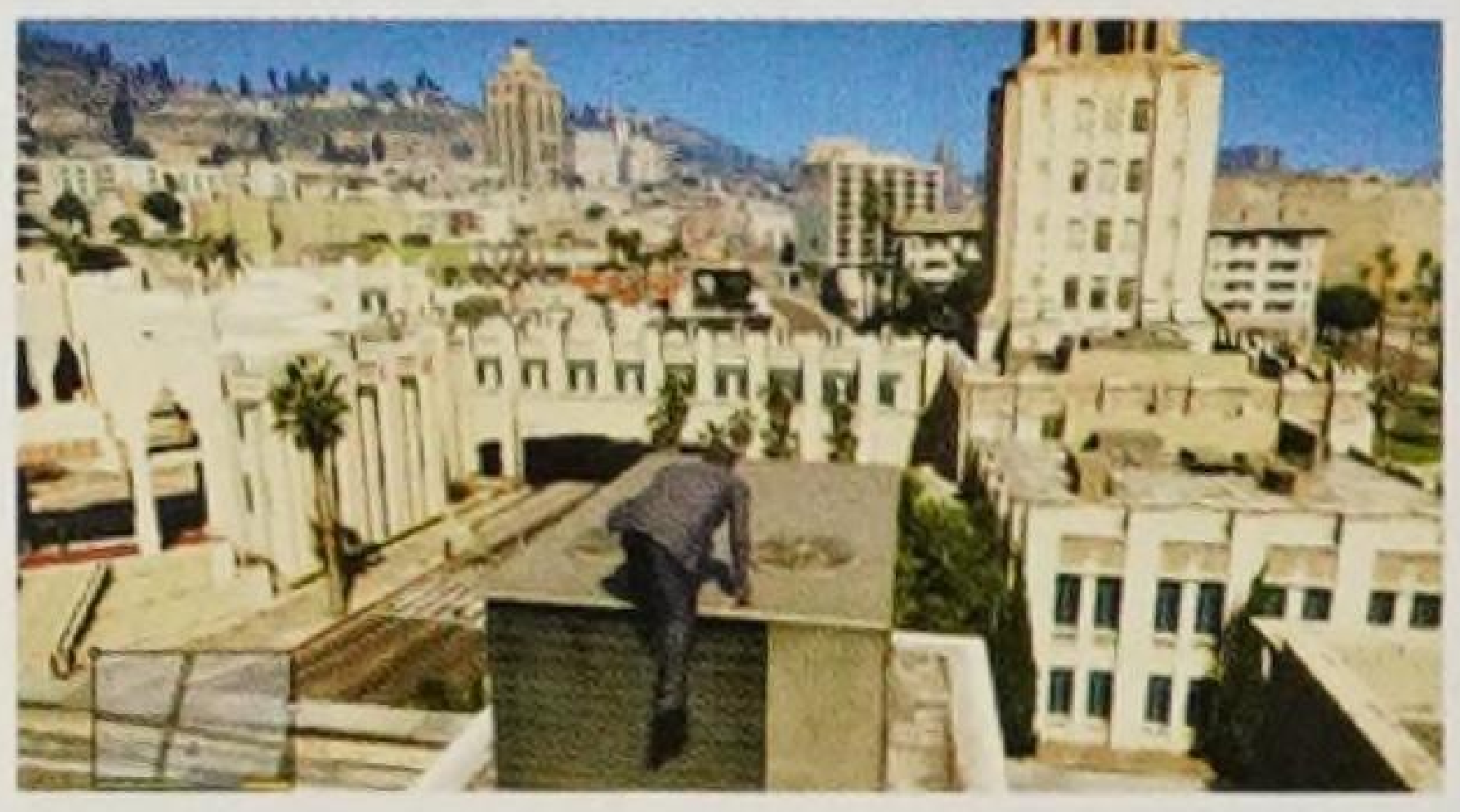
Head up the stairs to the second level. Then go through the open doorway and climb the ladders up the scaffold to the roof. (To start climbing a ladder, just walk into it.) When you arrive, Lester explains that he wants to know where the air coming out of Vangelico's ceiling vents originates.

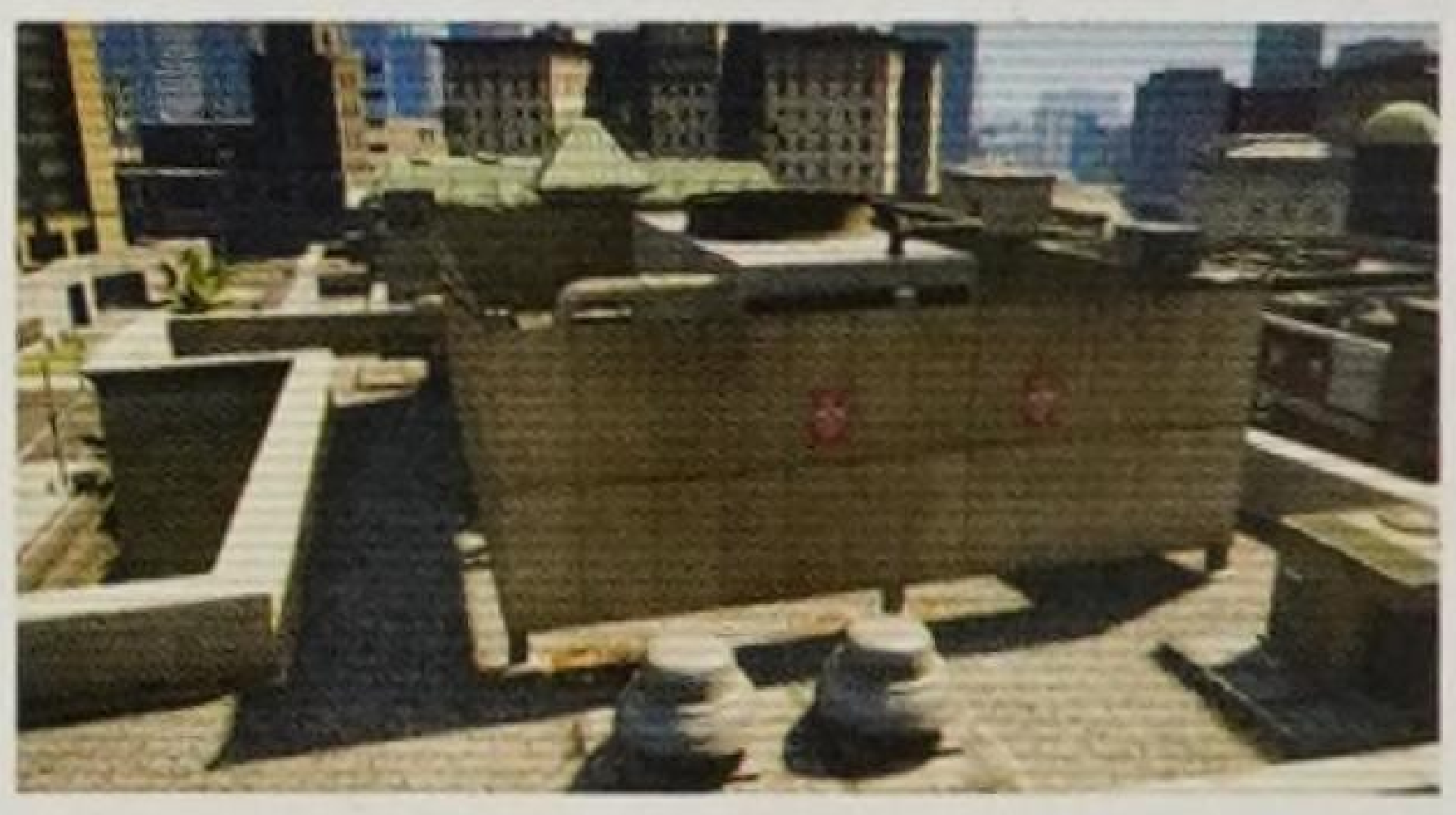
▶ Get to the vantage point and take some shots.

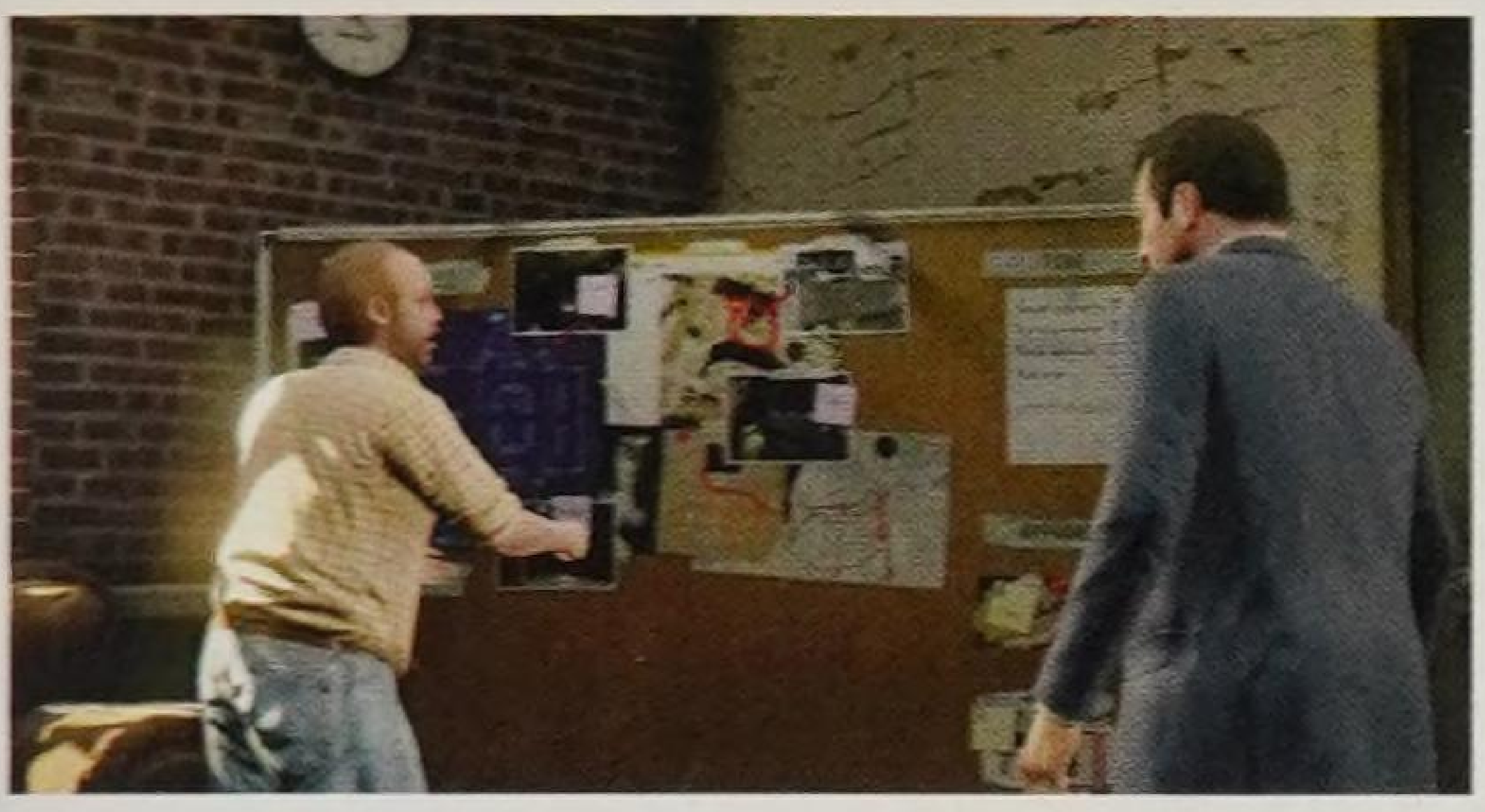
Start moving across the rooftop. Lester reports that a satellite image reveals the highest point on the roof is on the northwest side. A new yellow blip appears on radar. Follow it past the atrium skylight to a set of ladder rungs and climb them.

Walk past the high-voltage restricted area, a high wall topped with barbed wire that surrounds Vangelico's rooftop air system. Drop to the next roof, then climb up the AC fan housings to the destination marker on the topmost housing. This is the vantage point you seek. Bring up your camera interface again and snap a photo of the rooftop air system.









Go to the garment factory.

Follow the yellow route back to Lester's warehouse ①. On the way, listen to the two pros discuss the score. Lester points out that the more valuable items are in the glass cabinets near the register in the center of the store. Michael also makes a pitch to add Franklin to the crew. When you arrive at the garment factory, watch the scene as Lester sets up an old-fashioned planning board.

THE PLANNING BOARD

First, Lester runs through the layout and setup. He sees two possible approaches: go in "smart" or go in "loud."

Pick Your Approach

Here, you simply highlight and select one of the two approaches, "A: Loud" or "B: Smart."

In the "loud" or high-impact option, you go in hard with overwhelming firepower. To this end, Lester suggests the acquisition of four Carbine Rifles. It's the favored weapon of LSPD tactical teams, so you'll have to steal them from a police van. Your crew also needs a good hacker to suppress the security cameras and alarm system long enough to make a good haul.

In the "smart" or stealth-based option, you pump knockout gas into the vents so the crew can work quickly without crowd control issues. You need to acquire the gas, plus a cover disguise: a pest control van and suits, including gas masks.

The getaway strategy for both options is the same: The crew will ride motorcycles through the newly excavated subway tunnel off the Del Perro Freeway, then meet a truck in the LS River canal.

Pick Your Crew

After choosing your approach, select personnel to fill the roles that Lester described. In both approaches, you need a driver, a gunman, and a hacker. Note that crewmembers work for a percentage of the take. The more skilled they are, the bigger their cut.

You can hire a low-cost crew to maximize your own cut, but then the overall take may be smaller—for example, an inexperienced hacker may struggle with a security system, giving you less time to grab loot. Or you may even fail the mission completely if a low-skilled crewmember provides sub-par support—if, say, your driver dies in a crash and loses part of the take.

Mission Completion Stats: Casing The Jewel Store

● Mission Time	☑ Complete within 08:00
● Perfect Picture	☑ Capture all 3 security features in one picture

Heist Setup Mission(s) Unlocked

Once you finish casing the Vangelico jewel store and planning the robbery, the heist setup missions are unlocked for the particular approach you chose. Visit any **"HS"** icon on the map to trigger the setup mission there.

Carbine Rifles

CONTACT POINT:

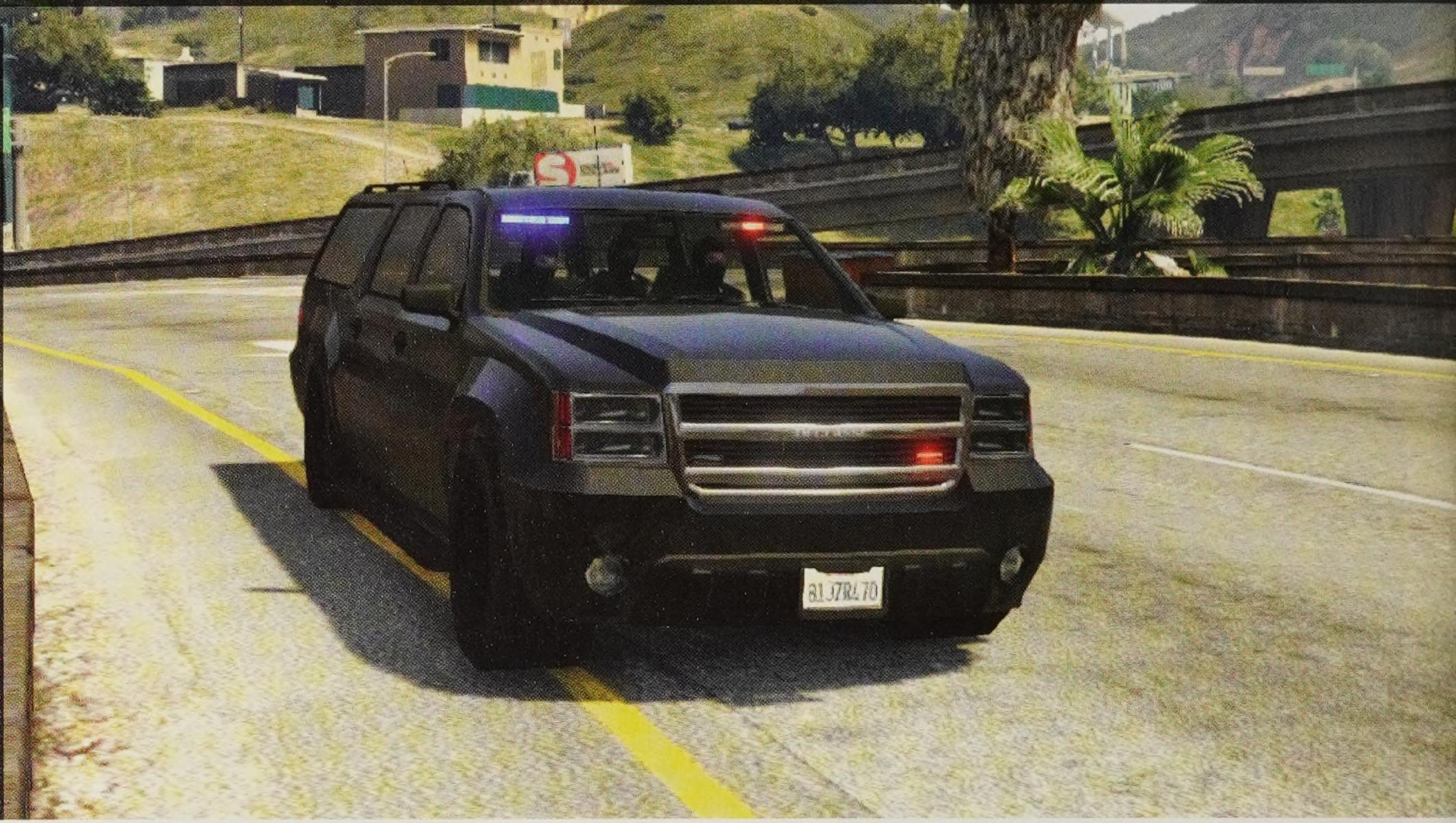
"HS" (Heist Setup)

MAIN OBJECTIVES:

- *Steal the LSPD tactical team truck.*
- *Lose the cops.*
- *Stash the truck at the garment factory.*

PREREQUISITES:

- *Complete "Casing the Jewel Store" and select "Loud" approach on planning board.*



Jewel Store Heist: The "Loud" Approach

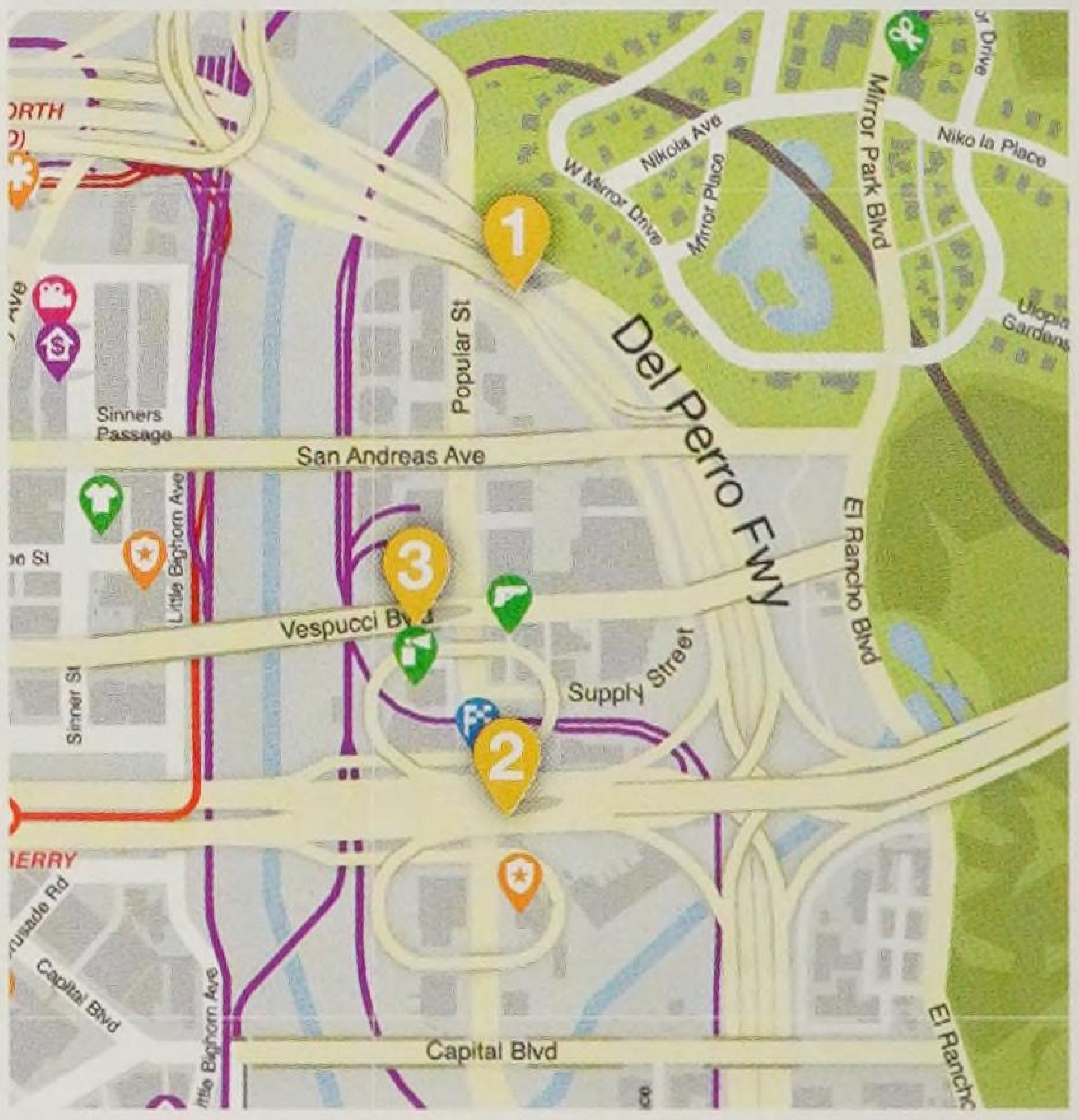
Mission Can Be Triggered By: Michael

Shortly after you complete the planning board sequence and select the "Loud" (high-impact) approach to the jewelry store heist, Lester texts that the LSPD has a tactical team on the move. Use the map to find the truck's initial location on the Del Perro Freeway, marked with an "HS" icon ①. Then head for the freeway.

MISSION START

▶ Find the LSPD tactical team truck.

Follow the **"HS"** icon to the tactical team's black FIB vehicle. It moves along the southland freeways, merging from the Del Perro to the Olympic heading west ②. When you get close, the truck becomes marked as a blue blip on your map and radar.



▶ Steal the truck.

This is not an easy task. The tactical team in the truck includes four heavily armed and armored units. If you try to enter the truck or shoot at it, the team pours out with guns blazing. This also triggers a three-star Wanted Level that brings more cops to the scene. A good tactic is to pull in front of the truck and stop to form a roadblock. Exit your vehicle and take cover behind it, then squeeze off a couple of rounds at the truck. When the four tactical team members emerge, activate Michael's special ability and try to nail all four targets before it expires. When the tactical team is all down, hop in their truck.

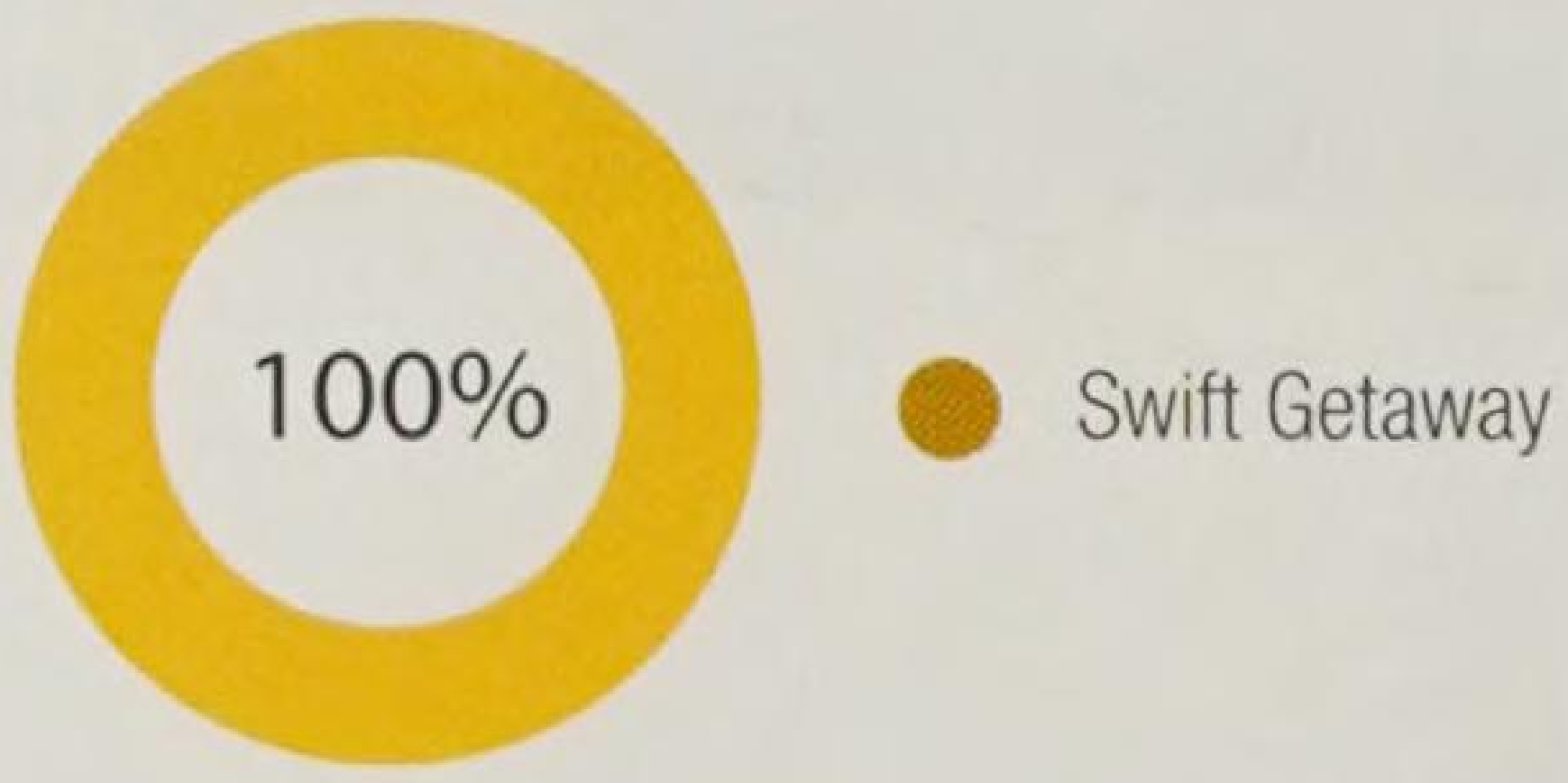
▶ Lose the cops.

Use standard procedures to shake off the police pursuit. The tactical truck is not an agile vehicle, but it's well armored so you can take plenty of punishment if cops hem you in momentarily. Again, duck into back alleys and dark underpasses to get out of sight. Once you get clear of pursuing vehicles and enter the chase's cooldown period (when the Wanted Level stars are flashing), watch your radar map carefully and use it to veer away from the police cones of vision.

▶ Go to the garment factory.

When you finally lose your Wanted Level, follow the new yellow blip back to Lester's factory. Pull into the factory's parking lot, then turn left to find the destination marker hidden in the passage under the bridge ③. When you drive into the marker, Michael automatically calls Lester to report the rifle acquisition. This in turn triggers the opening cinematic of the main heist mission, "The Jewel Store Job."

Mission Completion Stats: Carbine Rifles



☑ Lose the wanted level within 02:00

The Jewel Store Job (Loud Approach)

CONTACT POINT:

N/A

MAIN OBJECTIVES:

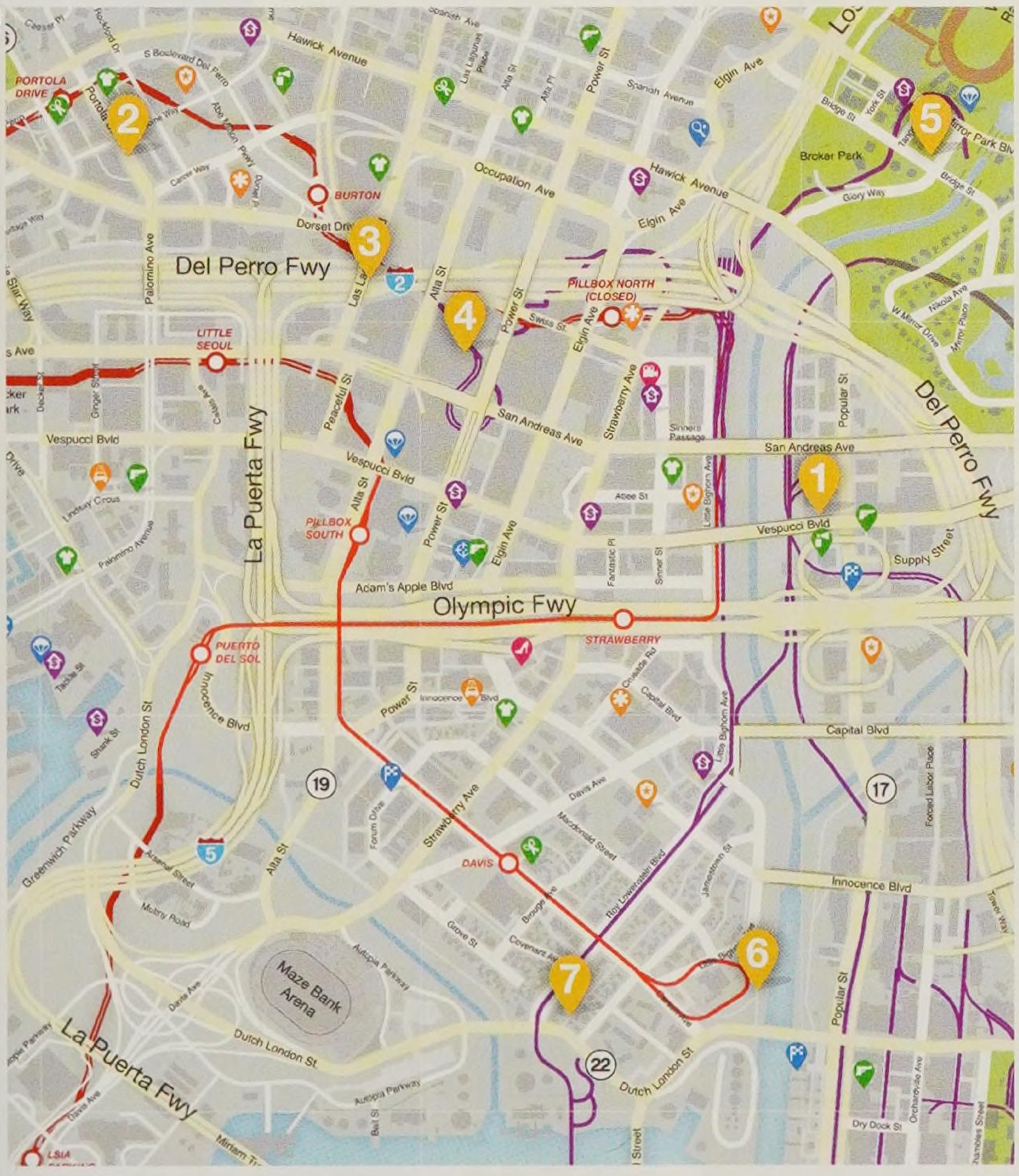
- *Drive the van to the jewelry store.*
- *Steal the jewelry and exit.*
- *Follow the crew on a motorcycle.*
- *Take out the cops before reaching the rendezvous point.*
- *Go to the lockup.*

PREREQUISITES:

- *Complete "Casing the Jewel Store" and the "Carbine Rifles" setup mission.*

Mission Can Be Triggered By: Michael

Completing the "Carbine Rifles" setup mission automatically triggers the heist crew meeting at Darnell Bros ①, Lester's textile business front. Michael greets the team, including Franklin, and lays out the plan: disable security, enter through the front door, pacify the crowd and staff, then grab the jewels and go. He estimates 90 seconds, in and out.



Del Perro Fwy
La Puerta Fwy
Olympic Fwy
La Puerta Fwy
Del Perro Fwy
PORTOLA DRIVE
BURTON
LITTLE SEOUL
PILLBOX NORTH (CLOSED)
PILLBOX SOUTH
PUERTO DEL SOL
STRAWBERRY
DAVIS
Hawick Avenue
Elgin Ave
Occupation Ave
San Andreas Ave
Vespucci Blvd
Capital Blvd
Innocence Blvd
Dutch London St
Power St
Alta St
Strawberry Ave
Popular St
Maze Bank Arena
Broker Park
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3
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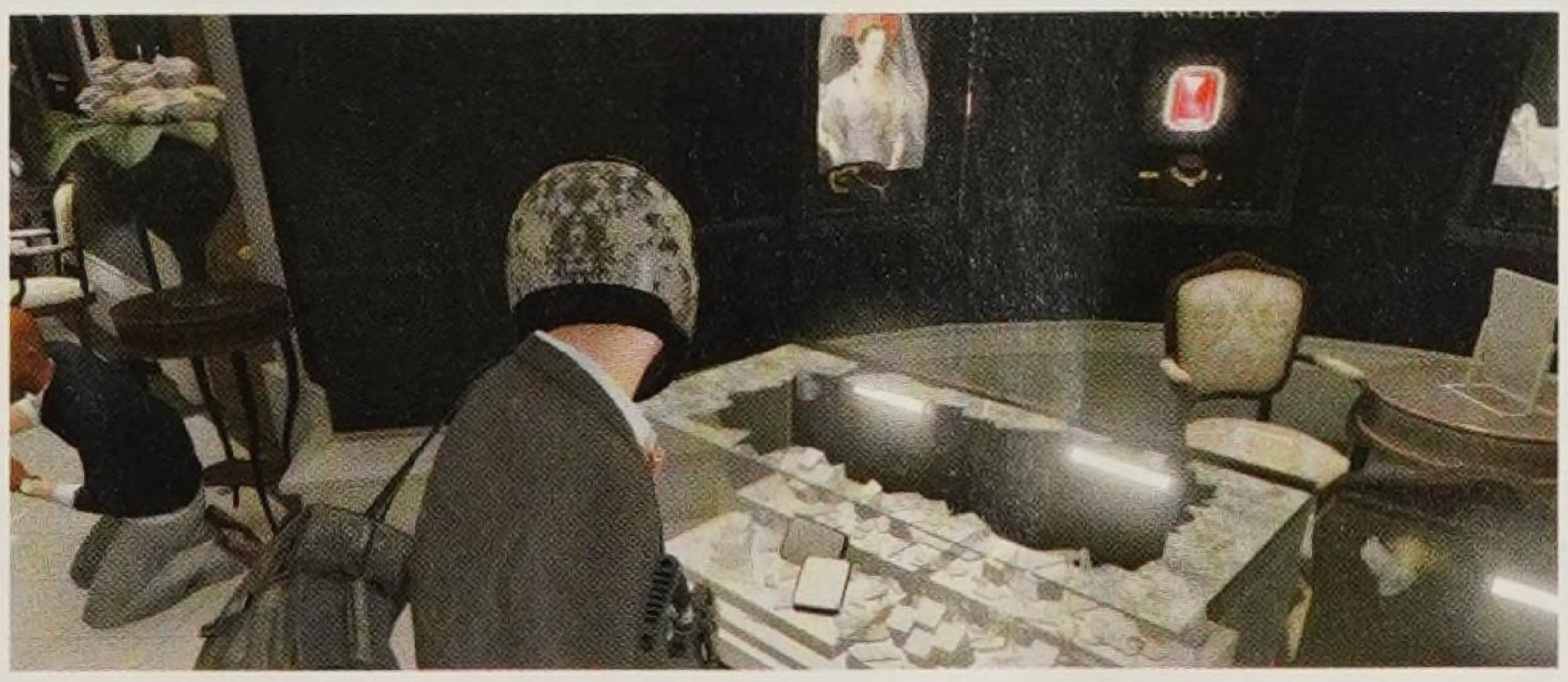
17
19
22

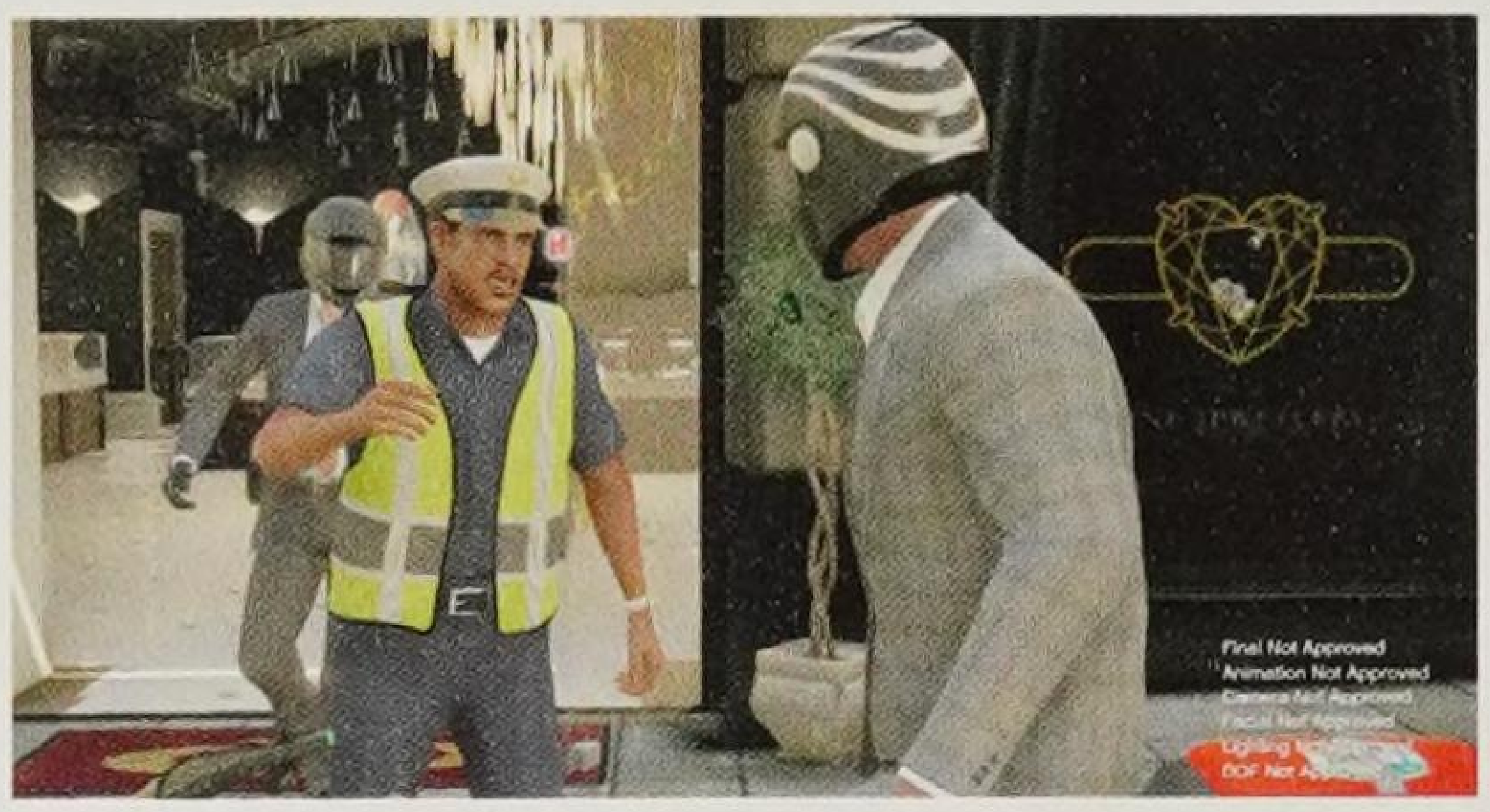
▶ Drive the van to the jewelry store.

After the meeting, the game gives you control of Franklin. Follow Michael outside to the van (the blue radar blip), get in the driver's seat, and wait until Michael and two other crewmembers hop in the vehicle, too. Then follow the new yellow route to Vangelico ②. Reach the destination marker to trigger a cutscene: Franklin backs up the van to the storefront, lets out the helmet-clad team, and leaves to pick up the motorbikes. Michael leads the team inside and pacifies the crowd.

▶ Steal the jewelry.

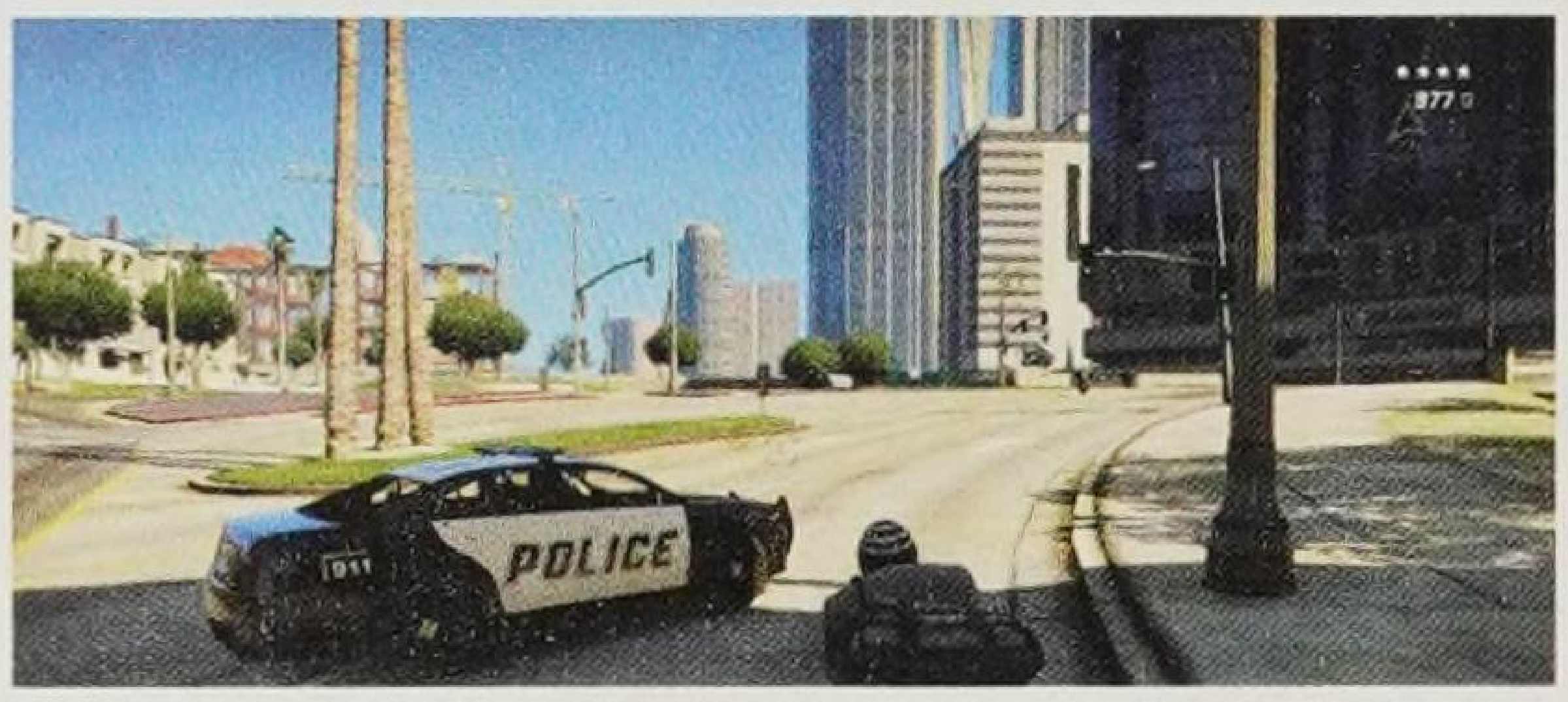
When control returns, move quickly! The jewelry cases are marked as green blips on radar. Go to each one and press the button indicated onscreen to smash the glass and grab the merchandise. Obviously, the more loot you grab before the security system comes back online, the bigger the take. (Note that you must hit all 20 of the glass cases within 50 seconds to earn the Gold Medal for this mission.)

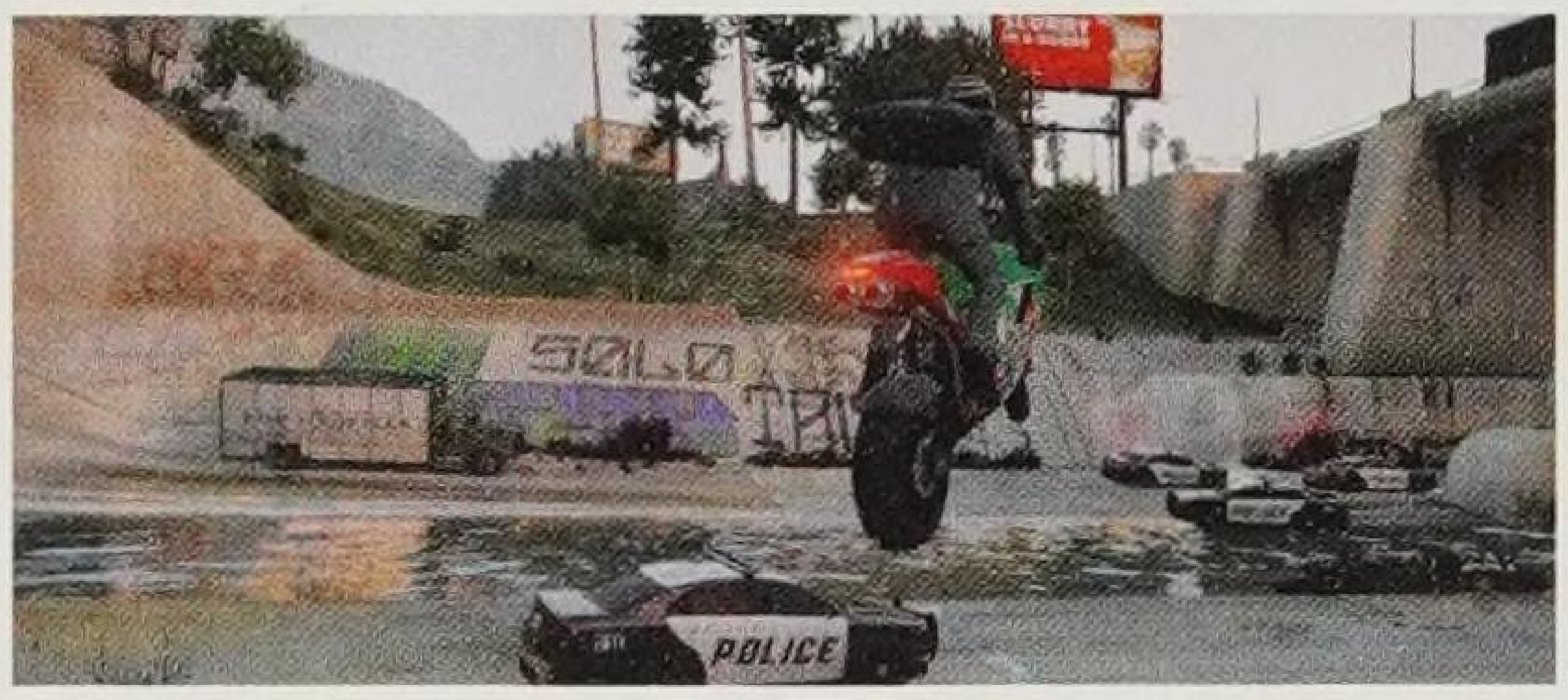




▶ Leave the store.

Now simply walk out the front door. This triggers a quick scene: Franklin sits on a motorcycle, listening to a mall security guard lecture him. Michael neutralizes the guard, hands off the bag of loot to Franklin, and calmly walks away down the cobblestone mall.



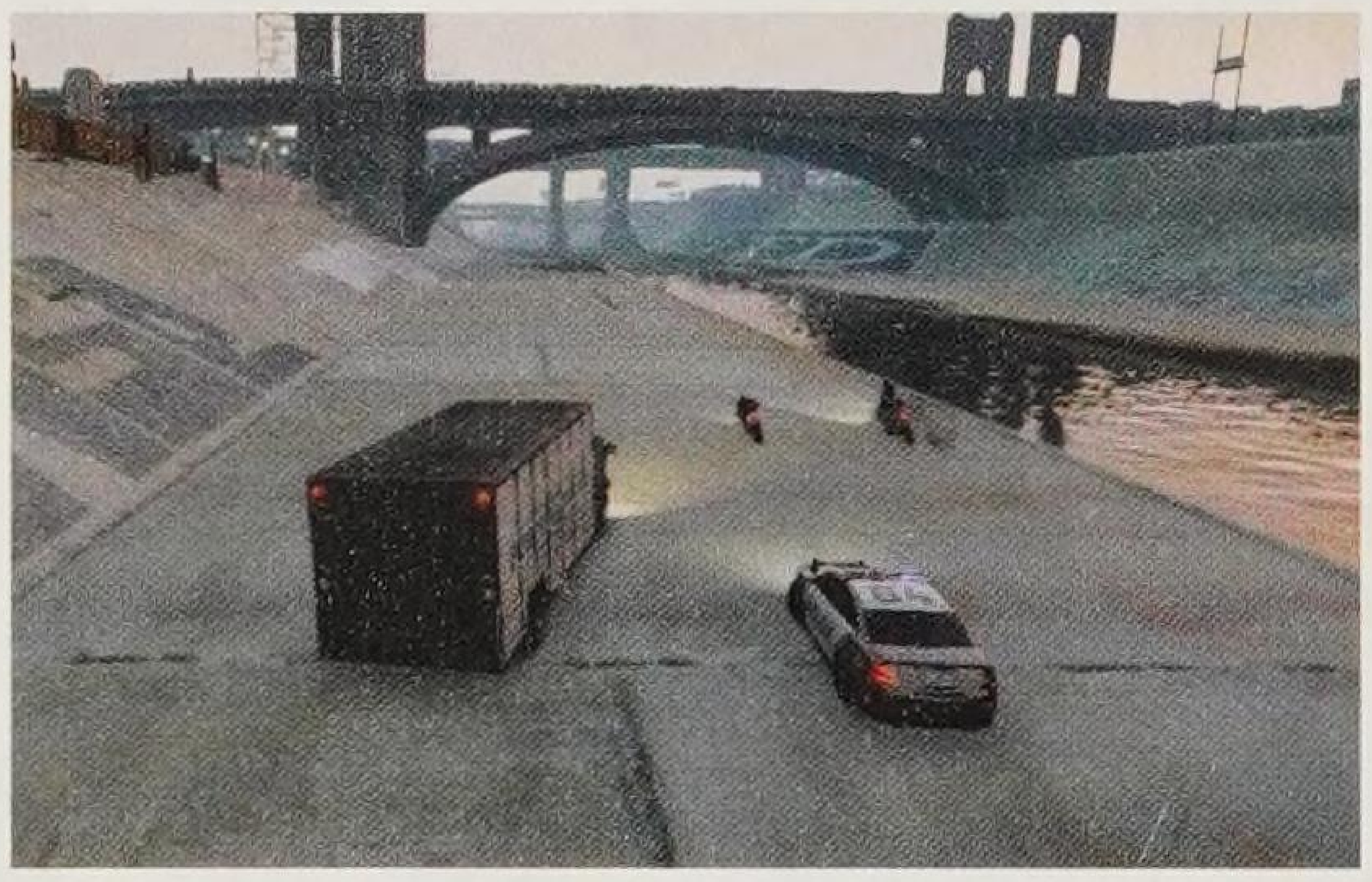


▶ Follow the crew.

Now you control Franklin again. Accelerate hard as police cruisers arrive. Follow your two partners (the blue blips on your radar) as they dodge cop cars and speed around the block onto Dorset Drive, then rocket through a gap in the fence ③ and stunt-jump onto the Del Perro Freeway!

Down on the freeway they veer rightward into an opening into the new subway tunnel route ④. Keep following your crew through the tunnels, past construction workers and equipment. Use Franklin's special ability to help navigate around tight turns and narrow, curving passages.

It's a long run with lots of jumps and turns, but eventually you reach the tunnel exit ⑤ into the Los Santos River canal. Unfortunately, the riverbed is crawling with cops! You can see the getaway truck (with "Pop's Pills" signage) roaring down the opposite bank.



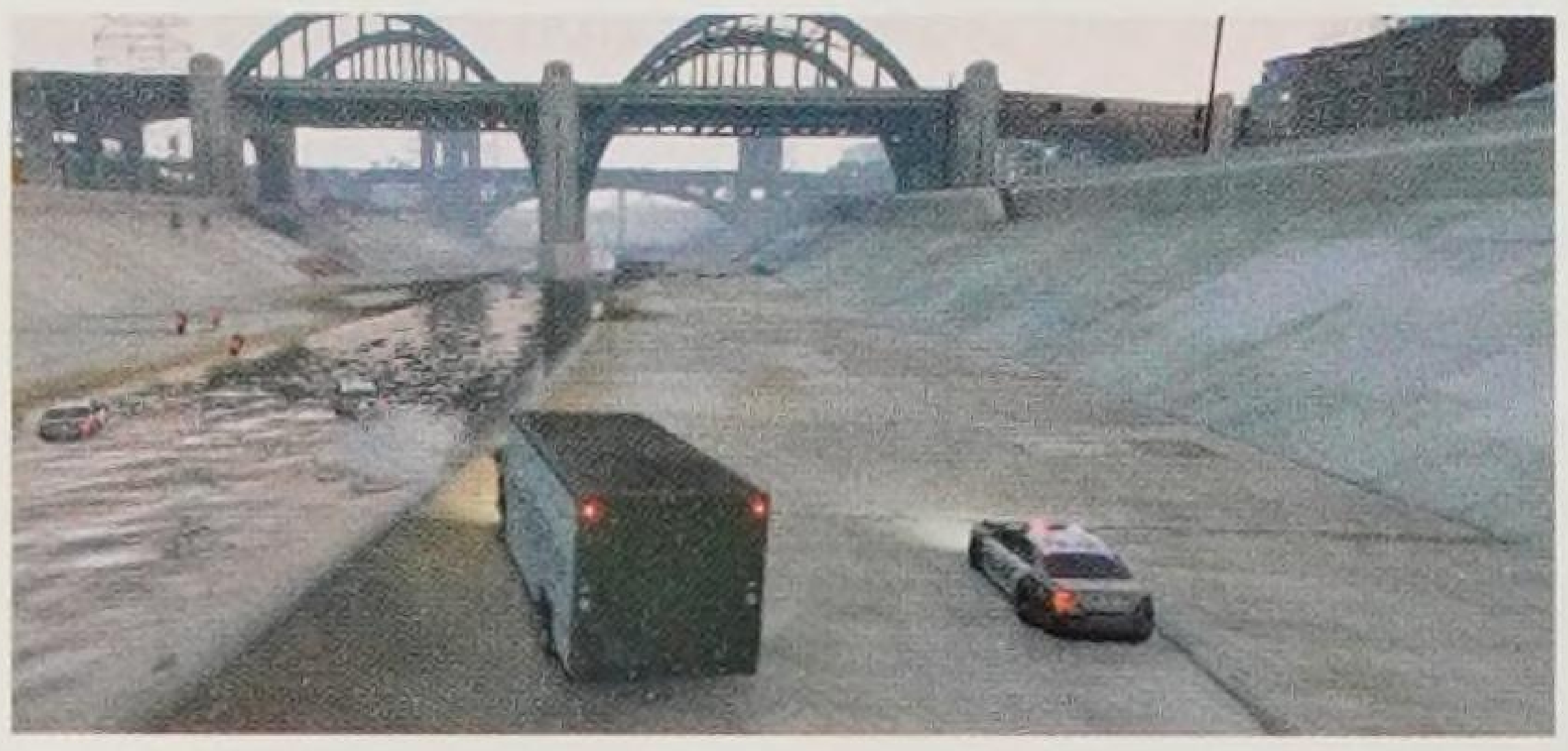
▶ Take out the cops before getting to the rendezvous point.

Now you switch back to Michael, who drives the getaway truck with the hacker crewmember in the passenger seat. Use the truck to ram police cruisers and knock them out of commission. Slam into the first two cop cars on your side of the riverbank, then veer across the shallow river to smash the cruisers chasing your motorcyclist partners.

Stay behind the bikes as they veer from bank to bank to avoid police roadblocks. Keep ramming and sideswiping the cop cars that shoot out into the riverbed from side culverts. When you finally reach the rendezvous point ⑥, a short cutscene plays: Franklin and the other motorcyclists ride their bikes into the back of the truck.

▶ Go to the lockup.

When control returns, drive the truck up the side exit ramp to the right and follow the new yellow route to the crew's lockup garage ⑦. After a few last words from Michael, the crew scatters to lay low while Lester works his connections to turn the take into cash.



Mission Completion Stats: The Jewel Store Job (The Loud Approach)

● Quick Grab	☑ Steal the jewelry within 00:50
● Protégé Protected	☑ Protect Franklin during the LS River chase
● Clean Sweep	☑ Steal the jewelry from all 20 glass cabinets

Get ready for Trevor.

Completing "The Jewel Store Job" opens a new strand of missions that features the game's third main character, Trevor Philips. After the Vangelico heist ends, the scene automatically switches to Franklin at the Vanilla Unicorn. He gets a text from Michael telling him to meet at Michael's place. This puts a new "**M**" icon onto your map. Follow it to the De Santa mansion in Rockford Hills to trigger the next mission, "Mr. Philips."

Bugstars Equipment

BUGSTARS
PEST CONTROL
LOS SANTOS
It's a Bug's Death

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

- ▶ *Go to the Bugstars Pest Control warehouse.*
- ▶ *Steal and deliver a Bugstars van.*

PREREQUISITES:

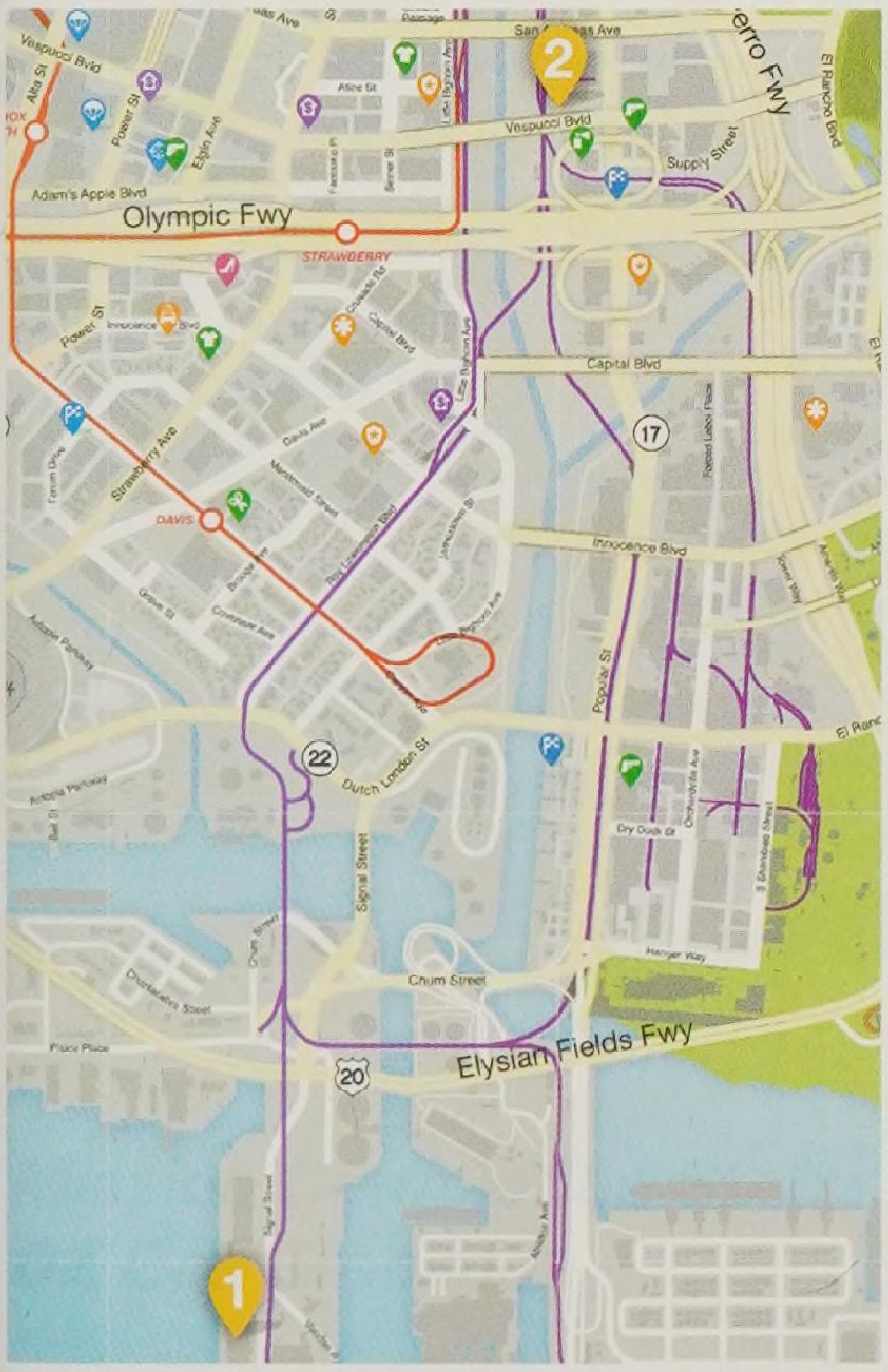
- *Complete "Casing the Jewel Store" and select the "Smart" approach on the planning board.*

Jewel Store Heist: The "Smart" Approach

Mission Can Be Triggered By: Michael

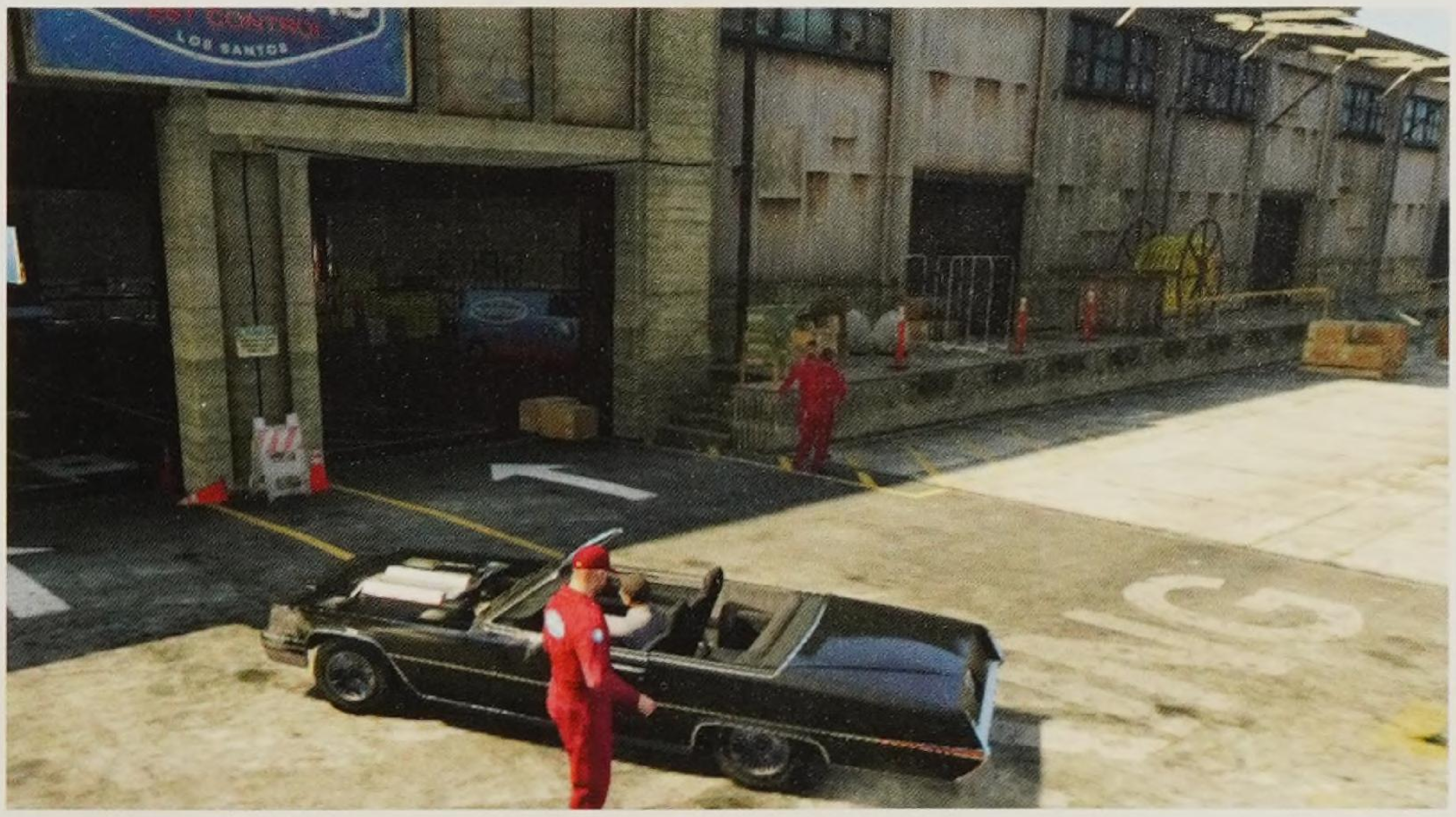
If you chose the "Smart" (stealth-based) approach to the Jewel Store Job, you must now gather the equipment needed in two separate heist setup missions. Shortly after the planning board scene ends, Lester sends Michael a pair of texts, one for each setup mission. You can complete these two missions in any order.

Soon after the Vangelico heist planning session ends, Lester sends Michael a text explaining that Bugstar Extermination has some vans in a warehouse at the Port of Los Santos. Lester suggests two different ways to steal one of the vans.


2
Olympic Fwy
Vespucci Blvd
Adam's Apple Blvd
Strawberry
Capital Blvd
Strawberry Ave
Davis
Innocence Blvd
17
22
Dutch London St
Popular St
Chum Street
Elysian Fields Fwy
20
1

▶ Go to the Bugstars warehouse.

Open Michael's Menu map to find an **"HS"** icon marking the location of Bugstars Pest Control warehouse 1 down south in the Port of Los Santos. Follow the icon. When you get close, three blue blips replace the **"HS"** icon. These blips mark the locations of three vans inside the warehouse. A few Bugstars employees are guarding the place—three at the front entrance and one inside the warehouse.

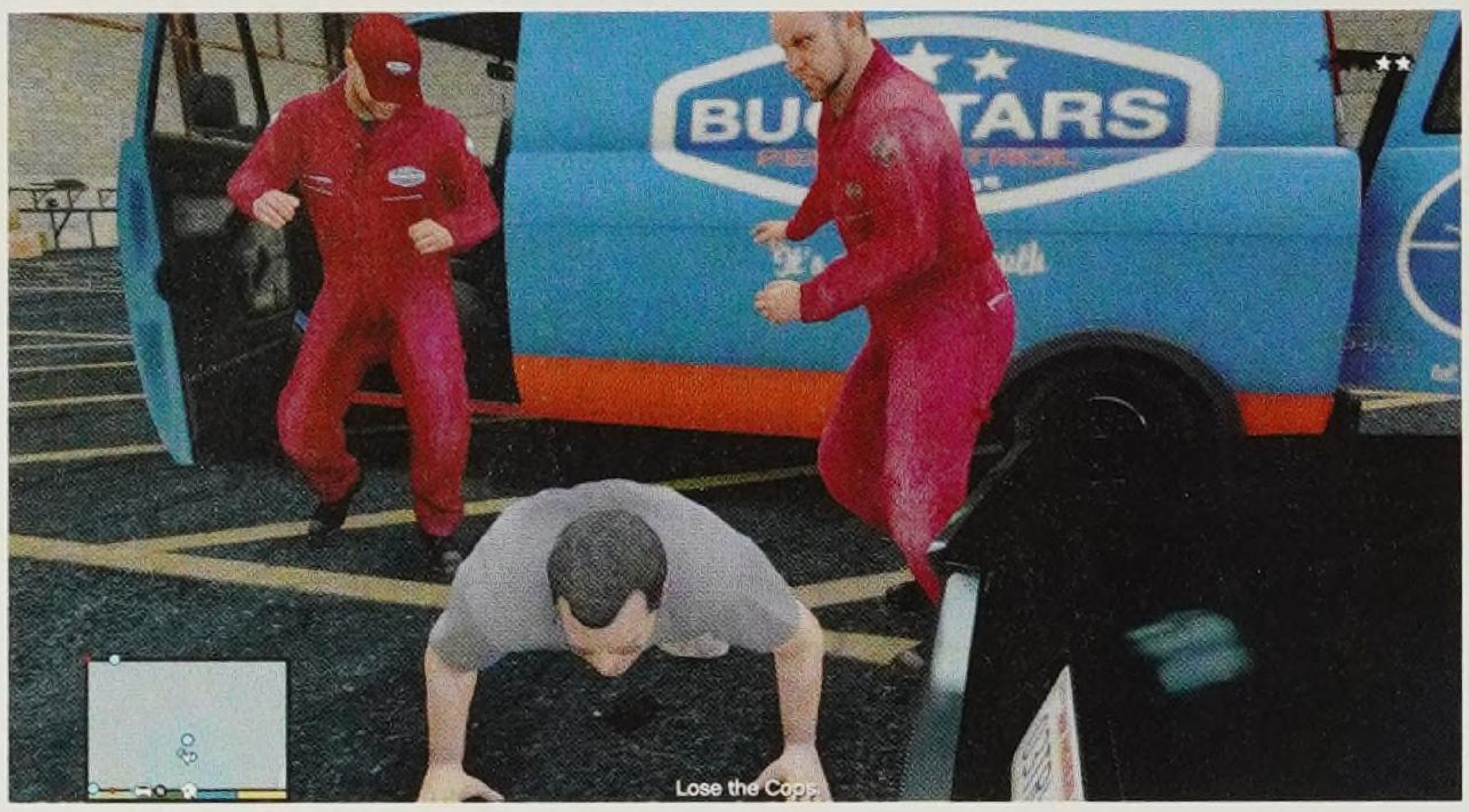

PEST CONTROL
LOS SANTOS

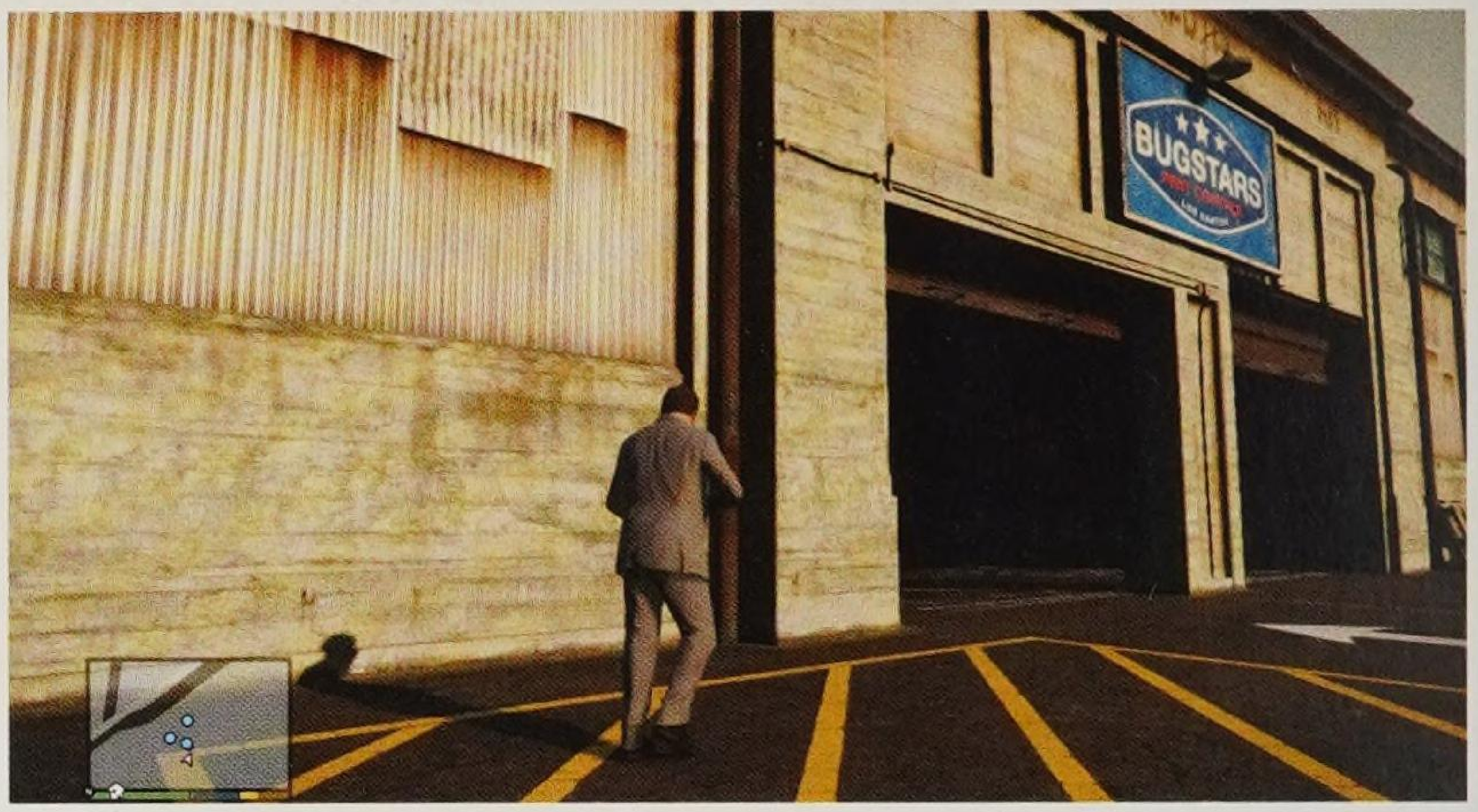
Steal a Bugstars van.

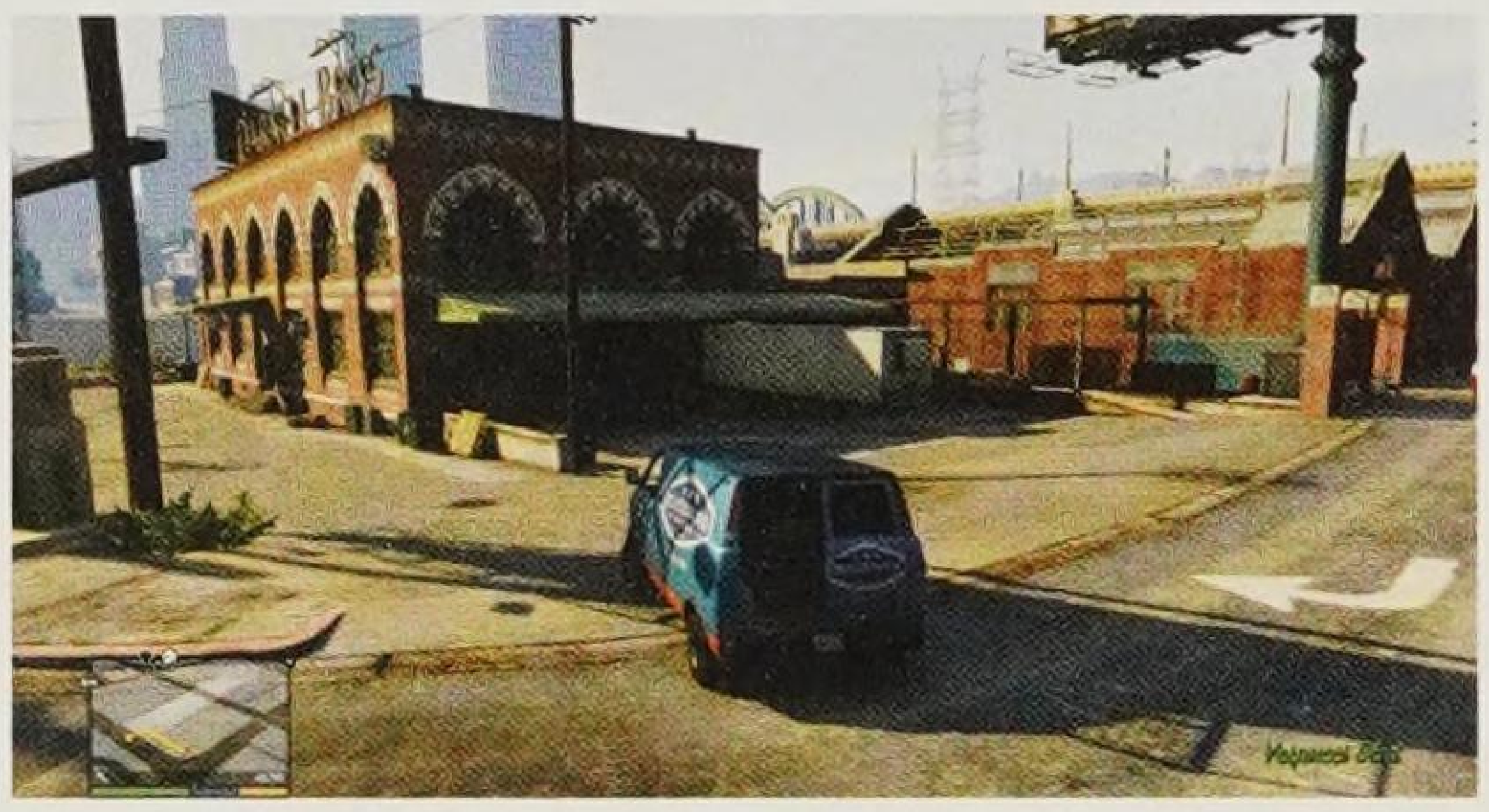
One approach is to simply drive to the front entrance and gun them all down. This triggers a two-star Wanted Level. Another option is to drive straight into the garage, hop into a van, and speed away. But the Bugstars employees can be very quick to pull Michael from the van and pummel him. And any alert triggers a Wanted Level, so even if you do get out alive with a van you must lose the cops.

A better approach is to drive around to the warehouse's rear entrance on the waterfront side. Stop before you reach the door, then get out and approach on foot.

Inside, a lone security guard with his back to you attends to the nearest van. To complete the mission's lone Gold Medal requirement, activate stealth mode, sneak up on the fellow, and knock him out with a stealth attack. (Or you can shoot him with a silenced weapon.) Then hop in the van and back it out of the warehouse's rear entrance, avoiding detection by the Bugstars employee at the front entrance.







Deliver the van to Lester's factory.

Again, if Michael is detected while stealing the Bugstars van, you trigger a Wanted Level, so you must lose the cops. Once the coast is clear, follow the yellow route back to Lester's factory. Pull into the parking lot, then turn left to find the destination marker hidden in the passage under the bridge 2.

When you drive into the marker, Michael automatically calls Lester to report the van acquisition. If you've already completed the "BZ Gas Grenades" setup mission, this also triggers the opening cinematic of the main heist mission, "The Jewel Store Job."

BUGSTARS
LOS SANTOS
It's a Bug's Death

Mission Completion Stats: Bugstars Equipment

● Sneaky Pest ☑ Steal the Bugstars van without being detected

BZ Gas Grenades

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

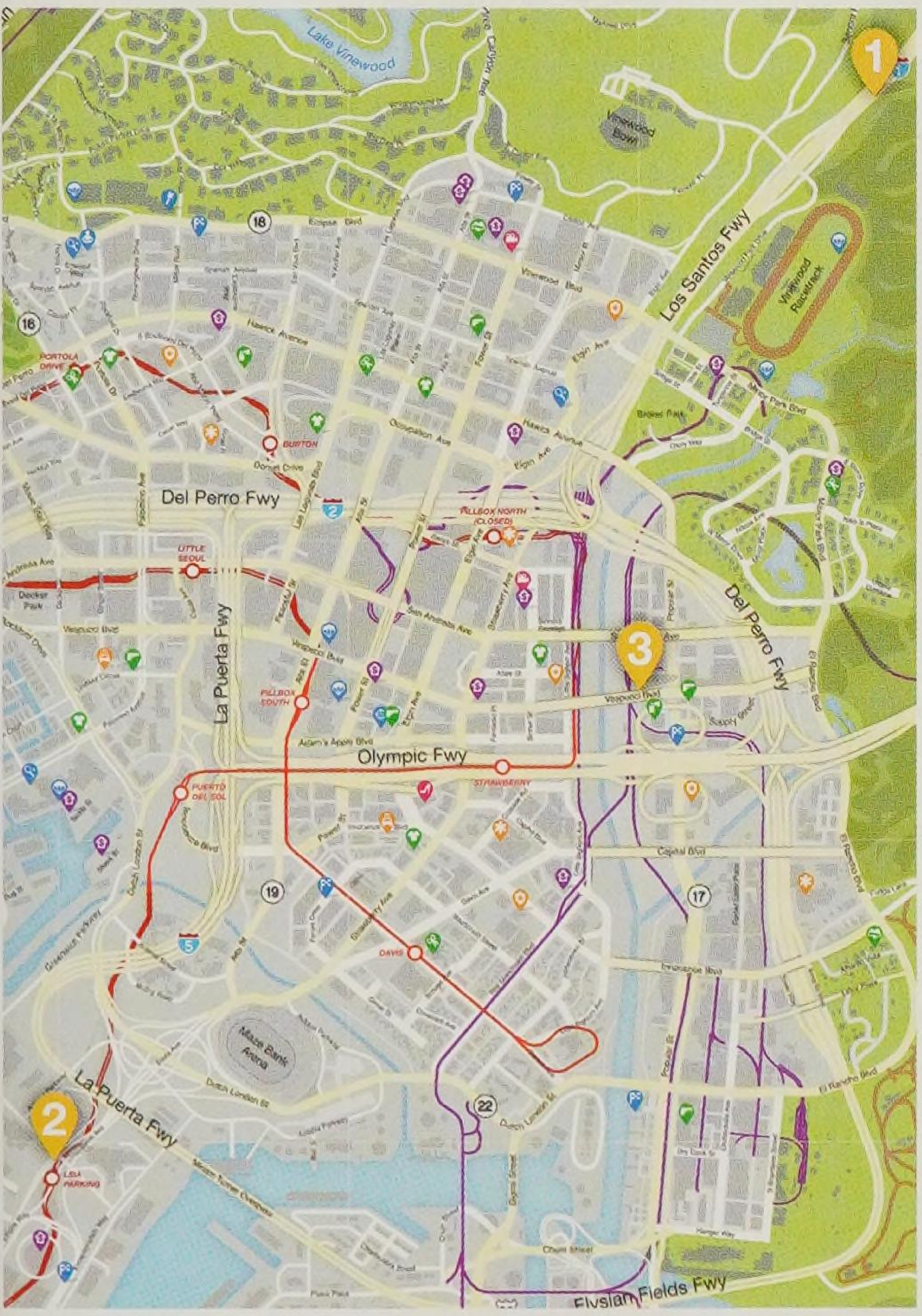
- *Steal the Humane van or its cargo.*
- *Deliver the gas to Lester's factory.*

PREREQUISITES:

- *Complete "Casing the Jewel Store" and select the "Smart" option on the planning board.*

Mission Can Be Triggered By: Michael

Soon after the planning session for the Vangelico jewel heist ends, Lester sends Michael a text to report that shipments of knockout gas grenades get transported to LSX airport every two hours. Lester suggests two different ways to hijack a BZ gas shipment: either steal one of the transport vans or blow it open and grab the gas canisters.



MISSION START

▶ Steal the Humane van or cargo.

The gas shipments originate in the northeast countryside and come down the Palomino Freeway ①, then head southwest toward Los Santos International Airport ②. Use Michael's map to find a courier van marked with the **"HS"** icon. Put a waypoint marker on the spot, then drive to intercept it. The vans are on the move, so recheck your map as you drive and reposition the waypoint. Once you get close, the dark brown Humane Labs and Research van appears as a blue blip on your radar.

You now have several options. First, you can stop in front of the Humane van and carjack it. Second, you can destroy the van—ram it, use Sticky Bombs, or shoot until it blows up—then take the BZ gas. If you try either approach, the driver is armed and fights back; you also trigger a two-star Wanted Level. However, if you want to earn the mission's Gold Medal, fall in behind the moving van on the freeway and shoot its rear doors until they open and the BZ shipment tumbles out. Now you can nab the gas grenades and only trigger a one-star Wanted Level.

▶ Deliver the gas to the garment factory.

First, you must lose the cops. Once the coast is clear and you've acquired the van or BZ gas, follow the yellow route back to Lester's factory. If you stole the van, pull into the parking lot, then turn left to find the destination marker hidden in the passage under the bridge ③. If you destroyed the van or just took the gas canisters, the destination blip is inside Lester's factory. Deliver the BZ gas to the room next to Lester's office. When you complete the delivery, Michael automatically calls Lester to report the gas acquisition. If you've already completed the "Bugstars Equipment" setup mission, this triggers the opening cinematic of the main heist mission, "The Jewel Store Job."

Mission Completion Stats: BZ Gas Grenades

● Loose Cargo

☑ Shoot open the back doors to release the cargo

The Jewel Store Job (Smart Approach)

CONTACT POINT:

N/A

MAIN OBJECTIVES:

- *Travel to the jewelry store.*
- *Go to the roof.*
- *Throw BZ gas into the air vent.*
- *Steal the jewelry.*
- *Leave the store.*
- *Follow the crew on a motorcycle.*
- *Take out cops before reaching the rendezvous point.*
- *Go to the lockup.*

PREREQUISITES:

- *Complete "Casing the Jewel Store" and the heist setup missions "Bugstars Equipment" and "BZ Gas Grenades."*

Mission Can Be Triggered By: Michael

Completing the "Bugstar" and "BZ Gas Grenades" setup missions automatically triggers the crew meeting at Darnell Bros ①, Lester's textile business front. Michael and Lester greet the team and lay out the plan: hack the store's security system, drop gas in the air vent to knock out staff and customers, then grab the jewels and go.

MISSION START

▶ Go to the jewelry store.

After the meeting, you control Michael. Lead the team downstairs to the fleet of vehicles, get in the black Albany Primo sedan, then wait for Franklin to join you. Follow the yellow route to the Max Renda renovation ② near the Vangelico jewelry store.

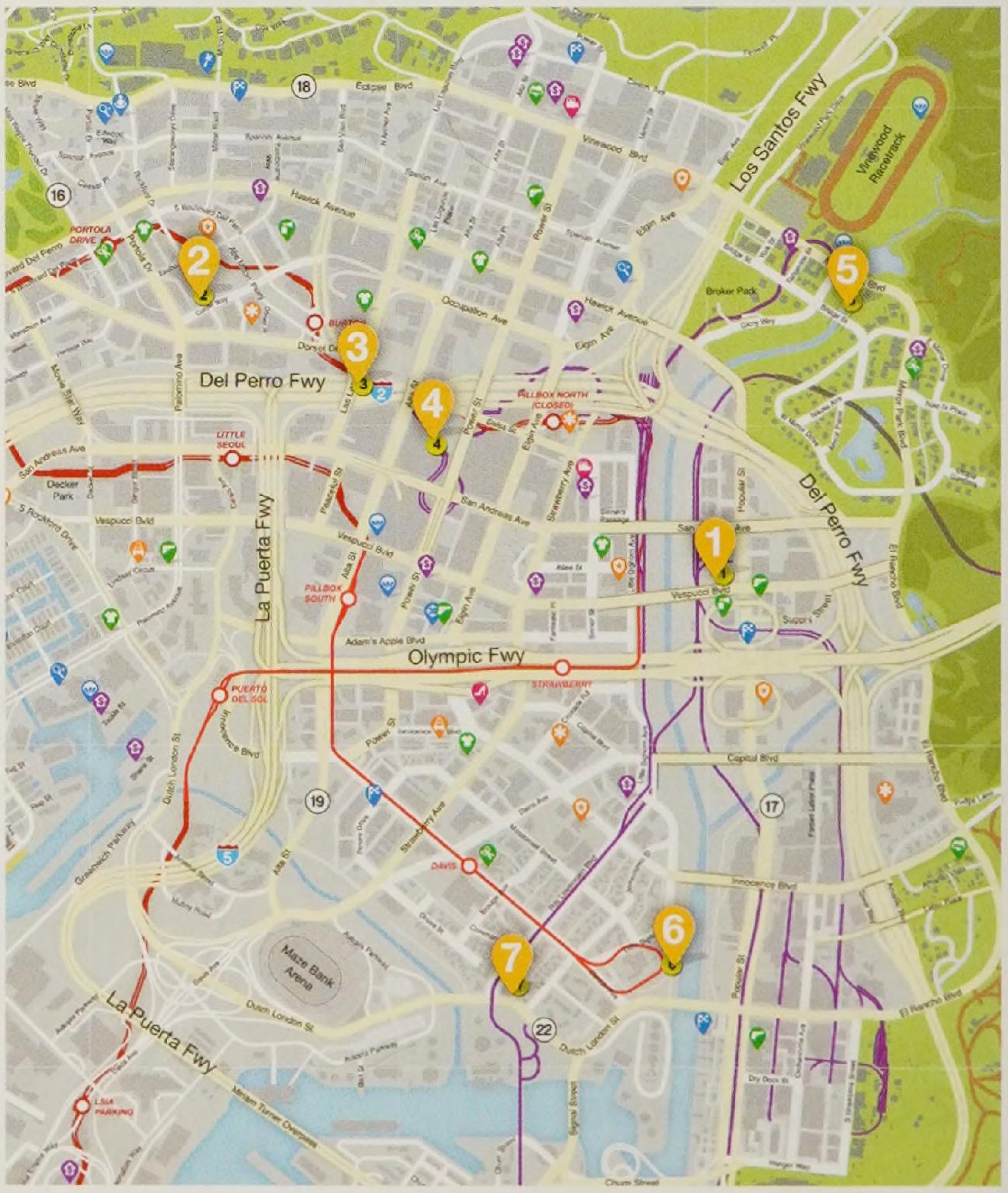
▶ Go to the roof.

Now you automatically switch to Franklin. Retrace the route up to the rooftop vantage point that Michael used back in "Casing the Jewel Store." Climb all the way to the destination marker atop the highest air conditioning unit on the roof.

▶ Throw the BZ gas into the air vent.

Open your weapon wheel and select the BZ Gas, then face the rooftop air system unit that's surrounded by the high fence with barbed wire on top. Aim at the glowing yellow marker in the center of the circular vent atop the unit (circled in our screenshot), then toss the BZ gas grenade.

Flinging a gas grenade directly into the vent triggers a cutscene: The gas pours into the store and knocks out everyone. Michael and his gas-masked crew then move in quickly for the take.



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Los Santos Fwy
Vinewood Racetrack
Del Perro Fwy
La Puerta Fwy
Olympic Fwy
Del Perro Fwy
Maze Bank Arena
PILLBOX NORTH (CLOSED)
LITTLE SEOUL
PILLBOX SOUTH
PUERTO DEL SOL
PORTOLA DRIVE
STRAWBERRY
DAVIS
LSIA PARKING
Broker Park
Decker Park

Steal the jewelry.

When control returns, move quickly! The jewelry cases are marked as green blips on radar. Guide Michael to each one and press the button indicated onscreen to smash the glass and grab the merchandise. Obviously, the more loot you grab before the security system comes back online, the bigger the take. (Note that you must hit all 20 glass cases within 50 seconds to earn the Gold Medal for this mission.)

Leave the store.

Now simply walk out the front door. This triggers a quick scene: Franklin sits on a motorcycle, listening to a mall security guard lecture him. Michael neutralizes the guard, hands off the bag of loot to Franklin, and calmly walks away down the cobblestone mall.

Follow the crew.

Now you control Franklin again. Accelerate hard as police cruisers arrive. Follow your two partners (the blue blips on your radar) as they dodge cop cars and speed around the block onto Dorset Drive, then rocket through a gap in the fence 3 and stunt-jump onto the Del Perro Freeway.

Down on the freeway they veer rightward into an opening into the new subway tunnel route 4. Keep following your crew through the tunnels past construction workers and equipment. Use Franklin's special ability to help navigate around tight turns and narrow, curving passages.

It's a long run with lots of jumps and turns, but eventually you reach the tunnel exit 5 into the Los Santos River canal. Unfortunately, the riverbed is crawling with cops! The getaway truck (with "Pop's Pills" signage) is roaring down the opposite bank.

Take out the cops before reaching the rendezvous point.

Now you switch back to Michael, who drives the getaway truck with the hacker crewmember in the passenger seat. Use the truck to ram police cruisers and knock them out of commission. Slam into the first two cop cars on your side of the riverbank, then veer across the shallow river to smash the cruisers chasing your motorcyclist partners.

Stay behind the bikes as they veer from bank to bank to avoid police roadblocks. Keep ramming and sideswiping the cop cars that shoot out into the riverbed from side culverts. When you finally reach the rendezvous point 6, a short cutscene is triggered: Franklin and the other motorcyclists ride their bikes into the back of the truck.

Go to the lockup.

When control returns, drive the truck up the side exit ramp to the right and follow the new yellow route to the crew's lockup garage 7. After a few last words from Michael, the crew scatters to lay low while Lester works his connections to turn the take into cash.

BE WARNED
SECURITY CAMERAS ARE OPERATING IN THIS AREA!

Mission Completion Stats: The Jewel Store Job *(The Smart Approach)*

● Quick Grab	☑ Steal the jewelry within 00:50
● Protégé Protected	☑ Protect Franklin during the LS River chase
● Clean Sweep	☑ Steal the jewelry from all 20 glass cabinets

Get ready for Trevor.

Completing "The Jewel Store Job" opens a new strand of missions that features the game's third main character, Trevor Philips. After the Vangelico heist ends, the scene automatically switches to Franklin at the Vanilla Unicorn. He gets a text from Michael telling him to meet at Michael's place. This puts a new "**M**" icon on your map. Follow it to the De Santa mansion in Rockford Hills to trigger the next mission, "Mr. Philips."

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- *Drive to Grapeseed.*
- *Follow the van to the biker camp.*
- *Kill the bikers.*
- *Drive to Ortega's riverside trailer.*
- *Push the trailer into the river.*
- *Drive back to Ron's place.*

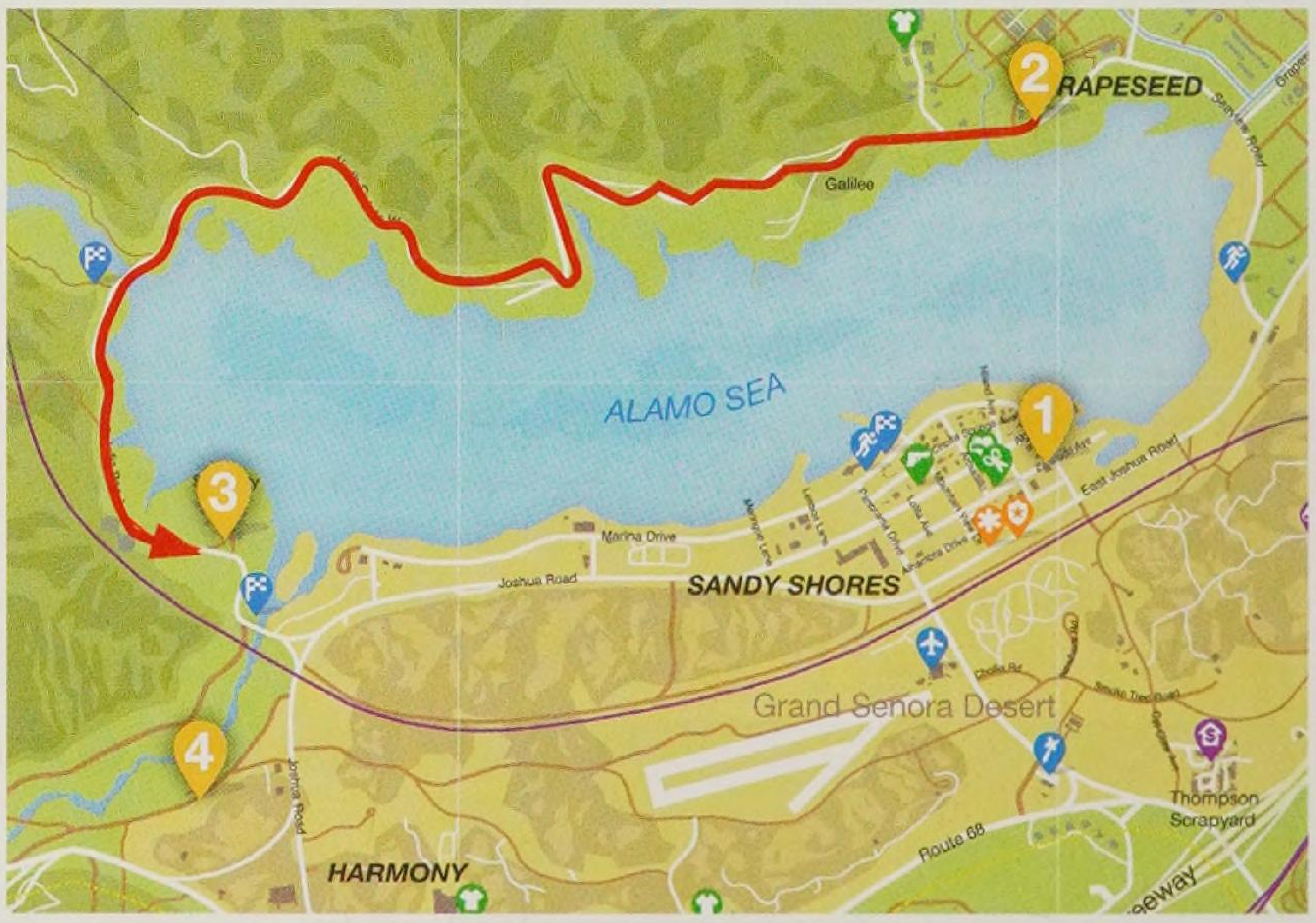
PREREQUISITES:

- *Complete "The Jewel Store Job."*

Trevor in the Desert

Mission Can Be Triggered By: Michael, Franklin

After finishing "The Jewel Store Job," a new story mission icon appears on the map: an **"M"** for Michael, which is active for both Michael and Franklin; either character can travel to Michael's house in Rockford Hills and trigger this mission. We suggest using Michael to catch his exchange with wife Amanda before Franklin arrives. The subsequent scene introduces FIB Special Agent Dave Norton, who sullenly joins our anti-heroes on the couch as Weazel News reports on a brazen jewel heist in Rockford Hills. The segment includes an interview with the mall security guard.



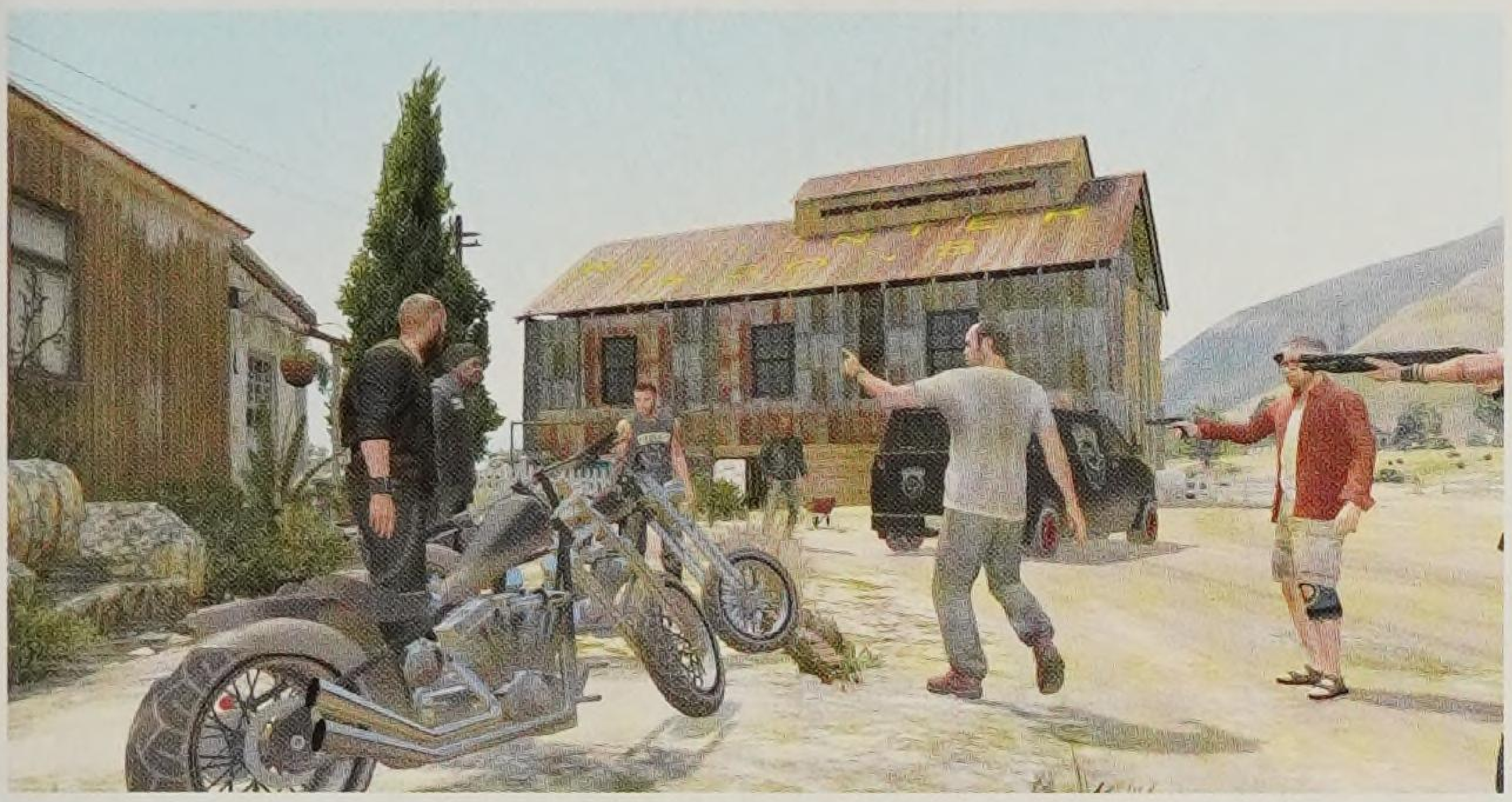
Speaking of anti-heroes, the guard's quoting of the thief interrupts a spirited exercise session up in Sandy Shores, a tumbleweed desert town in Blaine County, north of Los Santos. Trevor Philips knows the quote all too well—it's from Michael Townley in the Prologue mission up in North Yankton—and feels like he's witnessed a corpse reanimated. An encounter with Johnny Klebitz, head of The Lost MC (motorcycle club), outside of Trevor's trailer 1 ends poorly. Trevor hops in his dusty Canis Bodhi with plans to "reach out" to the rest of Johnny's brethren.

The Lost One

Fans of the *Grand Theft Auto* series may recognize Johnny Klebitz as the protagonist of *The Lost and Damned*.

▶ Get in Trevor's truck and drive to Grapeseed.

Follow the blue radar blip to Trevor's dusty truck, a Canis Bodhi. Wait until his sidekicks, Ron and Wade, hop aboard. Then follow the yellow route to The Lost MC hangout in nearby Grapeseed ②. Your arrival triggers a cutscene: Trevor reports Johnny's demise to the bikers, who decide to verify the claim. They take off in a van, alongside two motorcycles.

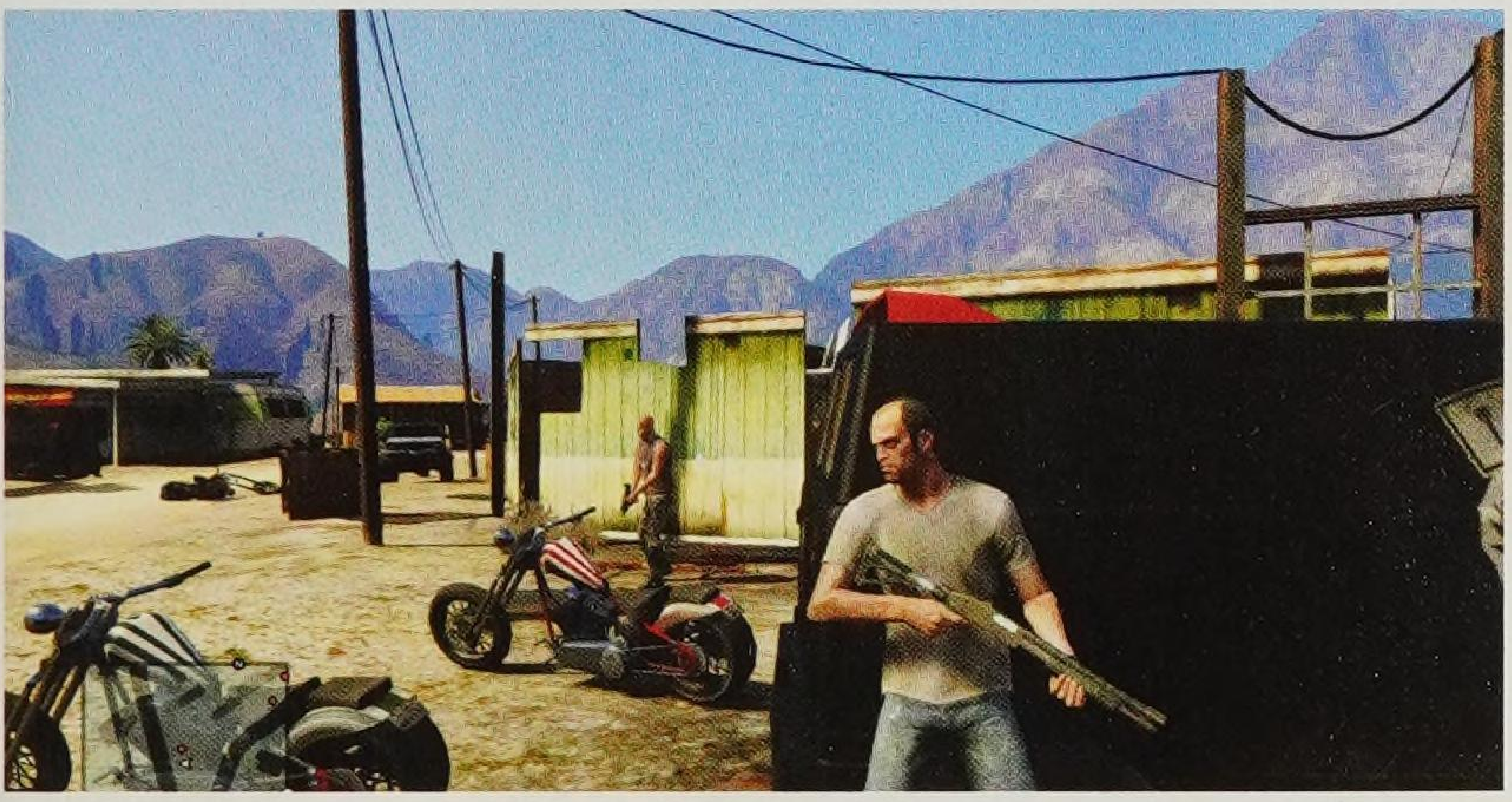


▶ Follow the van.

The Lost in the van (the big red radar blip) and on the bikes (two smaller red blips) lead you to the rest of the motorcycle gang. One of the mission's Gold Medal requirements is to kill the two bikers, Clay and Terry, during this chase sequence. Shoot them drive-by style or ram their bikes. Don't lose the van, though! We've marked the chase route as a red line on our mission map. It eventually leads to the perimeter ③ of a seedy trailer park called Stab City.

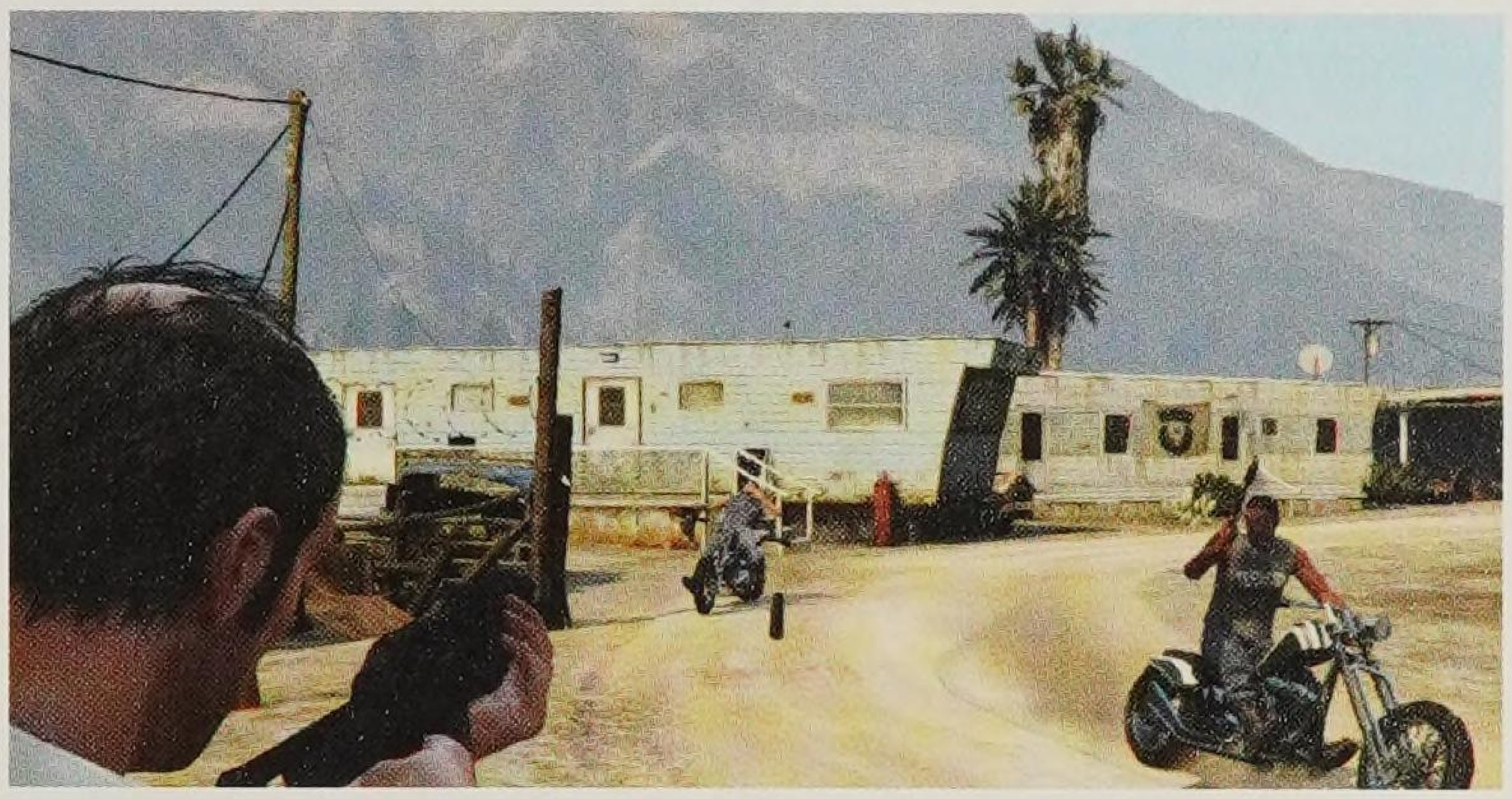
▶ Kill the bikers.

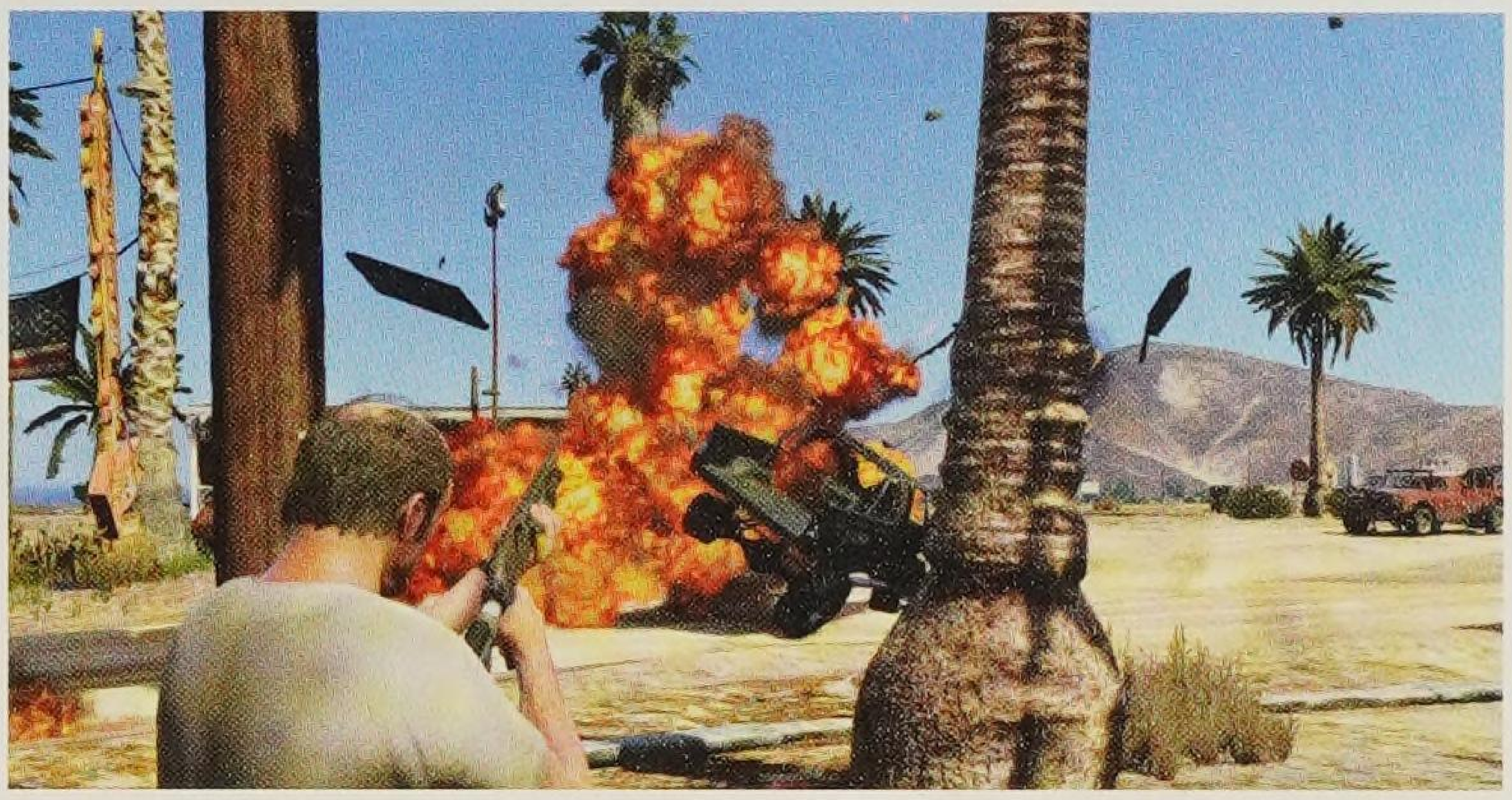
Now your goal is to eliminate all of The Lost gang members in the trailer park, including any who try to flee. Each hostile biker is marked as a red radar blip, so keep checking your radar display as you move through the camp. Trevor is seriously outnumbered, but you can even the odds using his special ability, a rage state that greatly reduces the damage he takes.



Move between cover across the camp, targeting the gang members. Be ready to pick off bikers who try to flee on motorcycles or other vehicles. This is another Gold Medal requirement.

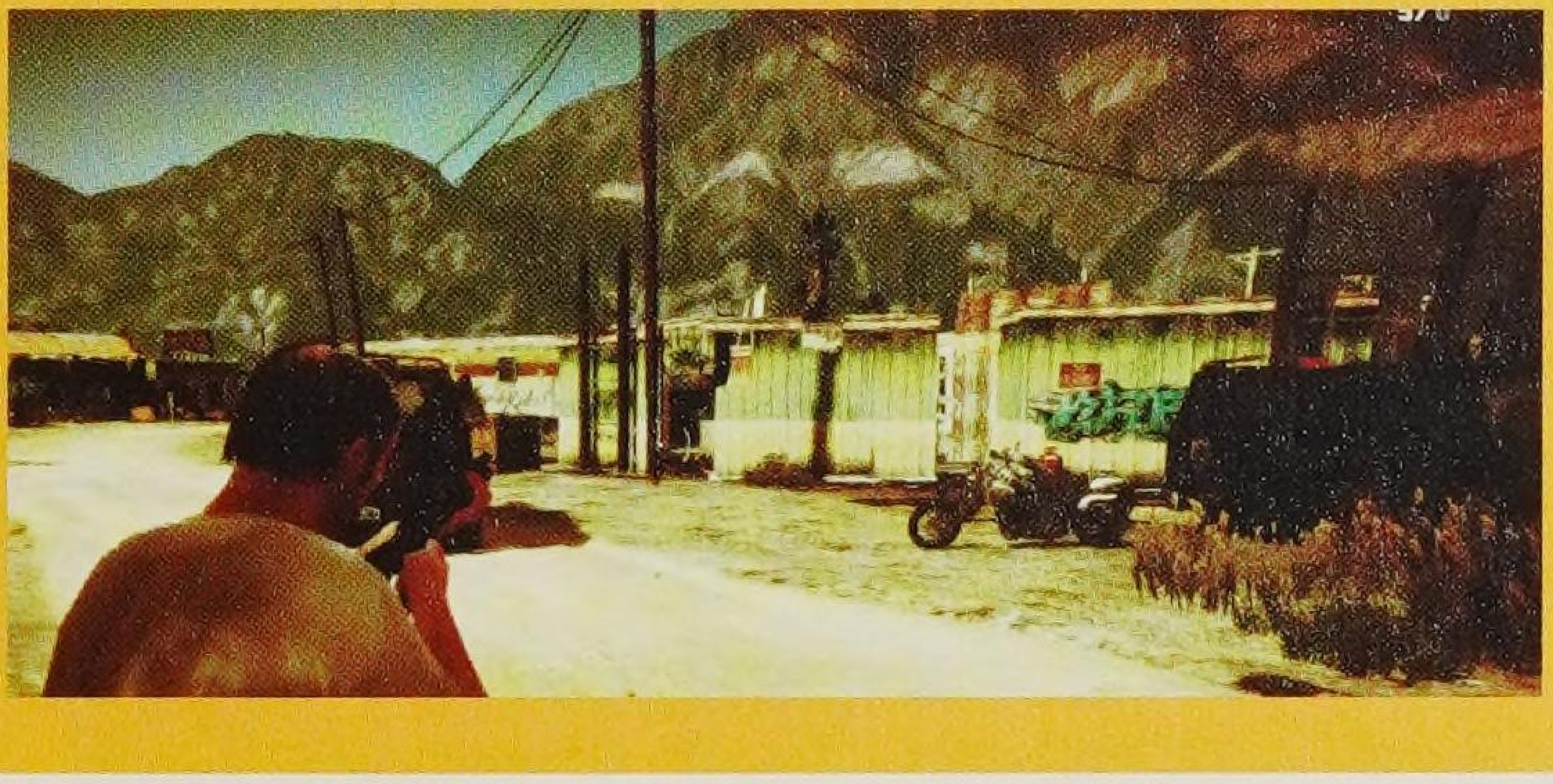
Early on, a big-wheel pickup makes a run through camp. Shoot until it explodes! If you detonate it early enough, the explosion ignites a gas canister that blows up a nearby van, too—but make sure Trevor's not nearby! Target other vehicles and red gas canisters for explosions that inflict area damage. You can trigger some spectacular pyrotechnics this way.





✱ Trevor's Rage

Trevor's special ability is a yellow-tinged rage that makes him invincible for a few seconds. Fill up Trevor's special ability bar by executing headshot kills, near misses in vehicles, and taking out targets with explosions. The bar also fills whenever Trevor takes damage.



Return to the truck.

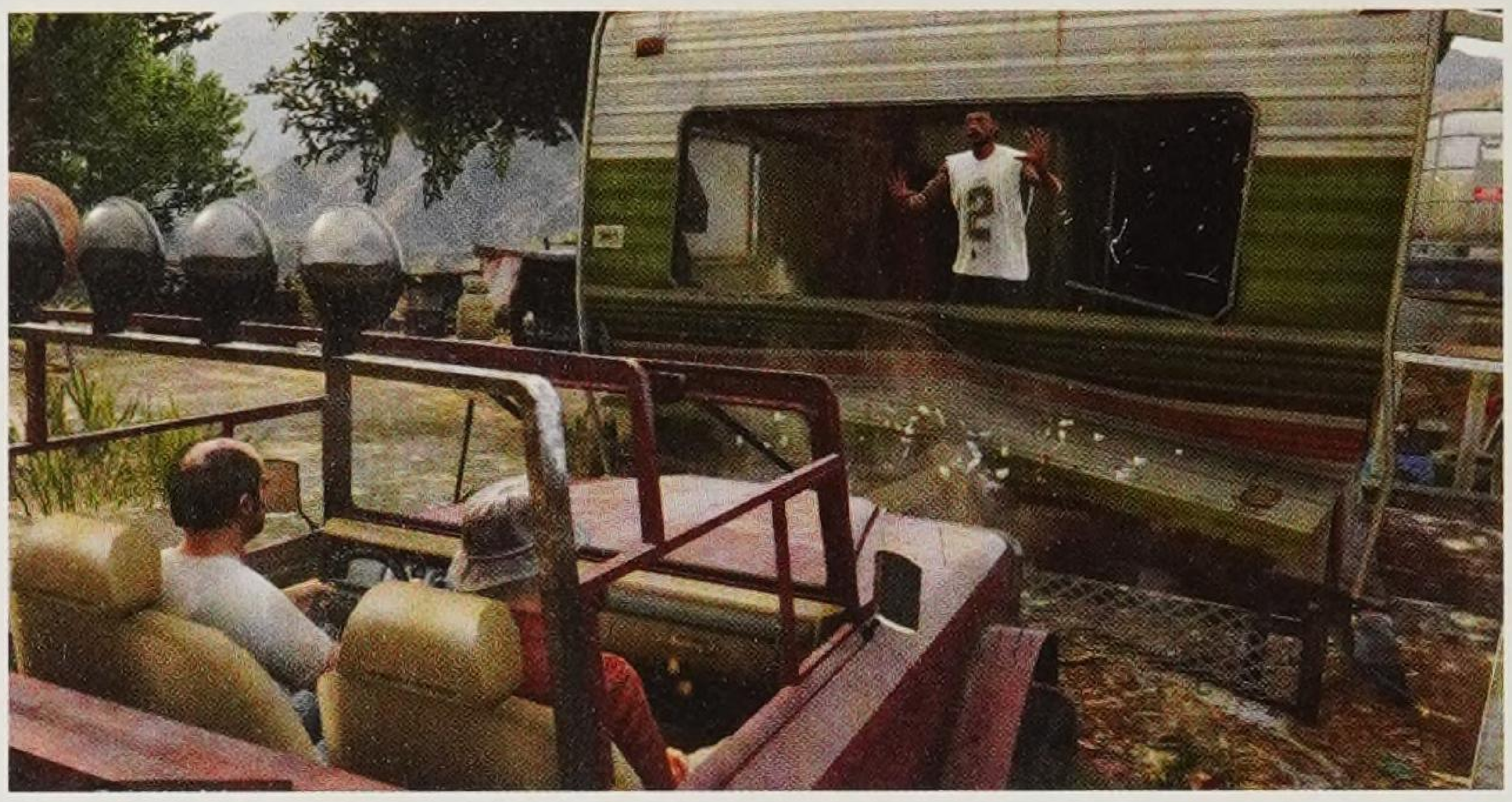
When all of the bikers (red radar blips) are eliminated, an onscreen prompt directs you to return to the truck. Trevor sends Wade off to look for Michael Townley, "the ghost in Los Santos." With Ron as his lone sidekick now, Trevor decides to eliminate more of his business competitors in Blaine County's booming crystal meth trade. Next target: a fellow named Ortega, head of the Azteca gang.

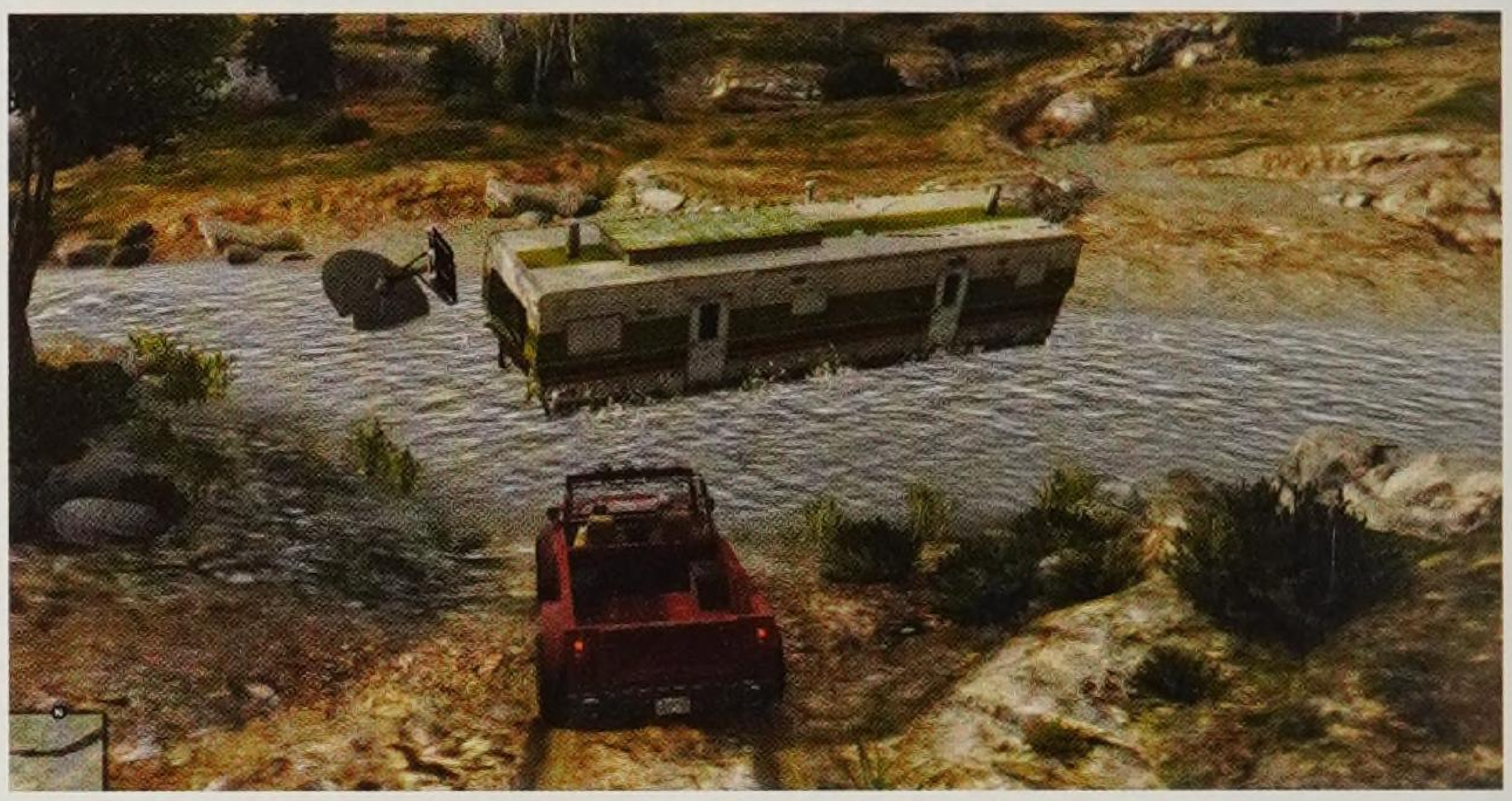
▶ Go to the riverside trailer.

Follow the yellow route to Ortega's trailer on the river ④. En route, Ron mentions a Chinese contact that wants to buy large quantities of crystal meth. He mentions the area competitors: The Lost MC (now eliminated), Ortega's Azteca crew, and the O'Neil family. Trevor wants to consolidate more of the market under his control.

▶ Push the trailer into the river.

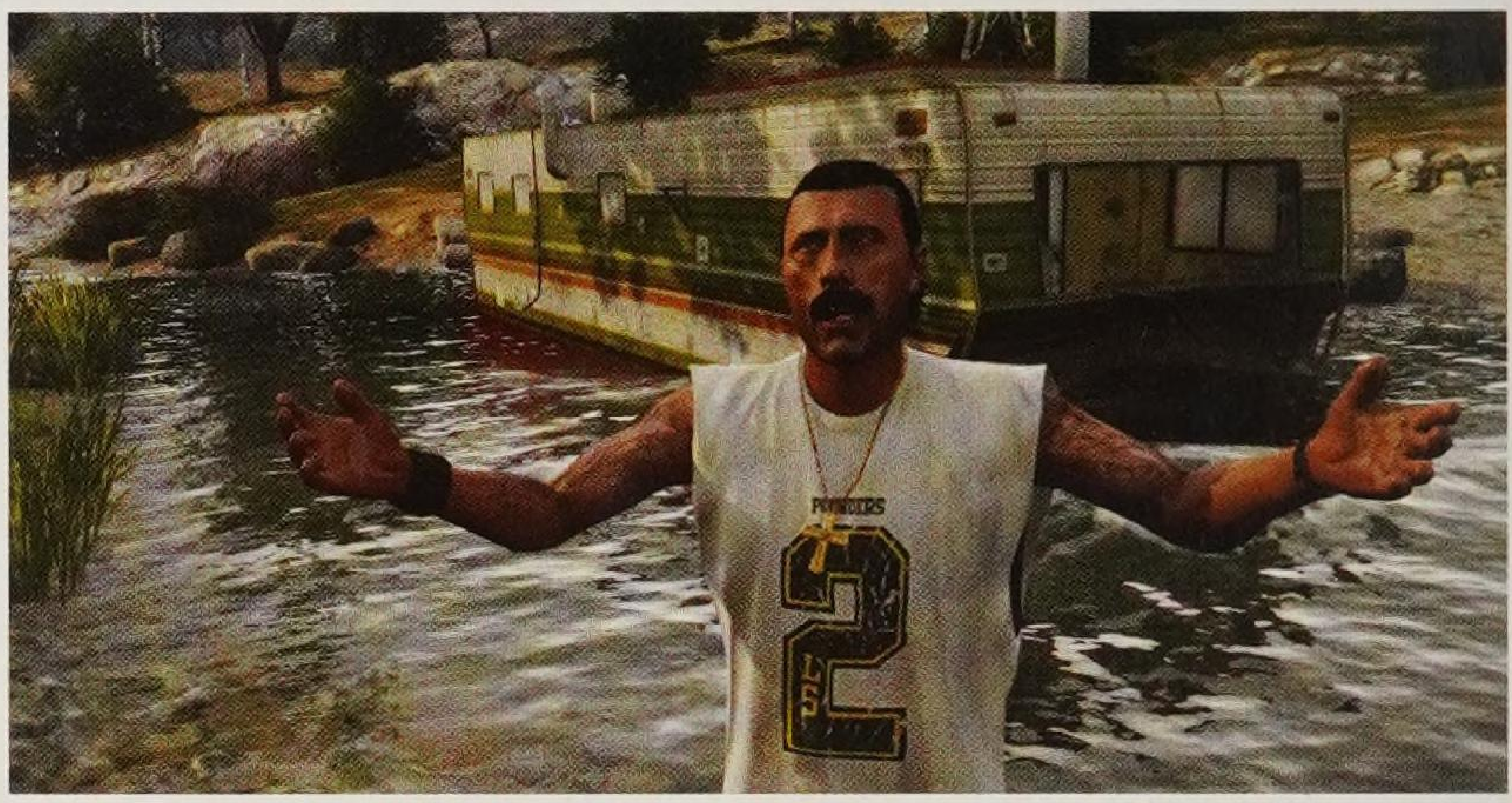
When you reach the destination marker, Trevor automatically parks across the road facing Ortega's trailer. Accelerate to full speed to ram the trailer. Keep your foot on the gas until Trevor's truck pushes the trailer all the way into the river.





Threaten (or kill) Ortega.

Ortega emerges from his soggy home as Trevor explains the new order of things. After the cutscene, you have a choice. You can either humiliate Ortega by holding him at gunpoint as he cowers and then walk away, or you can shoot him. Even from the little you've seen of Trevor so far, you can probably guess what *he'd* prefer to do. But the choice is entirely yours.



▶ Get back in the truck and go to Ron's place.

After your moment with Ortega, get back in the truck and wait for Ron to join you. Then follow the yellow route to Ron's domicile, which is next door to Trevor's trailer ①. Your arrival triggers a quick tour of the trailer, which is Trevor's safehouse.

Mission Completion Stats: Mr. Philips

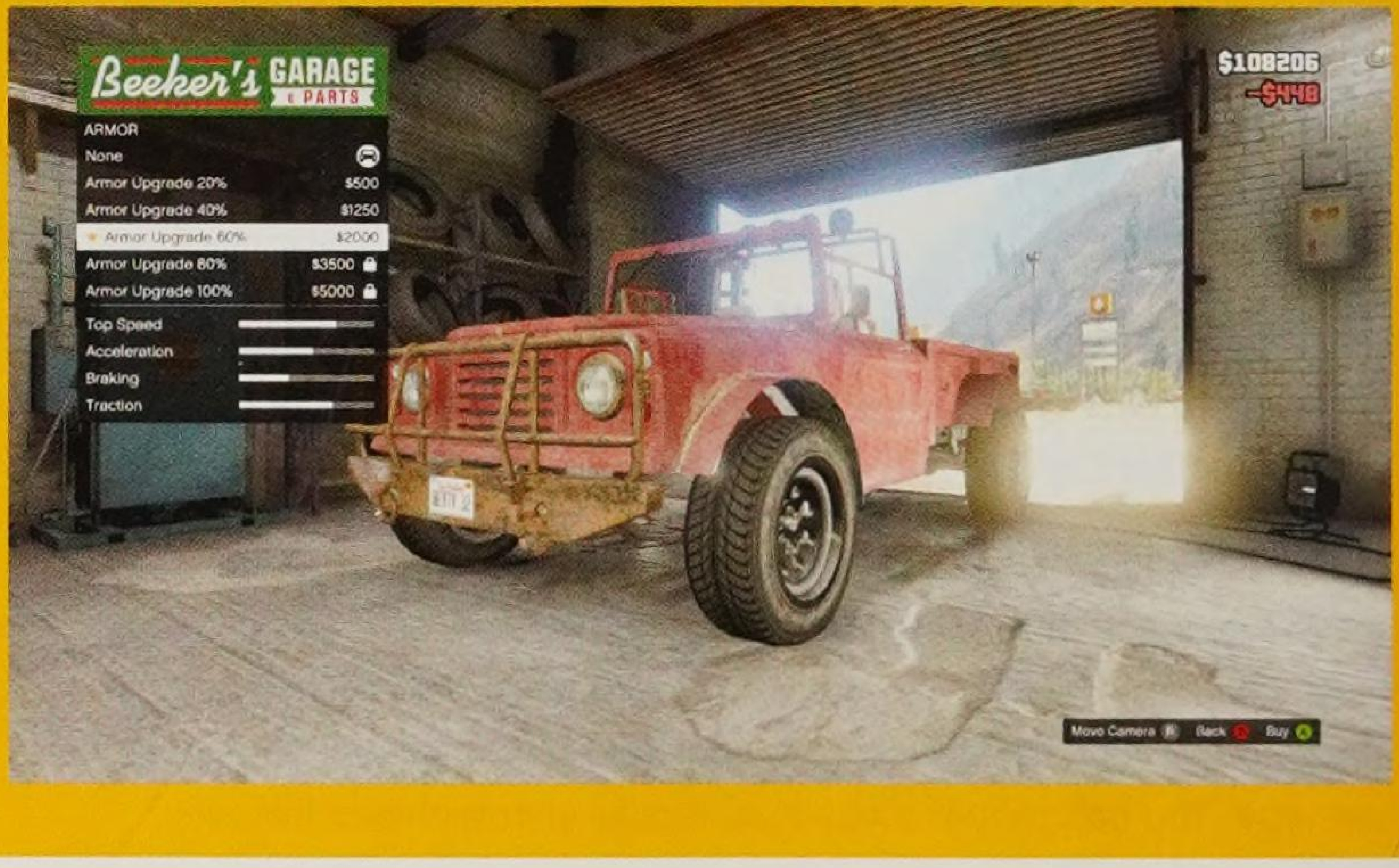
● No Survivors	☑ Kill all fleeing bikers
● Headshots	☑ Kill 12 enemies with a headshot
● Mission Time	☑ Complete within 12:00
● Trailer Trashed	☑ Cause $5000 damage to Ortega's trailer
● Lost and Damned	☑ Kill Terry and Clay during the chase

Pick a new mission.

Completing "Mr. Philips" immediately opens a new mission associated with a Chinese organization that wants to invest in the local economy. A "**C**" (Chinese) icon now appears on your map. If you leave the area and explore a bit, a new **"T"** (Trevor) map icon also appears. You can follow the **"T"** to trigger "Nervous Ron" or follow the **"C"** to trigger "Trevor Philips Industries." We'll do the latter in this walkthrough.

✱ Tattoos and Off-Road Racing

Completing "Mr. Philips" unlocks tattoo parlors and off-road races. Look for these new icons marking the locations on your Menu map.



ARMOR	
None	
Armor Upgrade 20%	$500
Armor Upgrade 40%	$1250
Armor Upgrade 60%	$2000
Armor Upgrade 80%	$3500
Armor Upgrade 100%	$5000

Trevor Philips Industries

Yellow Jack
JACK
INN
You're in
PIßWASSER
Country
LIQUOR
OPEN

CONTACT POINT:

"C" (Chinese)

MAIN OBJECTIVES:

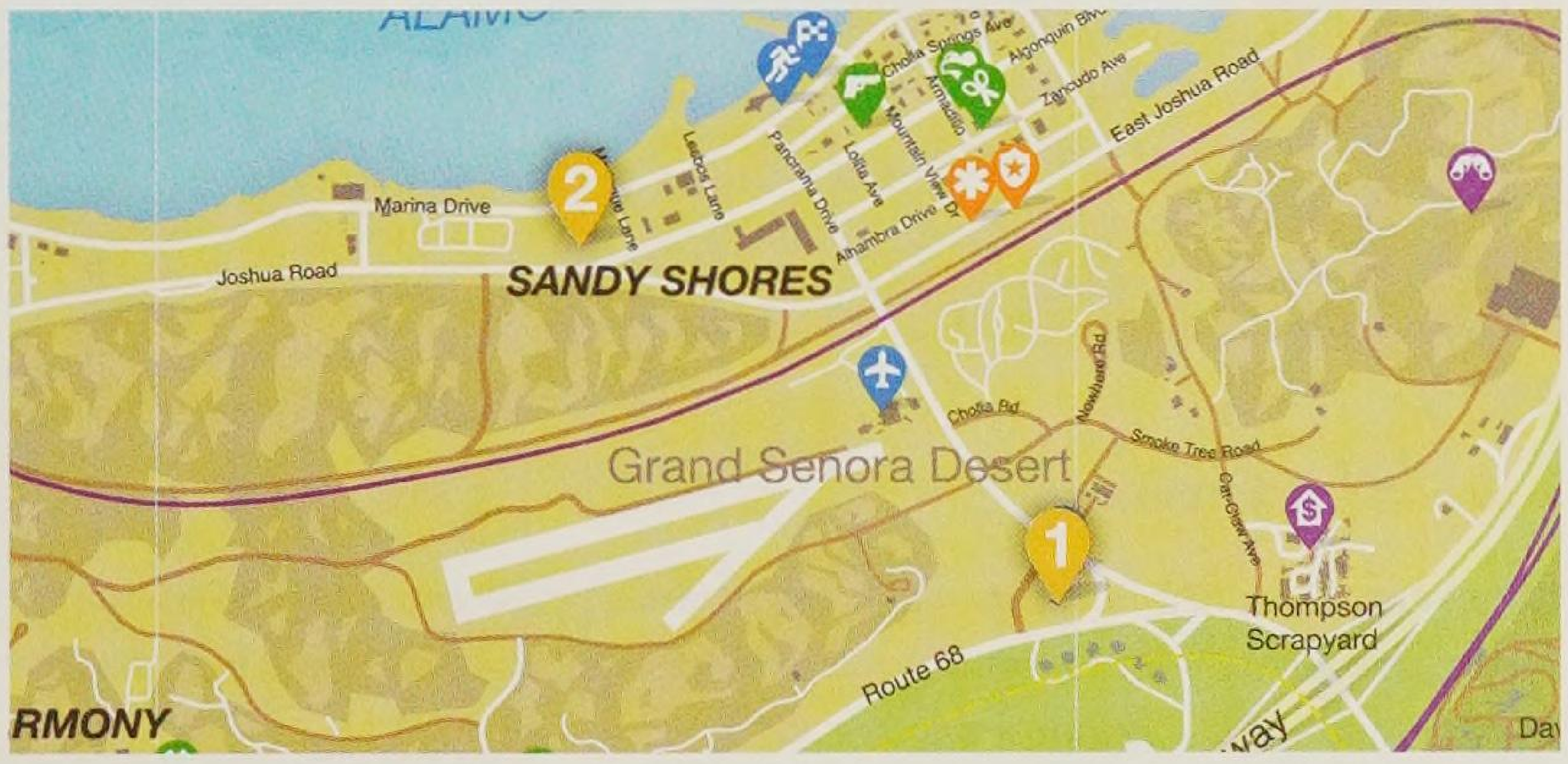
- *Go to the meth lab.*
- *Kill Ortega's men.*
- *Follow Chef to vantage points.*
- *Return to the icebox.*

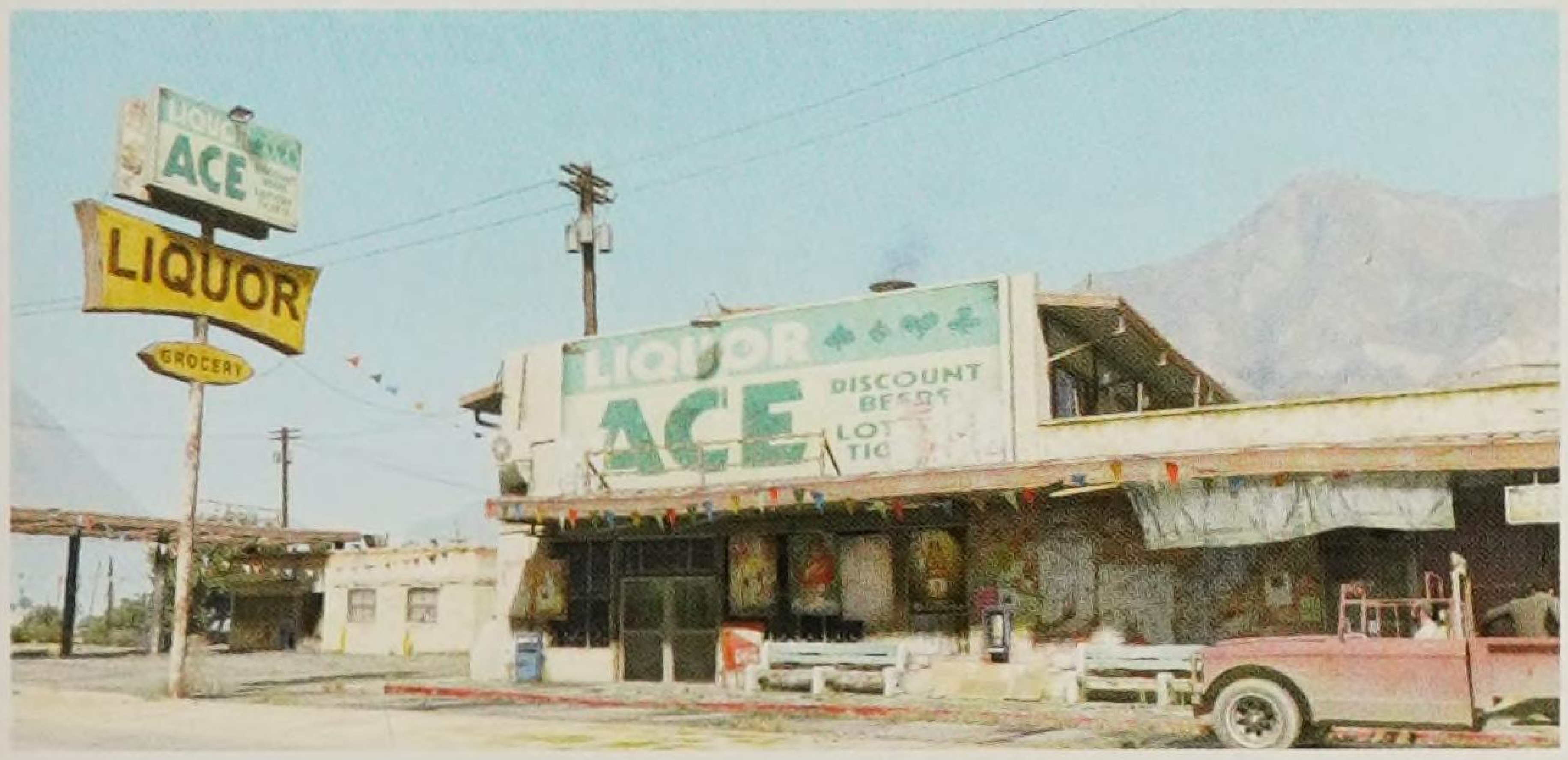
PREREQUISITES:

- *Complete "Mr. Philips."*

Mission Can Be Triggered By: Trevor

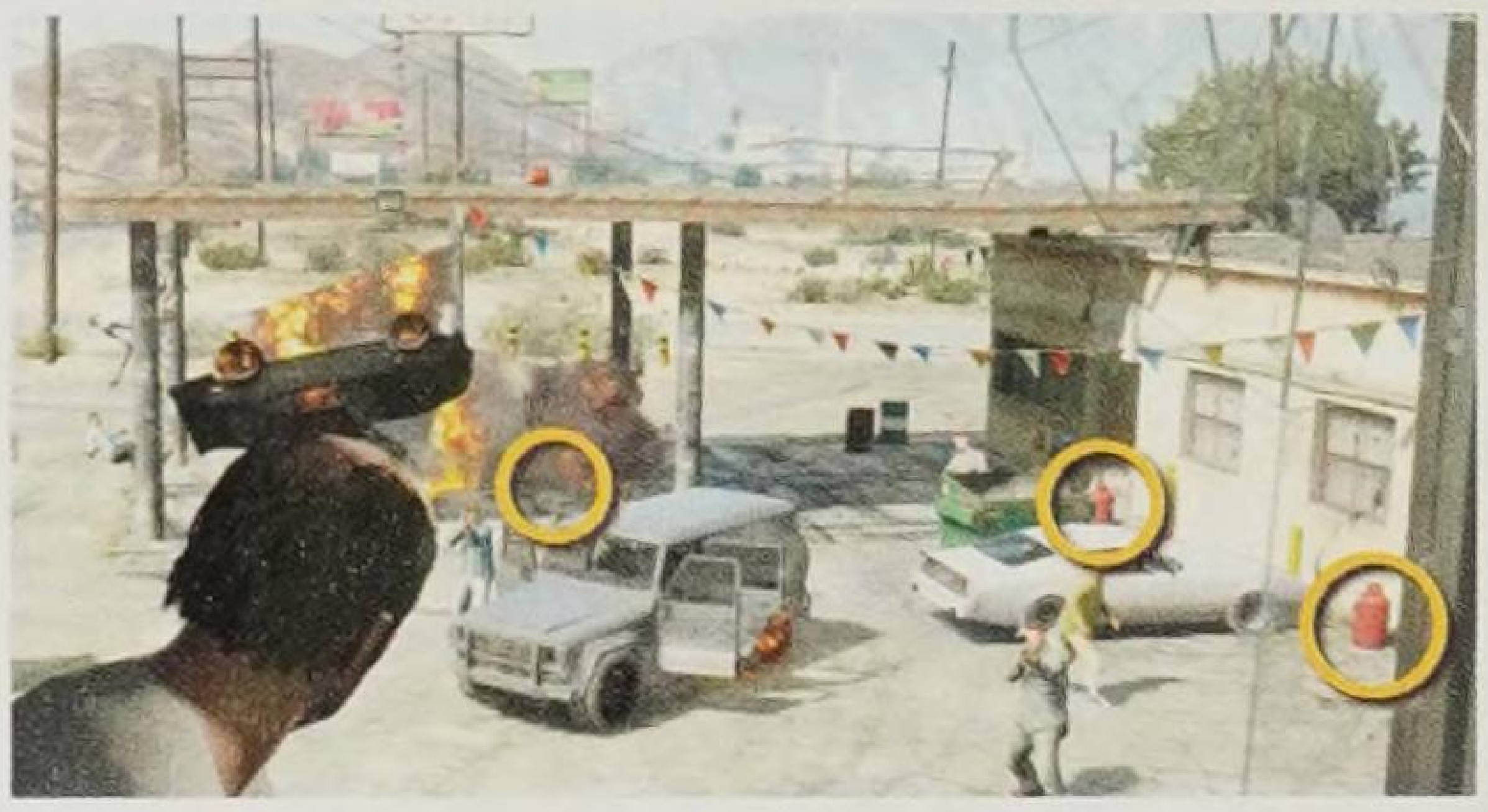
Follow the yellow **"C"** icon across the map to the Yellow Jack Inn ① and enter the seedy bar. Trevor meets a happy young fellow named Mr. Cheng and his chaperone, representatives of a Chinese conglomerate that wants to do business with Trevor's operation. Trevor agrees to show them his cooking facilities.


ALAMO
Marina Drive
Joshua Road
SANDY SHORES
Lesbos Lane
Panorama Drive
Lolita Ave
Alhambra Drive
East Joshua Road
Zancudo Ave
Algonquin Blvd
Cholla Rd
Smoke Tree Road
Grand Senora Desert
Thompson Scrapyard
Route 68
RMONY
1
2


LIQUOR
ACE
LIQUOR
GROCERY
DISCOUNT BEERS
LOTTO TICKETS

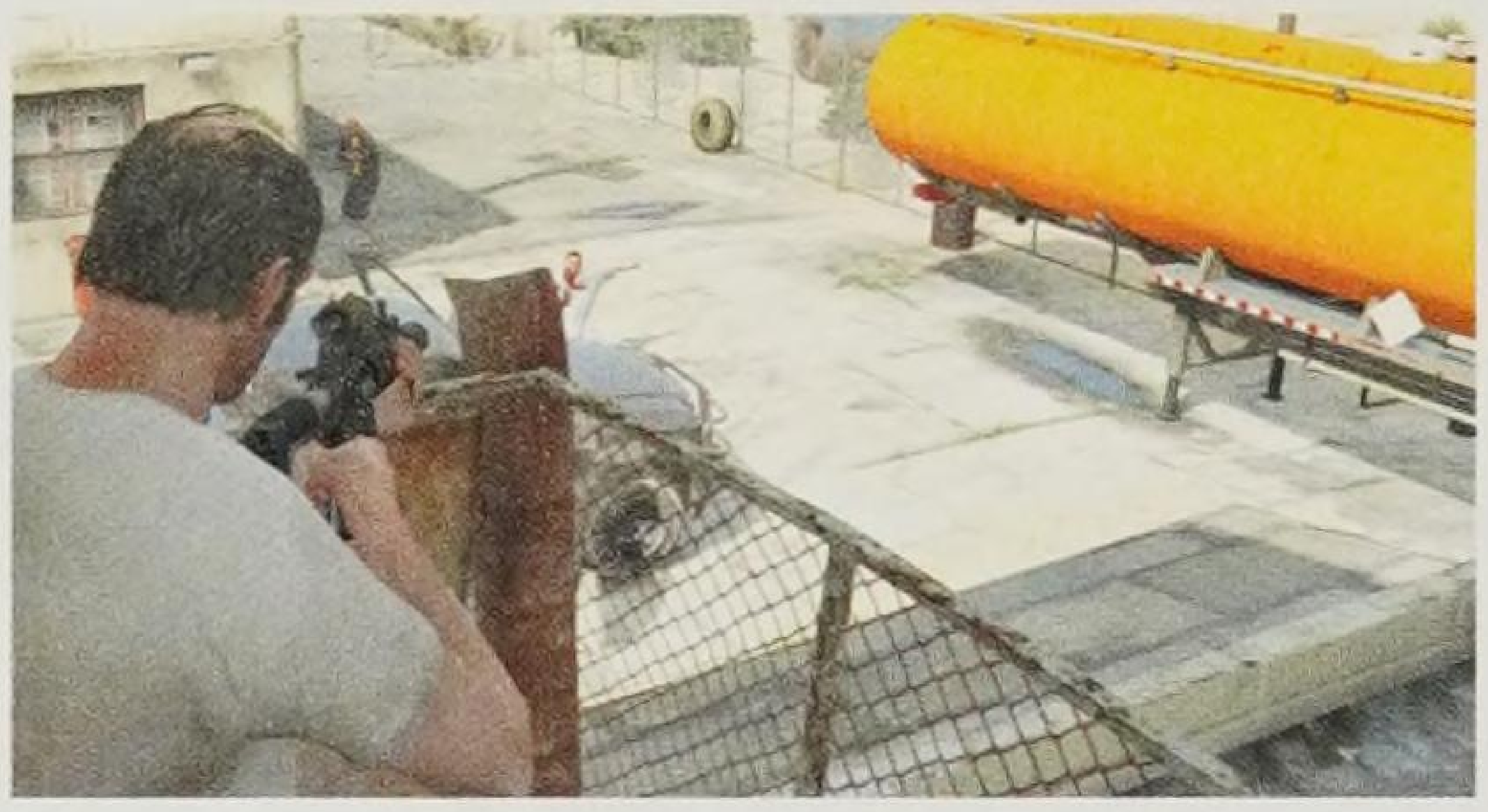
▶ Go to the meth lab.

Follow the yellow route to Trevor's meth lab ② above a Liquor Ace store. En route, Trevor gets a call from Chef, his meth cooker, with news that Ortega's crew is coming for revenge. Your arrival triggers a cutscene: Chef reports that time is short, so Trevor shuts his Chinese guests in a "private room" and hustles upstairs to a window as the Aztecas arrive.



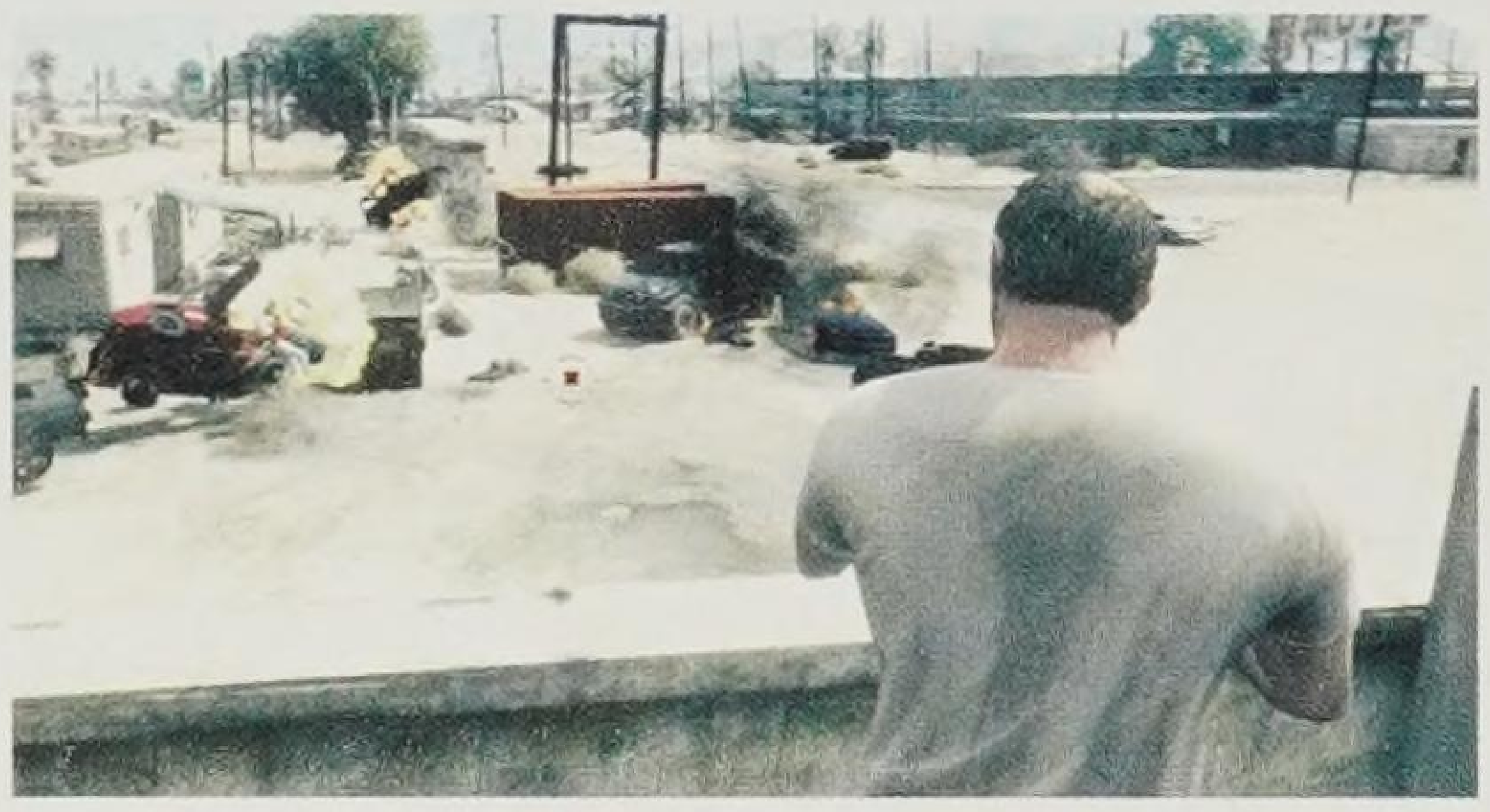
▶ Kill Ortega's men.

Use the windowsill as cover and pick off Aztecas arriving in the lot of the abandoned gas station below. Target a pair of red fuel canisters (circled in our screenshot) to trigger explosions that can take out cars and multiple enemies.



▶ Follow Chef.

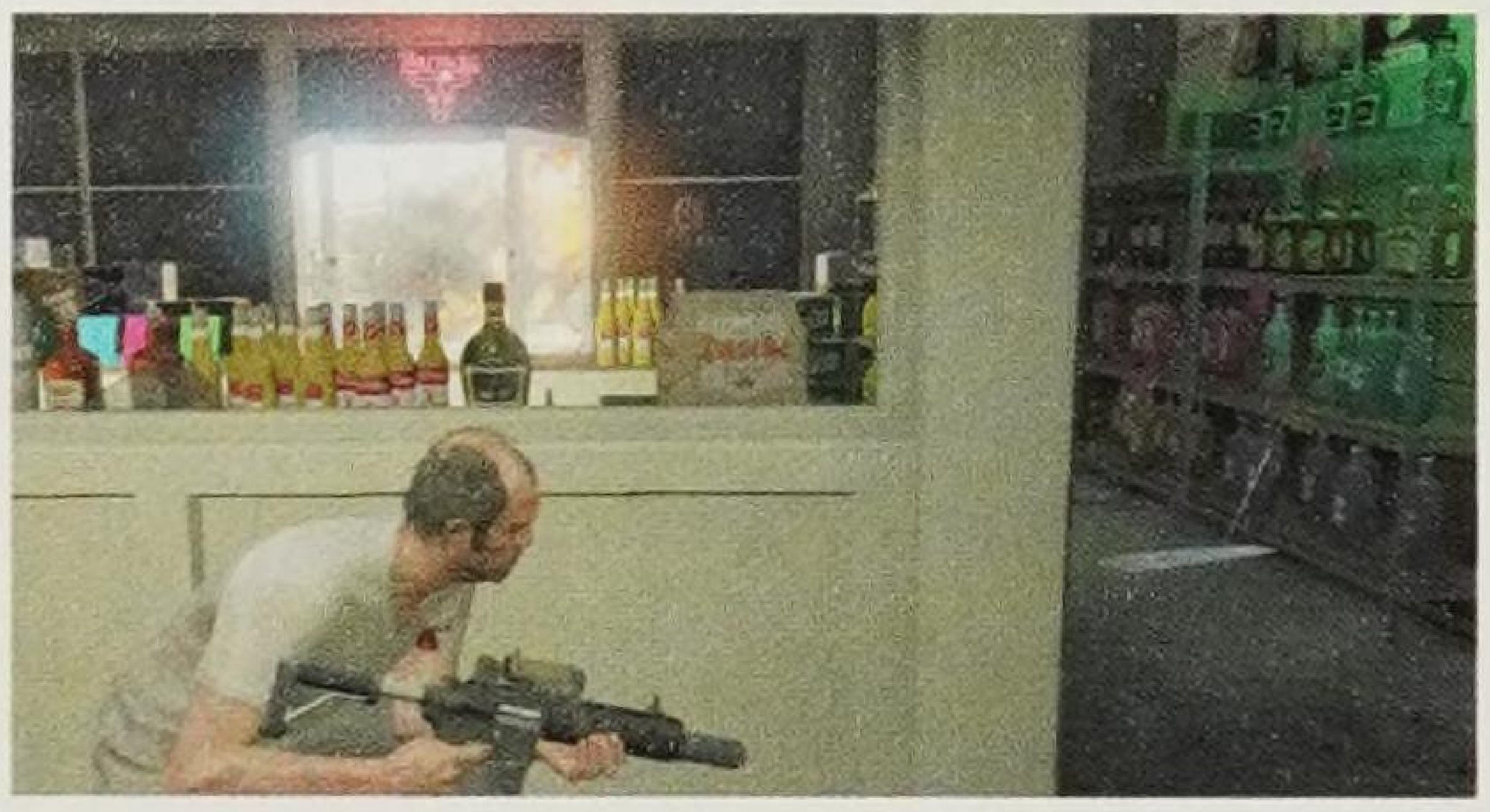
When more Aztecas arrive in a pickup truck, it smashes through an entry gate. Chef rushes off to get a better shooting angle. Follow Chef (the blue radar blip) through the next room and onto a balcony overlooking the side yard. Pick off the four gunmen who emerge from the pickup below. Watch out for one shooter who tries to slip around behind you and rush the staircase.



▶ Follow Chef again.

When the area is cleared, follow Chef again. This time he leads you out onto the roof facing the back of the building. Take cover behind the low ledge and start targeting the advancing Aztecas. Shoot the red gas canister (circled in our screenshot) in front of the car to the left to trigger a big explosion.

When Chef tosses you a grenade launcher, use it to wreak some havoc on the remaining gunmen. To earn the mission's Gold Medal, you must destroy at least six vehicles, so lob grenades at cars. Vehicle detonations take out any nearby gunmen.



▶ Follow Chef yet again.

When the back lot is cleared, follow Chef again as he leads you downstairs. More gunmen try to rush the liquor store's front door, so take cover behind the counter and repel this final Azteca assault.

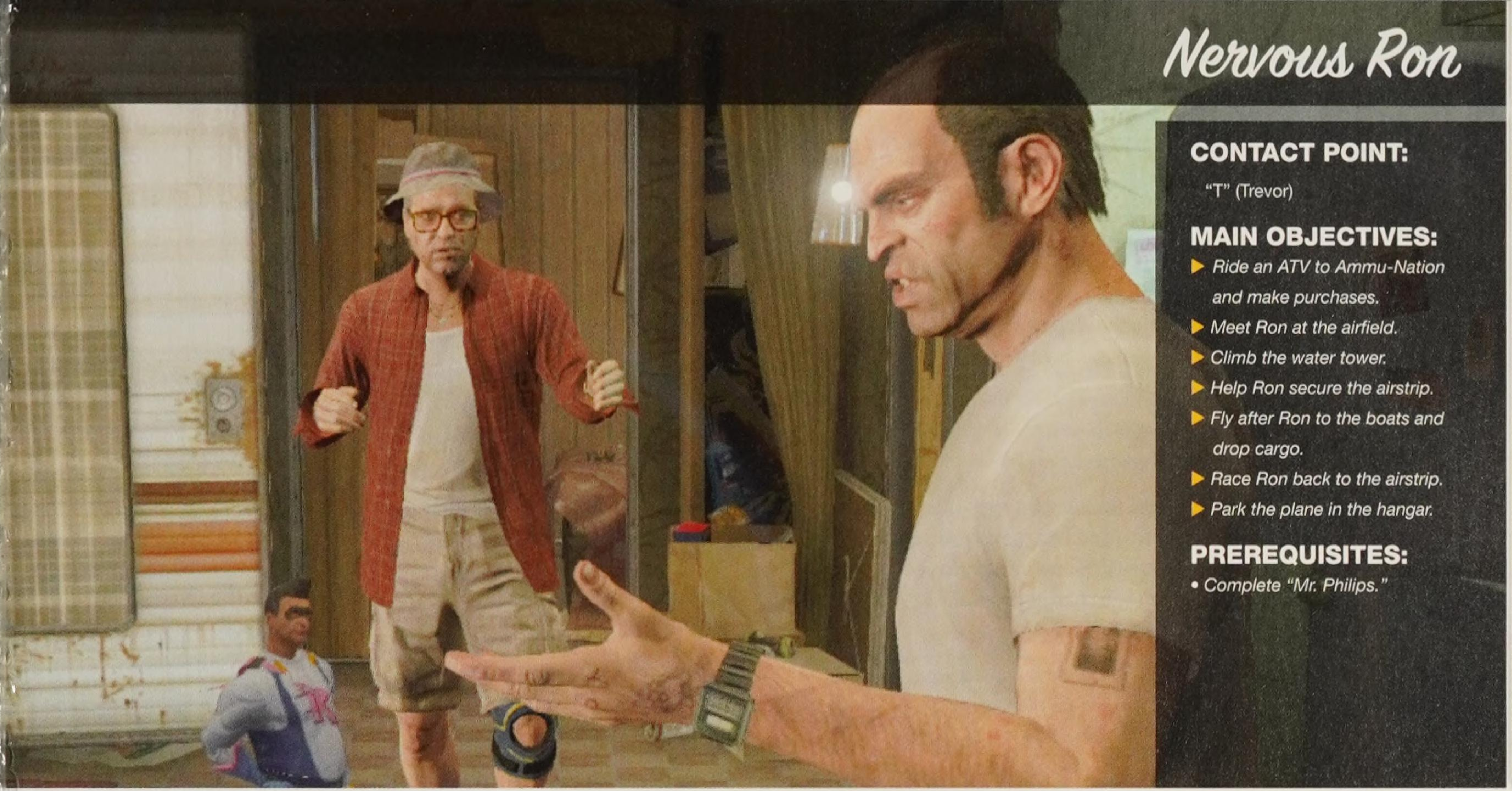
▶ Go to the icebox.

When Ortega's crew is finally wiped out, exit the store and take some time to pick up weapons, ammo, and cash dropped by fallen Aztecas. Then go back to the icebox where your Chinese guests are chilling. Cheng Jr. and his handler have seen quite enough, and make a quick exit. But note that young Cheng has been added to your phone's contact list.

Mission Completion Stats: Trevor Philips Industries

● Body Count	☑ Kill 32 enemies
● Unmarked	☑ Complete with minimal damage to health and armor
● Scrap Man	☑ Destroy 6 vehicles
● Mission Time	☑ Complete within 04:30

Nervous Ron



CONTACT POINT:

"T" (Trevor)

MAIN OBJECTIVES:

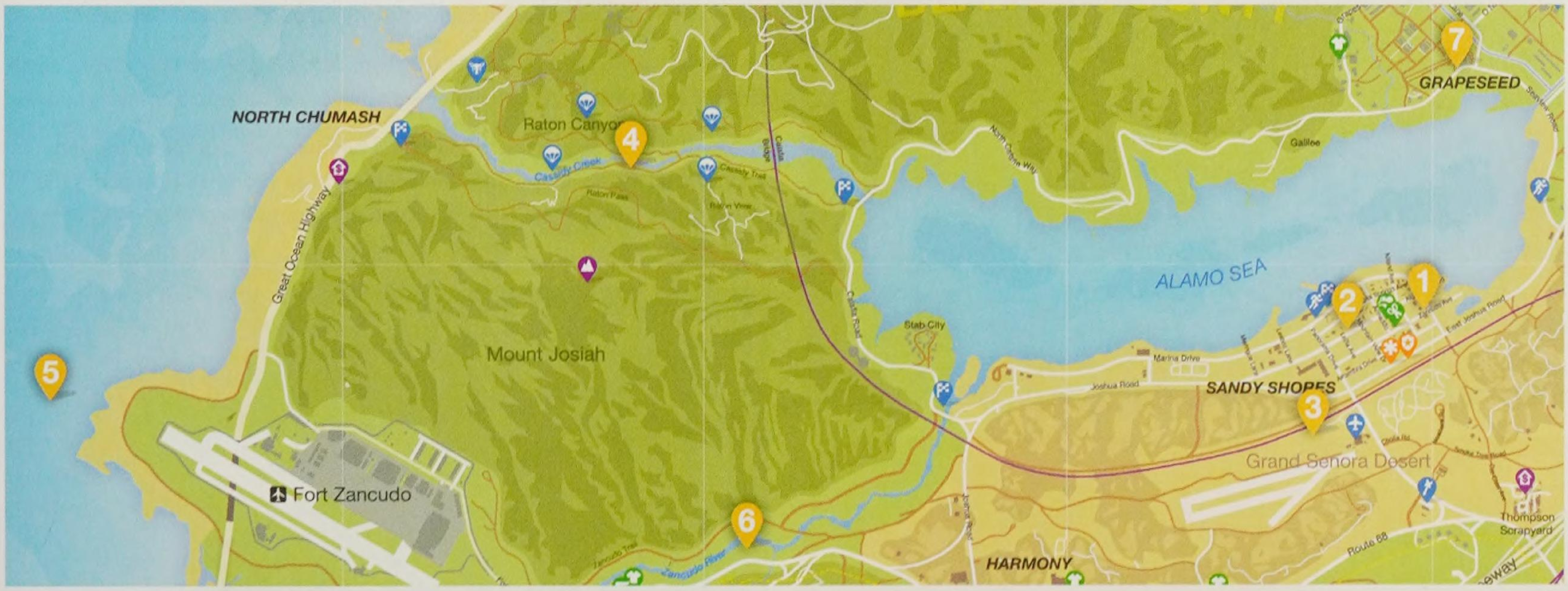
- *Ride an ATV to Ammu-Nation and make purchases.*
- *Meet Ron at the airfield.*
- *Climb the water tower.*
- *Help Ron secure the airstrip.*
- *Fly after Ron to the boats and drop cargo.*
- *Race Ron back to the airstrip.*
- *Park the plane in the hangar.*

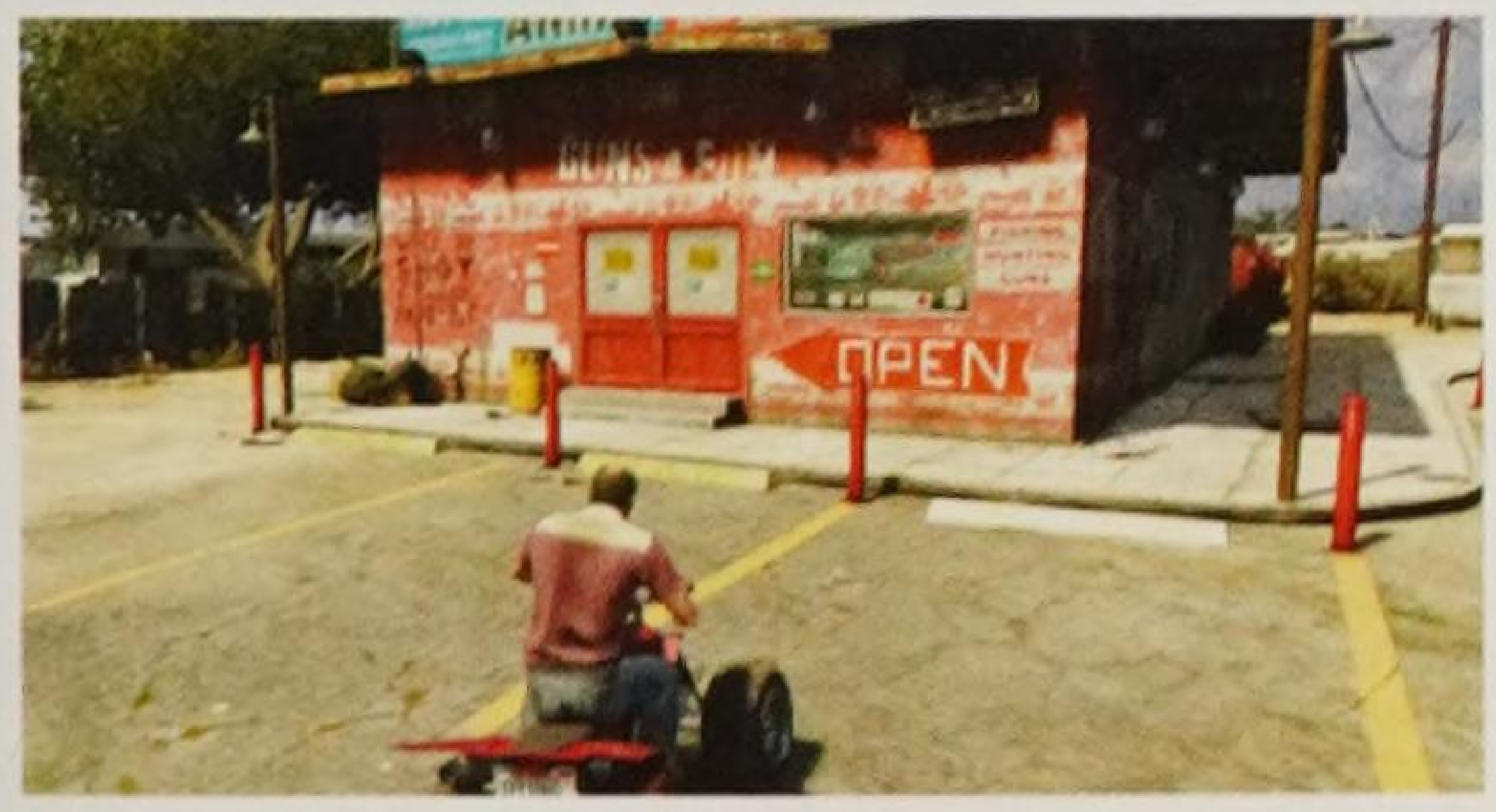
PREREQUISITES:

- *Complete "Mr. Philips."*

Mission Can Be Triggered By: Trevor

Follow the yellow **"T"** map icon to the front porch of Trevor's trailer 1 where he discovers that The Lost MC has trashed his place… and also violated his beloved statue of superhero Impotent Rage. After Wade arrives with nothing to report on his search for Michael Townley, Trevor decides to take out his frustrations on the biker gang.


NORTH CHUMASH
Great Ocean Highway
Raton Canyon
Cassidy Creek
Raton Pass
Cassidy Trail
Mount Josiah
Fort Zancudo
Zancudo Trail
Zancudo River
Calafia Bridge
Calafia Road
North Calafia Way
Galilee
GRAPESEED
ALAMO SEA
Stab City
Marina Drive
Joshua Road
East Joshua Road
SANDY SHORES
Grand Senora Desert
Joshua Road
HARMONY
Route 68
Thompson Scrapyard
1
2
3
4
5
6
7



▶ Ride an ATV to Ammu-Nation.

Hop on Trevor's red ATV parked on the street in front of Trevor's trailer. Trevor sends Ron ahead to check out Sandy Shores Airfield. Follow the yellow route four blocks to the nearby Ammu-Nation store 2.

▶ Acquire an advanced scope and suppressor for the Sniper Rifle.

Enter Ammu-Nation and approach the counter to make a selection. Scroll to the Sniper Rifle and purchase it. Then purchase the suppressor and the advanced scope from its list of upgrade items. Return to your ATV outside.

▶ Join Ron on the water tower.

Ron calls to report that bikers are all over the airfield; Trevor explains that two Lost MC planes loaded with weapons are on the runway, ready for delivery to a buyer. His plan is to appropriate the shipments. Follow the blue map route to Ron, who surveys the airfield from a water tower 3 on the perimeter. Climb past Ron to the top of the tank.

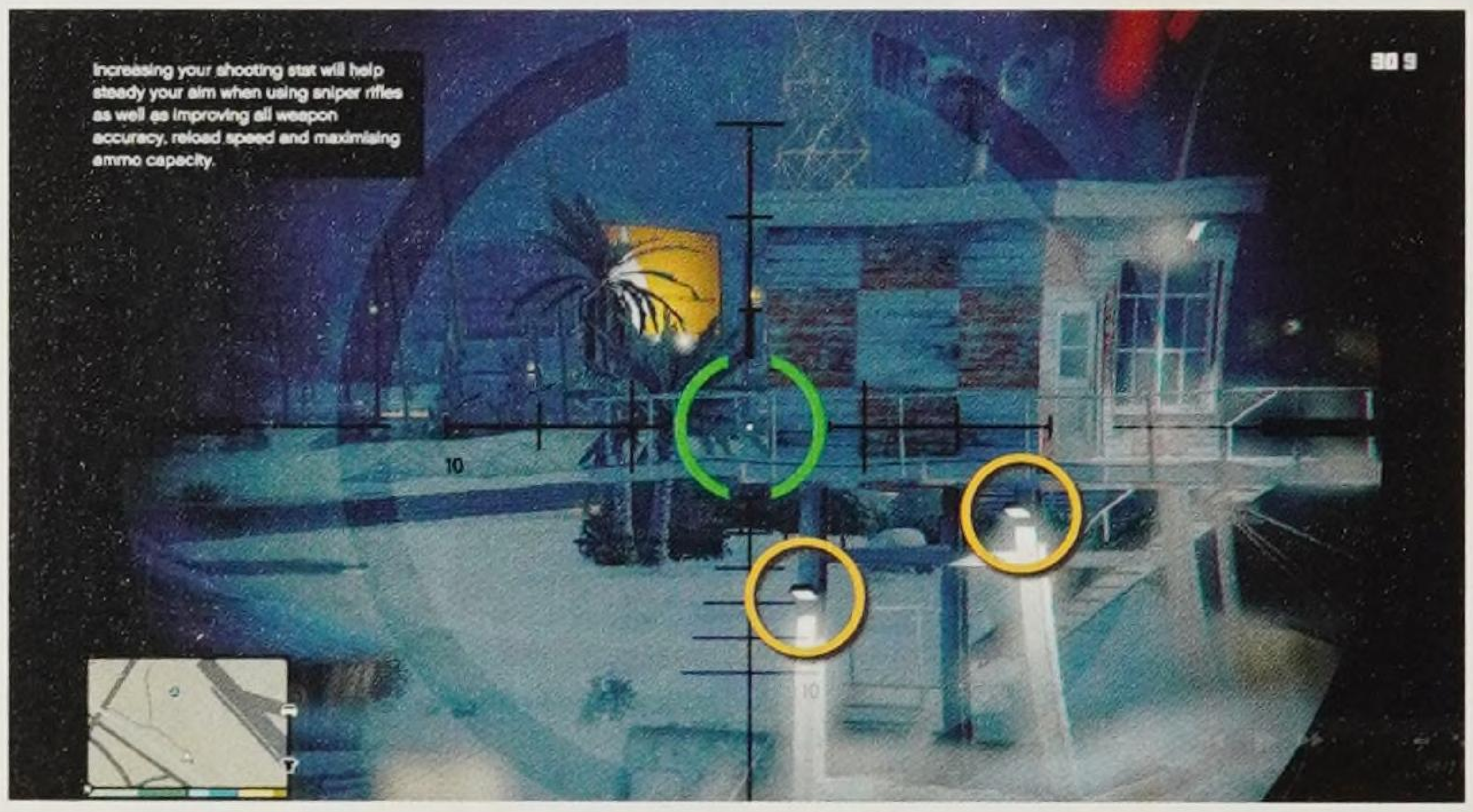
Focus the sniper scope on Ron.

Now it's sniper time! The scene fades to later that night. Use the Aim control to bring up scope view and scan down to find Ron moving away from the water tower on an ATV. The lights of Ron's ATV make him easy to spot. When Ron stops the ATV and dismounts, zoom in on him as he waves to you and starts moving to the right, toward the airstrip.

Now you must use your Sniper Rifle to clear the way for Ron. Stay focused on Ron until he points out a guard standing under the control tower. Scan to the right and shoot the biker at the bottom of the stairs.

Shoot out the lights around the control tower.

Ron hears an engine and you can see the headlights of a Lost MC van approaching behind the control tower. If the occupants spot the dead guard, an alert will go out. Take Ron's advice and shoot out the two lights (circled in our screenshot) on the tower's supports. If you nail them, the van drives past without anyone noticing the body.


Increasing your shooting stat will help steady your aim when using sniper rifles as well as improving all weapon accuracy, reload speed and maximising ammo capacity.

Steadier Sniping

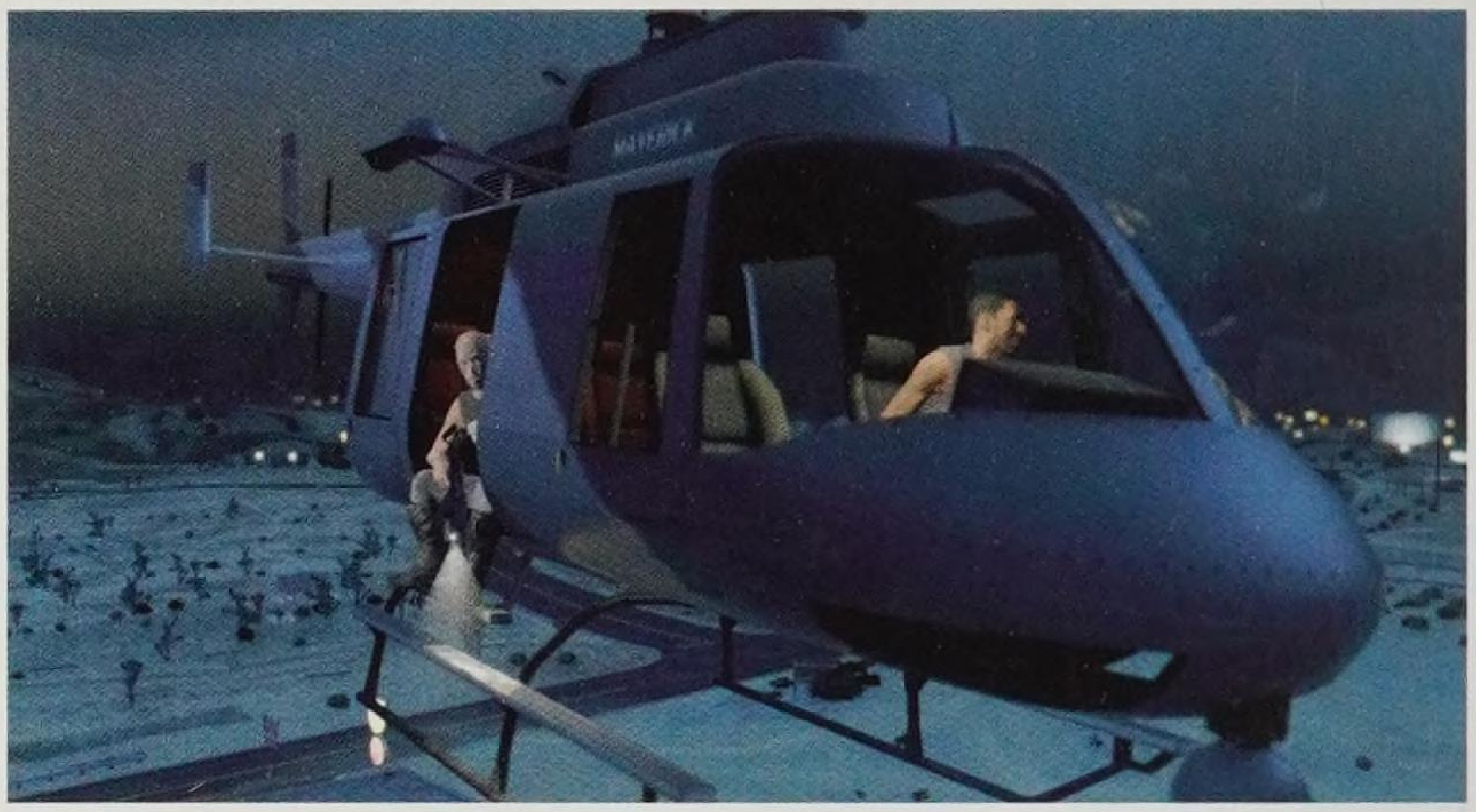
Increasing your shooting stat helps steady your aim with sniper rifles. Also, listen to Ron during the sniping sequence at the airstrip. He identifies each target's location.

Pick off the remaining guards.

Wait until the van stops and the headlights are turned off, then shoot the driver when he gets out. Scan up to the control tower where a lookout emerges from the shack and walks across the balcony. Snipe him, too. Scan down to the ground and shoot the biker approaching the base of the staircase, then scan back upward to hit another guard emerging from the tower door.

Now zoom in on Ron. He moves forward, but stops quickly. Scan rightward to shoot a pair of gunmen who emerge from the far door of the low building, next to the Amigas tank. When they're down, Ron moves to that spot and starts wiring C4 explosives to the big orange gas tanker that reads "Put Ron In Your Tank" on its side. As Ron exclaims: "Whatever you do, don't hit the tank!"

Scan right a bit to nail the biker arriving via motorcycle. Then find the helicopter dropping in directly above the "Unite and Preserve the Alamo Sea" billboard. Its nose directly faces you, so target the pilot. Shooting him triggers a quick cutscene of the chopper going down. Then Trevor descends the tower and hops onto his ATV.

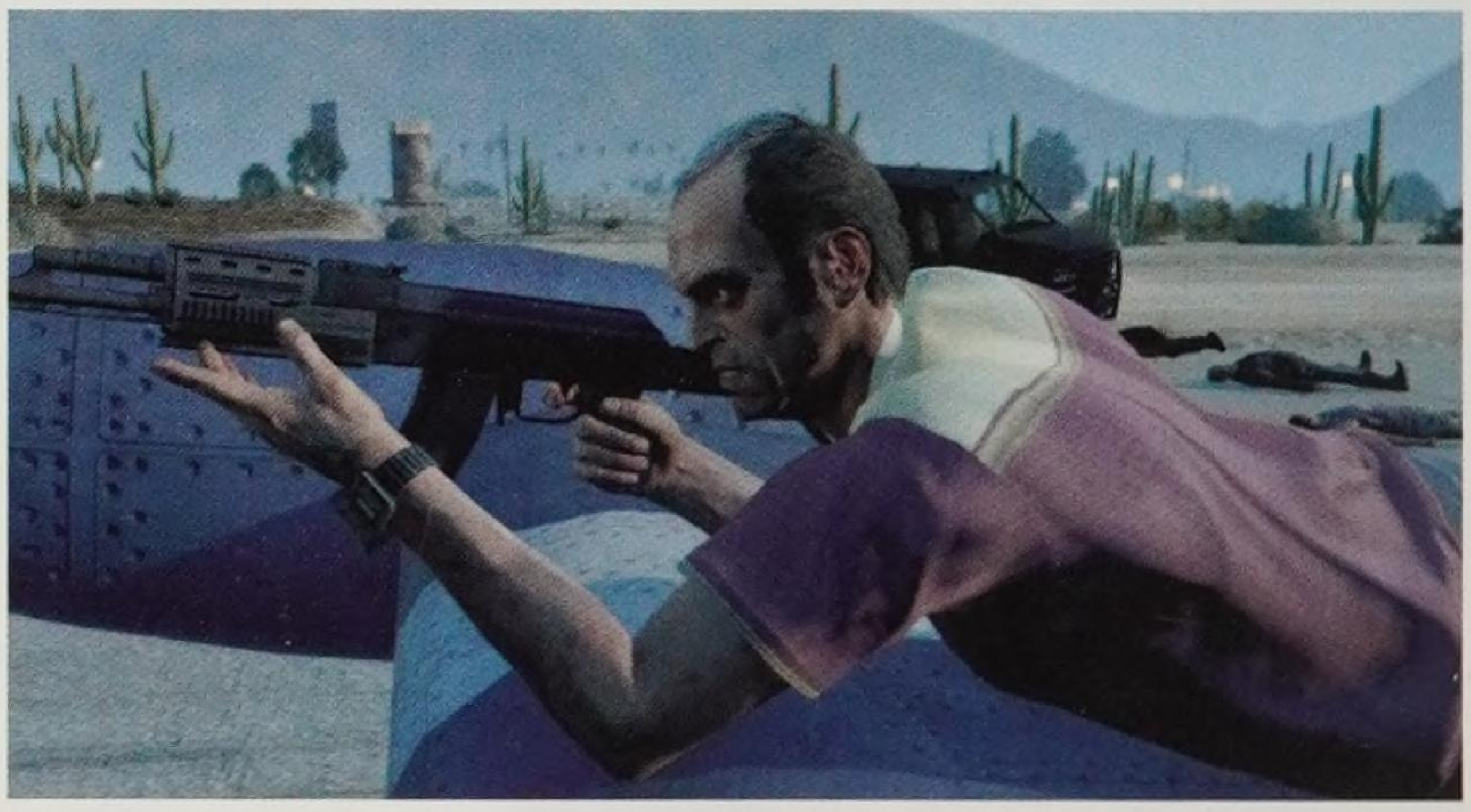


▶ Help Ron secure the airstrip.

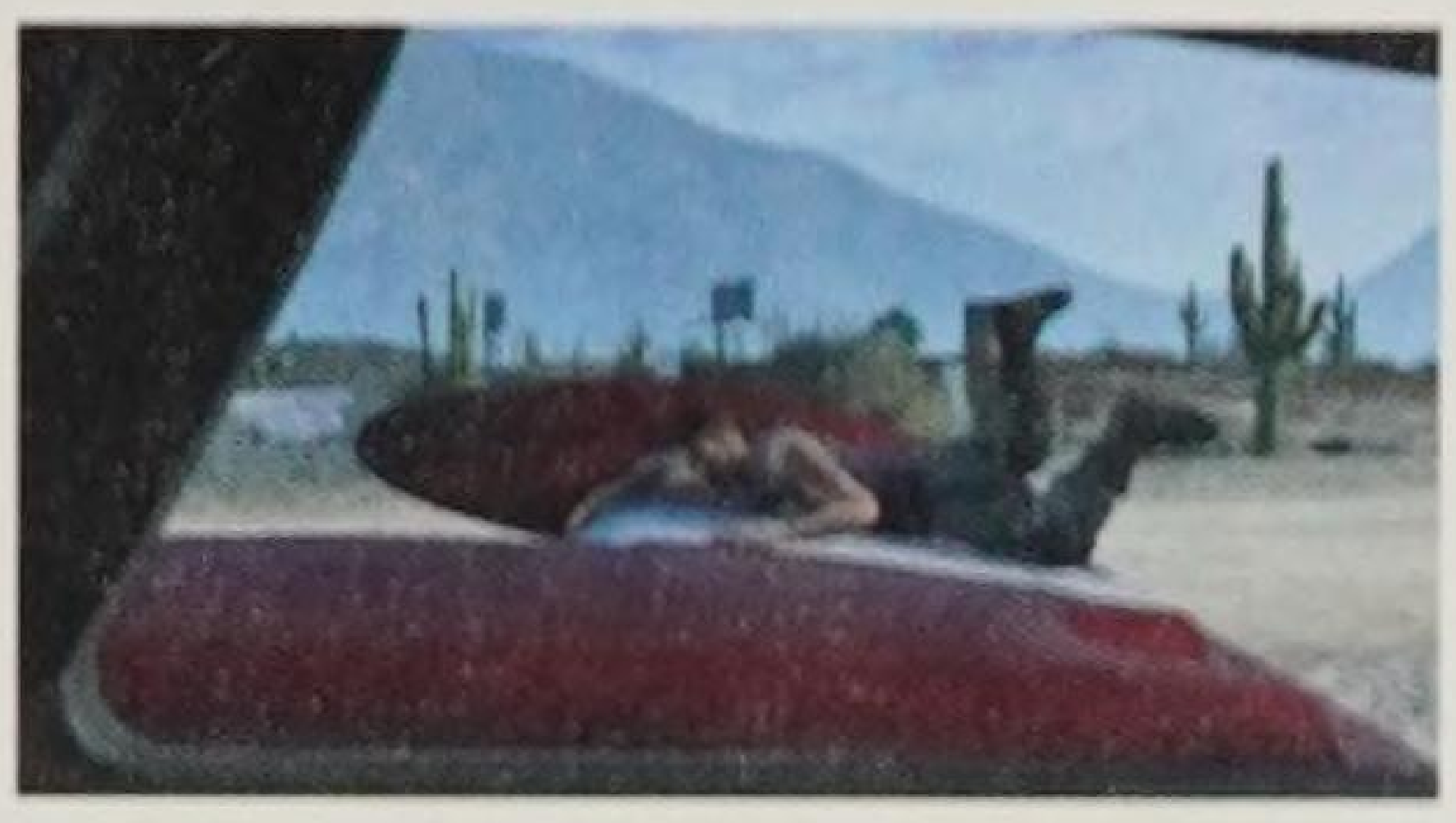
Head directly for Ron (the blue radar blip), who runs past the burning shell of the chopper. Ron slips into the hangar and hops aboard one of the two loaded planes you must confiscate, but the craft can't leave until you clear the area. Start shooting approaching bikers (the red blips). The darkness and heavy enemy numbers make this a tough fight, so use cover and advance carefully. Activate Trevor's special rage if things get hairy. When the last biker in this wave falls, you get a new objective.

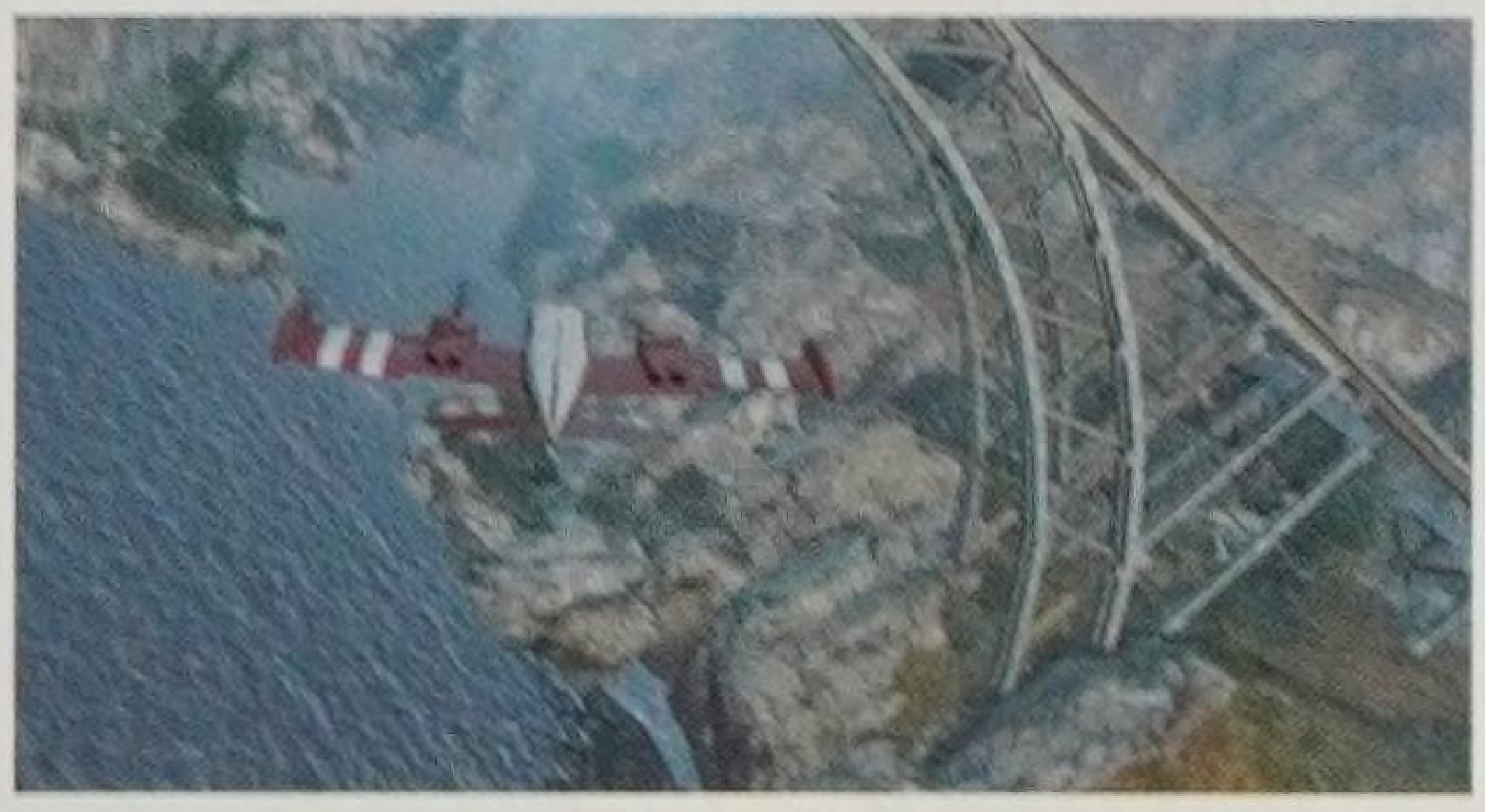
Get to the plane.

Follow the blue blip to the plane in the hangar. Your approach triggers a cutscene: Trevor leaps onto the wing and lies prone as Ron pilots the plane out of the hangar. Now you must clear a path to the second plane on the runway.



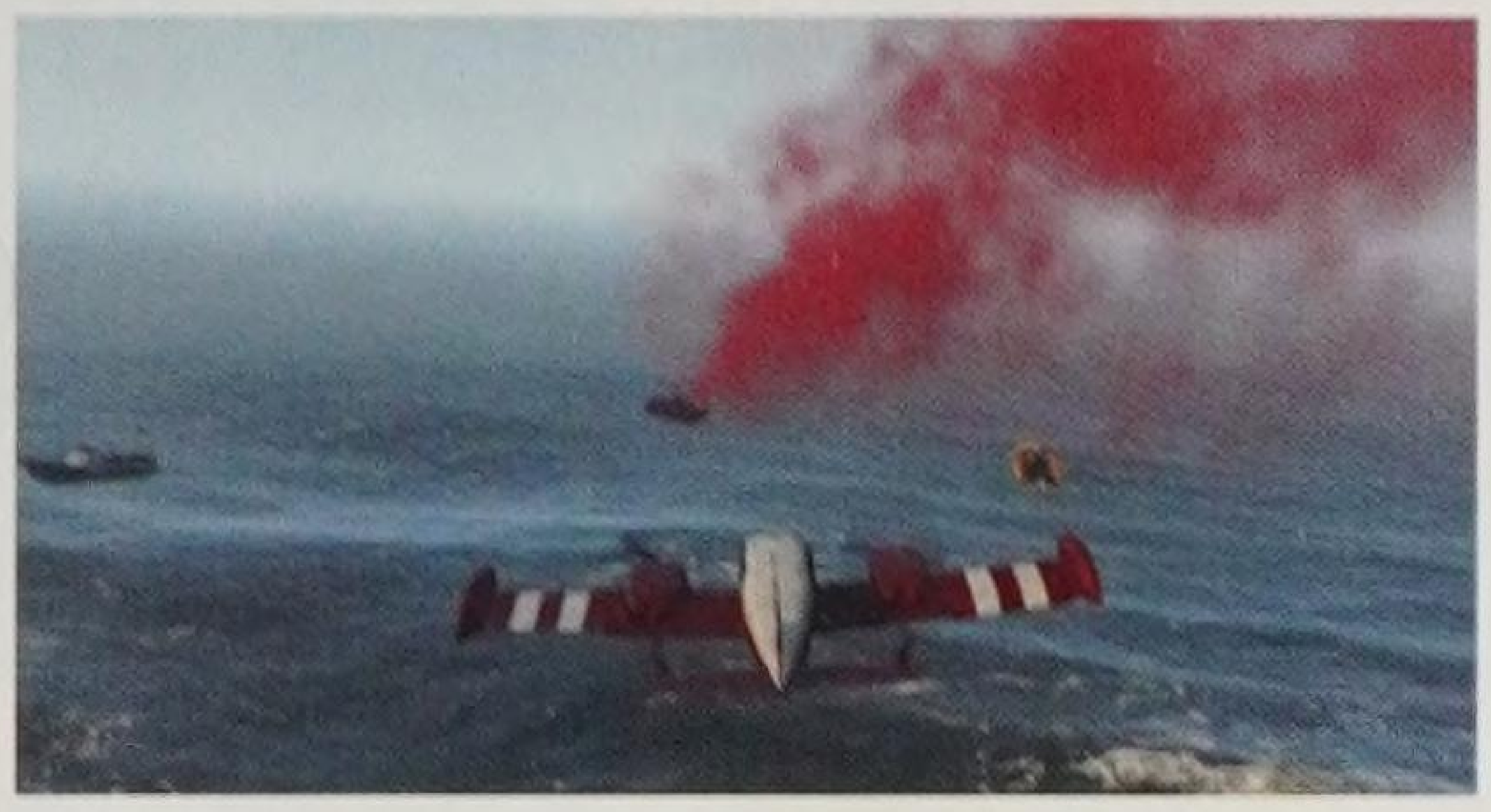
Start gunning down bikers on the runway. When prompted onscreen, press the control shown to detonate the C4 that Ron planted on the big fuel tanker. You can also shoot the Amigas tank on the left for more fireworks. Keep fighting until Trevor automatically hops off the wing and takes over the other plane, a Cuban 800. A brave (or stupid) biker manages to latch onto the wing before takeoff. Trevor's response: "I suppose there's room for a passenger."





Follow Ron's plane.

Use the flight controls shown onscreen to take off and fly. (You can pause the game and review the controls in the Main menu.) Bank back and forth a few times to shake off the biker clinging to the wing and follow Ron's plane, the blue blip on your radar. He weaves west along Cassidy Creek 4 toward the ocean, then veers south toward the next destination. Trevor says his contact is just off the coast.



Drop the cargo near the boats.

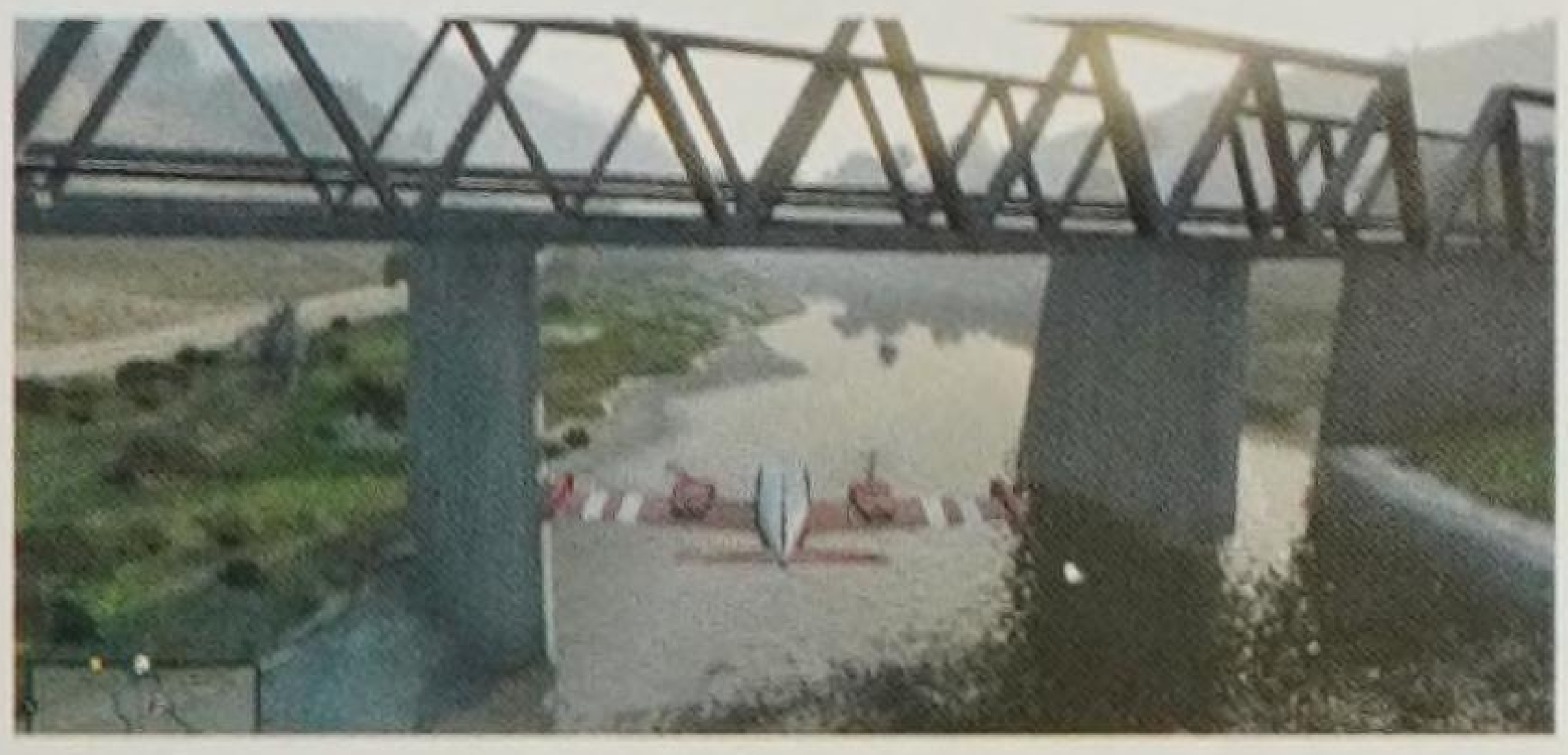
Trevor's contact 5 is anchored just off the point where the military base, Fort Zancudo, bulges out into the ocean. Don't fly over the base itself, and stay low as you skirt the perimeter to avoid detection by base radar. If Trevor's plane hovers too high, fighter jets scramble to shoot him down. Veer seaward to the red flare smoke rising from the water. When you get over the spot, press the button indicated onscreen to drop your cargo to the boats below.

Race Ron to the airstrip.

After making the cargo drop, you race Ron to a different airstrip, McKenzie Field over in Grapeseed. Follow Ron up the Zancudo River valley 6 and try to fly under the bridges en route as you race toward the runway.

Taxi the plane into the hangar.

After landing at McKenzie Field 7, steer the plane into the hangar to trigger the mission-ending cinematic: Trevor feels that ripping off The Lost MC's weapons deal and drastically reducing their membership is adequate restitution for the broken Impotent Rage statue. Soon after the mission ends, Ron texts that TPI has received payment for the guns from Mr. Oscar Guzman.



Mission Completion Stats: Nervous Ron

● Headshots	☑ Kill 5 enemies with a headshot
● Mission Time	☑ Complete within 12:30
● Nervous Twitch	☑ Win the race against Ron
● 6 Bridges, 1 Plane	☑ Fly under 6 bridges found along the flight path
● Death On A Wing	☑ Kill all bikers while lying on the plane wing

Fly Under Bridges

To earn the Gold Medal, you must fly under six of the bridges found on the mission's flight path: those along Cassidy Creek to the sea, and those on the return route, along the Zancudo River valley.

Properties Now Available

Completing "Trevor Philips Industries" gives Trevor the option to buy the McKenzie Field Hangar and undertake air and ground trafficking missions for Oscar Guzman. It also unlocks other properties for purchase in the region. Owned properties pay you a weekly income. See our Properties section for details.

Crystal Maze

CONTACT POINT:

"C" (Chinese)

MAIN OBJECTIVES:

- *Go to the O'Neil brothers' farm.*
- *Get to the vantage point.*
- *Fight to the O'Neils' meth lab.*
- *Pour a gasoline trail and ignite it.*
- *Get away from the farm.*

PREREQUISITES:

- *Complete "Trevor Philips Industries."*

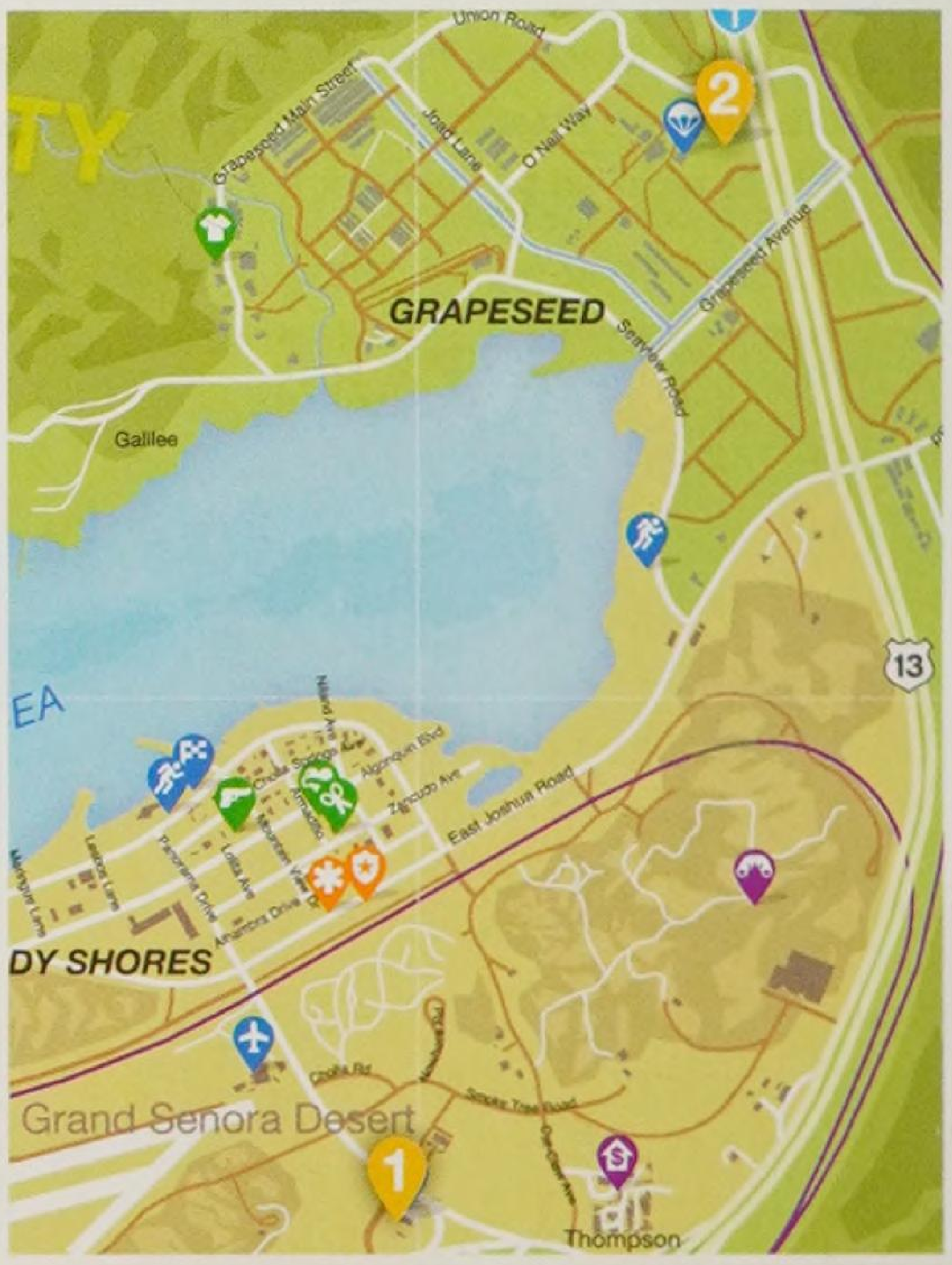
Mission Can Be Triggered By: Trevor

Shortly after completing "Trevor Philips Industries," a new yellow **"C"** icon appears on Trevor's map. Follow it to the Yellow Jack Inn ① and enter to trigger the opening cutscene: Trevor is distraught to learn that the Cheng group wants to "go down a different path." Unfortunately for Trevor, that path leads to the O'Neil brothers.

MISSION START

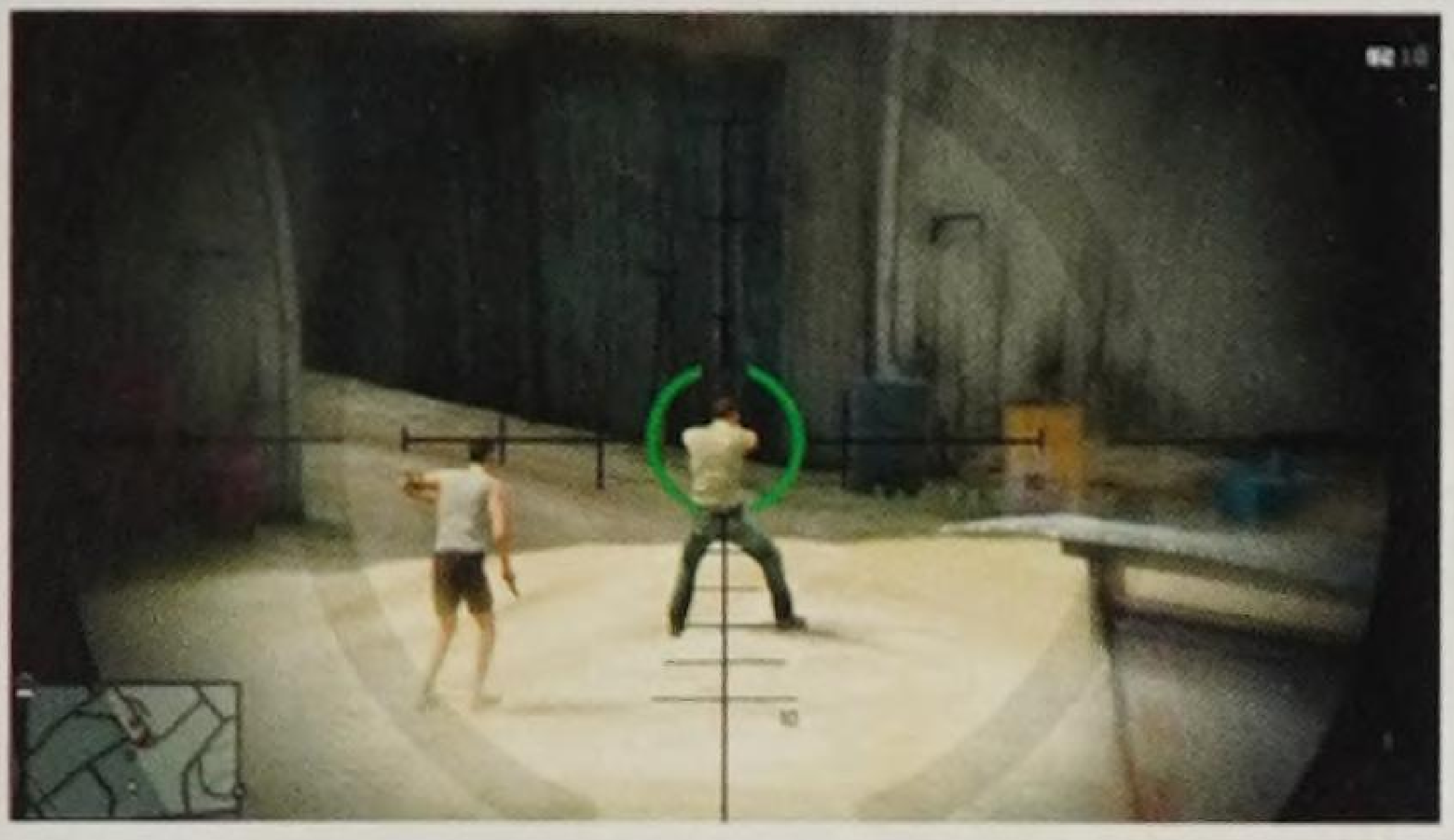
▶ Go to the O'Neil brothers' farm.

Before you go, check your weapon wheel to make sure you've still got your Sniper Rifle with advanced scope, suppressor, and plenty of ammo. (If not, make a stop at the Ammu-Nation in Sandy Shores.) Follow the yellow route to the O'Neil farm ② on the east side of Grapeseed. On the way, Trevor gets a call from an apologetic O'Neil brother, who tries to explain that "it's just business." But Trevor is raging… so much so that his special ability bar increases at twice the normal rate! As you approach the farm, keep an eye out for one of the best billboards in the game: "Used Cattle for Sale. Speak to Zeek."



▶ Get to the vantage point on the hill.

The route takes you down the farm's entry road, but veers off to a destination marker on the right. When you arrive, follow a new yellow blip up the rocky hill to trigger a cutscene: Trevor surveys the layout below. O'Neil brothers are everywhere, ready to defend their turf (and meth lab).

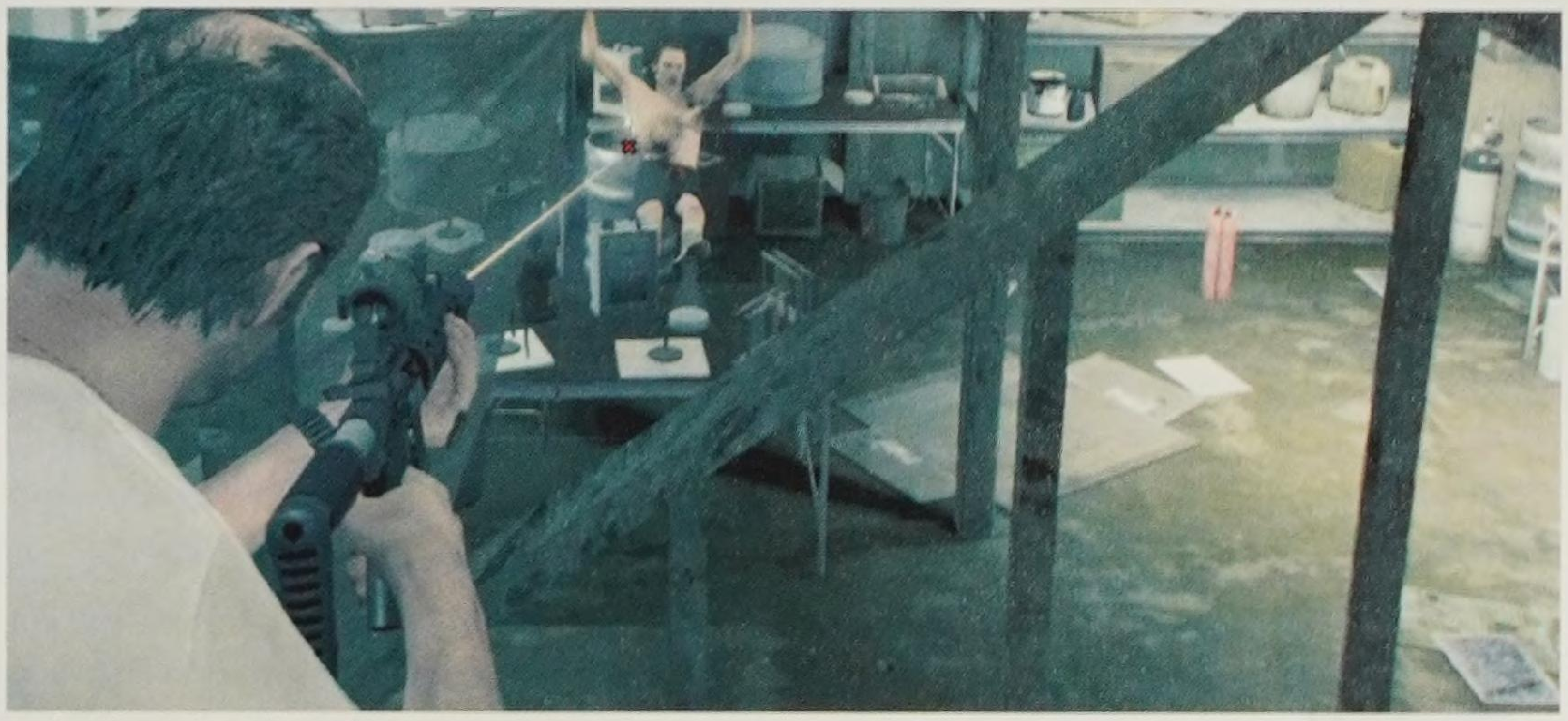


Destroy the O'Neils' meth lab.

From your vantage point, wield your Sniper Rifle and start shooting O'Neils. Two are taking target practice down near the equipment garage; others stand in groups around the farmhouse and on its balconies. Target any red fuel canisters you spot, as well. A few O'Neils advance toward your position. Keep an eye on the red radar blips to see if any brothers are coming.

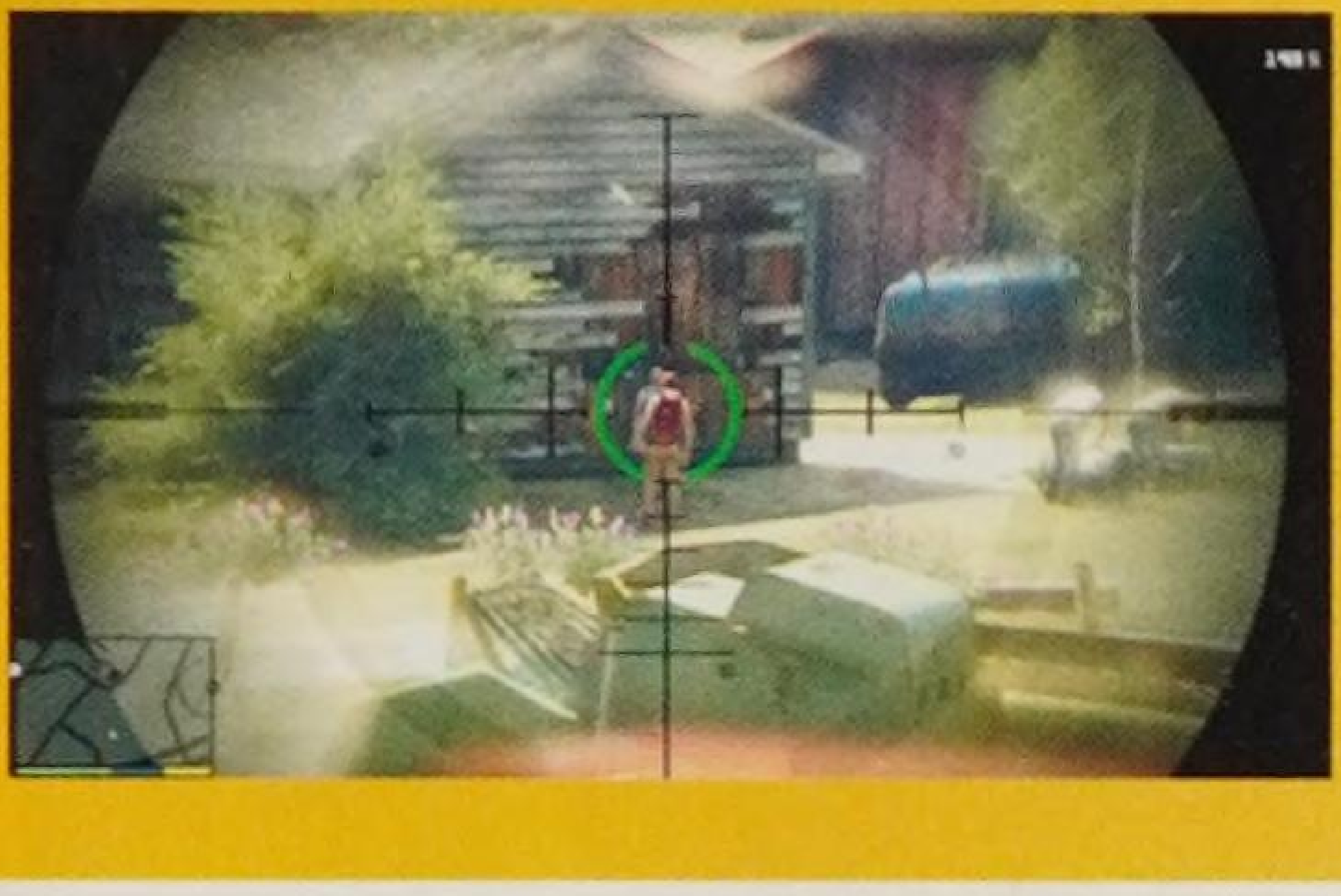
When all visible targets are eliminated and no red blips appear on radar, proceed downhill toward the house. Go through the equipment garage and take cover at the far end. More O'Neils are holed up inside the farmhouse, so target various windows—you can nail a number of brothers from outside. Keep moving around the house, watching your radar for red blips to pop up and then shooting them through windows.

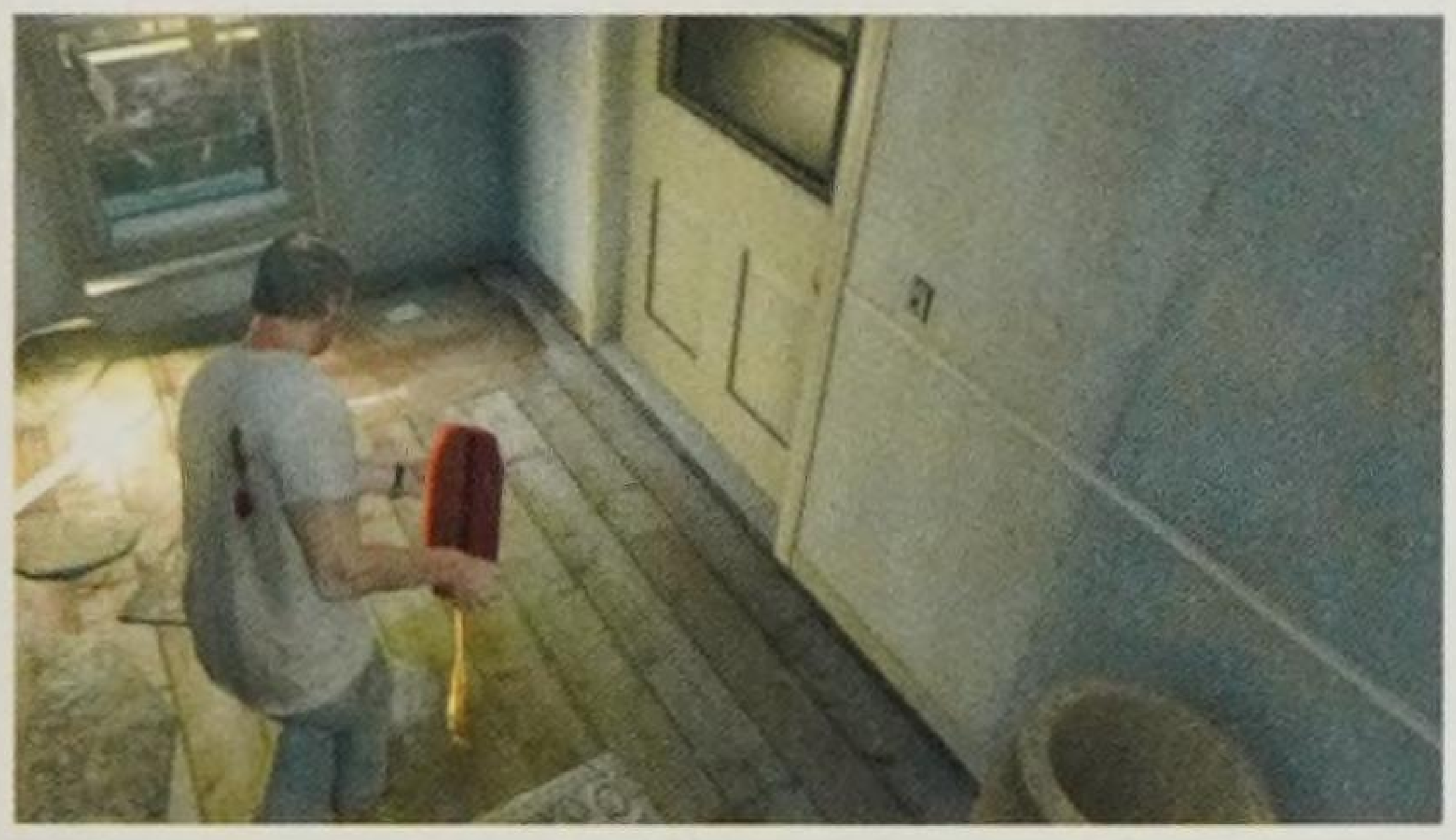
Eventually, you must enter the house. Move carefully from room to room, clearing out both floors. Then find the staircase leading downstairs to the meth lab in the basement. Deal with the pleading O'Neil, then pick up the red Jerry Can from the floor. It's filled with gasoline.



✱ 2 Birds, 1 Stone

One of your Gold Medal requirements is to kill two enemies with one shot. From the vantage point on the hill, target the two brothers standing in alignment on the second-floor balcony of the farmhouse. Two others are lined up perfectly in front of the house. You can also detonate a red fuel canister near the two brothers taking target practice down by the equipment garage; the explosion takes out both of them.





Pour a gasoline trail leading outside.

Open your weapon wheel and equip the Jerry Can, then use the control indicated onscreen to start pouring gasoline onto the floor. A line of yellow dots on radar shows you where to spill the fuel. Just keep holding down the pour button and walk the dotted route upstairs and outside to the front gate.

Shoot the gasoline trail to ignite it.

Now just shoot the gas trail with any gun and watch the show. Meth labs are *very* explosive.

Get away from the farmhouse.

Hop in a vehicle and drive away. Mission passed!

Mission Completion Stats: Crystal Maze

● Headshots	☑ Kill 10 enemies with a headshot
● Unmarked	☑ Complete with minimal damage to health and armor
● 2 Birds, 1 Stone	☑ Kill 2 enemies with one shot
● Accuracy	☑ Finish with a shooting accuracy of at least 80 percent

Friends Reunited

CONTACT POINT:

"T" (Trevor)

MAIN OBJECTIVES:

- *Go to the trailer park.*
- *Plant sticky bombs on the trailers.*
- *Detonate the bombs.*
- *Drive with Wade to Los Santos.*
- *Go to Wade's cousin's apartment.*

PREREQUISITES:

- *Complete "Nervous Ron" and "Crystal Maze."*

Mission Can Be Triggered By: Trevor

After completing "Crystal Maze," a new yellow **"T"** icon appears on Trevor's map. Follow it to his trailer ① where Trevor finds Wade skulking around the porch. Wade hasn't found the right Michael Townley yet, but he has discovered a "Michael De Santa," who fits the description. Trevor orders Ron to take over business dealings while he visits Los Santos with Wade.

MISSION START

Go to the trailer park.

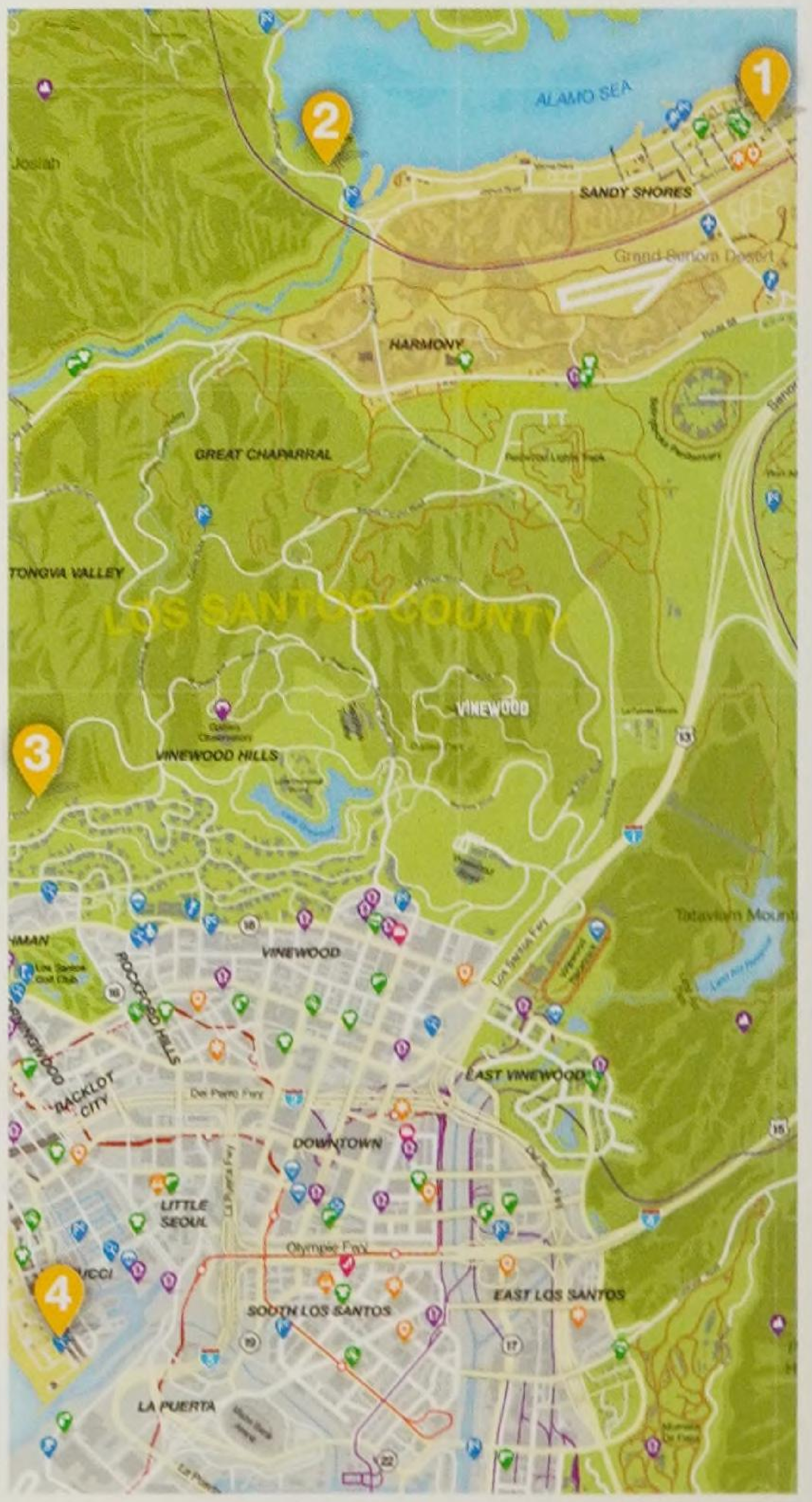
Trevor wants to make a local visit before heading south to Los Santos. Follow the yellow route to the same Lost MC trailer park ② that Trevor attacked earlier in "Mr. Philips"—a new chapter of the gang has settled in there now. En route, Trevor learns that Wade's cousin Floyd lives with his girlfriend in Vespucci Beach. Arrival at the trailer park triggers a quick overview scene of the camp.

Plant sticky bombs on the trailers.

Wade has given Trevor sticky bombs and a pistol with a silencer. Your goal is to plant sticky bombs on all five trailers marked as yellow blips on your radar. Do this without being detected and kill five bikers with headshots to earn a Gold Medal. Use stealth to sneak up on bikers and pop them with the silenced pistol to avoid alerting the others.

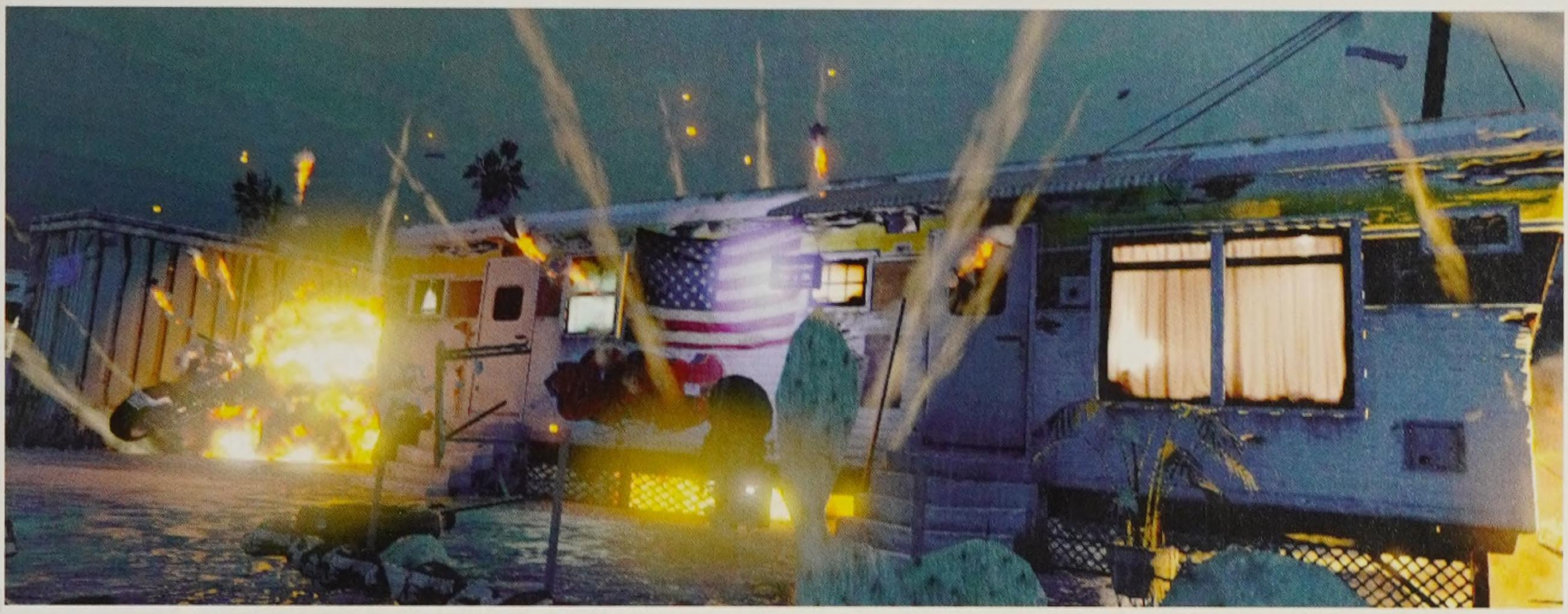
Work your way in a clockwise direction around the outside of the park, flinging a sticky bomb at each marked trailer and moving on. Remain in stealth mode and watch your radar for red blips that indicate bikers. Note that the red blips have vision cones too, so you can see which way the blipped biker is looking to avoid detection.

If Trevor is detected, you have a firefight on your hands. Wipe out all attacking bikers, then finish planting sticky bombs at the yellow blips.


1
2
3
4
ALAMO SEA
SANDY SHORES
Grand Senora Desert
HARMONY
GREAT CHAPARRAL
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
VINEWOOD HILLS
VINEWOOD
ROCKFORD HILLS
BURTON
MORNINGWOOD
DEL PERRO
LITTLE SEOUL
DOWNTOWN
EAST VINEWOOD
SOUTH LOS SANTOS
EAST LOS SANTOS
LA PUERTA
Tataviam Mountains

▶ Detonate the bombs and return to Wade.

Now comes the fun part. Press the control indicated to detonate all of the sticky bombs you've planted. Then follow the blue radar blip back to Wade at your vehicle.



▶ Go to Los Santos.

Follow the long yellow route all the way down to Los Santos ❸. Listen as Trevor fills in some of the back-story for Wade. When you reach the first destination marker, Trevor gets out to take in the view and you get a new objective.

▶ Go to Wade's cousin's apartment.

Follow the new yellow route to the parking lot of an apartment building in the Vespucci Beach neighborhood of Los Santos ❹.

▶ Follow Wade.

Follow Wade upstairs to the apartment. This triggers the mission-ending cutscene: Trevor meets Floyd, and you get a quick tour of Floyd's apartment, which serves as a new safehouse for Trevor.

Mission Completion Stats: Friends Reunited

●	Headshots	☑	Kill 5 enemies with a headshot
●	Mystery Gift	☑	Destroy the trailers without being detected
●	Unmarked	☑	Complete with minimal damage to health and armor
●	Perfect Gift	☑	Destroy all trailers at once

✱ Flight School Available

Completing "Friends Reunited" unlocks a new activity, Flight School. Your characters can visit this school to improve their flying skill.

Switch characters if you want.

Completing "Friends Reunited" makes Michael and Franklin available for switching again. It also puts a new **"M"** (Michael) icon on the map for the next story mission, "Fame or Shame." This contact point is available to both Trevor and Michael.

Fame or Shame

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- *Go to the Maze Bank Arena.*
- *Find the audition.*
- *Use the truck to chase Lazlow.*

PREREQUISITES:

- *Complete "Friends Reunited."*

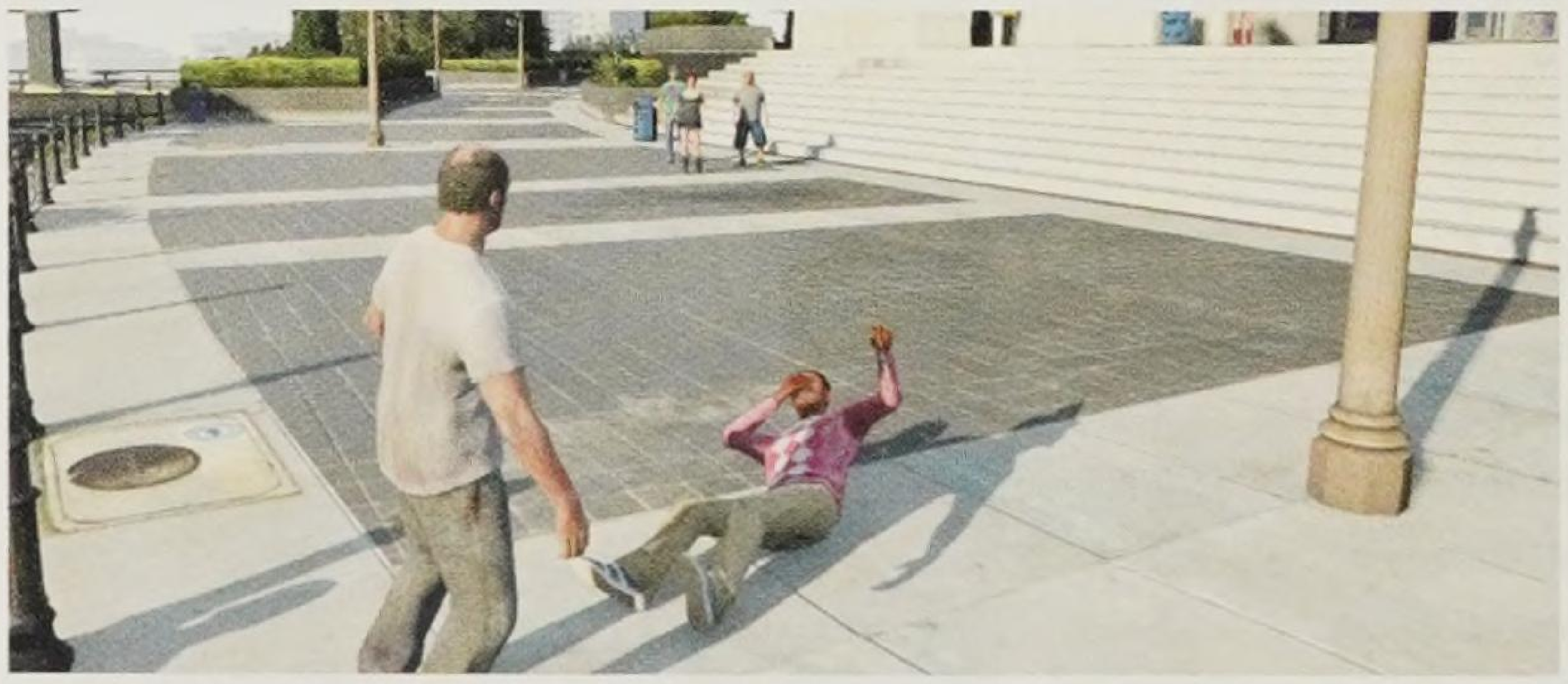
Mission Can Be Triggered By: Michael, Trevor

The "**M**" icon marks the location of the De Santa estate ①. The contact point is active for both Trevor and Michael, but we suggest switching to Michael to get a good glimpse of the De Santa family in action before Trevor makes his grand entrance. Tension is high between the old partners in crime until Jimmy reports that his sister is auditioning for her favorite TV show, "Fame or Shame." This unites Michael and Trevor in a common cause: rescuing Tracey from public humiliation.

MISSION START

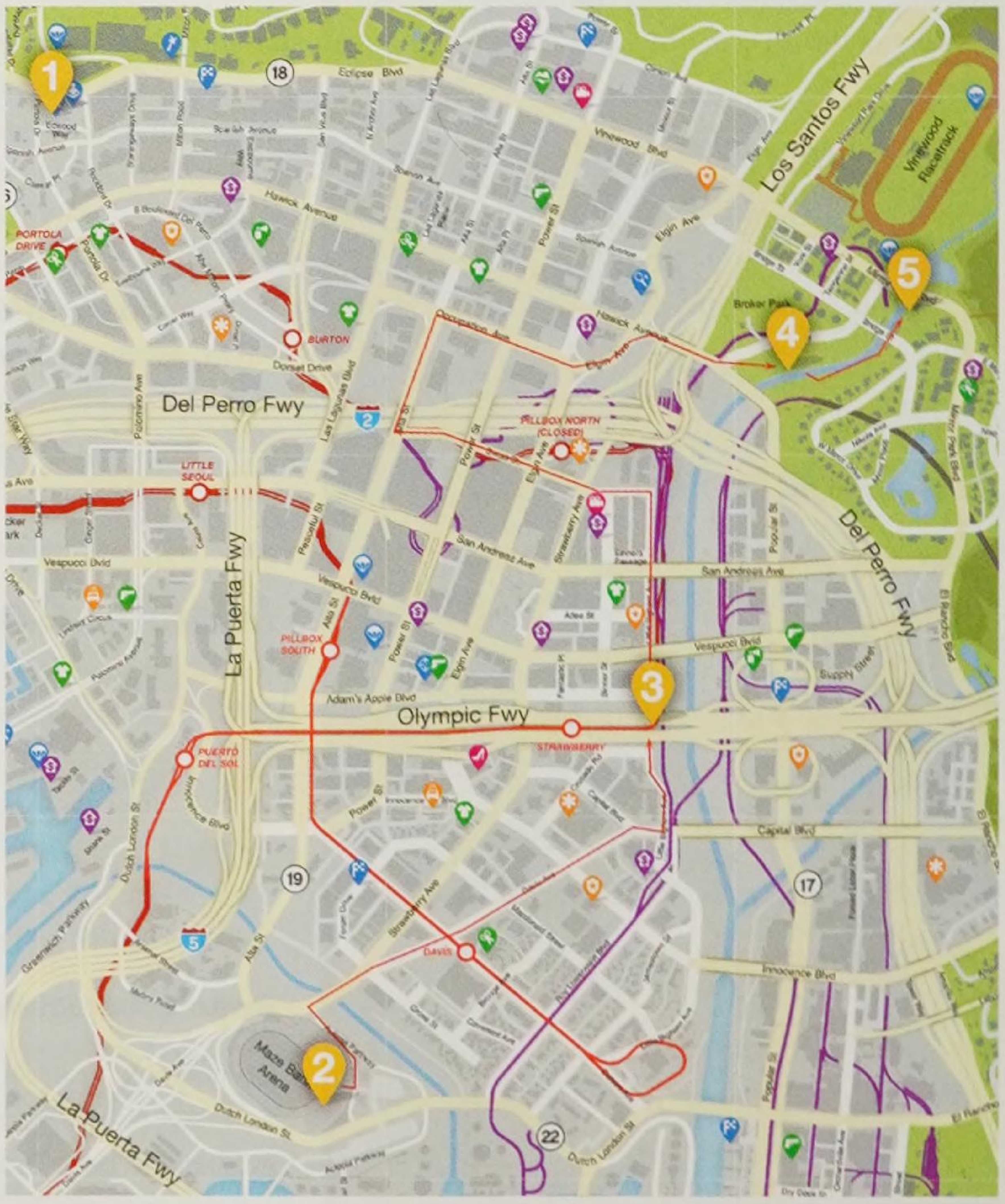
Go to the Maze Bank Arena.

Follow the yellow route to the Maze Bank Arena ②, home of the Los Santos Panic basketball team and site of the "Fame or Shame" auditions. Don't miss the trip conversation. Trevor and Michael have nine years worth of catching up to do. When you hit the destination marker in the parking lot and exit the car, an officious event coordinator with a clipboard says you can't park here. His tone makes you want to punch him, and fortunately, one of the mission's Gold Medal requirements is to knock him out.



Go inside.

Climb the stairs and enter the arena lobby. This triggers a long cutscene: First, Trevor makes discreet inquiries and learns where the show's host, Lazlow, is conducting his auditions.



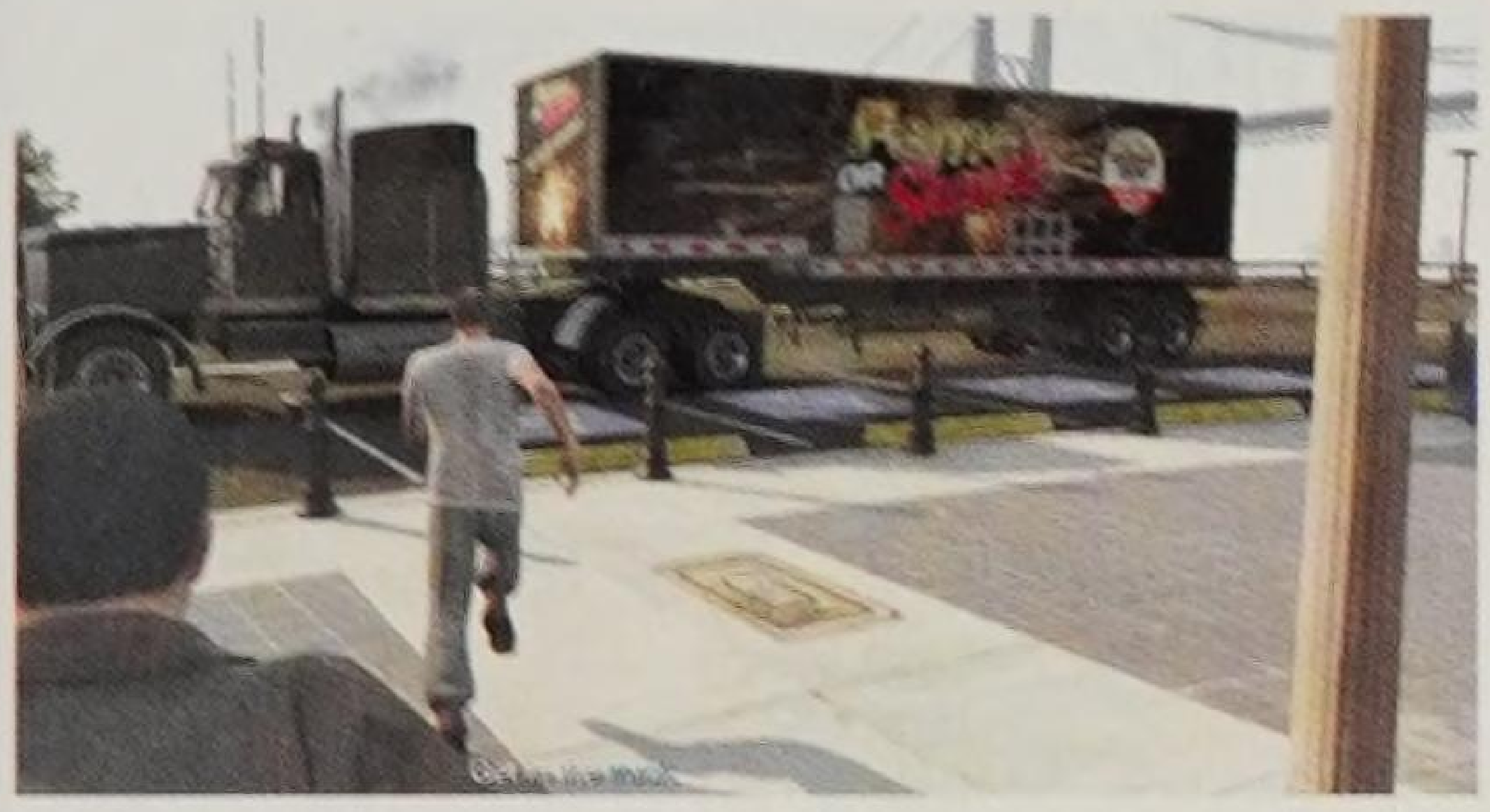
1
2
3
4
5
Los Santos Fwy
Vinewood Racetrack
Del Perro Fwy
La Puerta Fwy
Olympic Fwy
Maze Bank Arena
Pillbox North (Closed)
Pillbox South
Little Seoul
Burton
Puerto Del Sol
Strawberry
Davis
Portola Drive

Michael and Trevor arrive just as Tracey starts her audition with the unctuous host, Lazlow. The two men let the act proceed until it gets too hot for a father to stomach. Michael pulls Tracey off-camera, Trevor intervenes with security, and Lazlow takes off running.

Fame or Shame

▶ Chase after Lazlow.

When the scene ends, you control Trevor. Sprint upstairs to the lobby, then out to the arena parking lot. Lazlow escapes in his little red hybrid.



▶ Get in the truck and follow Lazlow.

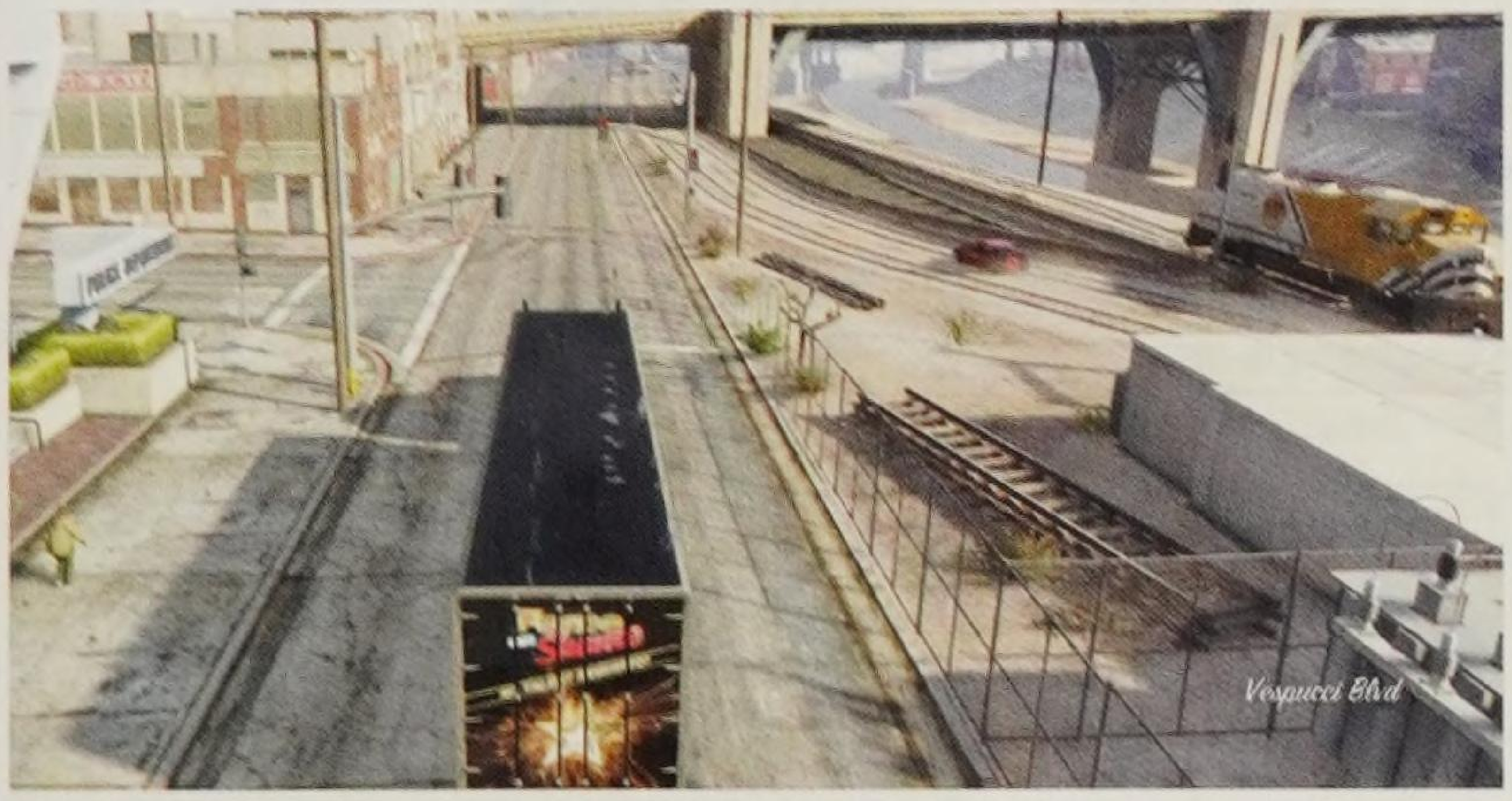
Get in the cab of the nearby "Fame or Shame" equipment hauler, a big black Phantom semi-truck and trailer. If you want more maneuverability, hold Right on the D-pad to unhook the trailer, but you must complete the chase without unhooking to earn the mission's Gold Medal.

Follow Lazlow's red car as he weaves through traffic. You can't actually catch him on the streets, but stay close to avoid losing him. (Check his route, marked as the red line on our mission map.) The big truck isn't very agile, but you can ram through cars and other obstacles with ease.

Lazlow tries to shake you by veering onto the railroad tracks ③ that run parallel to Little Bighorn Avenue. You can follow Lazlow down the tracks if you want or just run straight on Little Bighorn since he eventually veers back onto that street.

After a few more zigzags, Lazlow makes a desperate jump from Glory Way into the LS River canal ④. Stay with him; you're almost done! After a few more seconds, Lazlow's car battery runs out of power and you finally catch him in the riverbed ⑤.

This triggers the mission-ending cutscene: Trevor gives Lazlow a taste of his own medicine. Then the old partners split up to head back. As Michael climbs out of the canal, he calls Dave Norton, his FIB contact. Norton sets up a meeting at the Galileo Observatory.



Mission Completion Stats: Fame or Shame

100%

● Fastest Speed	☑ Reach top speed in the Phantom
● Bearing Down	☑ Stay close to Lazlow throughout the chase
● No, I Can Park Here	☑ Knock out the event coordinator
● All Hooked Up	☑ Don't unhook the trailer

Open new missions for all three characters.

Once you complete "Fame or Shame," Michael's automatic phone call to Special Agent Dave Norton opens a new strand of missions associated with the Federal Investigation Bureau (FIB). The Bureau icon—a capital letter "**B**"—now appears on your map. Follow it to trigger the first mission in that strand, "Dead Man Walking."

If you switch to Trevor, he gets a text from Wade inviting him to "talk about stuff" at Floyd's place (Trevor's new safehouse in Los Santos). This puts Trevor's **"T"** icon on that map location. Travel there to trigger a new mission for Trevor, "Scouting the Port."

Finally, if you switch to Franklin, he gets a text from Lester offering an "opportunity"; he wants to meet at Del Perro pier. This opens a series of assassination missions for Franklin. Follow the **"L"** icon across the map to meet Lester and pick up the first assignment, "Hotel Assassination."

Dead Man Walking

CONTACT POINT:

"B" (Federal Investigation Bureau)

MAIN OBJECTIVES:

- *Get a weapon.*
- *Search the morgue for the body.*
- *Escape the building.*
- *Lose the cops.*
- *Go to the oil derricks.*

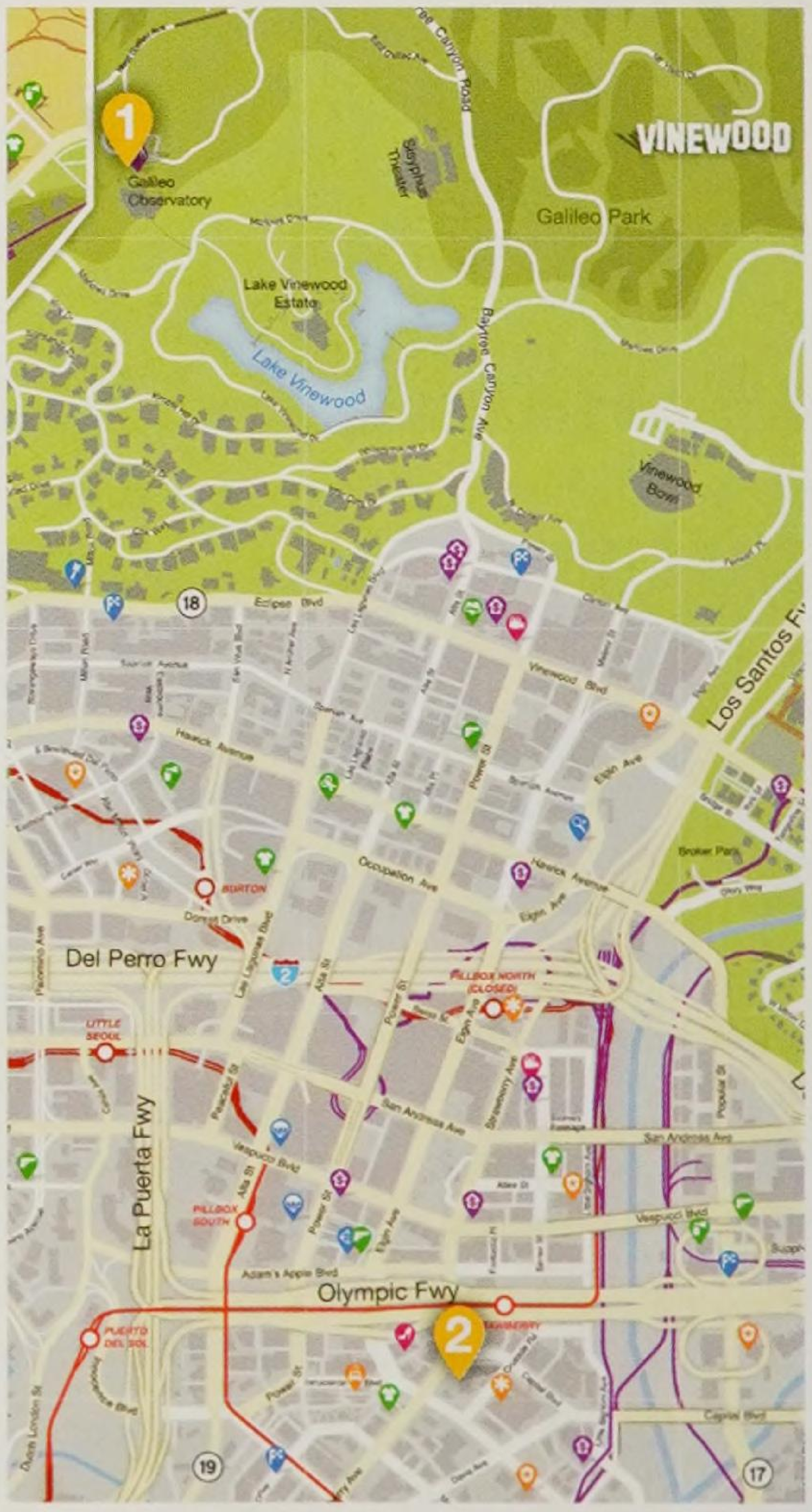
PREREQUISITES:

- *Complete "Fame or Shame."*

Mission Can Be Triggered By: Michael

Switch to Michael and follow the blue "**B**" map icon to the Galileo Observatory ① up in the Vinewood Hills. Follow the walkway around to the back to find FIB Agent Dave Norton at the railing overlooking the city. Approach Dave to trigger a cutscene: The Bureau needs a favor. It suspects that an informant named Ferdinand K (known as "Mr. K") has damaging information about Dave and his Bureau superiors.

The FIB's intelligence counterpart, the Internal Affairs Agency (IAA), claims Ferdinand is dead and in the morgue, but Dave is sure the guy is being debriefed somewhere by Agency interrogators. Dave wants Michael to infiltrate the morgue, currently locked down by the Agency, and verify whether Ferdinand's body is there. Then Dave assists Michael with his infiltration plan.



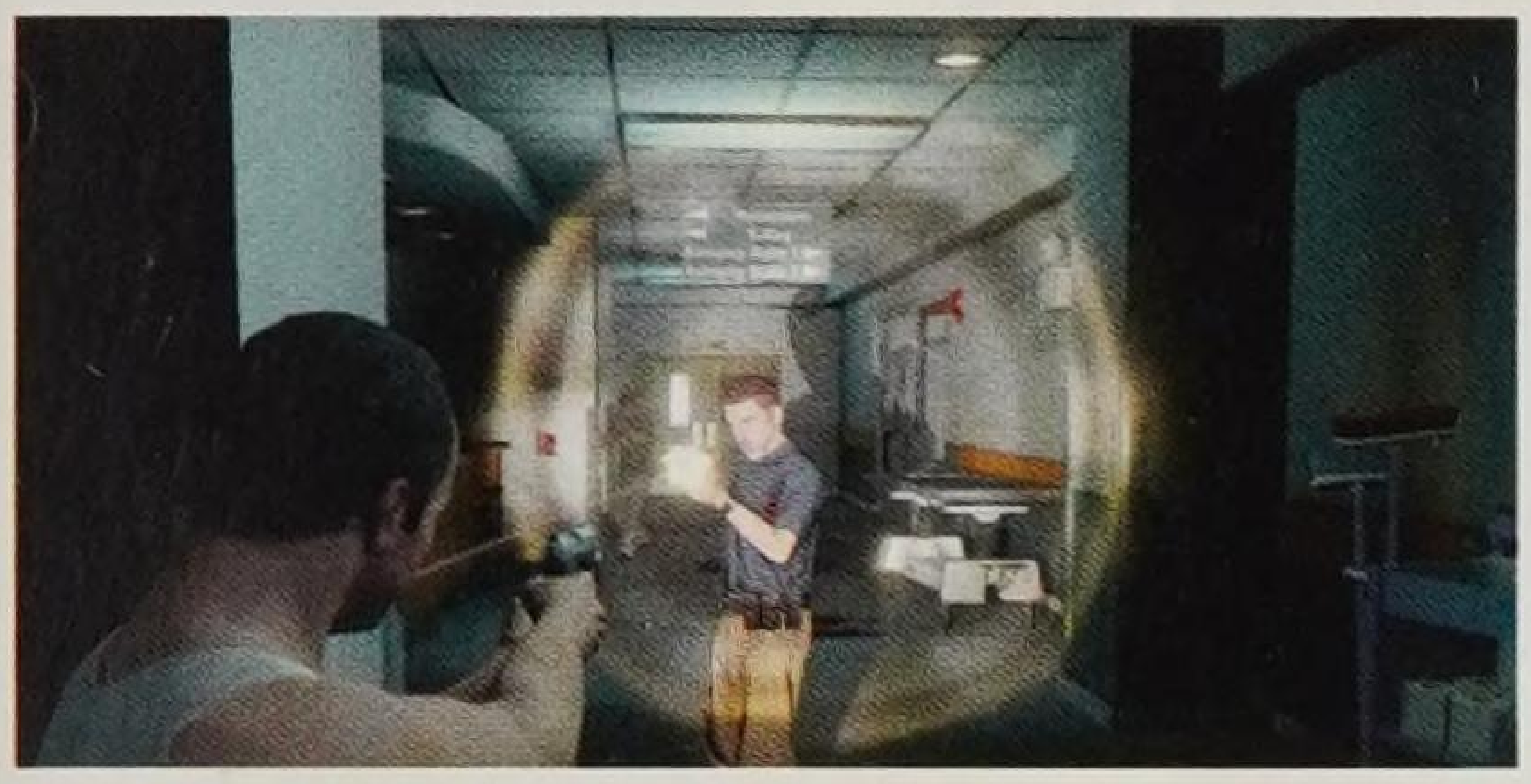
MISSION START

▶ Get a weapon.

Michael wakes up in a body bag at the coroner's office ② in South Los Santos. Listen to the coroners discuss the specimen for a few amusing seconds, then press the button indicated onscreen to "wake up." After issuing a warm greeting to the coroner's team, Michael grabs some clothes and ducks out of sight as an Agency man bursts into the morgue… then turns away. When you gain control of Michael, activate stealth mode and sneak up behind the agent for a stealth takedown. Pick up his gun. Fortunately, it's equipped with a flashlight, too.

Search the morgue for the body.

Now you must learn whether Ferdinand K is one of the bodies in the morgue. Body locations are marked as green blips on your map. Two bodies lie on gurneys in Autopsy Suite 3 across the hall. Approach both to discover that neither is Ferdinand. Michael automatically calls Dave, who reports that the Agency now has the morgue's lower floors on security lockdown. He tells you to go upstairs and find your weapons bagged in an evidence room, and then find a way out. Dave will hack in and cut the power to give you some cover.

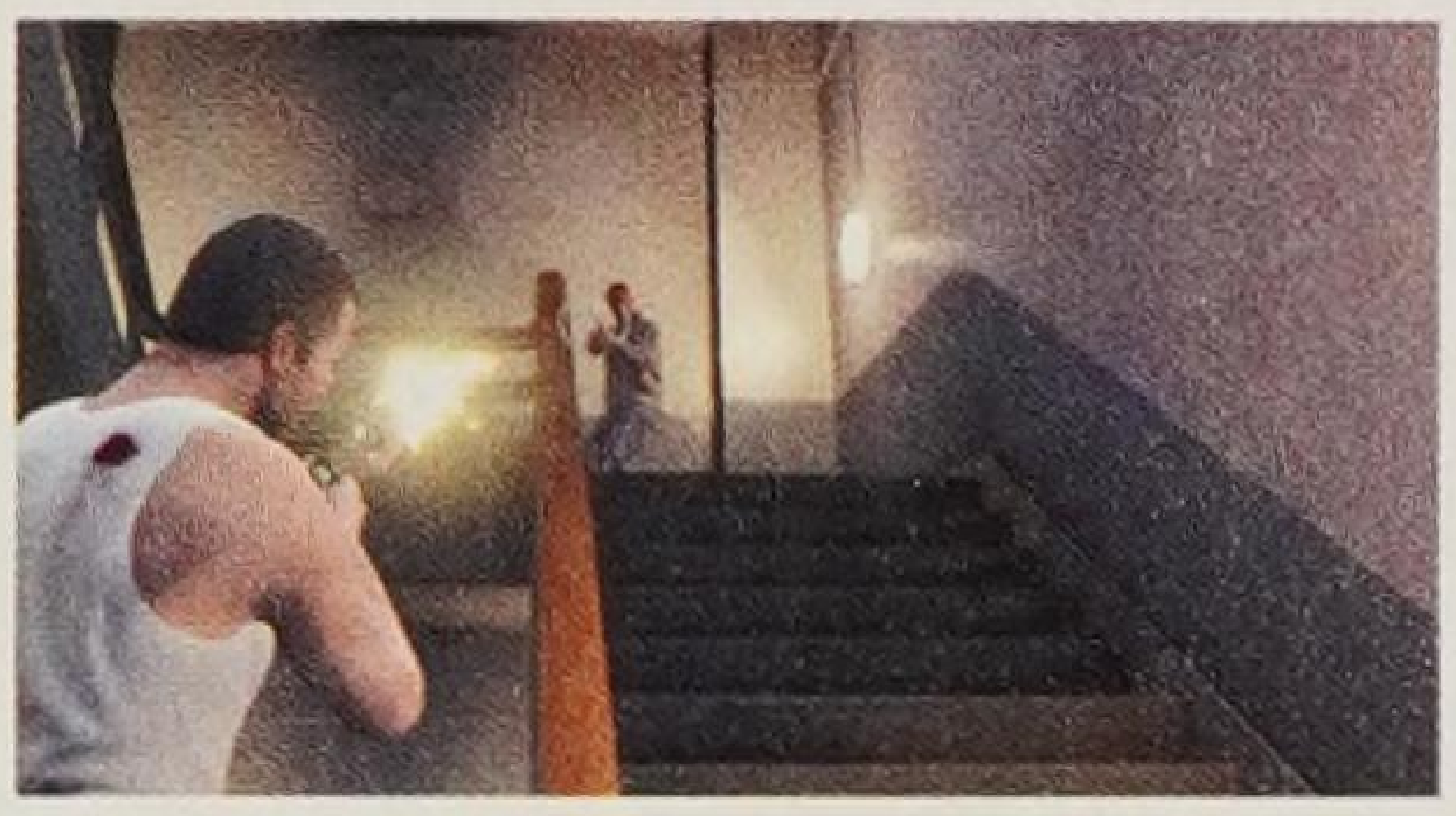


Escape from the building.

CLEAR THE MAIN FLOOR.

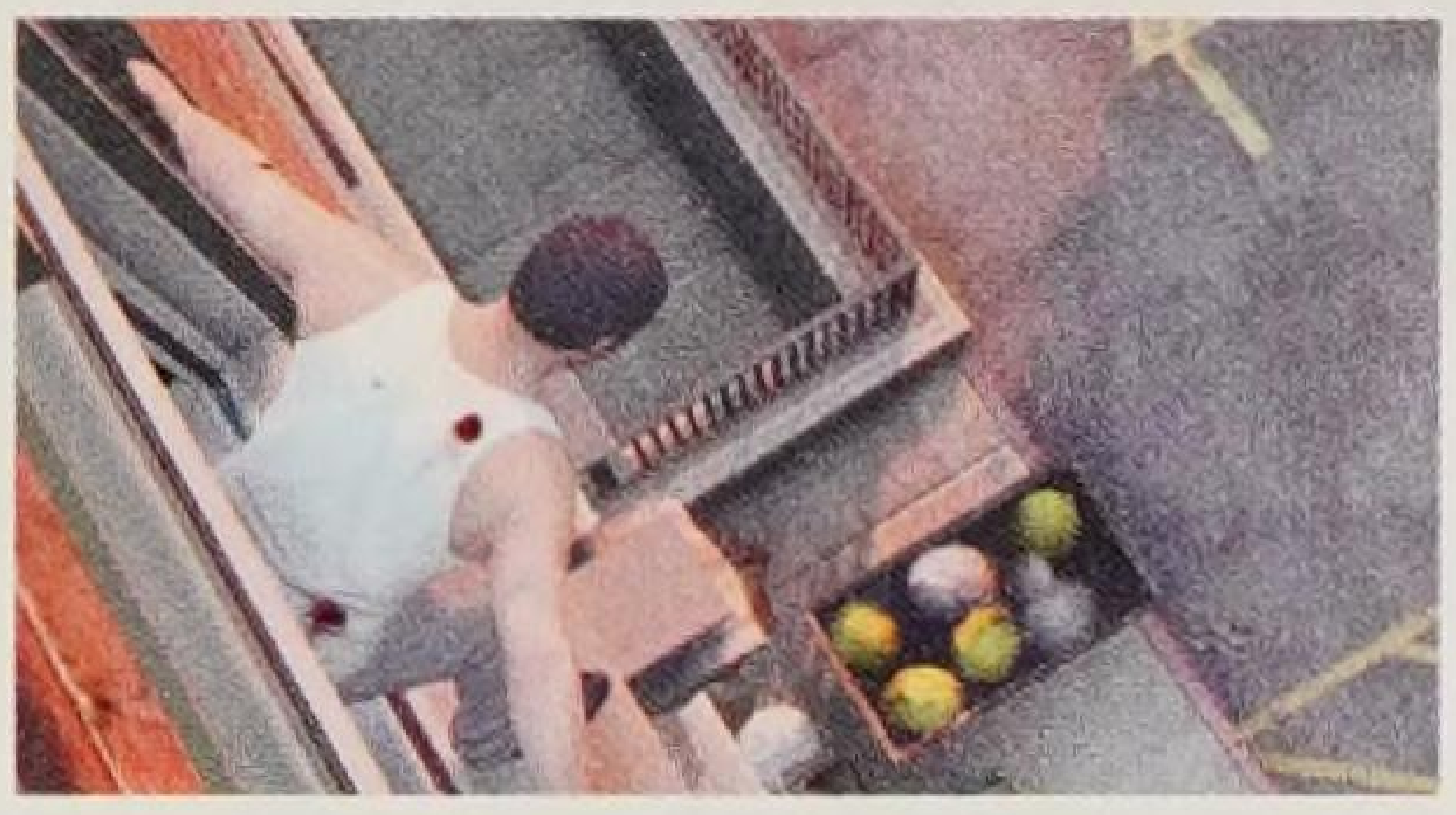
Fight your way down the next corridor past two more autopsy suites and a reception desk. Several Agency gunmen rush to attack, so Michael's special ability to slow time while shooting is particularly useful here. Using the ability to kill at least four enemies is one of the mission's Gold Medal requirements. Some agents rush aggressively up the hall while others hang back or lurk in corners, so keep an eye on your radar to see what the red blips are doing.

GET TO THE TOP FLOOR LAB.



When you reach the door marked Fire Exit, go through and climb the stairs to the next floor. Watch out for an agent bursting through the door on the top landing! Then move across the hall to the standard stairwell and fight your way upstairs to the top floor.

Escape through the window.



The yellow radar blip marks your new destination, a window in the archives room. First, clear the area around the top of the stairs and move directly across the hall into the Forensics Lab. (A ceiling-hung sign points the way.) Walk over the black plastic bag on the floor to pick up all of Michael's weapons.

Now exit the Forensics Lab and move through the glass doors leading into an archives storage room. Shoot out the window and climb through. This triggers a quick scene: Michael makes a graceless dumpster dive and moves into the parking lot.

Filling the Bar

Michael's special ability to slow down time during a gunfight is very helpful in this frenzied escape attempt. His special ability bar (the yellow bar under the radar display) fills when he performs lethal moves, such as headshots and stealth takedowns. When you activate the ability, the screen tints blue.

Lose the cops.

Carjack one of the two vehicles parked in the lot and hit the streets. (The sporty Felon is more agile, but the burly Baller SUV is more durable.) Your morgue incursion has triggered a three-star Wanted Level so the pursuit is hot, and it includes an LSPD chopper. Execute the usual evasive maneuvers until the stars flash out.

Go to the oil derricks.

Once you lose the cops, Michael automatically calls Franklin and asks to meet at the oil derricks in the Murrieta Oil Field. Follow the yellow route. On the way, Michael also has a phone chat with Dave Norton, who says, "There's a big target out there, something in the shadows." He wants to meet Michael at the downtown plaza, ironically located between the two competing agencies: the FIB and the IAA.

Arrival at the oil field destination marker triggers a long conversation between Michael and Franklin: Michael tells Franklin the straight truth about his federal involvement, and about the danger that Trevor represents. Franklin vows to help, regardless. Michael is grateful, and promises a big score for the kid.

Mission Completion Stats: Dead Man Walking

●	Accuracy	☑	Finish with a shooting accuracy of at least 70 percent
●	Headshots	☑	Kill 14 enemies with a headshot
●	Mission Time	☑	Complete within 09:30
●	Focused Killer	☑	Kill 4 enemies using Michael's special ability
●	Unmarked	☑	Complete with minimal damage to health and armor

Pick a new mission.

Now you have several missions to choose from. The meeting between Michael and Franklin in "Dead Man Walking" unlocks the next mission associated with the FIB, and the Bureau's "B" icon reappears on your map. Follow it with Michael to trigger "Three's Company." The Michael/Franklin meeting also unlocks another mission with Michael's family. You can send Michael to the blue **"M"** icon on his map to trigger "Did Somebody Say Yoga?"

Three's Company

CONTACT POINT:

"B" (Federal Investigation Bureau)

MAIN OBJECTIVES:

- *Drive Dave to the meeting point.*
- *Fly to the Agency headquarters.*
- *Rappel down to the Agency office window.*
- *Gun down the agents.*
- *Take down the choppers.*
- *Return to the FIB lot.*

PREREQUISITES:

- *Complete "Dead Man Walking."*

Mission Can Be Triggered by: Michael

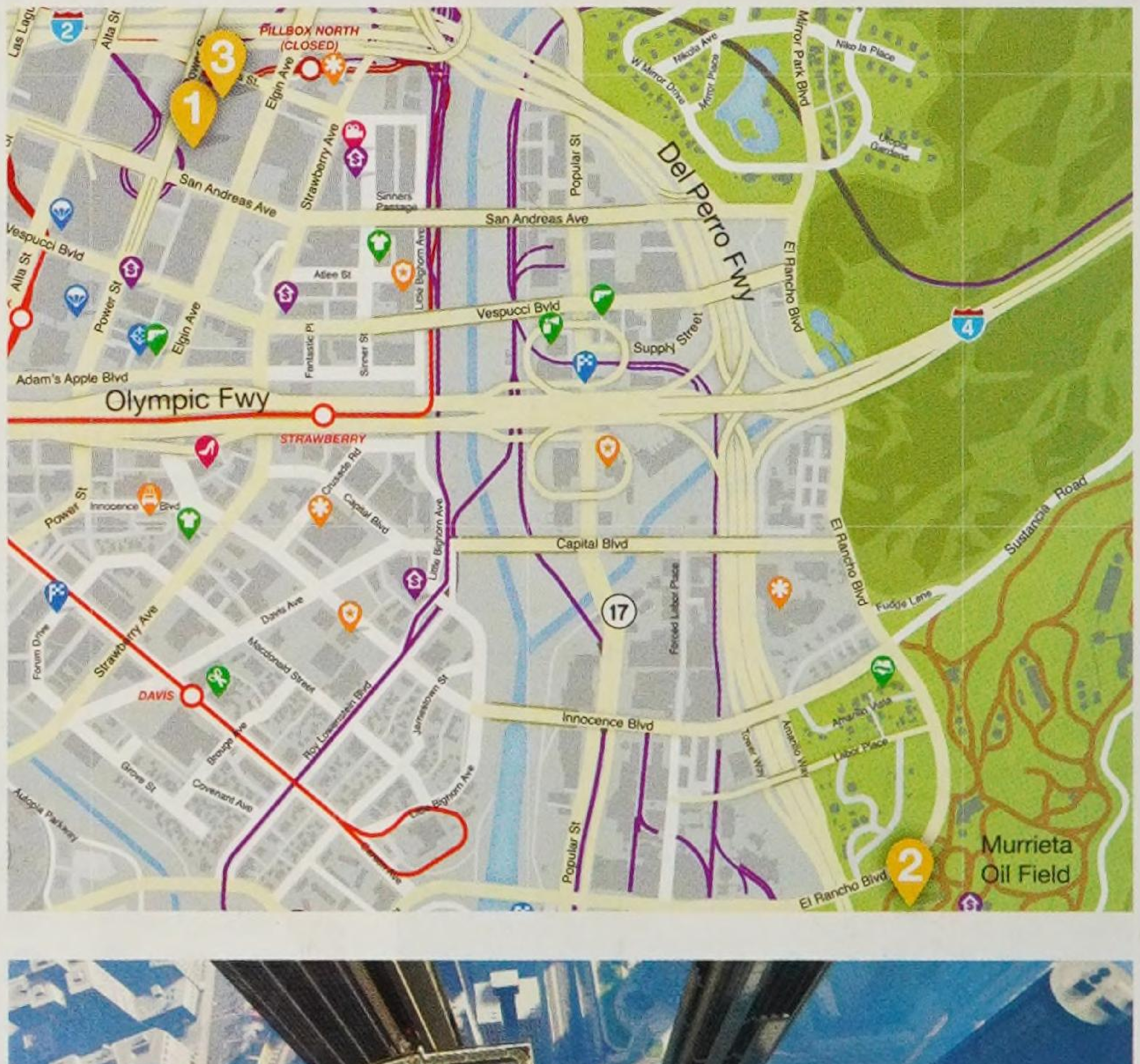
This mission finally brings together all three *Grand Theft Auto V* protagonists, and it features some nifty character switching mechanics. Guide Michael to the **"B"** icon in the plaza ①, then follow the blue map blip to trigger his meeting with FIB agents Dave Norton, Steve Haines, and a flunky named Andreas. Haines is clearly the ringleader and asserts his dominance with a chokehold. He reports intel that suggests the informant, Mr. K, is being held in an IAA station. The Bureau wants Michael to extract him.

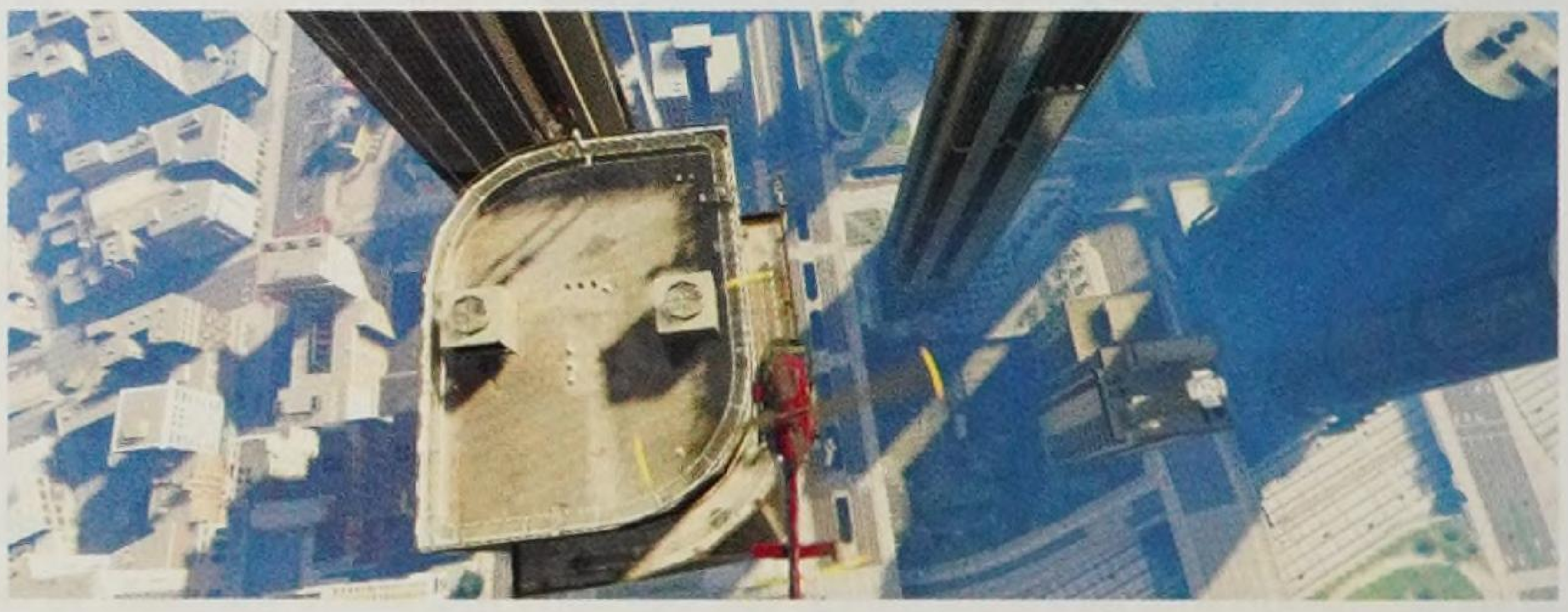
MISSION START

▶ Take Dave's car to the meeting point.

Follow the blue radar blip to Dave's car and get in. Once Dave joins you, drive the yellow route to an FIB-owned front company ② out in East Los Santos. En route, Dave explains that both Franklin and Trevor will be on the project, too. Then he outlines the operation: Trevor will fly Michael in and out while Franklin provides covering fire from across the street.

When you arrive at Covington Engineering Services, Trevor and Franklin are waiting. Michael introduces his "best friend" to "the son he always wanted," then lays out the extraction plan. As Franklin bikes off to his sniper post, Michael dons rappelling gear and joins Trevor in the chopper.

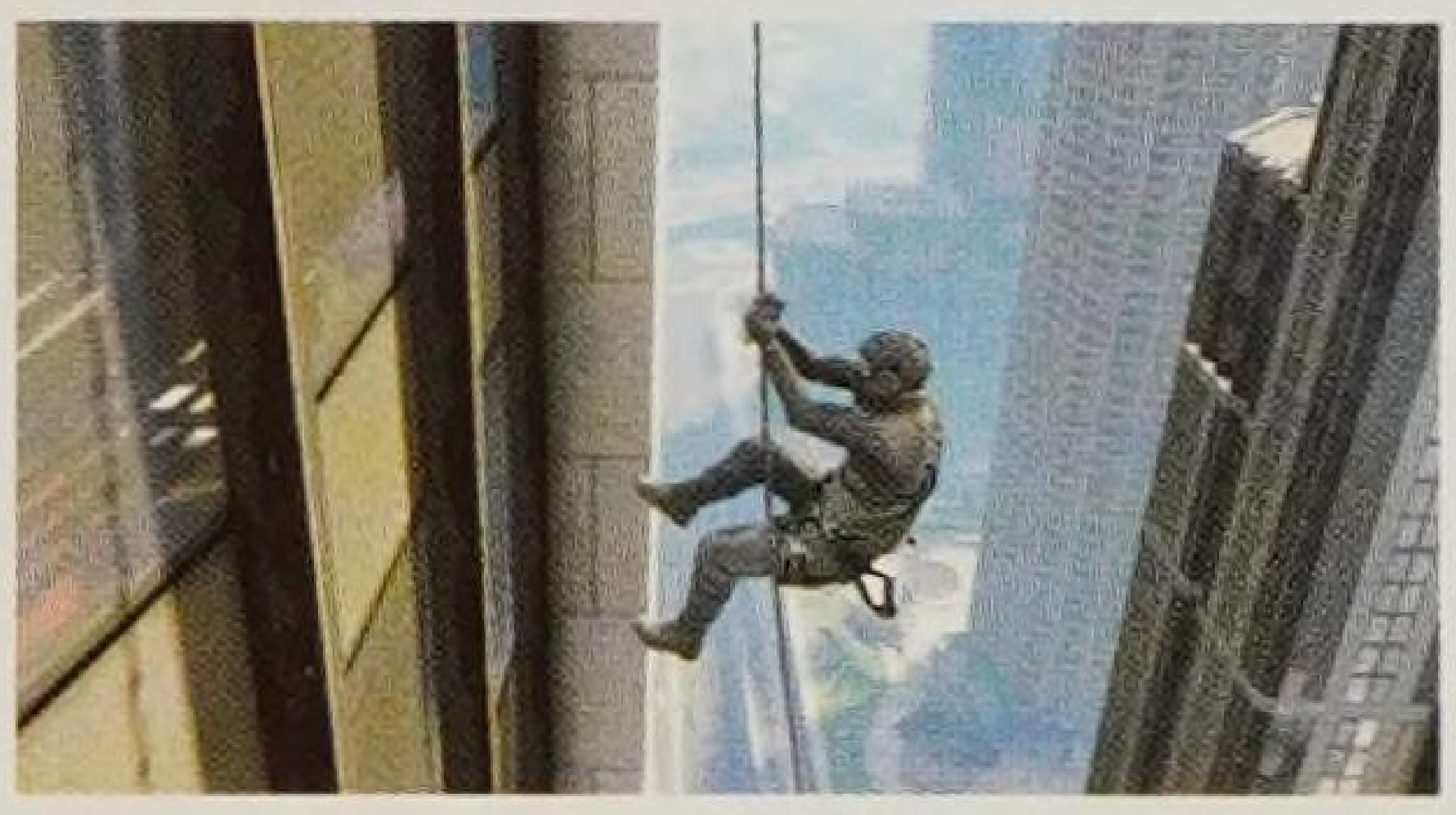

1
2
3
Pillbox North (Closed)
San Andreas Ave
Strawberry Ave
Sinners Passage
Popular St
Del Perro Fwy
Mirror Park Blvd
Vespucci Blvd
Alta St
Power St
Elgin Ave
Adam's Apple Blvd
Olympic Fwy
Strawberry
Supply Street
El Rancho Blvd
Capital Blvd
Innocence Blvd
Sustancia Road
Davis
17
4
Murrieta Oil Field



Fly to the Agency headquarters.

When control returns, you fly the helicopter as Trevor. Use the controls displayed onscreen to pilot the craft. Follow the new yellow map blip toward the high-rises of downtown Los Santos. The blip marks the location of the IAA HQ building ③. It's next door to the FIB building and just a few feet from where Michael met the agents in the mission-opening cinematic.

Maneuver directly over the target building and slowly lower the chopper until you trigger a cutscene: Michael lowers himself down a rope to the side of the building, ready to rappel.



Rappel down to the Agency office window.

Use the controls shown to rappel down the building. When you reach the correct office, press the button indicated onscreen to view the interrogation of poor Mr. K, then break through the glass. Michael grabs Mr. K, but ends up in a standoff with three armed agents.

Switch to Franklin (and back).

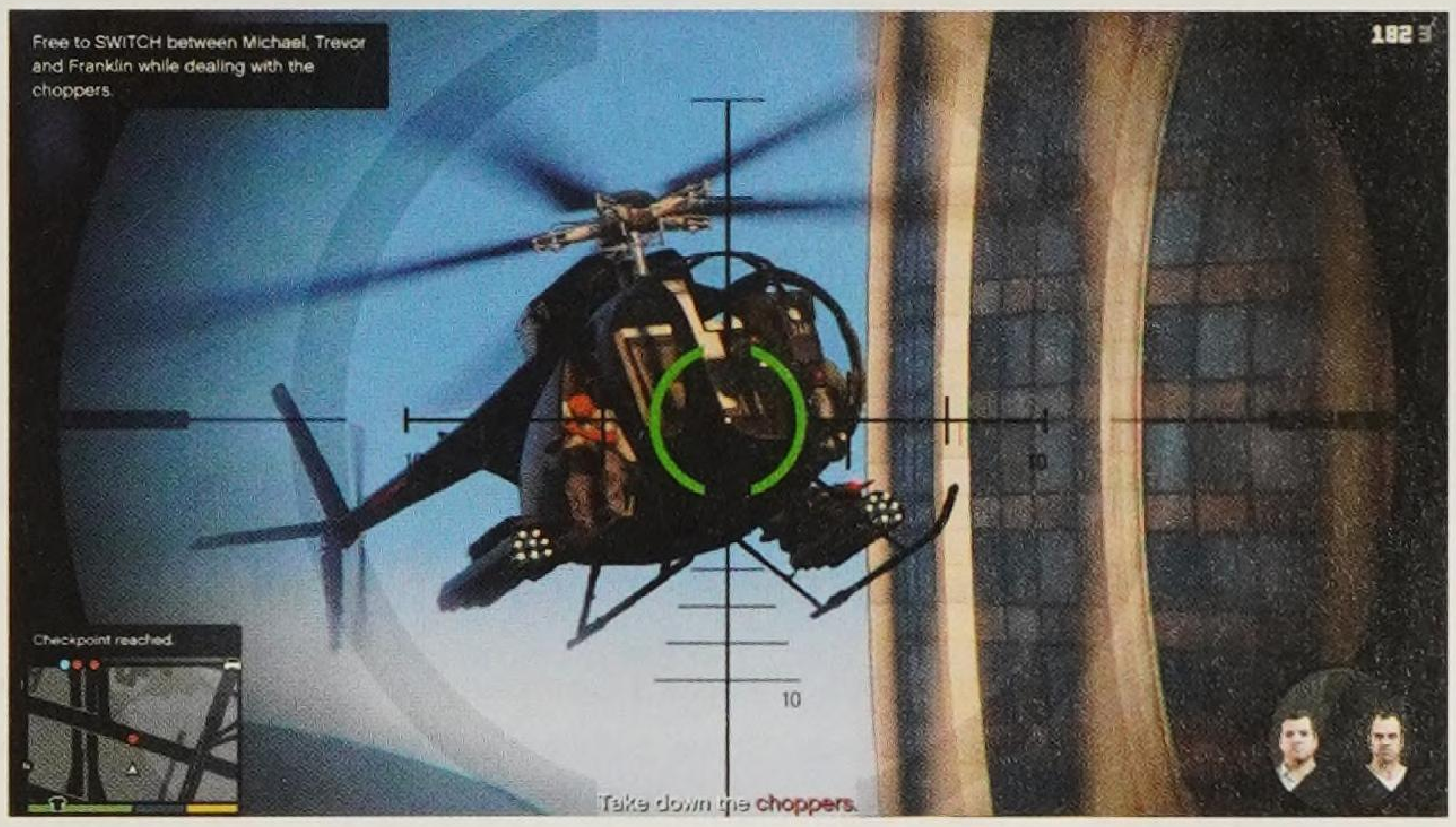
Use the SWITCH control and go to Franklin, who's perched in a neighboring building with a high-powered Sniper Rifle. Zoom in and shoot as many agents as you can spot. After clearing the first five targets, Michael swings out of the window clinging to Mr. K.

Switch back and forth between Franklin and Michael to get better shooting angles at the Agency gunmen rushing toward the office. (Note that when a character is in trouble, their display in the SWITCH menu flashes red.) When you've cleared the floor, a cutscene plays: Trevor finally hauls Michael and Mr. K up into the helicopter… just as a new menace arrives.

Take down the choppers.

Rocket-equipped Agency helicopters with gunmen aboard soar in to attack your craft. This segment gives you the freedom to switch between all three characters while battling the choppers. When it starts, you control Franklin; use his Sniper Rifle to zoom in and shoot down enemy air units before they take off in pursuit of Trevor.

Once the helicopters get out of Franklin's range, switch to Michael and target the remaining Agency birds from inside your helicopter. Or you can take control of Trevor to get hands-on with evasive piloting maneuvers.



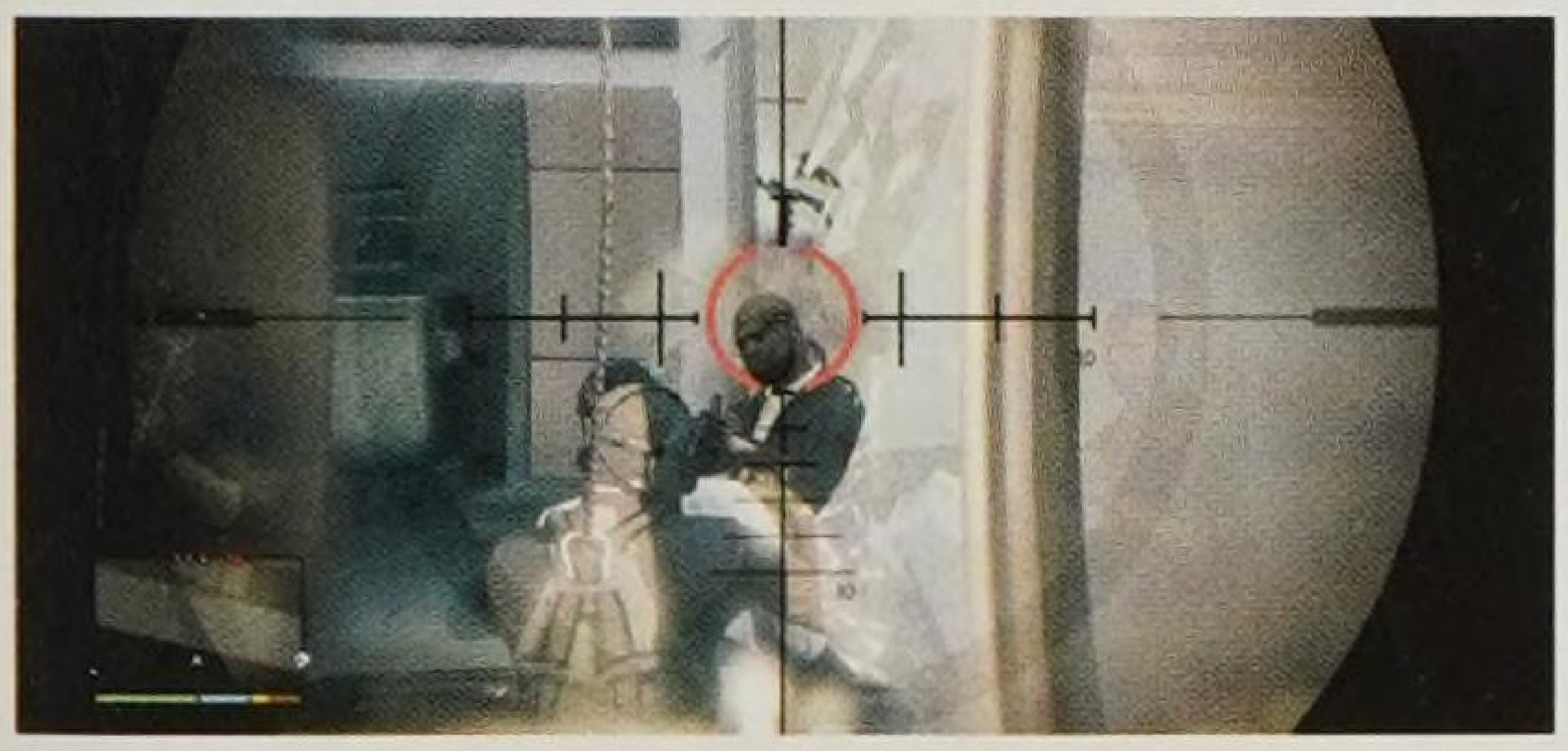
Free to SWITCH between Michael, Trevor and Franklin while dealing with the choppers.

Checkpoint reached.

Take down the choppers.

Return to the FIB lot.

When the last IAA chopper goes down in flames, follow the new yellow radar blip back to the Covington lot ②. (You can switch to Michael and let Trevor fly on autopilot, but you must switch back to Trevor to land the chopper in the lot.) Mr. K claims to be a home theater technician with no idea of what's going on. When you arrive, FIB agents in a McGill-Olsen Construction van take him away. Trevor flies off with the chopper, and you end up with control of Michael as the Mission Passed screen appears.



Mission Completion Stats: Three's Company

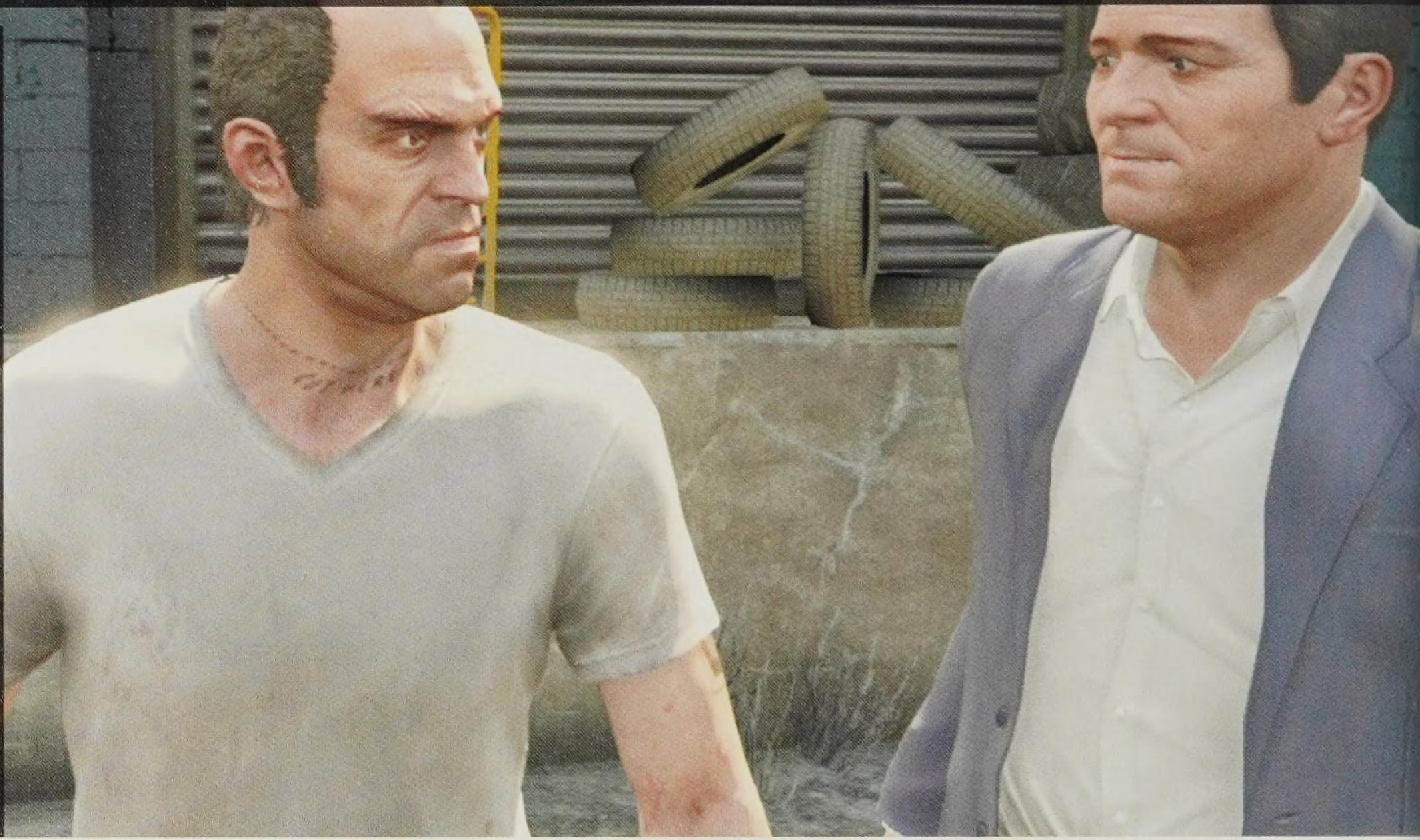
● Mission Time	☑	Complete within 07:30
● Accuracy	☑	Finish with a shooting accuracy of at least 60 percent
● Headshots	☑	Kill 10 enemies with a headshot

Launch the next mission automatically by taking Steve's phone call.

A few minutes after completing "Three's Company," FIB Agent Steve Haines calls either Michael or Trevor, whichever one you're controlling at the time. (The call won't come if you're playing as Franklin or you've started another mission or activity.) If you answer the incoming call, Agent Haines requests another meeting. This automatically triggers the next FIB mission, "By the Book," and the first objective appears onscreen: *Travel to the warehouse*. You can skip the trip to the warehouse by switching to the other character: he's already there.

Completing "Three's Company" also unlocks a mission available to both Franklin and Trevor. Either one can follow the new "**F**" icon that appears on the map to trigger "Hood Safari."

By The Book



CONTACT POINT:

N/A (Phone Call)

MAIN OBJECTIVES:

- *Go to the warehouse.*
- *Go to the house.*
- *Torture Mr. K to get info on the target.*
- *Go to the second house.*
- *Torture Mr. K three more times to get info on the target.*
- *Shoot the target.*

PREREQUISITES:

- *Complete "Three's Company" and answer phonecall from Agent Haines.*

Mission Can Be Triggered by: Michael, Trevor

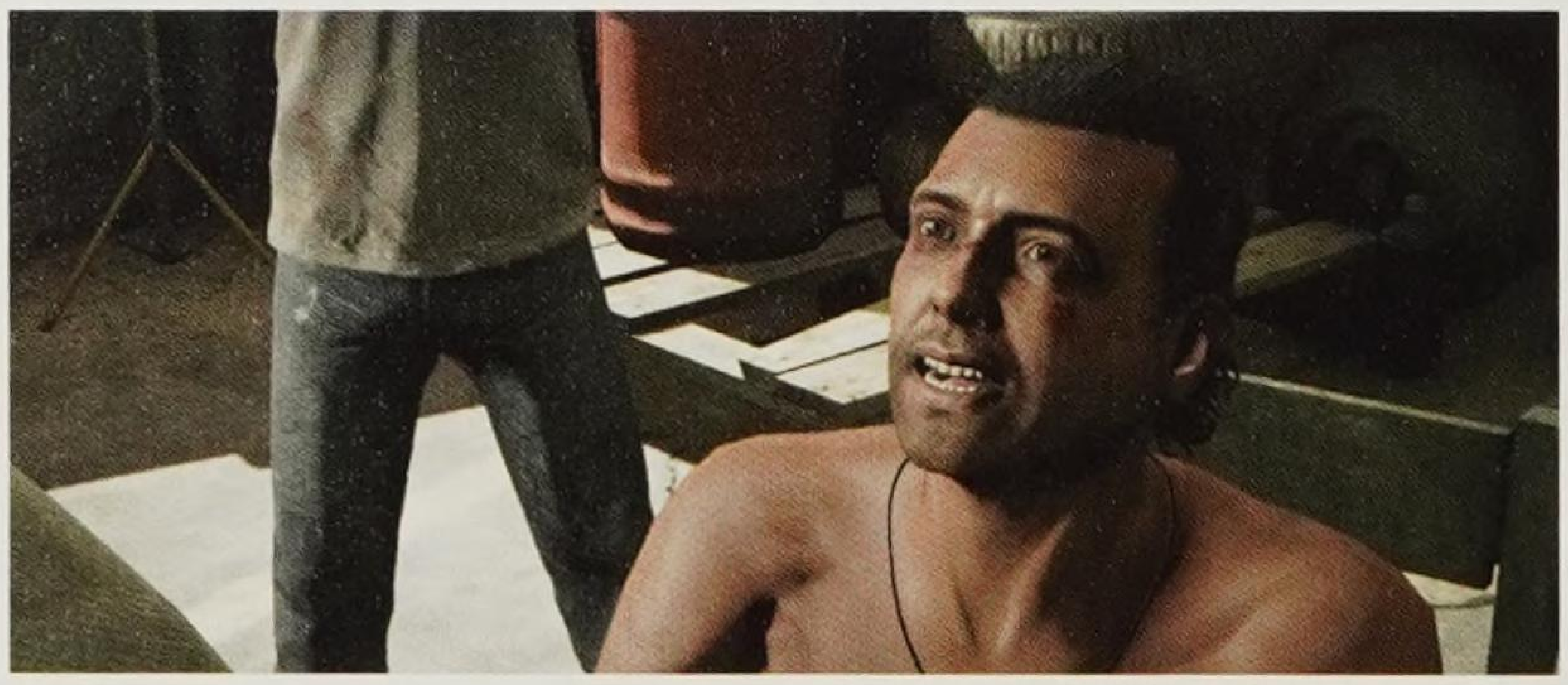
Completing "Three's Company" unlocks a phone call from Agent Haines that comes about 2-3 minutes (in real time) after you finish the mission. Steve calls either Michael or Trevor, whichever one you control at that moment. If you answer the phone, the mission starts immediately when you hang up—"By the Book" appears in the corner and you get your first objective. You can make a quick trip by just switching to the other available character (flashing in the SWITCH display). Note that the cutscene outside the warehouse ① is different, depending on whether Michael or Trevor arrives first.

MISSION START

Go to the warehouse.

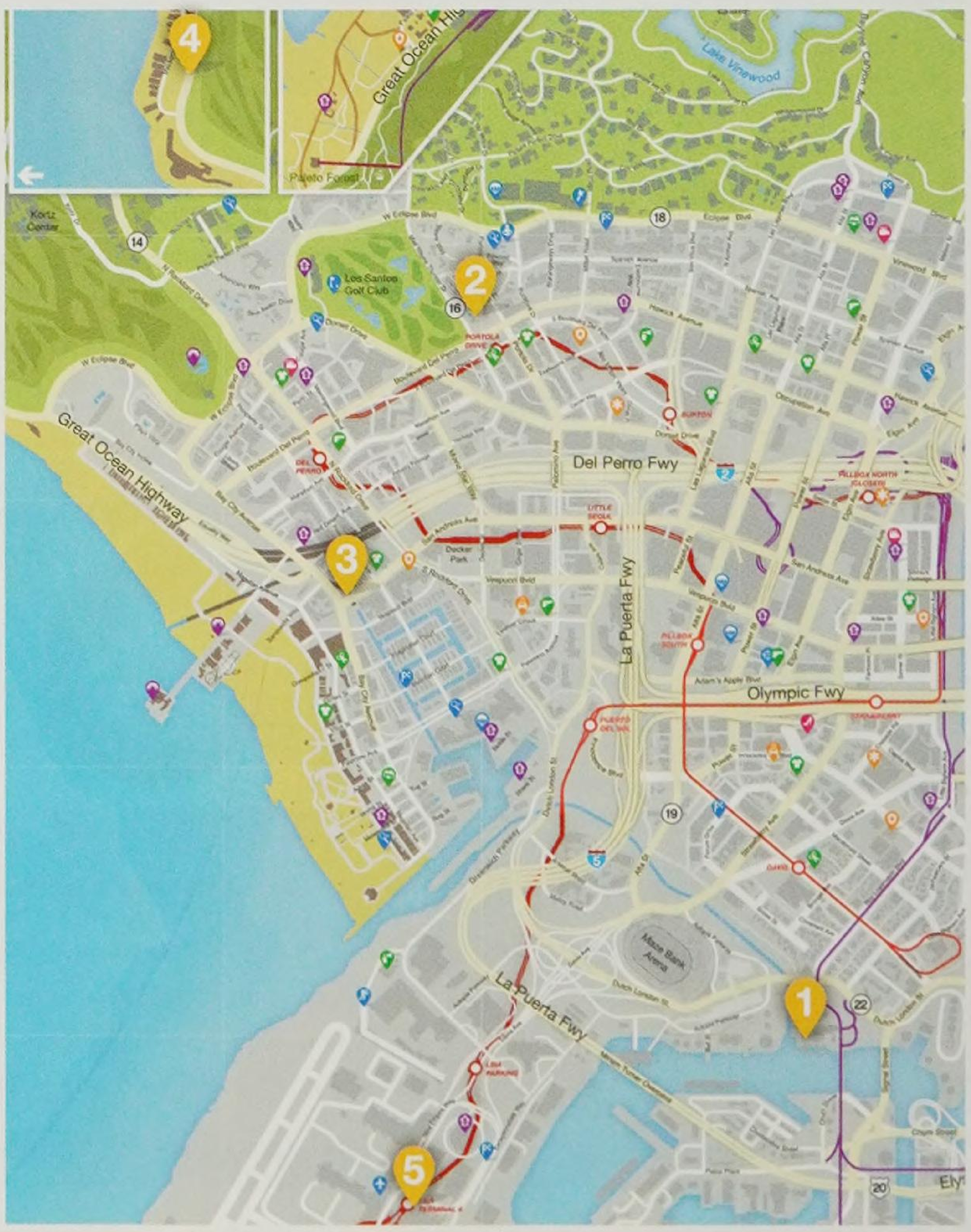
The partners enter together to find FIB Agents Haines and Norton saying goodbye to a fellow named Devin Weston. Then Haines hauls in poor Mr. K, hooks him up to an ECG monitor, and lays out an array of interrogation instruments.

As before, Ferdinand K claims to be nothing but a home electronics guy, and speaks of a man who owns a house in Rockford Hills and works at the consulate—that's all he knows. Haines sends Michael to the house for the target work while Trevor gets the task of providing actionable intelligence.



Go to the house.

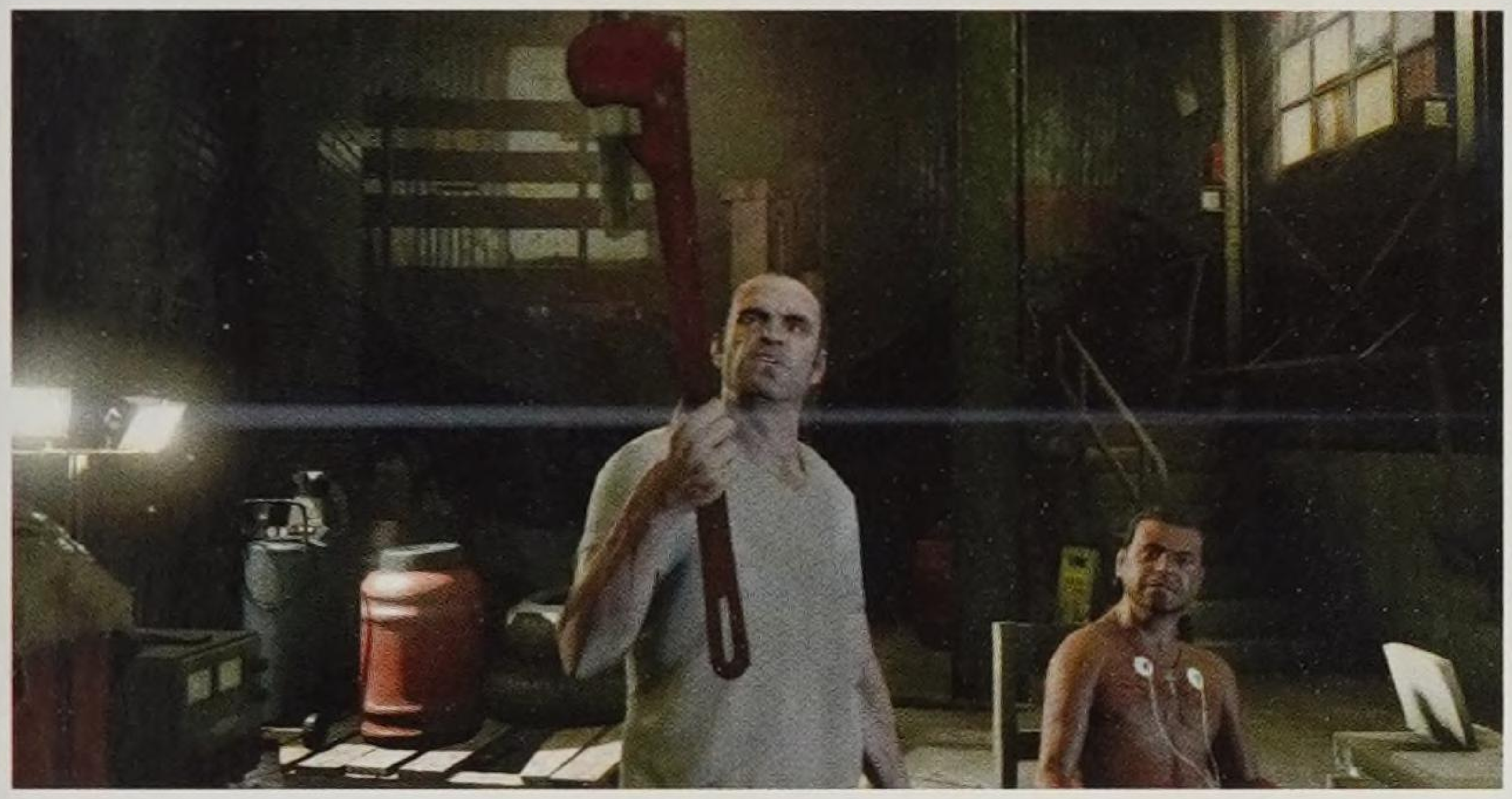
After the cutscene, you control Michael. Get in the car with Dave and follow the yellow route to the destination marker in Rockford Hills off Caesar Place ②. It's obvious upon arrival that this is the wrong Azerbaijani. Time for Trevor to get to work!



Torture Mr. K.

Take your pick of the torture devices. To earn the mission's Gold Medal, you must try each of the four torture methods and make sure Mr. K's heart doesn't stop. (If it *does* stop, you can revive him with an adrenaline shot, but then you won't get the Gold Medal.) Let's start with the wrench. Pick it up and use the control indicated onscreen to have Trevor swing it at Mr. K. Isn't this fun?

After a good hit, Haines asks Mr. K about someone named Tahir Kerimov. Mr. K admits he installed Tahir's home theater. The guy lives in Chumash. Haines passes this info via phone to Agent Norton. Now you automatically switch back to Michael.



Drive to the next house.

Michael and Dave are sitting at a coffee shop ③. Follow the yellow route up The Great Ocean Highway to Chumash. On the way, listen to the guys talk about Trevor and old times. When you arrive at the destination marker in the parking lot of Robs Liquor ④, Michael and Dave take up a sniper position on a hillock overlooking a row of beachfront houses. Now you need a description of the target.

Torture Mr. K again.

Pick a different method of torture. Hey, try waterboarding Mr. K. It's both legal *and* satisfying! When you finish, the prisoner describes Tahir as average build, average height, and middle-aged. Steve relays the info and adds that he's most likely dark skinned too: "He's Azerbaijani, for God's sake."

Torture Mr. K yet again.

Pick a new torture method. Try the electrified clips this time. Spark them for fun, then grip both clips to Mr. K to electrocute him. This time, he gives up the information that Tahir is a bearded man.

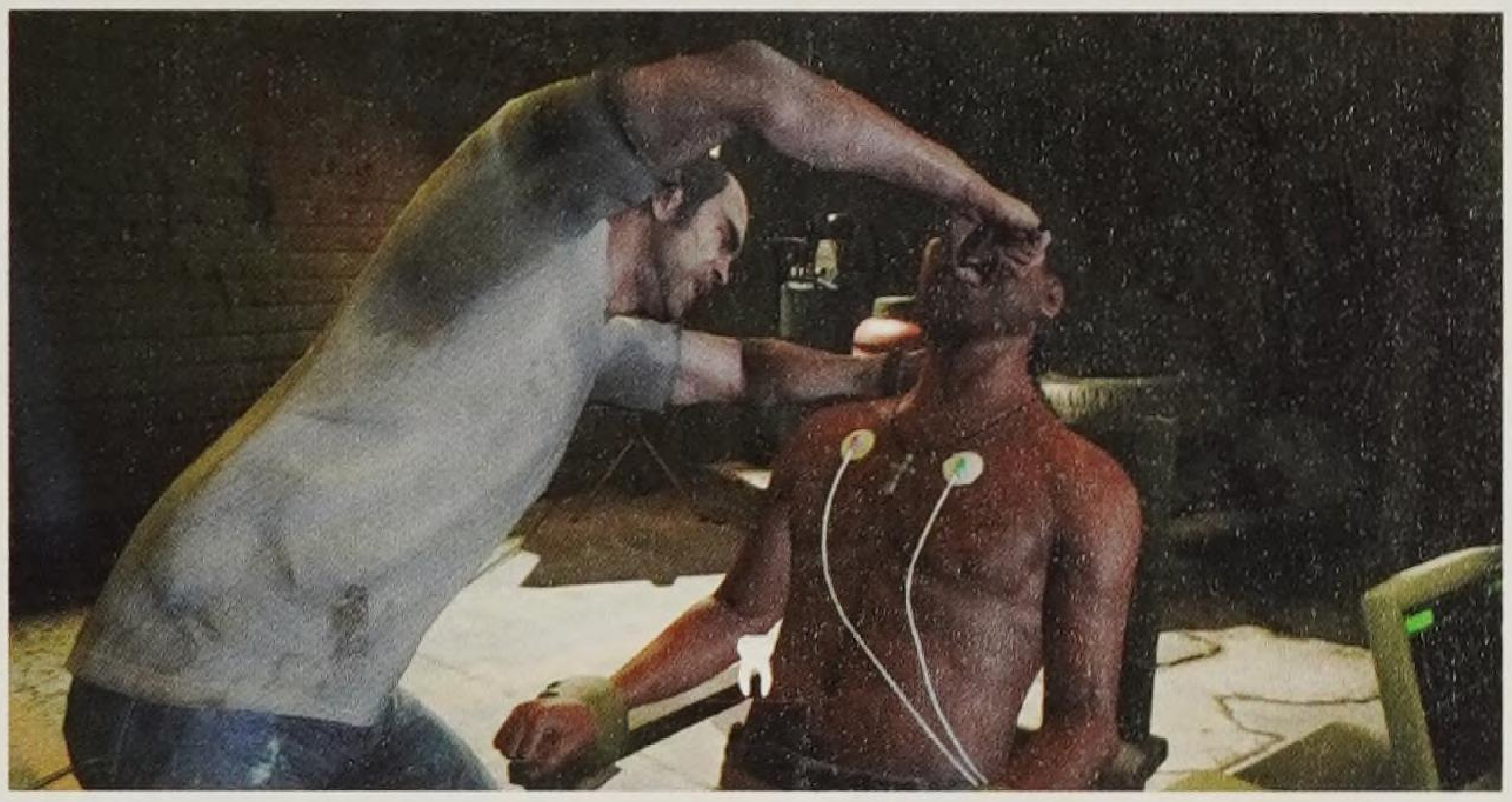
Find the target.

Scan around the party again in scope view to see that several men have beards. Unfortunately for Mr. K, looks like you need just a bit more information.

And once more: Torture Mr. K.

Mr. K remembers that Tahir smokes. This is good intel, but Steve wants a bit more, so he turns Trevor loose again. Now try the last remaining torture method. Pick up the vise clamp and hold the control shown onscreen to grip one of Mr. K's teeth. Then rotate the control stick to slowly and gruesomely pull out the tooth. A handy tooth schematic appears onscreen, so you can see how far the root still has to go until it's ripped from the gum line.

Now Mr. K remembers that in addition to being a chain smoker of Redwood cigarettes, the Azerbaijani in question is also left-handed. This should be all the information you need.

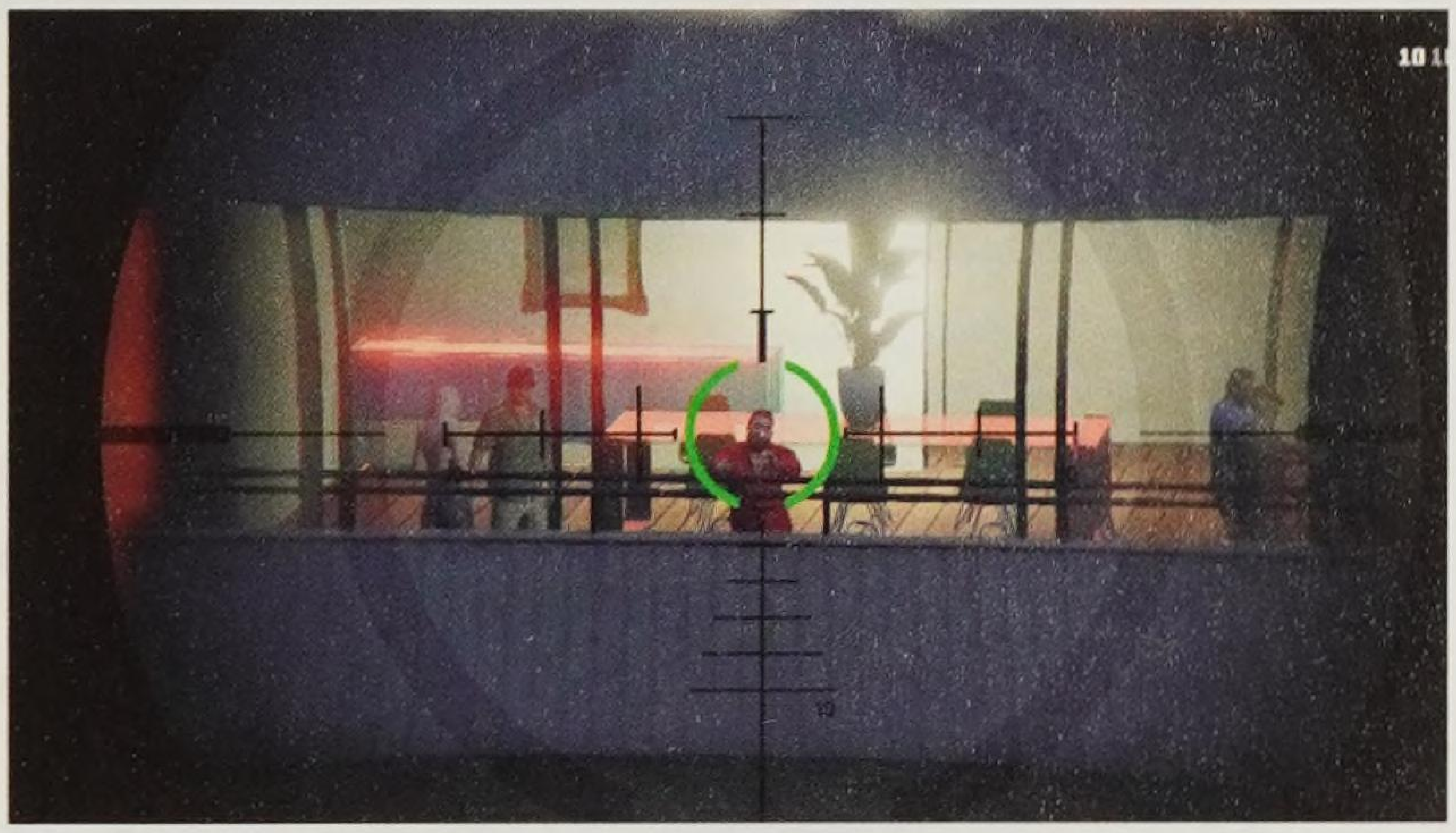


Shoot the target.

Target the bearded gentleman in the red shirt, smoking left-handed. Nail him with a headshot.

Go to the airport.

The scene automatically shifts back to the warehouse, where Steve rushes off to a racquetball game and asks Trevor to terminate the no-longer-useful Mr. K. But Trevor helps the unfortunate innocent out to the truck. Get in and follow the yellow route to the airport terminal ⑤. Your arrival triggers a touching goodbye scene.



Mission Completion Stats: By The Book

● Don't Stop Me Now	☑ Complete without Mr. K's heart stopping
● Electrocutioner	☑ Electrocute Mr. K
● The Tooth Hurts	☑ Pull out Mr. K's tooth
● Wrenched	☑ Hit Mr. K with the wrench
● It's Legal!	☑ Use waterboarding on Mr. K

Hood Safari

CONTACT POINT:

"F" (Franklin)

MAIN OBJECTIVES:

- *Drive Lamar's van to the house on Grove Street.*
- *Go to the house.*
- *Escape Grove Street with your crew.*
- *Follow Lamar to the river.*
- *Lose the cops.*

PREREQUISITES:

- *Complete "Three's Company."*

Mission Can Be Triggered by: Franklin, Trevor

After completing "Three's Company" for the FIB, Franklin and Trevor both gain access to a new mission activated at the **"F"** map icon marking a contact point at Franklin's aunt's house 1. We suggest sending Franklin for the full cutscene: His arrival triggers lectures on loyalty from Aunt Denise and Lamar. When Trevor arrives, he jumps happily into neighborhood disputes, dragging Franklin into a "gangbang thing" with Lamar.

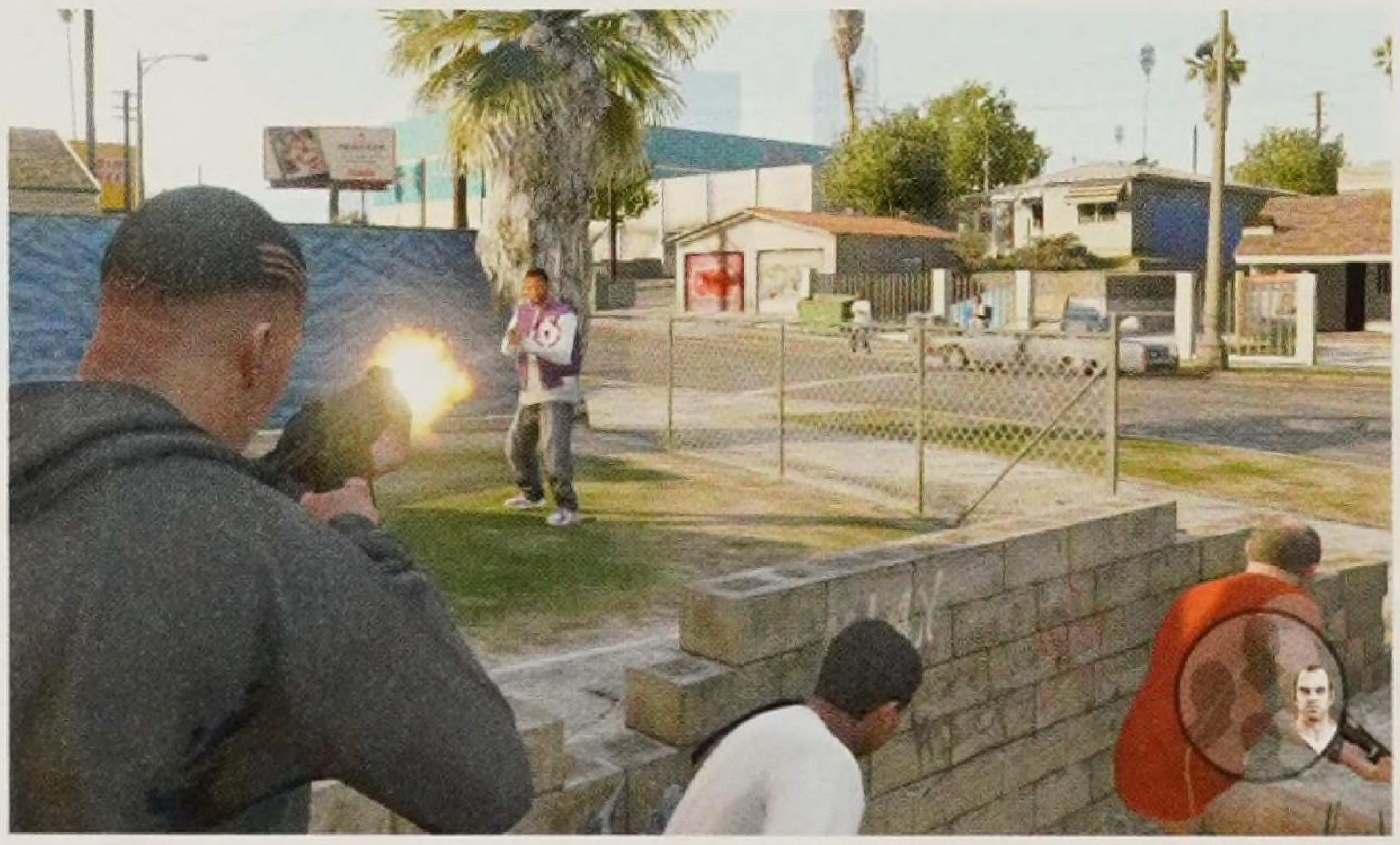
MISSION START

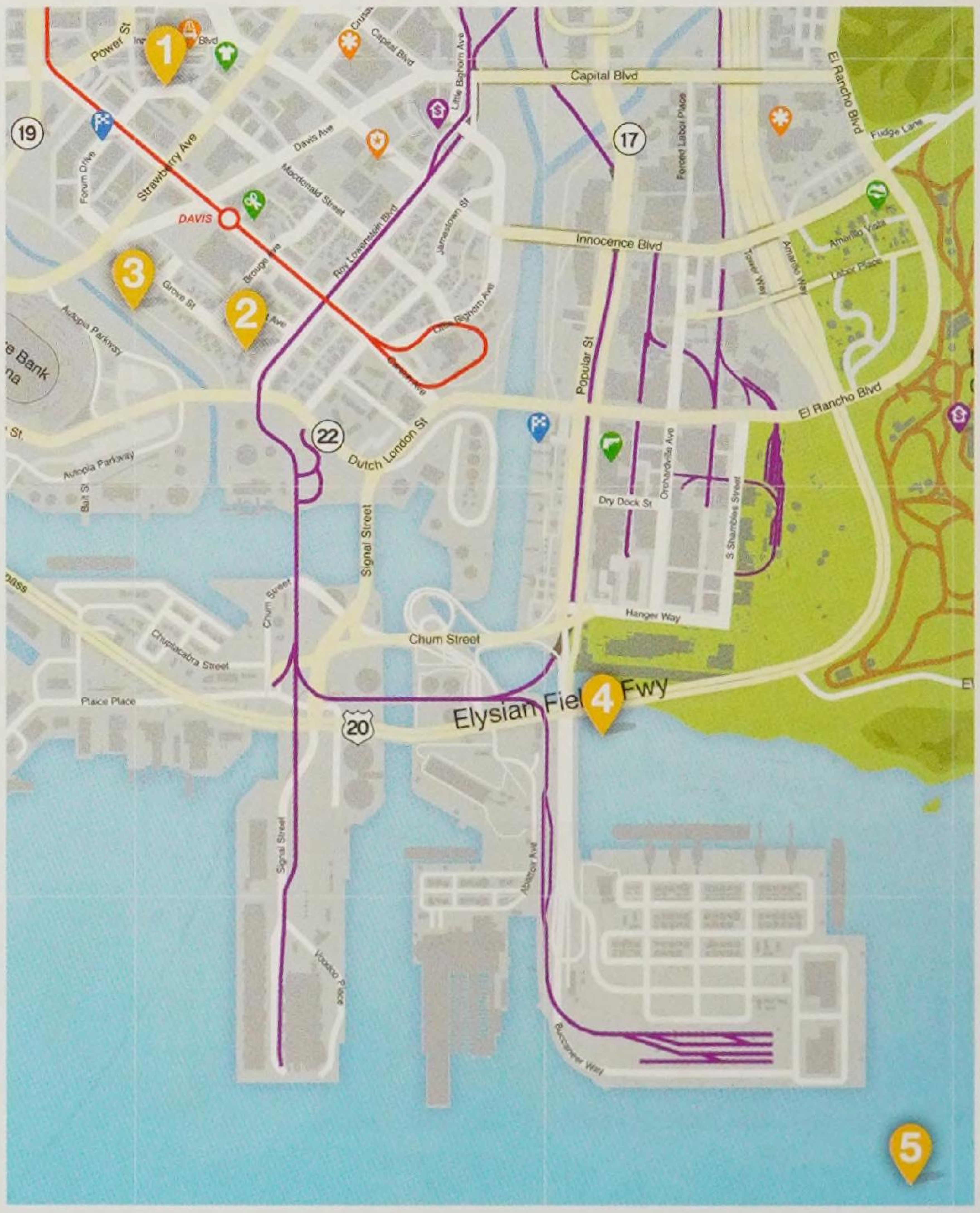
▶ Drive Lamar's van to Grove Street.

After the scene, you take control of Franklin. Get into Lamar's van (the blue blip), wait for Trevor and Lamar to join you, and follow the yellow route to the cul de sac 2 at the end of Grove Street.

▶ Go to the house.

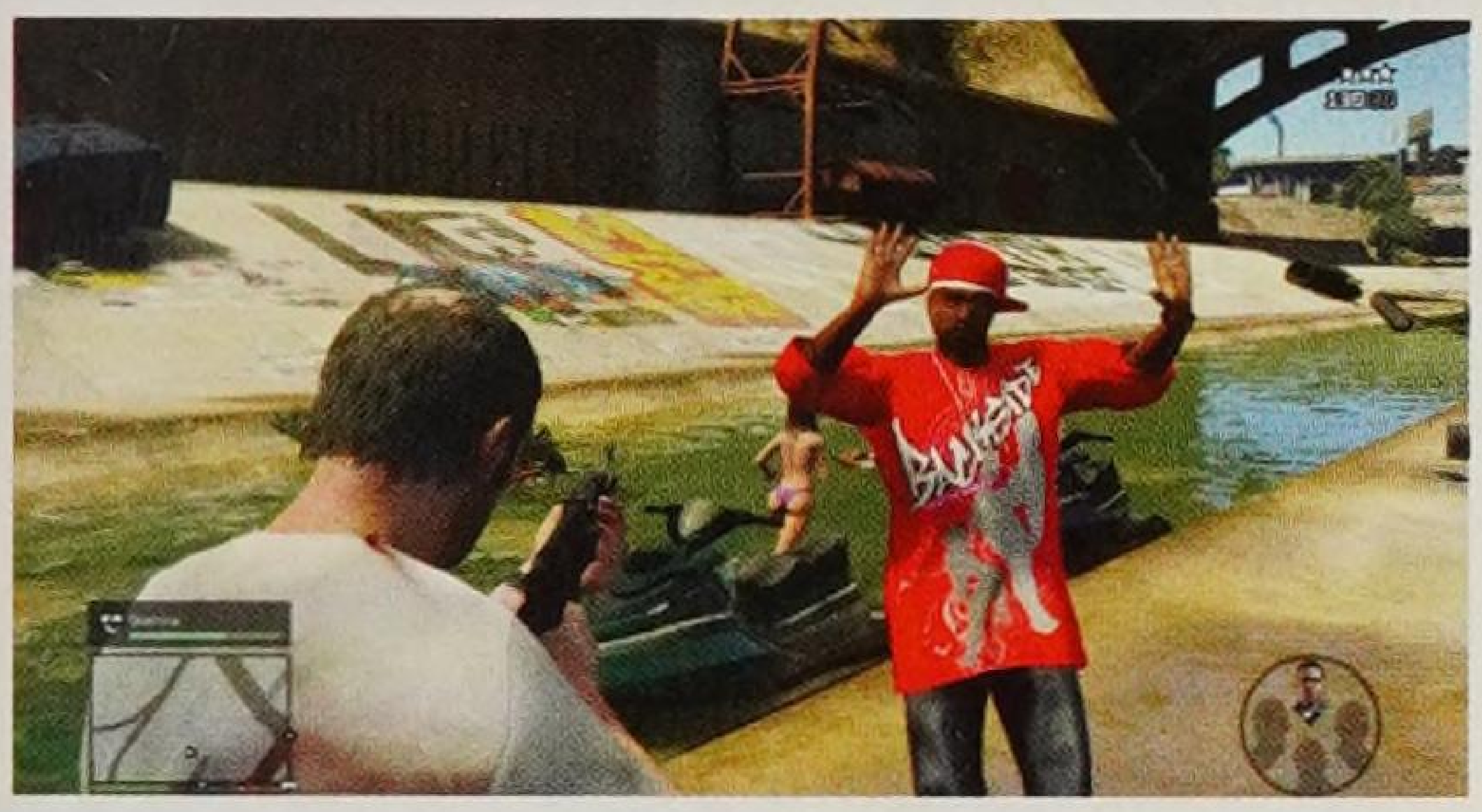
Get out and follow the others to the front door of the small house. A Balla gang member answers and offers Lamar a sample of the goods. Trevor proves a savvy customer by discovering the brick is mostly drywall. Unfortunately, this escalates the meeting into a war. Your crew ends up pinned against a low brick wall with hostile Ballas rushing down Grove Street to fight.




1
2
3
4
5
Power St
Strawberry Ave
Forum Drive
Davis Ave
Macdonald Street
Capital Blvd
Little Bighorn Ave
DAVIS
Brouge Ave
Grove St
Roy Lowenstein Blvd
Jamestown St
Autopia Parkway
El Rancho Blvd
Innocence Blvd
Fudge Lane
Forced Labor Place
Popular St
Tower Way
Amarillo Way
Amarillo Vista
Labor Place
Dutch London St
Signal Street
Dry Dock St
Orchardville Ave
S Shambles Street
Hanger Way
Chum Street
Chupacabra Street
Plaice Place
Elysian Fiel Fwy
Abattoir Ave
Voodoo Place
Buccaneer Way
Bait St
19
17
22
20

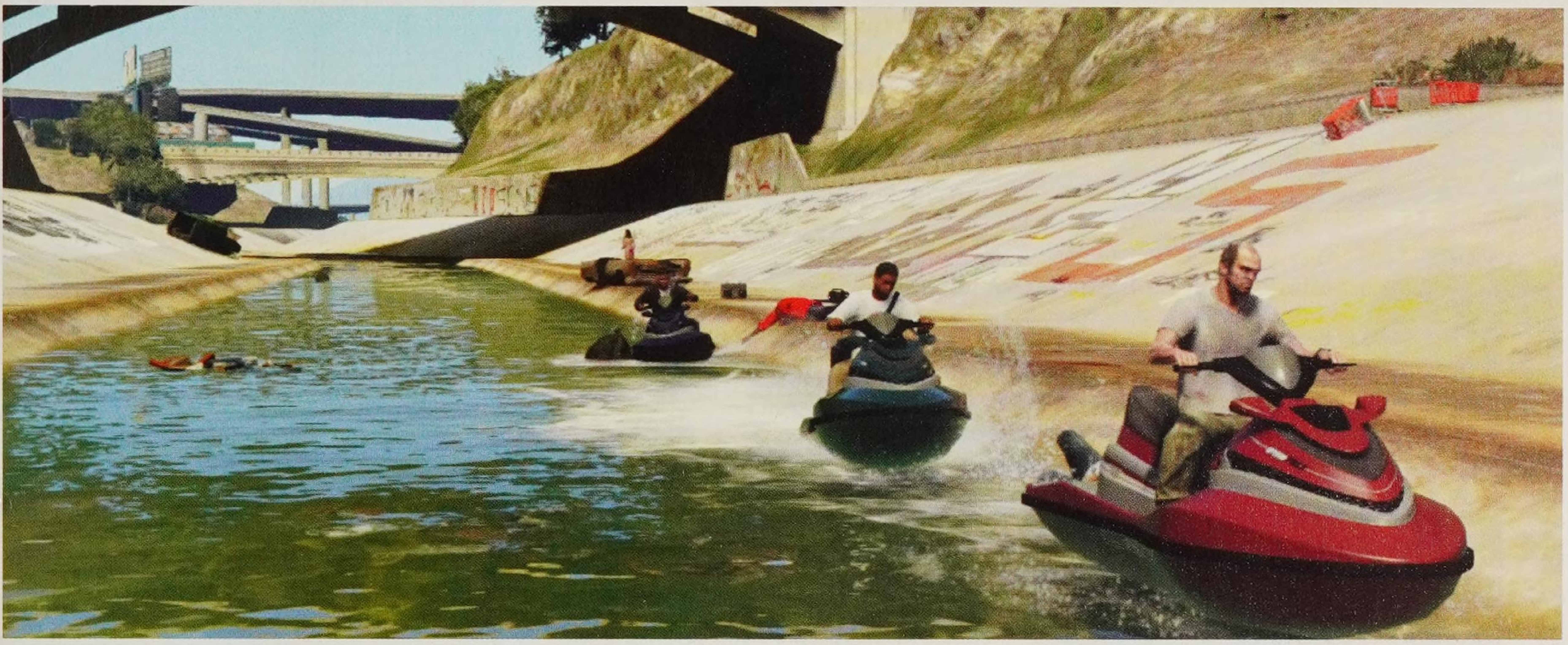
Escape from Grove Street with your crew.

Now you must fight your way up Grove Street as carloads of enemy gunmen arrive to stop you. You can switch back and forth between Franklin and Trevor; however, Trevor's rage (his special ability) provides quite a combat boost, so consider using him for most of this fight. Switch to Franklin if he has a better shooting angle on a particular target. When you reach Cluckin' Bell's "Going Cheep" billboard, sirens wail and police cruisers start to arrive.



Follow Lamar to the river.

Now you have a three-star Wanted Level. Instead of fighting through the police roadblock, Lamar (one of the blue blips on radar) leads you down into the nearby riverbed ③. Your fleeing crew interrupts a fashion shoot for the celebrity MC Clip. Lamar and your other partner each grab one of the three Seasharks in the canal. Hop on the remaining Seashark.



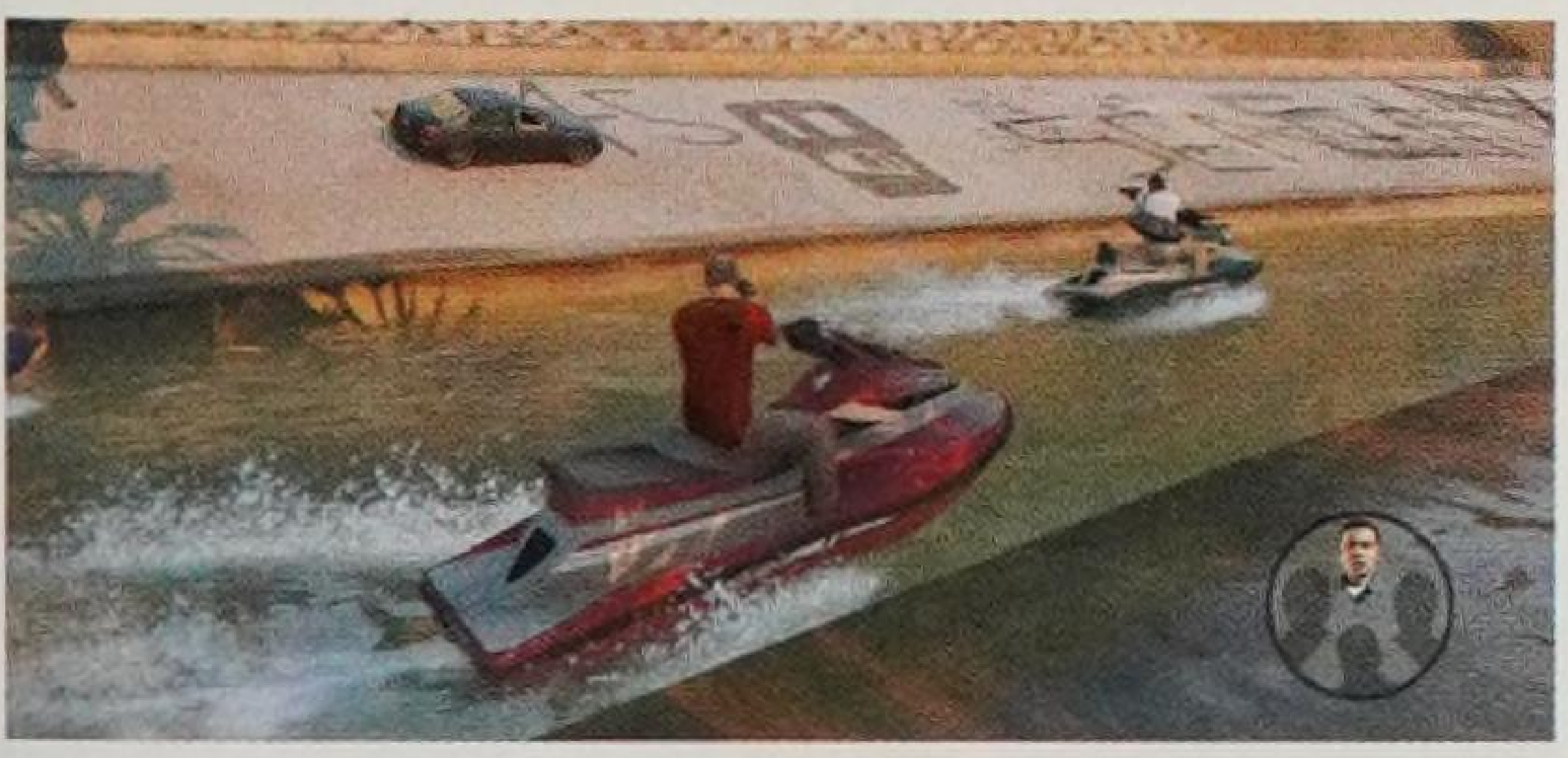
Switch to Franklin (if you haven't already) and follow Lamar down the canal. When a carload of gangsters pulls alongside on the bank, shoot it drive-by style. Stay on Lamar as he leads you out of the canal and an LSPD helicopter joins the chase. Follow Lamar under the bridges to intermittently cut off the chopper's shooting angle.

Sea Races Available!

Completing "Hood Safari" unlocks Sea Races. Follow the corresponding icon on your map to join in.

Lose the cops

When you speed under the last bridge ④ and reach the ocean, Lamar suggests splitting up—he veers left and Trevor peels off to the right. You can follow either one, or better yet, go your own way. Dodge the oncoming police launch and make a full speed run past the freighters docked on your right. If you get out of the police units' cones of view, head straight out to open water ⑤ and wait until the Wanted stars flash out. When they disappear, the mission is finished.



Mission Completion Stats: Hood Safari

● Mission Time
● Accuracy
● Headshots

☑ Complete within 07:00
☑ Finish with a shooting accuracy of at least 70 percent
☑ Kill 12 enemies with headshots

Did Somebody Say Yoga?

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- ▶ *Achieve and hold the yoga poses.*
- ▶ *Go to Jimmy's room.*
- ▶ *Drive Jimmy to Burger Shot.*
- ▶ *Go back to Michael's house.*

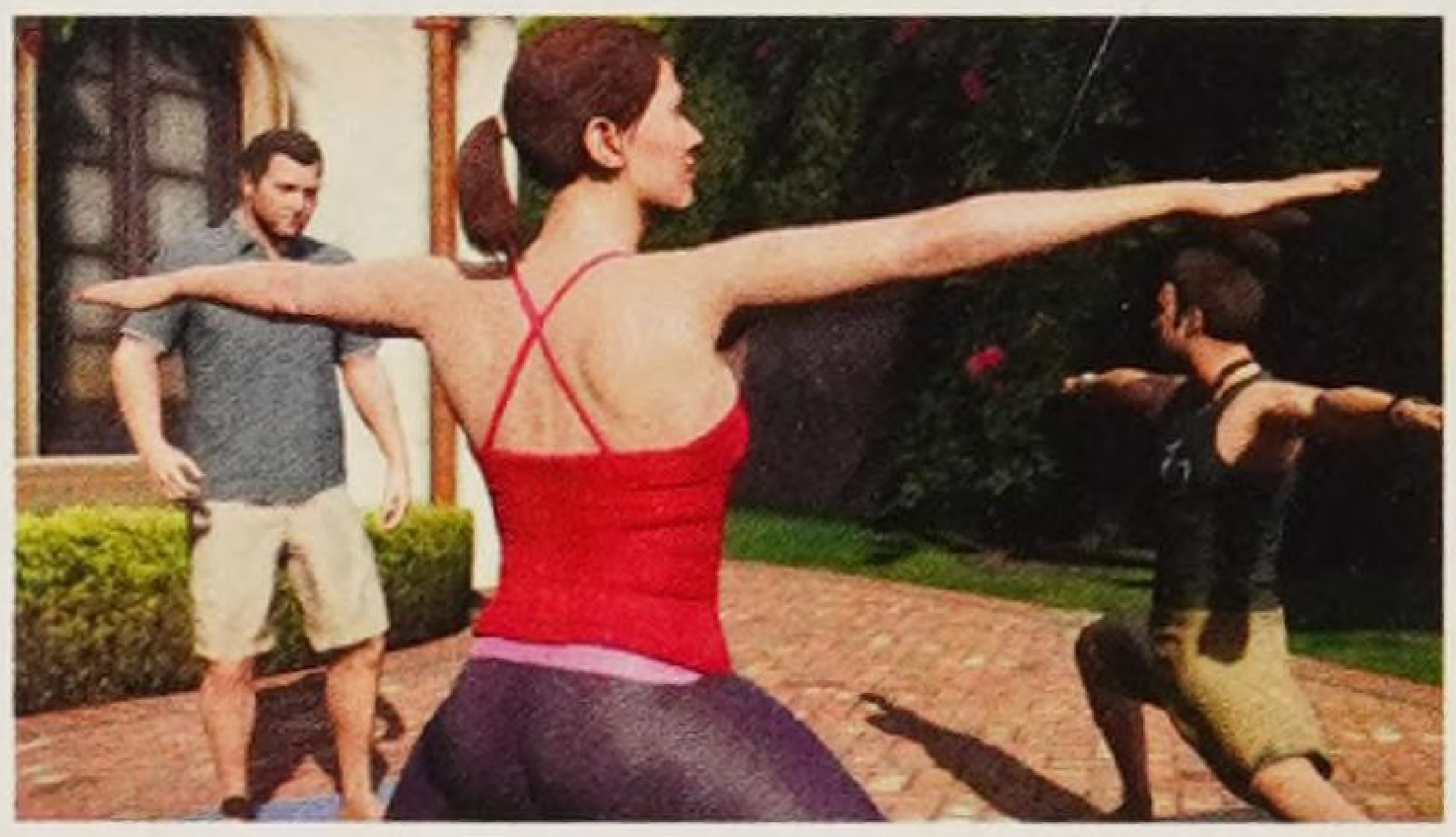
PREREQUISITES:

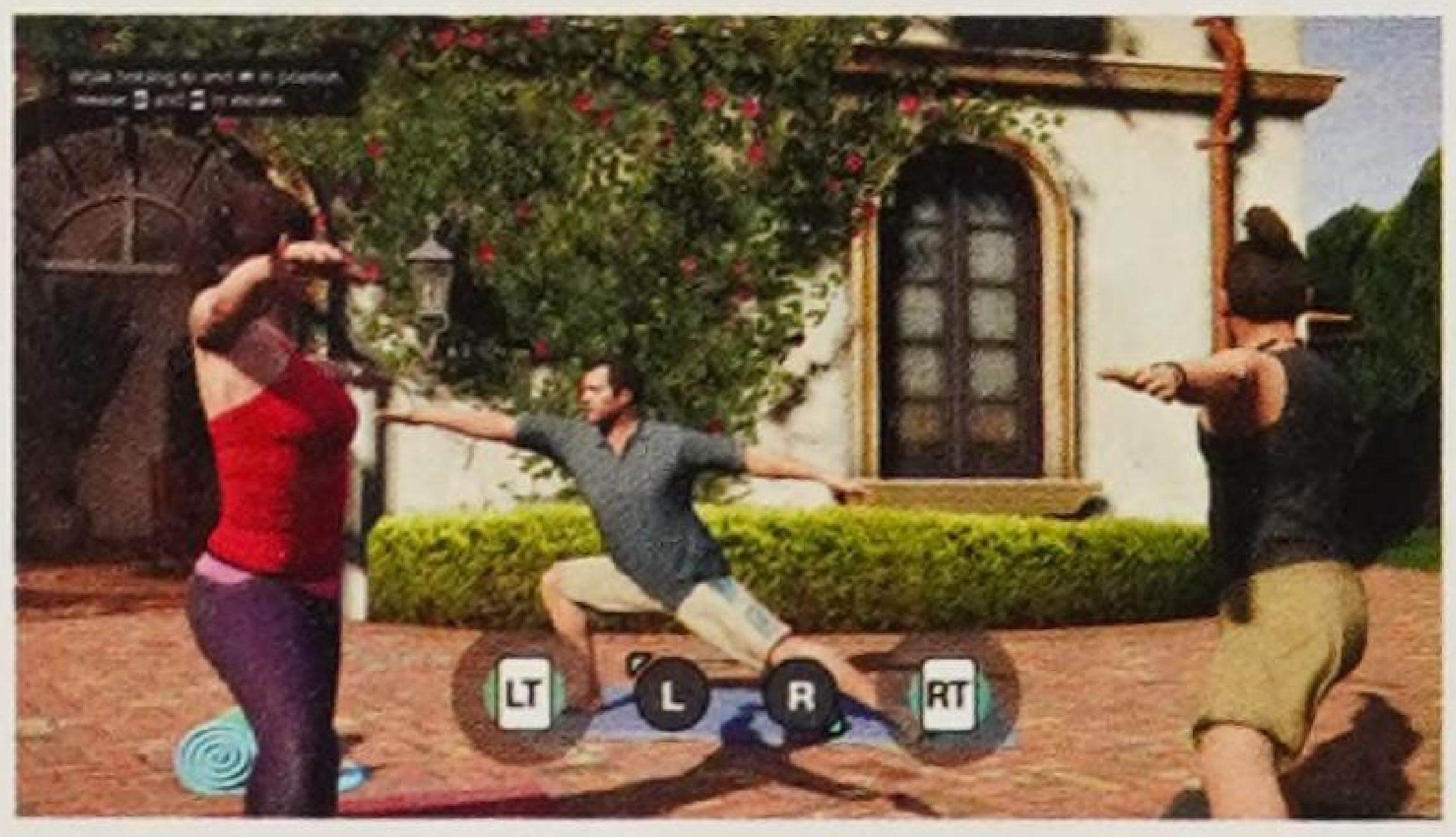
- *Complete "Dead Man Walking."*

Mission Can Be Triggered by: Michael

Switch to Michael and follow the **"M"** icon to the driveway of his house 1 in Rockford Hills. Watch Michael and Amanda disrupt each other's serenity as her yoga instructor, Fabien, arrives. Fabien negotiates peace and invites Michael to join their yoga session. To Amanda's surprise, her husband says "Awesome!" and accepts.

MISSION START

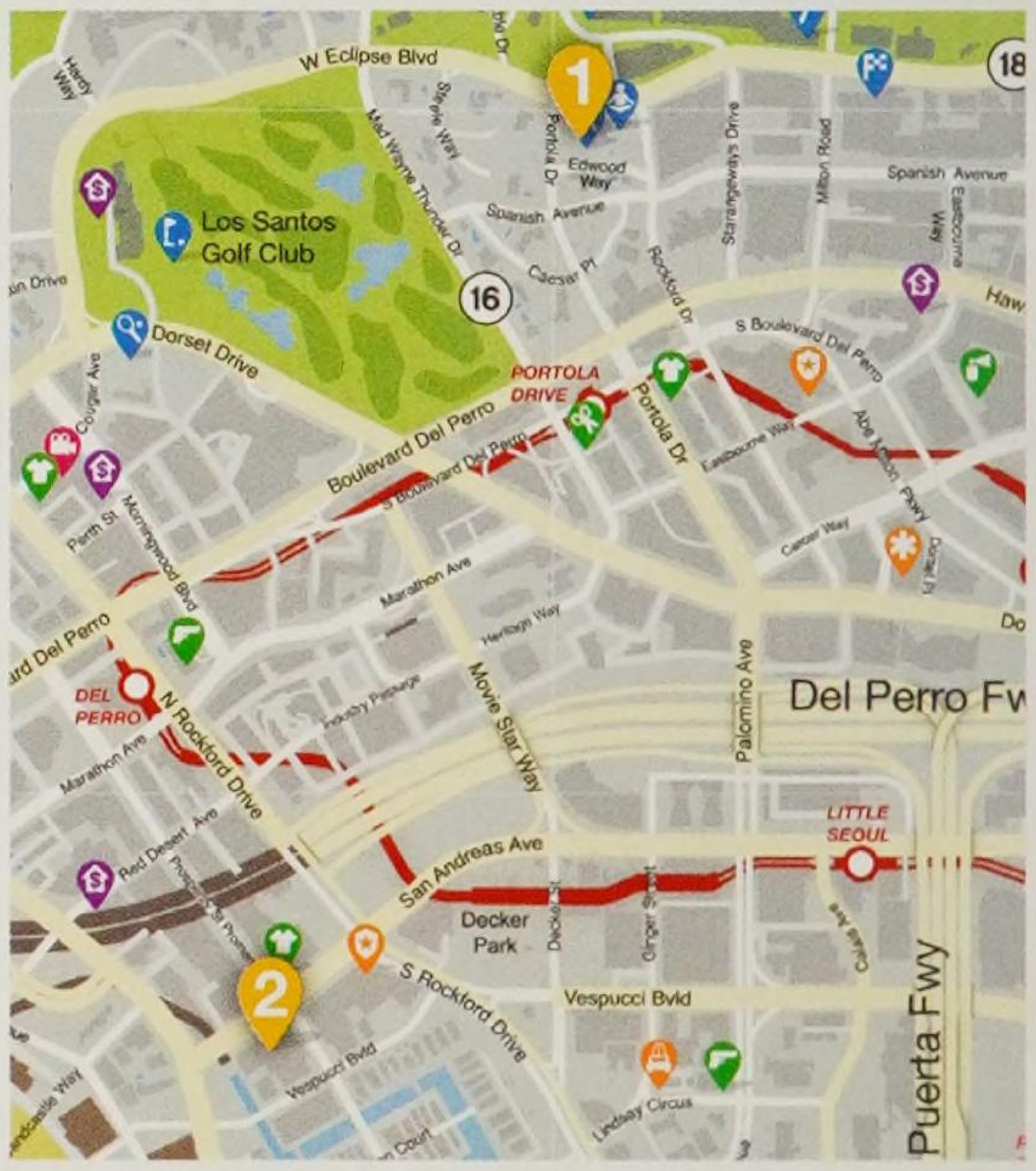




▶ Achieve and hold the first yoga pose.

Fabien and Amanda demonstrate the steps to achieving the first pose, called Warrior. Now Michael must replicate them. To achieve each step, push the control sticks to the positions shown onscreen. Hold the positions steady! If you release either stick even slightly, then Michael loses his balance and you have to start over. Note that to earn a Gold Medal for this mission, you must flawlessly complete each pose.

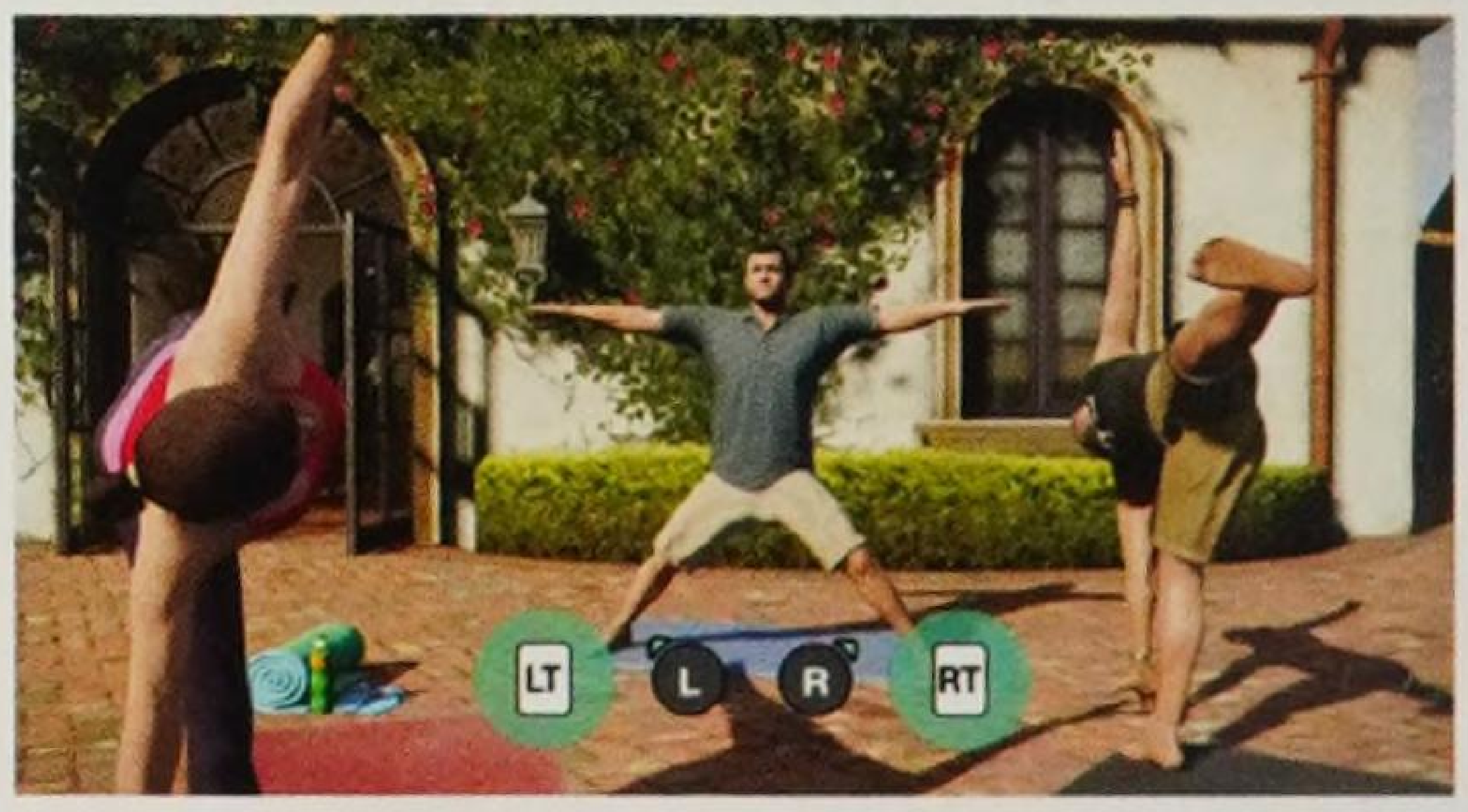
While Michael is in a step position, use the controller triggers as indicated onscreen to take a breath. Pull in the triggers to inhale, release to exhale. After you take this cleansing breath, move the sticks again as shown to assume the next position of each pose.



W Eclipse Blvd
1
Los Santos Golf Club
16
Dorset Drive
Boulevard Del Perro
PORTOLA DRIVE
Portola Dr
Marathon Ave
DEL PERRO
N Rockford Drive
Movie Star Way
Del Perro Fwy
LITTLE SEOUL
San Andreas Ave
Decker Park
2
S Rockford Drive
Vespucci Blvd
Puerta Fwy

Achieve and hold the second yoga pose.

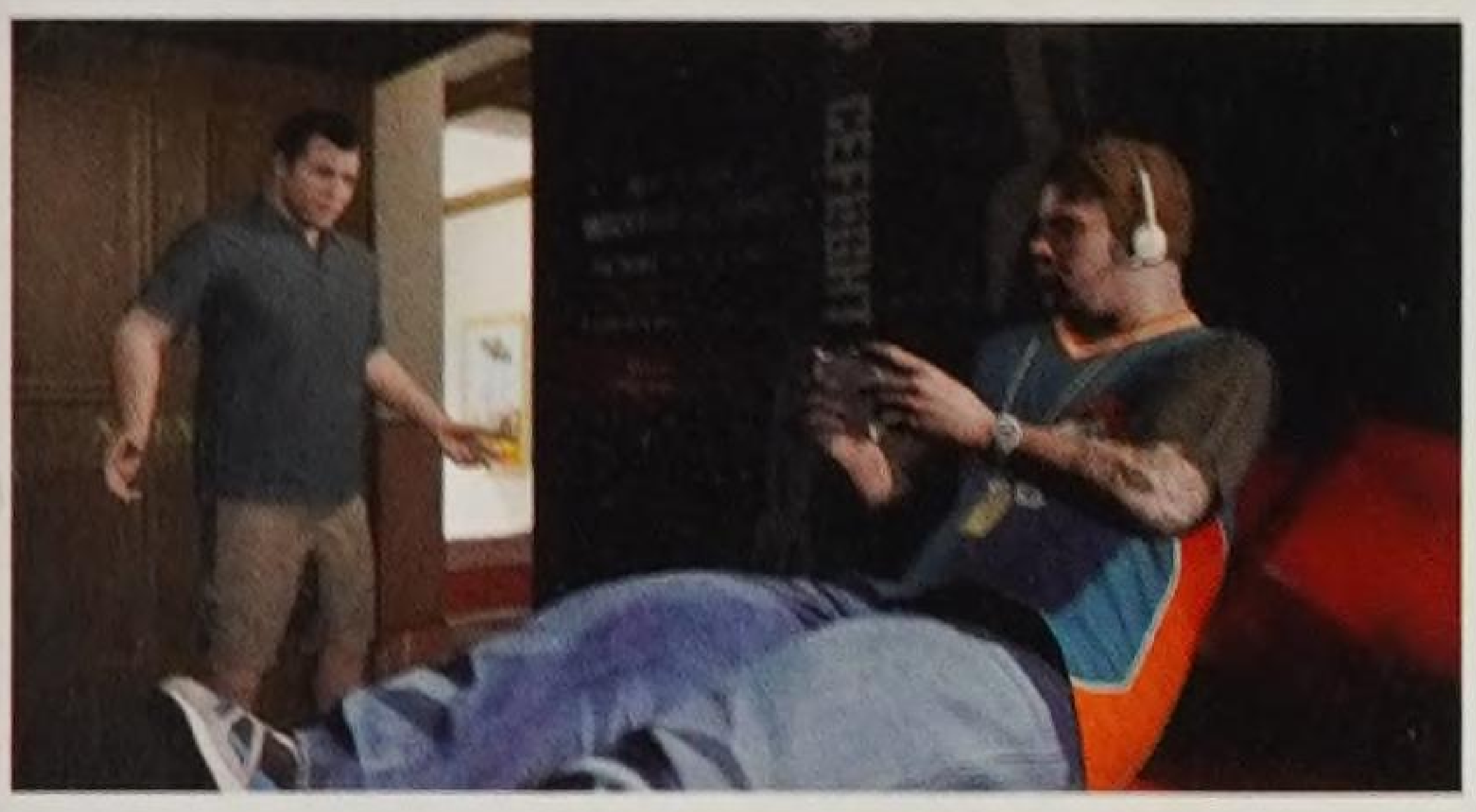
Now Fabien wants to try something more complicated, a pose called Triangle. As before, he and Amanda demonstrate the pose steps. Push the control sticks to match the positions shown onscreen to replicate the four steps of the pose, using the control triggers to take a deep breath at each step.



Achieve and hold the third yoga pose.

Finally, watch Fabien and Amanda demonstrate a movement sequence called Praise the Sun! Again, use the controls indicated to replicate each of the sequence's seven steps, taking a full breath at each step.

When the session is finished, Michael feels good until Fabien gives his wife a little too much help with her Downward Dog pose. Amanda storms off, threatening to leave for good.

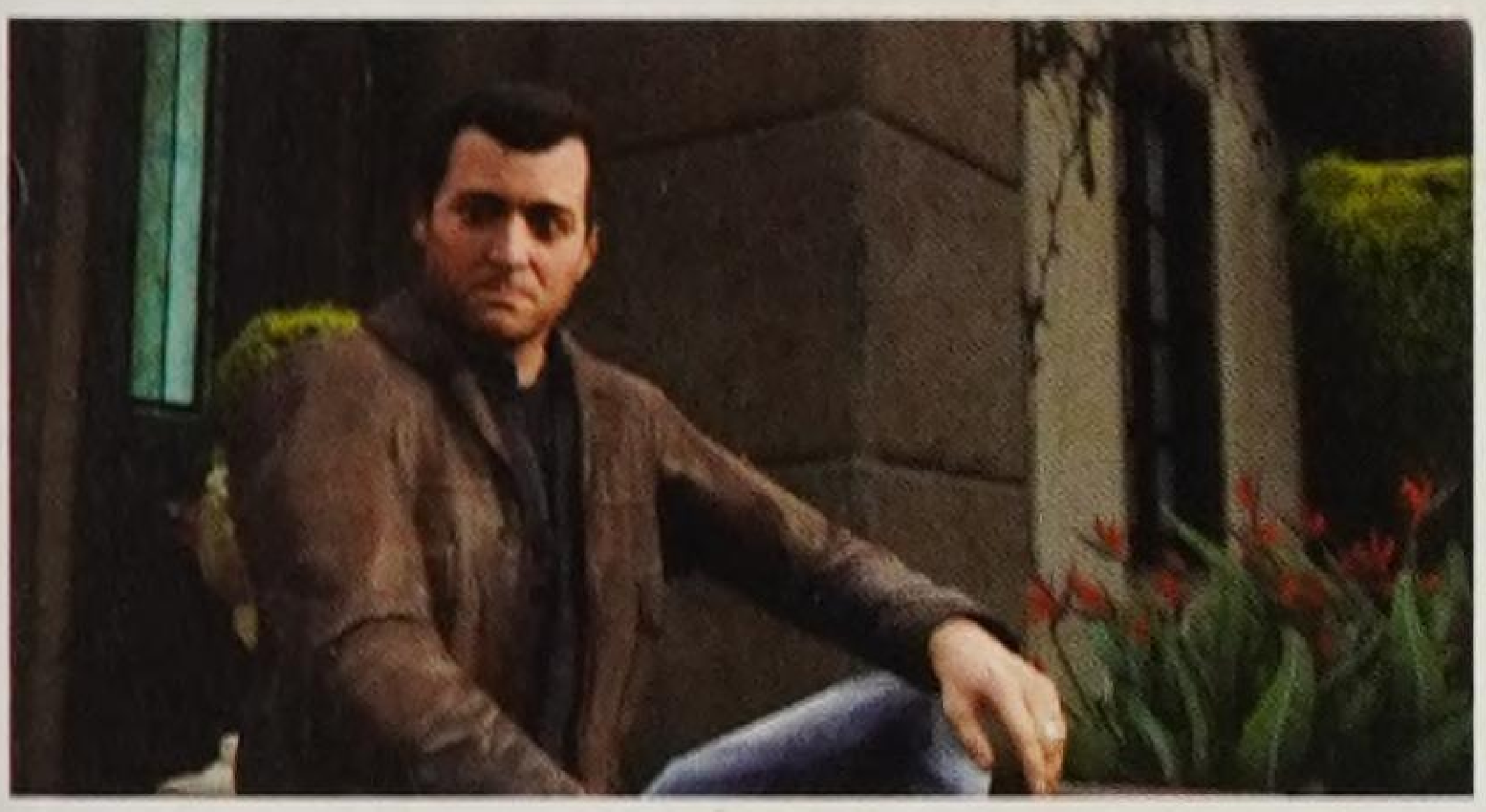


▶ Go to Jimmy's room.

Enter the house and head upstairs to Jimmy's room to trigger a scene: Michael interrupts a session of *Righteous Slaughter* to get his boy out of the house. Jimmy has a friend to go meet, so Michael volunteers to join him.

▶ Drive Jimmy to Burger Shot.

Exit the house, get in your car in the driveway, and wait for Jimmy to join you. Then follow the yellow route to the Burger Shot restaurant 📍 on San Andreas Avenue, listening to the painful father/son banter en route. Hitting the destination marker in the Burger Shot parking lot triggers a scene: Jimmy conducts a transaction with one of the employees, who also hands over a big cup of soda.



▶ Go back to Michael's house.

Start following the yellow route back to the De Santa estate. On the way, Jimmy offers his dad a drink of the soda. Soon Michael starts to feel woozy. He loses control of the car and has to stop the vehicle. Jimmy won't say what's in the drink, but insists it's harmless: "Vets have been using it for decades." Then he pushes his father out and drives away. When Michael "awakens" he sees some strange things.

Eventually, Michael recovers enough to move, and you regain control of him. Stagger toward the yellow radar blip to get back to the De Santa house 📍 and enter to trigger the mission-ending cutscene: Michael returns to find a letter from Amanda. The news is not good. Michael ends up sitting utterly alone on the front porch of his home.

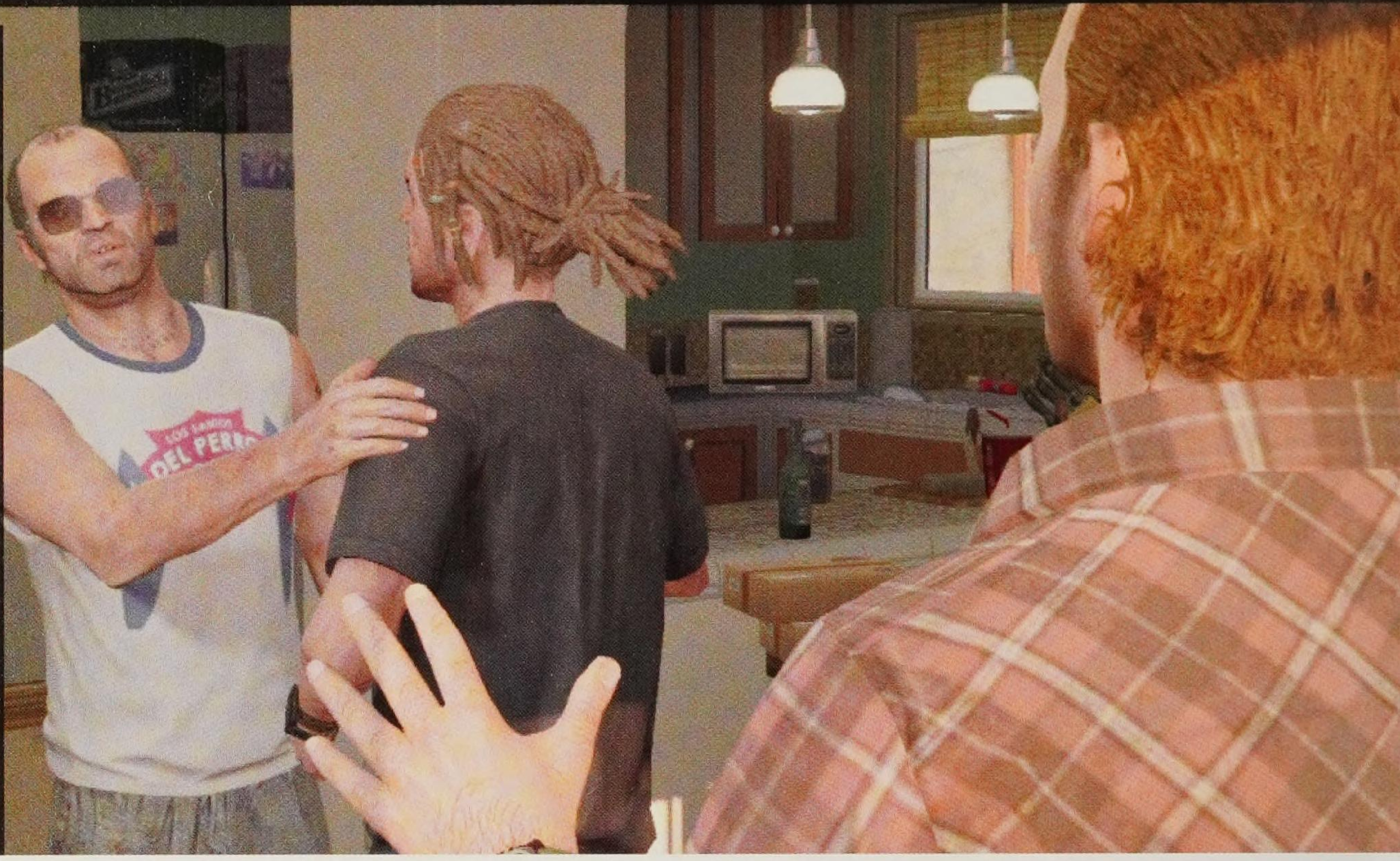
Yoga for Shooters

Completing "Did Somebody Say Yoga?" opens up locations where Michael can practice yoga. Yoga sessions increase the capacity of Michael's special ability bar. The more capacity, the longer he can slow down time in a gunfight.

Mission Completion Stats: Did Somebody Say Yoga?

● Mission Time	☑ Complete within 15:00
● Warrior	☑ Complete the first yoga pose without fault
● Triangle	☑ Complete the second yoga pose without fault
● Praise the Sun!	☑ Complete the third yoga pose without fault

Scouting The Port



CONTACT POINT:

"T" (Trevor)

MAIN OBJECTIVES:

- *Go to Pier 400 and park next to dispatch.*
- *Follow Floyd to the container handler.*
- *Move the marked containers to the loading area.*
- *Climb the crane to its cabin.*
- *Load containers onto trucks.*
- *Take photos from the crane's catwalk and send to Ron.*
- *Descend the crane and take the truck.*
- *Drive to the naval warehouse.*
- *Return to Floyd's apartment.*
- *Select your approach to the port heist.*

PREREQUISITES:

- *Complete "Fame or Shame."*

The Merryweather Heist

Mission Can Be Triggered by: Trevor

After helping Michael rescue his daughter in "Fame or Shame," Trevor gets a text from Wade suggesting they meet at his cousin Floyd's place. Follow the yellow **"T"** on Trevor's map and head upstairs to Apartment 7611 ①. Trevor has some pointed questions for Floyd about the Port of Los Santos where he works. Then he distributes dockworker clothing for a little scouting trip.

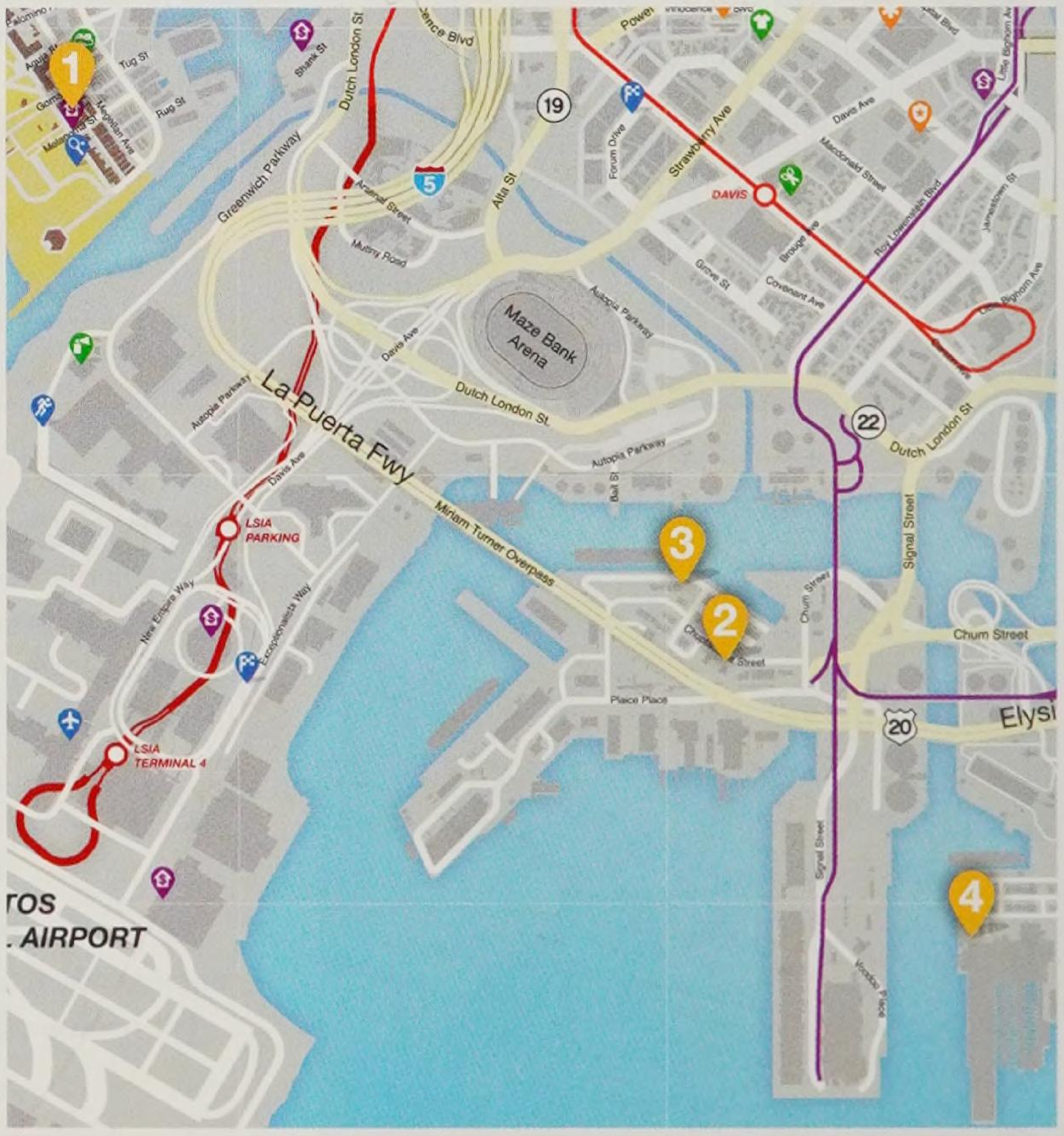
MISSION START

Go to Pier 400.

Follow the yellow route to the west docks of Port City ②. On the way, Trevor learns that Merryweather Security Consulting is active in the port, guarding a particular freighter, as well as boating in and out of the navy warehouse during some kind of mysterious offshore testing. When you reach the security gate entrance to Pier 400, drive on through as directed by the guard.

Park next to dispatch.

Follow the yellow blip and park. The supervisor has a slot on a cleanup crew at a waste spillage site. Floyd pushes poor Wade forward to take the slot.


1
Tug St
Rug St
Dutch London St
Greenwich Parkway
Power St
Strawberry Ave
Forum Drive
Alta St
19
5
DAVIS
Mutiny Road
Maze Bank Arena
Davis Ave
La Puerta Fwy
Dutch London St
Autopia Parkway
22
LSIA PARKING
Miriam Turner Overpass
3
2
Chum Street
Signal Street
Place Place
New Empire Way
Exceptionalists Way
LSIA TERMINAL 4
20
Elysi
TOS
AIRPORT
4

Follow Floyd to the container handler.

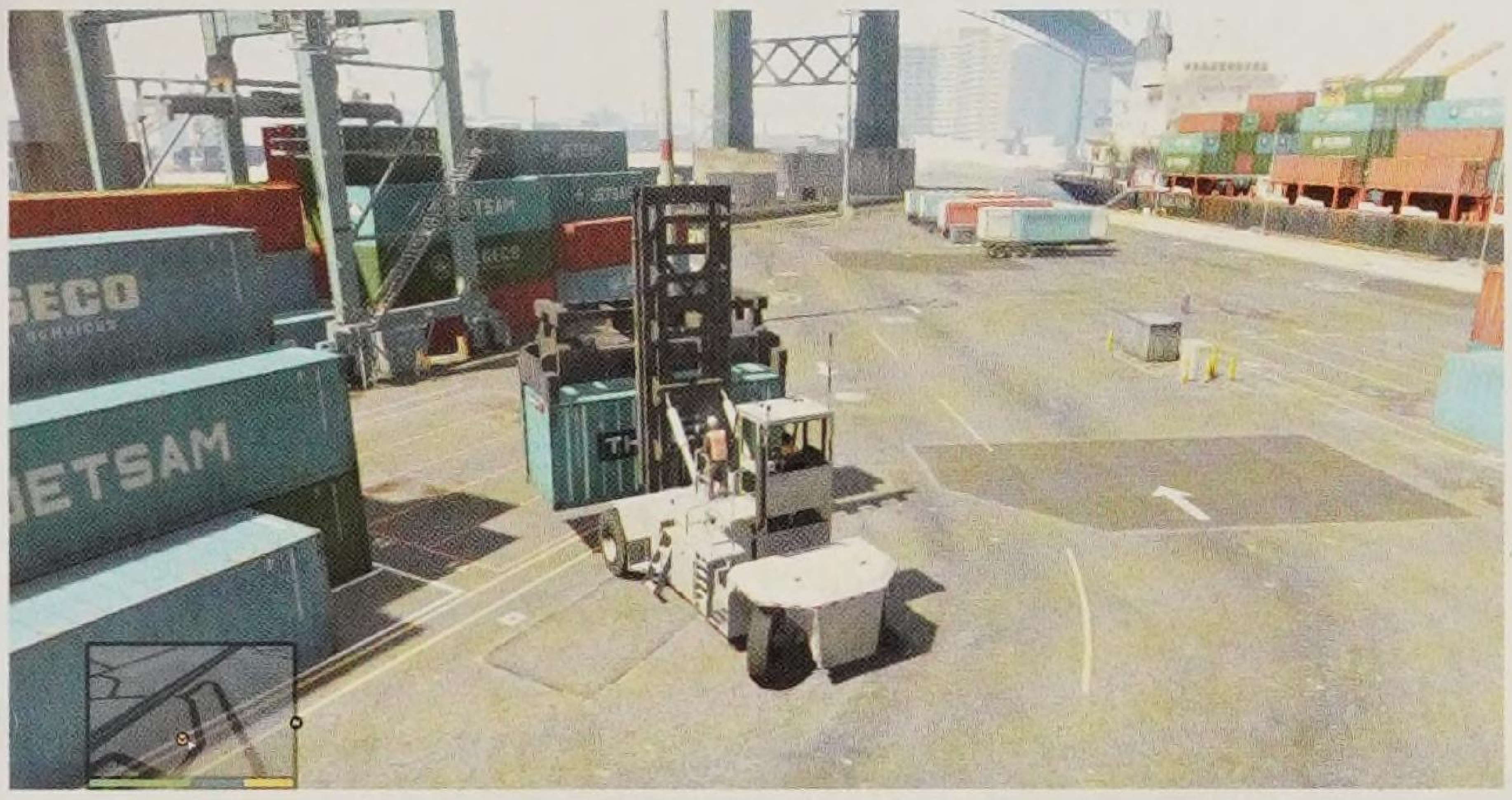
Walk with Floyd (the blue radar blip) and listen to the conversation. He points out the Merryweather freighter and says it's loaded with military containers that oddly aren't being unloaded. As you get close, another supervisor points Floyd and Trevor to a container handler. Climb up the ladder on the side of the big vehicle. As Floyd notes, Trevor must do some actual work or else dock security will ask to see a Union card.

Careful Work, Good Behavior

To earn this mission's Gold Medal, handle containers carefully without damaging them. And don't cause a disturbance! Trevor must complete his dock work without incident.

Move the marked containers to the loading area.

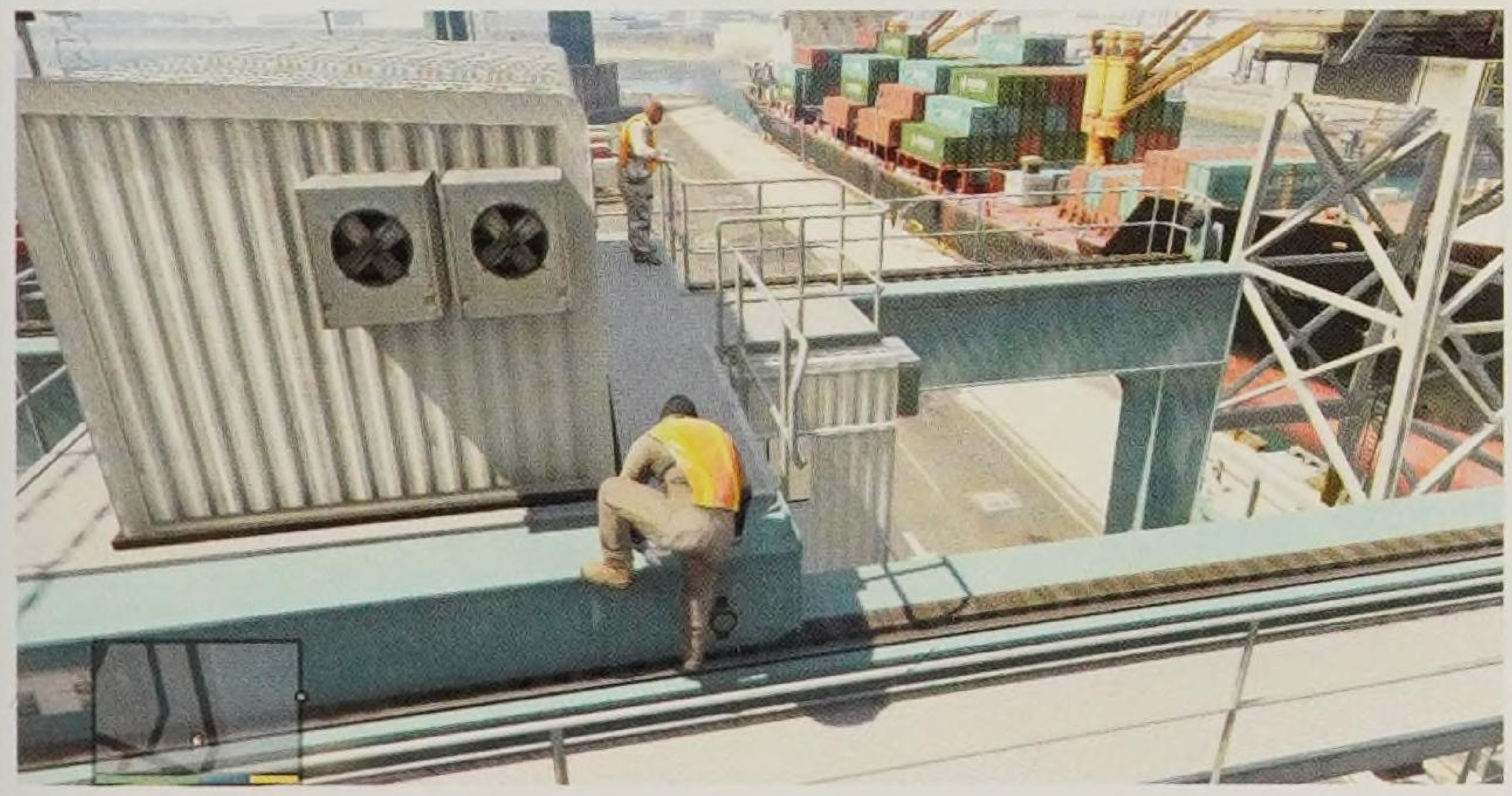
Check out the container handler controls shown in the upper-left corner of the screen. The two containers to be moved are marked as green blips on radar. With the handler frame raised, drive the vehicle to Bay B and put its nose into the side of one of the marked ThriftEX containers. Lower the handler frame onto the container, then press the indicated control to latch onto it.



Raise the frame and follow the new yellow blip across the dock to the loading area. Lower the ThriftEX container onto one of the red slots in Bay F. Press the control indicated onscreen to release the container. Now repeat the process with the other marked container. As you do, Floyd points out a crane that might be a perfect perch for taking pictures.

Climb the crane to reach the cabin.

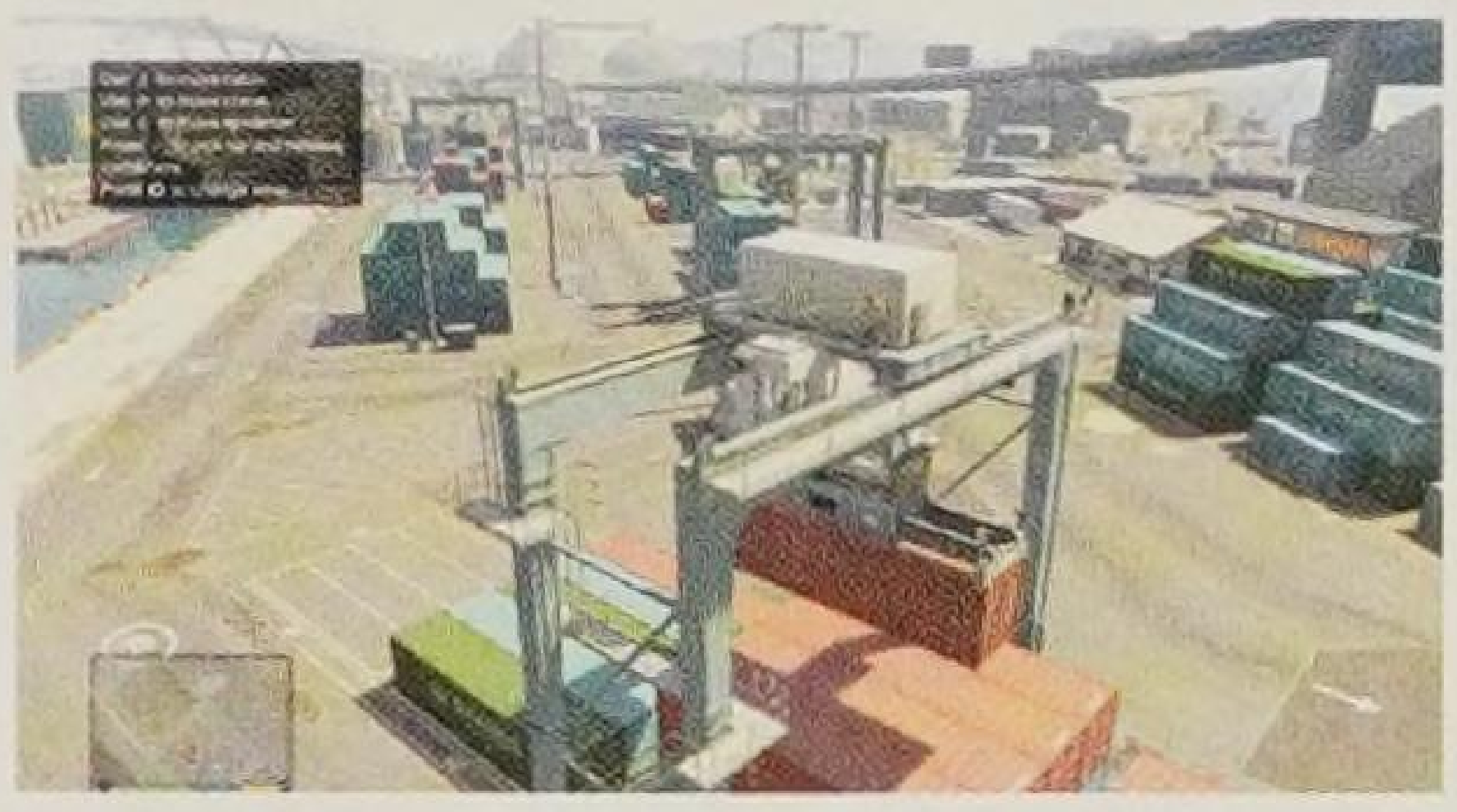
After Trevor dismounts from the container handler, follow the new yellow blip to the crane and start climbing the series of ladders to the top. Another boss orders him into the crane cab for some more work. Climb onto the walkway and walk toward the boss. Trevor automatically drops onto the cabin ladder. Move down to enter the cab.

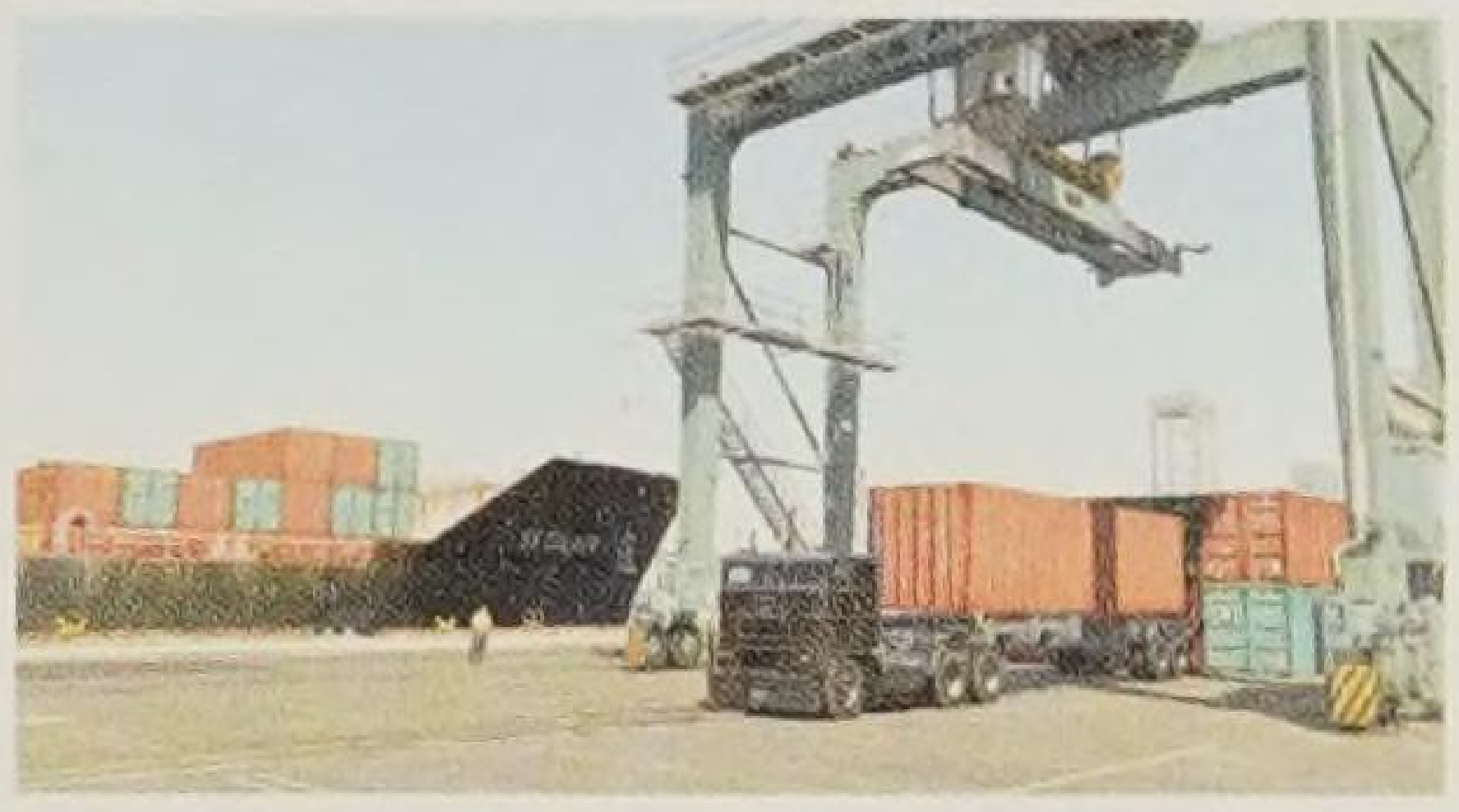


Load the containers onto trucks.

Your goal is to use the crane to pick up a container and load it onto a truck trailer for transport. Use the controls shown at upper left to center the crane cabin directly over one of the two marked containers below (green radar blips). Lower the crane onto the container and press the button shown to latch onto it.

Lift the container high, then move the spreader backward past the other container stacks. The truck trailer is at the end of the stacks and a blue radar blip marks the spot you want to hit. After you get the first truck loaded, repeat the process with the second container.



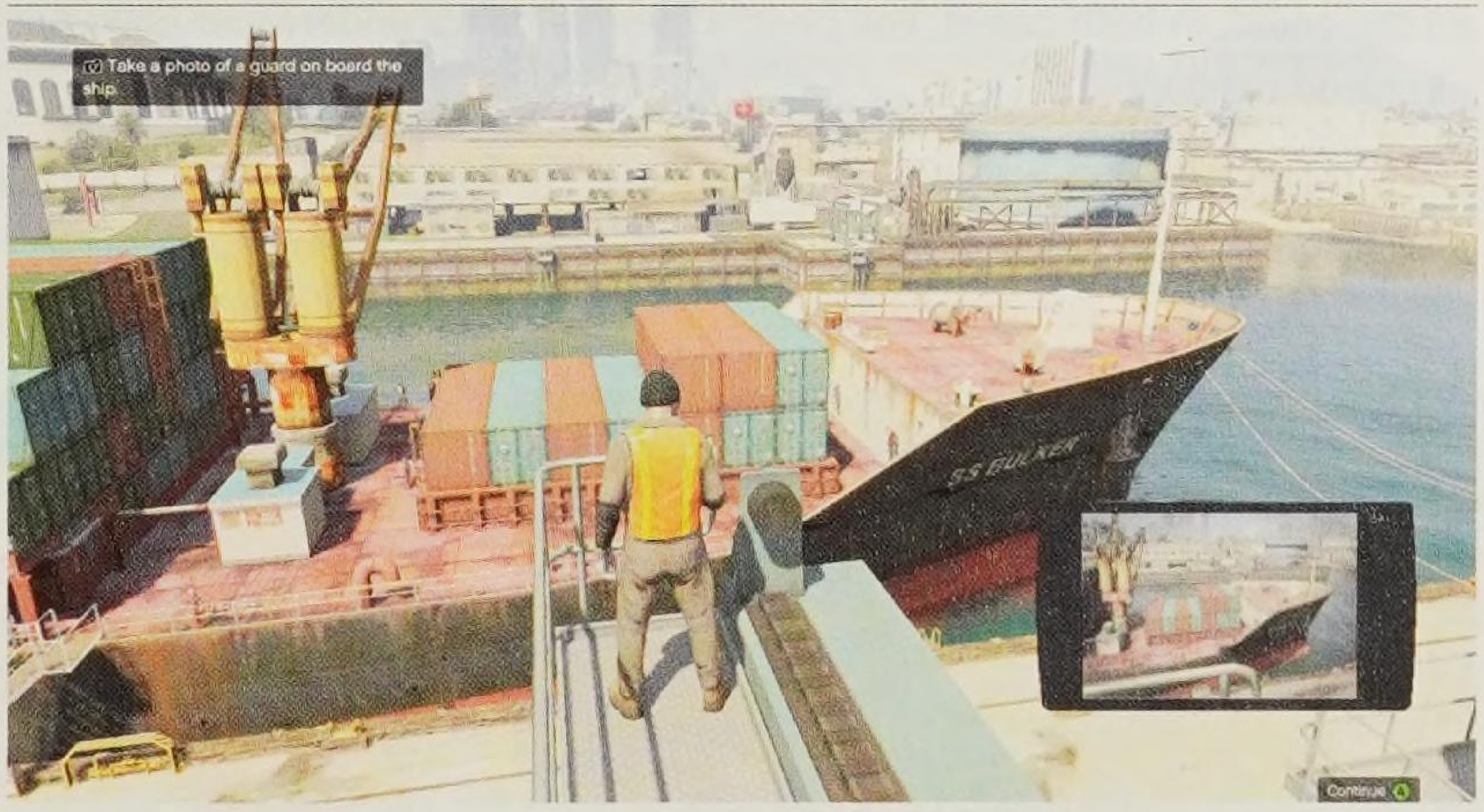


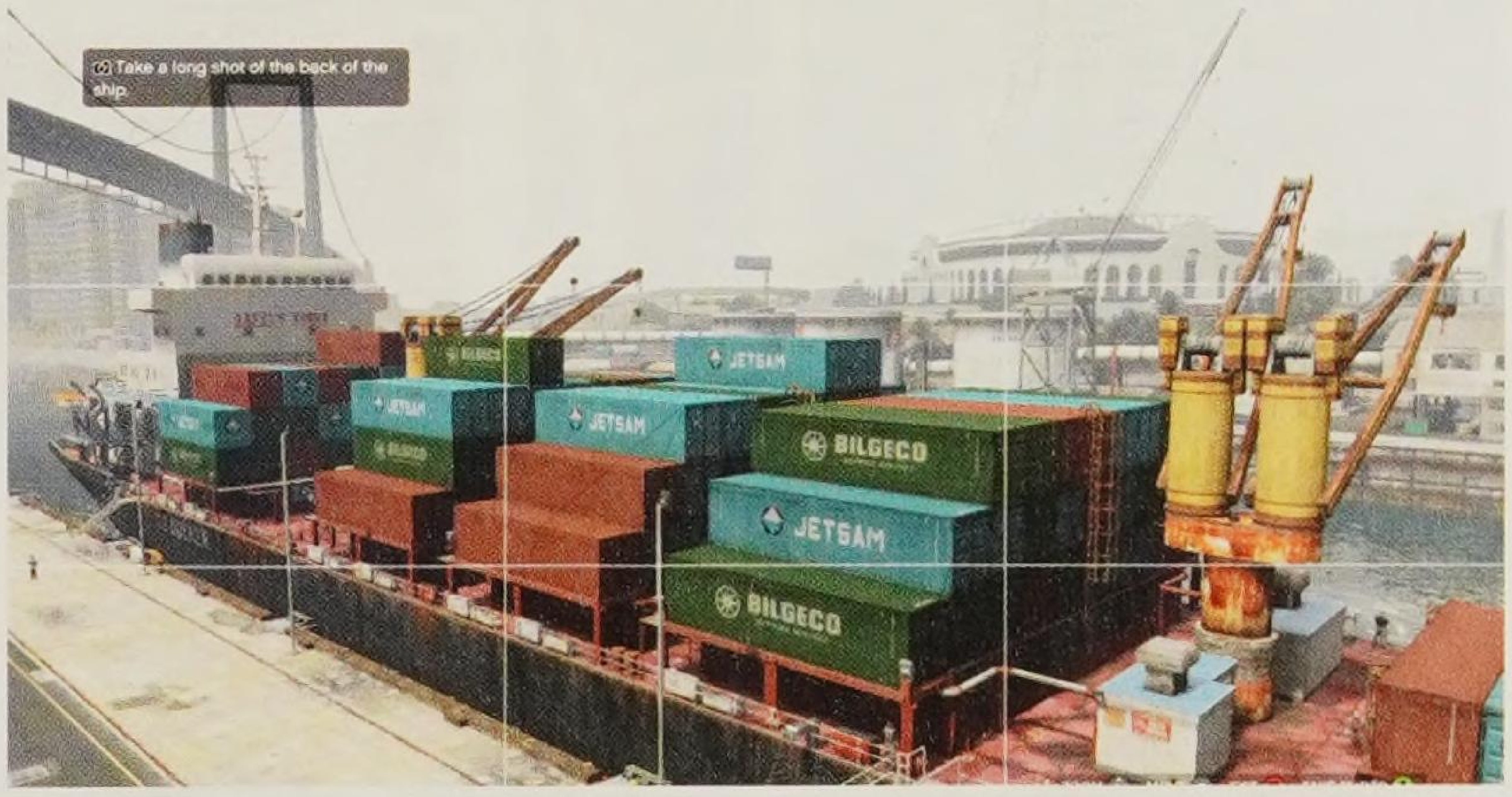
Go to the vantage point at the end of the catwalk.

Climb up the short ladder from the cab and work your way to the spot (the yellow blip) at the end of the catwalk overlooking the Merryweather freighter, the *SS Bulker*.

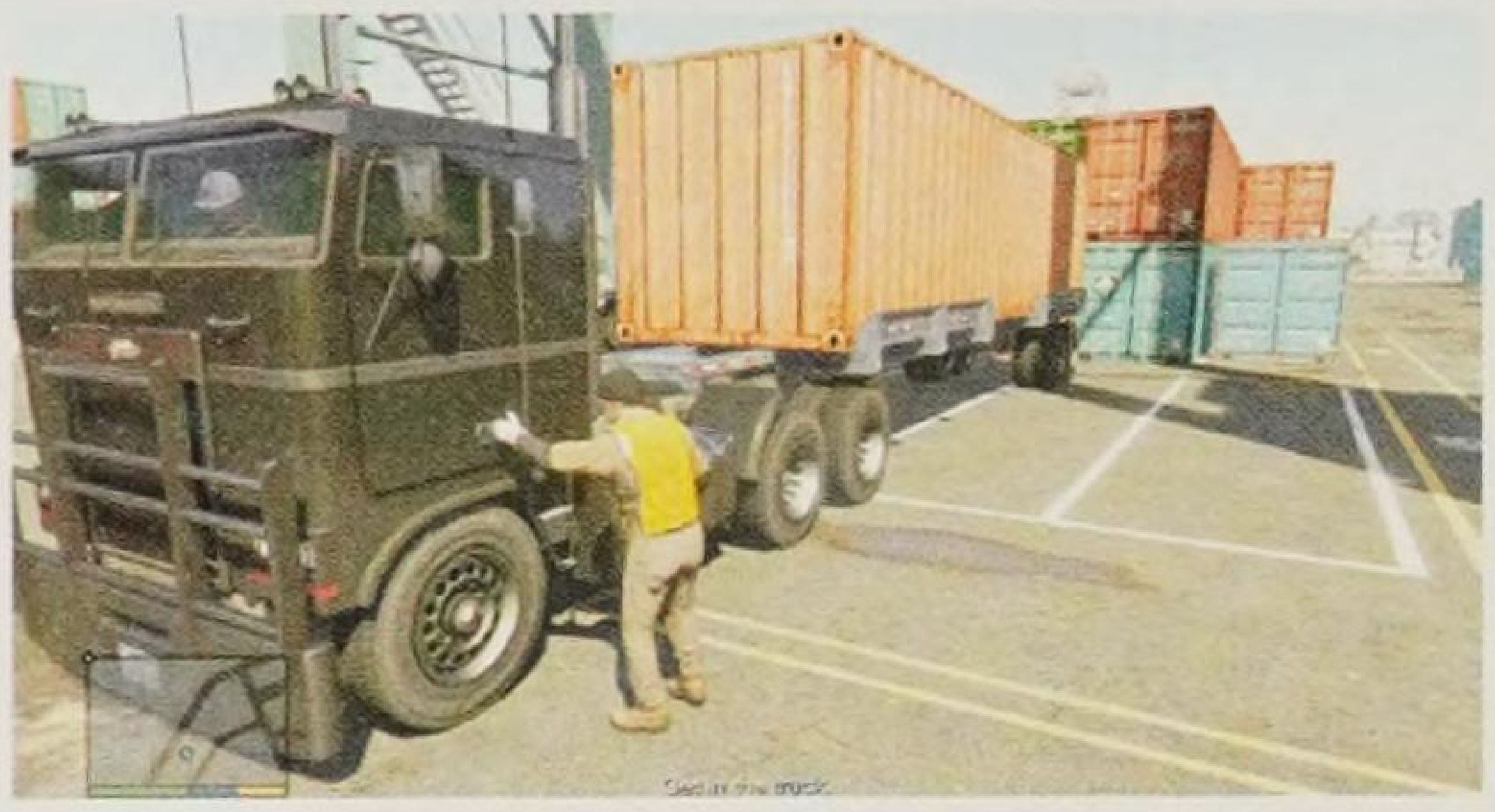
Use the camera phone to take photos of the boat for Ron.

Bring up your phone and select Snapmatic. First, photograph the front of the ship. Next, snap a photo of any guard onboard the ship. Then take a long shot of the back of the ship.





When you're finished shooting, press the SEND PHOTOS button indicated onscreen and select Ron from your Contacts list. Ron quickly acknowledges receipt of the photos.



Descend the crane to the docks floor.

Climb down the crane ladders to the ground level, then find Floyd (the blue radar blip) at the semi-truck you just loaded. Hop into the driver's seat.

Drive to the docking area.

Follow the yellow route to the naval warehouse in the south docks area. Reaching the yellow destination marker at the covered entrance triggers a cutscene: Trevor tries to bluff his way past a black-shirted Merryweather Security team and Floyd intervenes… which earns him a beating from the militia thugs. While their attention is on Floyd, Trevor slips into the security booth and snatches some documents in a briefcase.

Leave the restricted area and go to Floyd's apartment.

Walk away from the checkpoint beating and commandeer the loaded dump truck. Then follow the yellow route back to Floyd's apartment in Vespucci Beach. Climb upstairs to the apartment to trigger a cutscene: Poor Wade has returned from working the waste spillage crew. Trevor feels for him, but there's work to be done. He clears a wall space and starts his heist planning board.

View Trevor's planning board and select your approach.

Two different targets appear worth taking. First: a container likely below deck on the heavily guarded freighter. To get in, you must blow up the ship and grab the container underwater. Second: an unidentified item being tested off the coast. In both cases, you need a submarine for underwater pickup. For the second option, you also need a big cargo helicopter.

Once Trevor finishes his overview, select either "A: Freighter" or "B: Off-Shore." After verifying your selection, a bruised Floyd returns to his violated, waste-smeared apartment.

Mission Completion Stats: Scouting The Port

100%

● Mission Time	☑ Complete within 20:00
● Employee of the Month	☑ Complete without damaging the containers
● Perfect Surveillance	☑ Snap all 3 photographs of the boat as instructed
● An Honest Day's Work	☑ Complete without causing a disturbance at the docks

✱ Give Michael some flight training.

Shortly after completing "Scouting the Port," Trevor gives Michael a call to ask for help on the heist. If you picked the "Off-Shore" option, he'll need to pilot a helicopter. To get Michael better prepared, switch to him and visit Flight School for a few lessons.

Minisub

CONTACT POINT:

"HS" (Submersible)

MAIN OBJECTIVES:

- *Retrieve the sub.*
- *Go to the extraction point.*
- *Drop the sub off at the warehouse.*

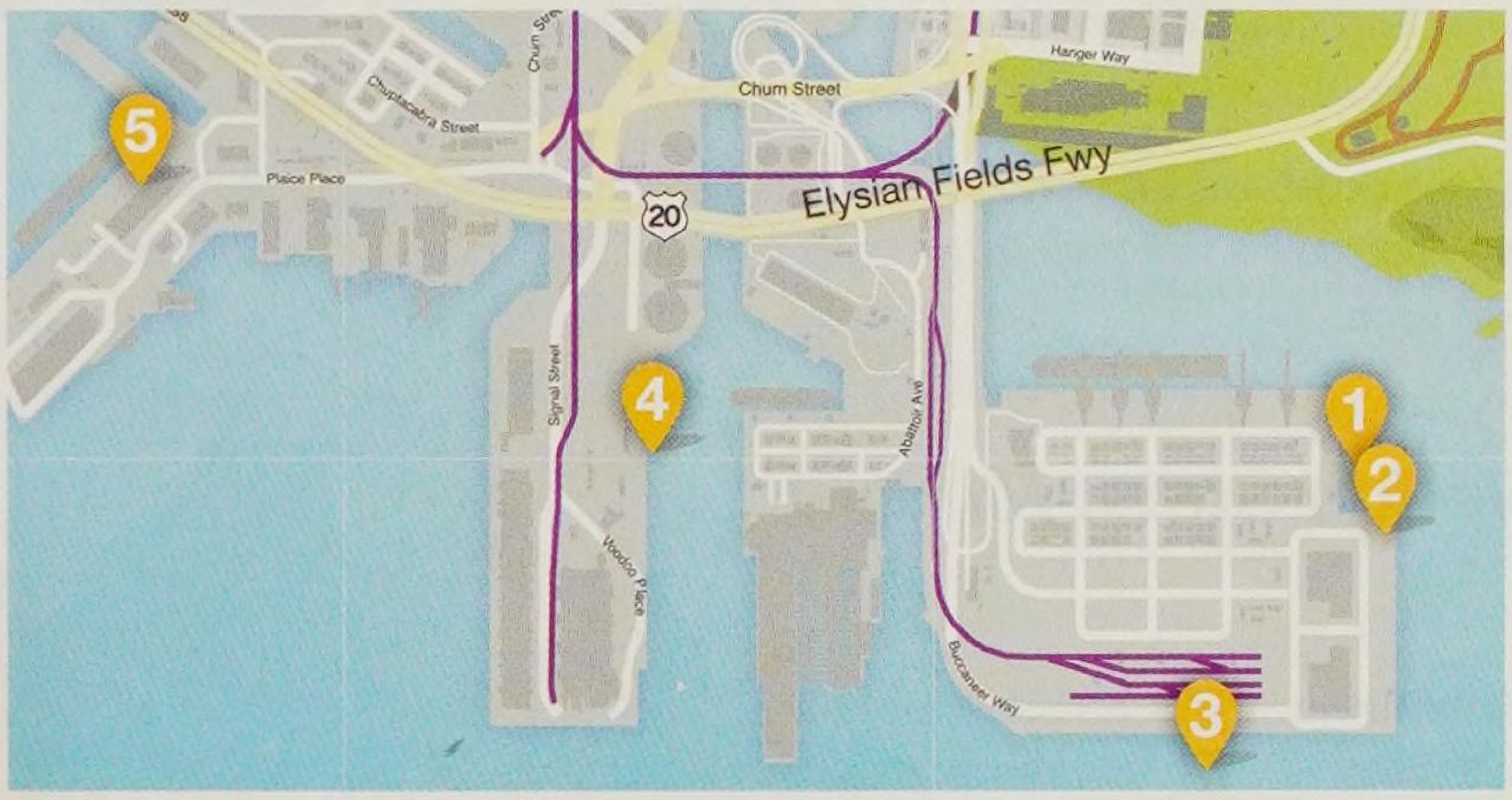
PREREQUISITES:

- *Complete "Scouting the Port" and select either approach on the planning board.*

Mission Can Be Triggered by: Trevor

Once again, you need a submersible craft to complete either one of the heist options. Not long after finishing "Scouting the Port," Trevor gets a text from Wade reporting a submarine available at the docks on a ship called the *Daisy-Lee*; Wade also suggests a couple of ways to acquire the craft. A new **"HS"** (Submersible) icon appears on the map. Follow it to the docks next to the freighter *Daisy-Lee* ①.

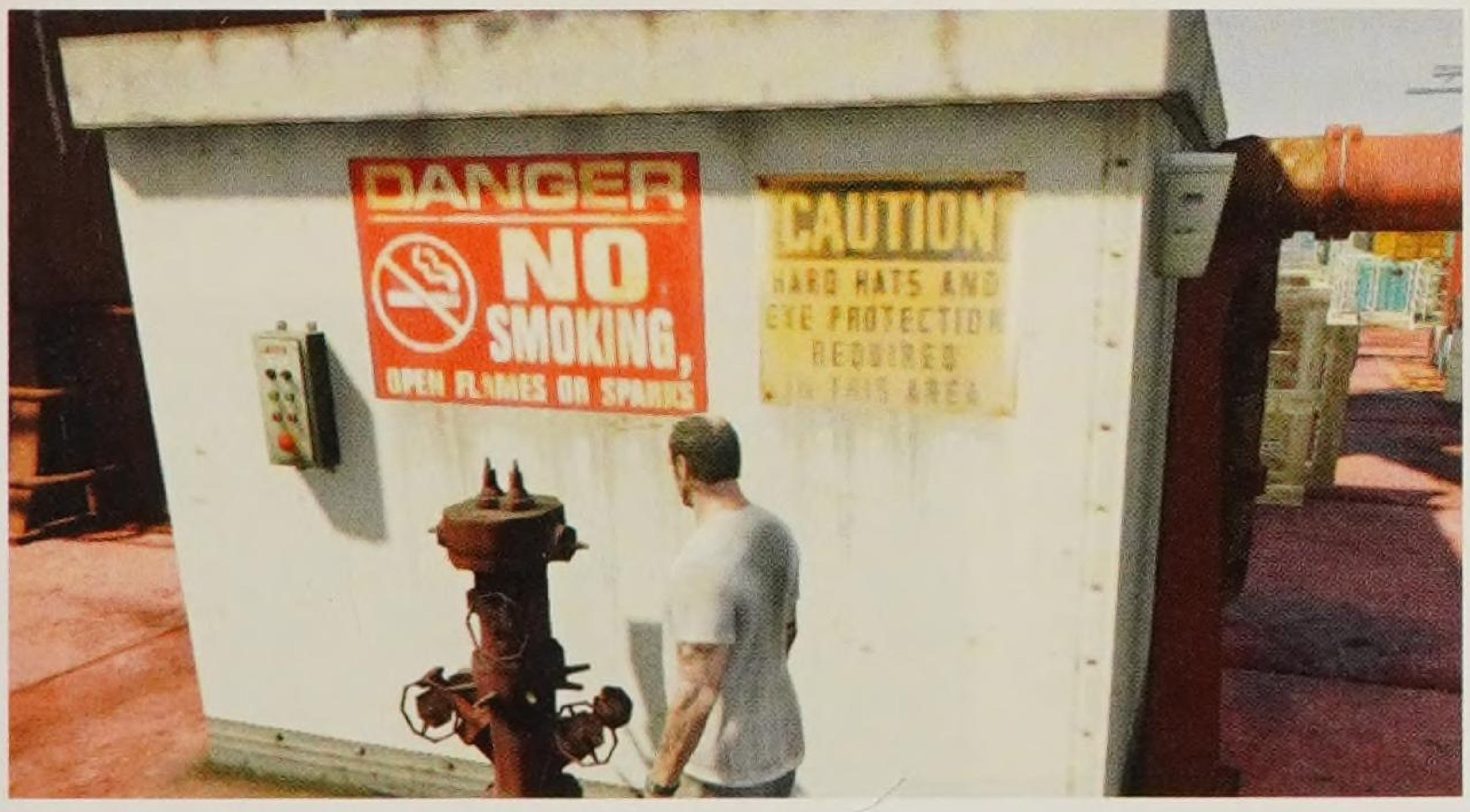
MISSION START



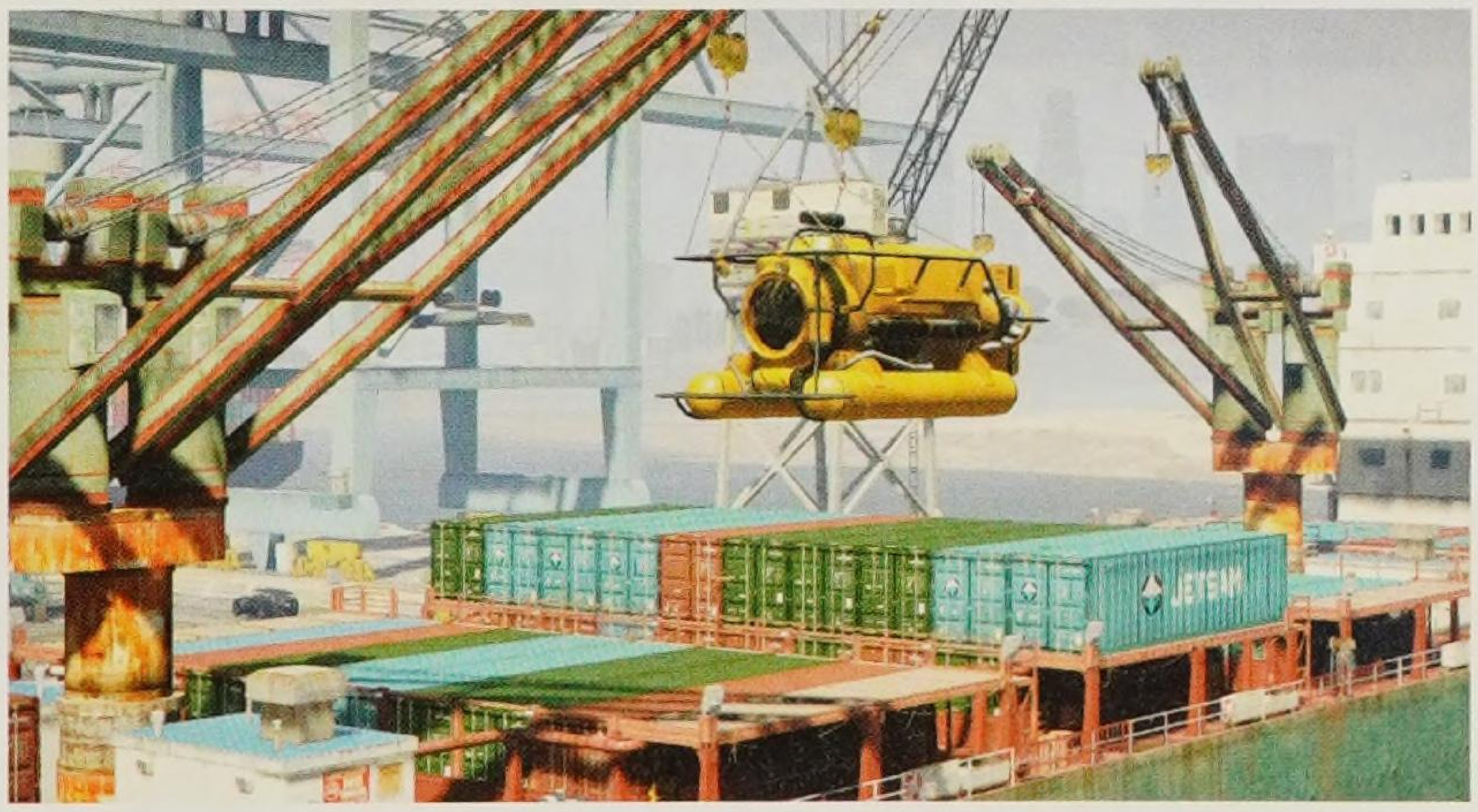
5
Chupacabra Street
Plaice Place
Chum Street
Hanger Way
Elysian Fields Fwy
20
Signal Street
4
Abattoir Ave
Voodoo Place
1
2
Buccaneer Way
3

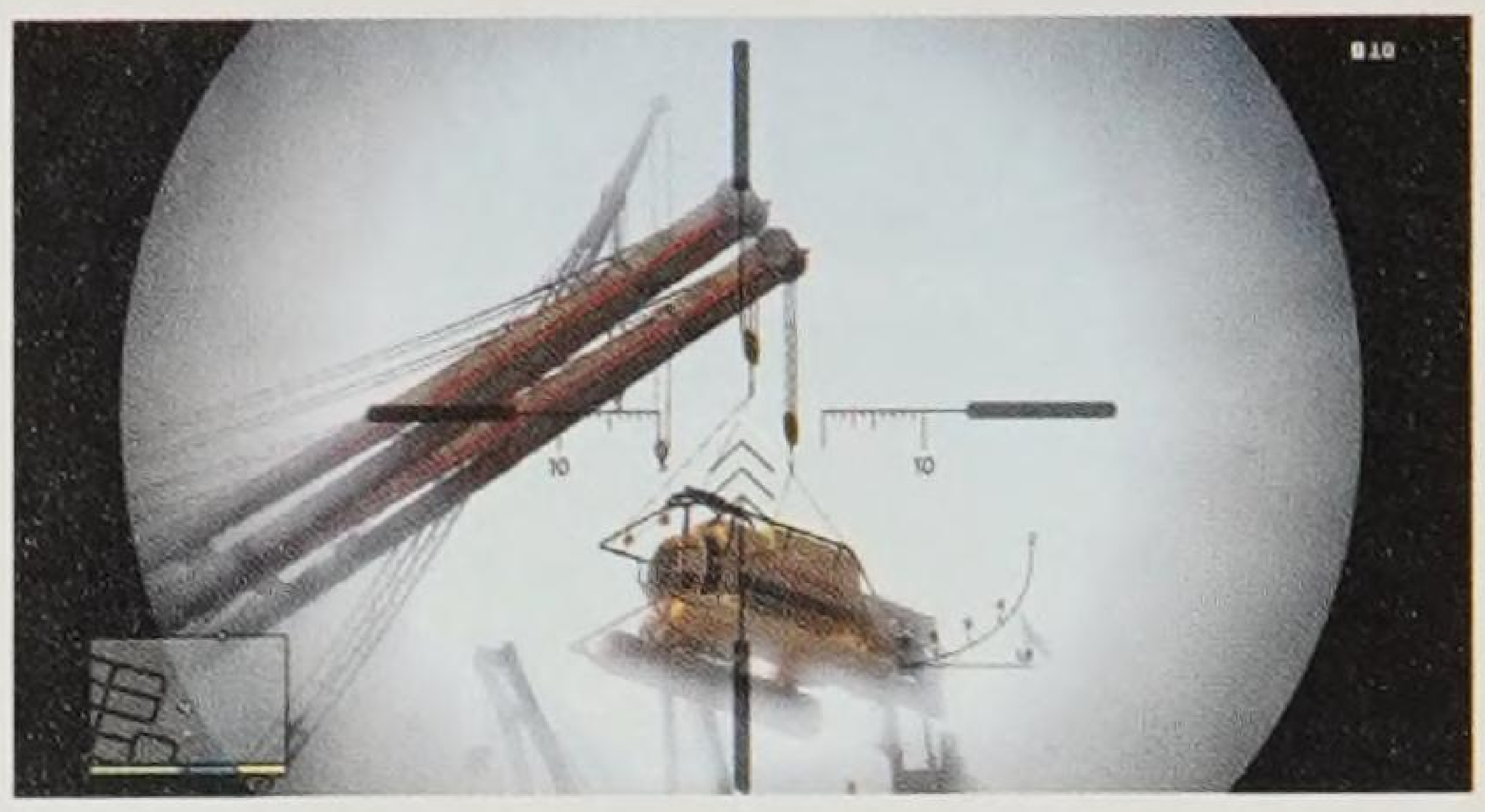
▶ Option 1: Release the sub with the switch.

Trevor can drop the minisub into the water two different ways, but only one lets you earn the mission's Gold Medal. One approach is to board the *Daisy-Lee*. From the top of the staircase, go straight across the main deck; the minisub is hanging from a winch above. When you reach the freighter's seaward side, turn right and find a switch. Press the button indicated to release the submersible and watch it plunge into the water.



DANGER
NO SMOKING,
OPEN FLAMES OR SPARKS
CAUTION
HARD HATS AND
EYE PROTECTION
REQUIRED
IN THIS AREA





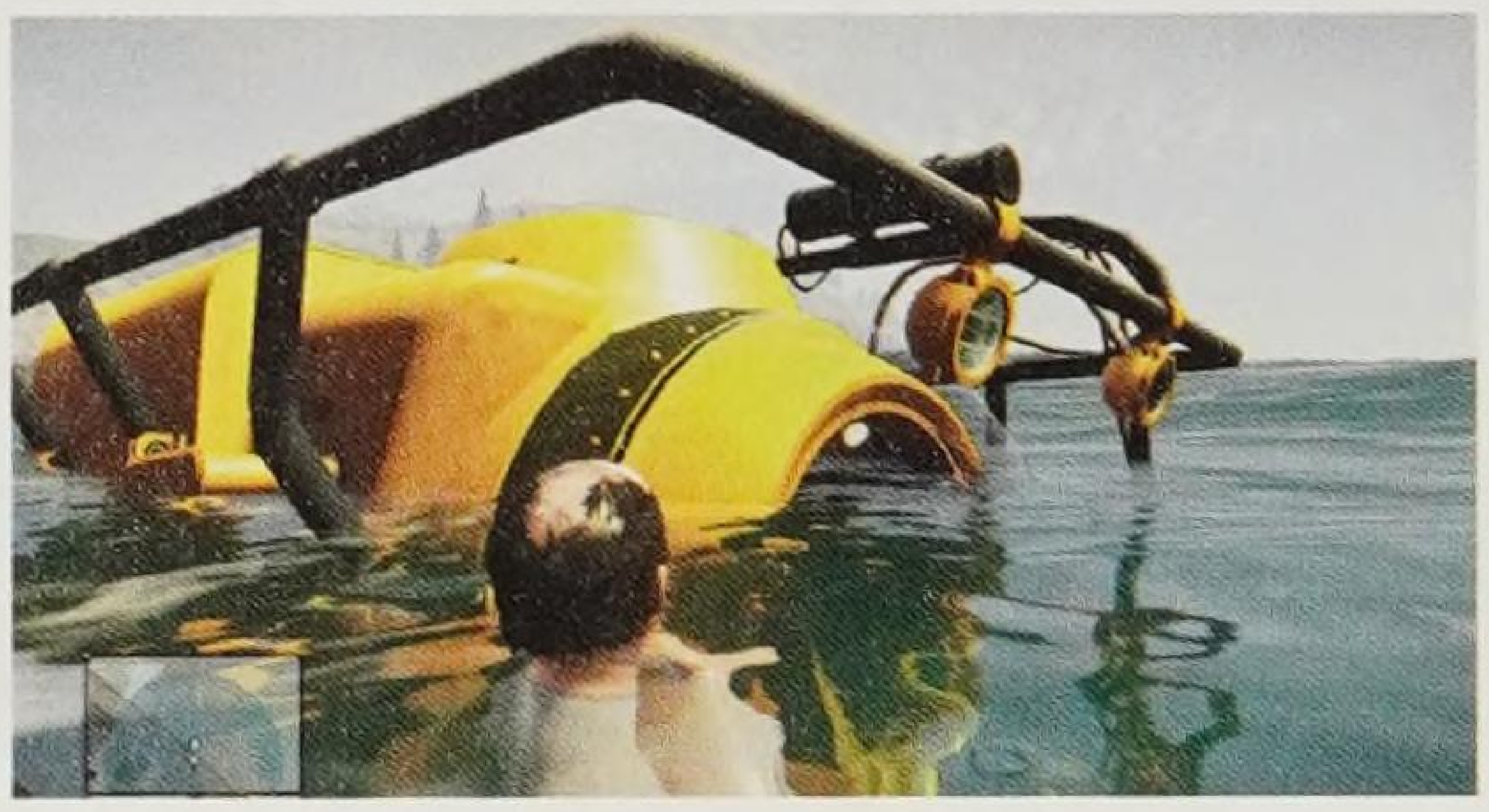
Option 2: Release the sub by severing the cables.

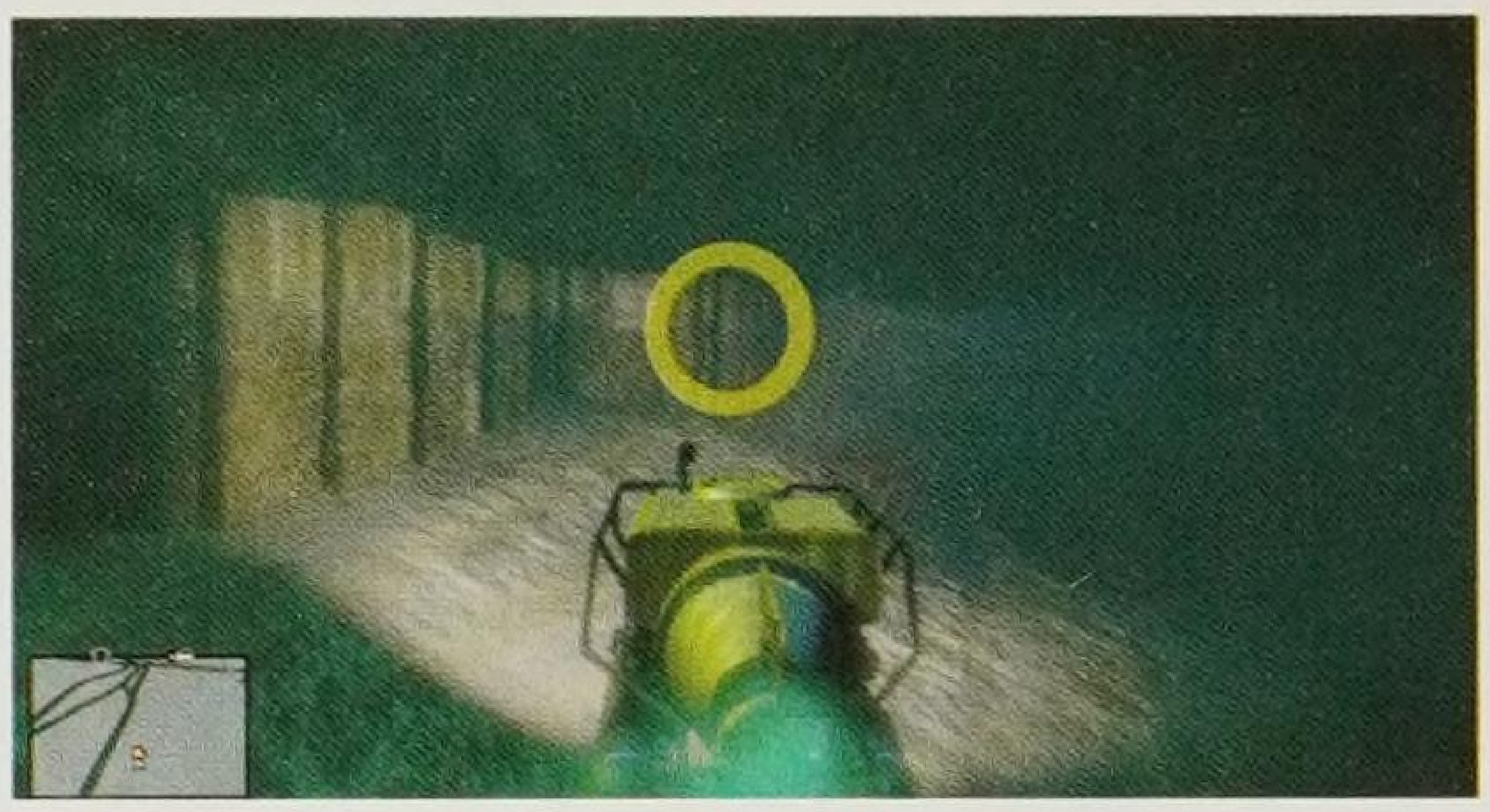
To earn the Gold Medal, however, you must steal the sub without boarding the freighter. Move down the dock around the freighter's bow and set up at a spot ② looking down the length of the boat. Use a Sniper Rifle with a good scope to zoom in and shoot the winch cables holding the submersible.

Go to the extraction point.

After either option, simply dive into the water and swim to the submersible. Climb on top of the sub and press the Enter Vehicle button to open the hatch and drop inside. Now you control the craft.

Immediately dive down to avoid any police launches in the area. Then move forward along the *Daisy-Lee*, proceed around the corner of the pier, and start heading west ③. Floyd is waiting at Pier 400 ④. Follow the yellow blip on your map to get there. Hit the underwater marker (a yellow ring) to trigger a cutscene: Floyd uses a dock crane to snag the sub and drop it on a truck. Then Trevor and Floyd hop in the cab.





Drop the sub off at the warehouse.

Follow the yellow route to the warehouse ⑤. When you pull into the destination marker inside, get out of the truck. Floyd takes off running for his pickup and drives away. Mission complete!

Pick the next mission.

Soon after you complete the heist prep for your chosen approach, Steve Haines texts all three main characters to call for a "face to face," and a new **"B"** icon appears on the map. This contact point marks the location of Covington Engineering Services, the front company for the FIB. Go there to trigger a cutscene that sets up your next mission for the Bureau, "Blitz Play."

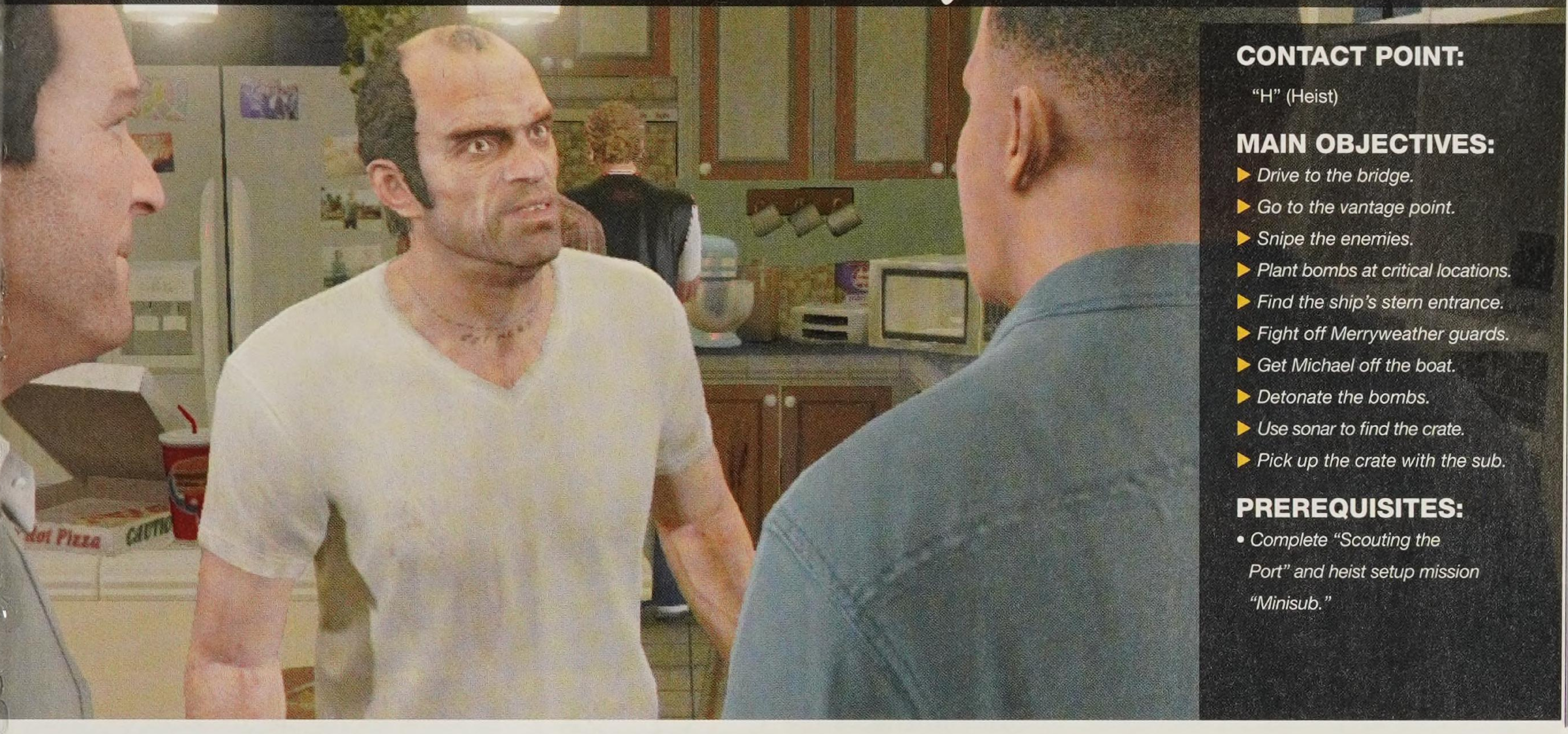
If you chose the "Freighter" approach on the planning board, or if you chose the "Off-Shore" approach *and* you've already completed the "Cargobob" setup mission, then everything is ready for the main heist. Switch to Michael or Franklin—each gets a text from Trevor inviting him to Vespucci—and an **"H"** icon appears on the map. Now you're ready to meet your full team back at Floyd's apartment.

Mission Completion Stats: Minisub

100%

● Mission Time	☑ Complete within 08:30
● No Boarding	☑ Steal the submersible without boarding the boat

The Merryweather Heist (Freighter)



CONTACT POINT:

"H" (Heist)

MAIN OBJECTIVES:

- ▶ *Drive to the bridge.*
- ▶ *Go to the vantage point.*
- ▶ *Snipe the enemies.*
- ▶ *Plant bombs at critical locations.*
- ▶ *Find the ship's stern entrance.*
- ▶ *Fight off Merryweather guards.*
- ▶ *Get Michael off the boat.*
- ▶ *Detonate the bombs.*
- ▶ *Use sonar to find the crate.*
- ▶ *Pick up the crate with the sub.*

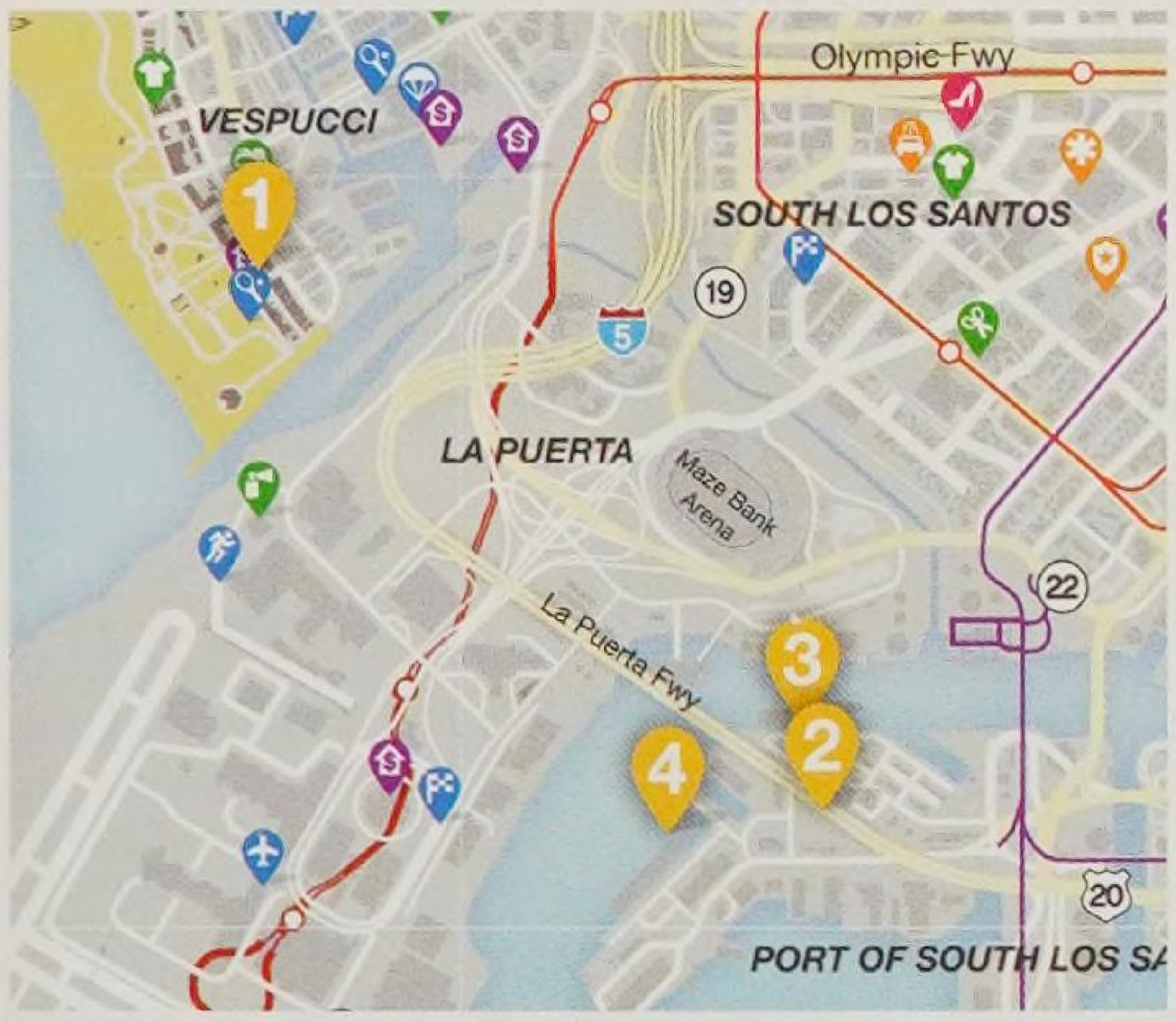
PREREQUISITES:

- *Complete "Scouting the Port" and heist setup mission "Minisub."*

"Freighter" Approach

Mission Can Be Triggered by: Michael, Franklin, Trevor

All three protagonists can follow the **"H"** icon to Floyd's apartment ① in Vespucci Beach. Trevor brings together his minions, Wade and Floyd, with his partners, Michael and Franklin. After Trevor presents his plan, Michael leaves with Wade to get a wetsuit for the bomb planting activity. Trevor and Franklin head downstairs to the car.



▶ Drive to the bridge.

You control Trevor now. Go downstairs, get in a car with Franklin, and drive onto the La Puerta Freeway bridge ② where it overlooks the Port of Los Santos. The destination marker is between the yellow divider lines in the center of the freeway. When you get there, Trevor gives Franklin a thermal scope for his Sniper Rifle. Guide Franklin across the lanes to the open gate as Trevor drives away.

▶ Go through the gate to the vantage point.

Walk through the green gate and descend the stairs to another destination marker. Armed with a Sniper Rifle, Franklin takes up a position with an unobstructed overview of the *SS Bulker* ③ and docks below. Watch the cutscene as Michael arrives in a small boat near the freighter's hull. When Michael makes his move, Franklin gets ready to cover him.

▶ Snipe the enemies.

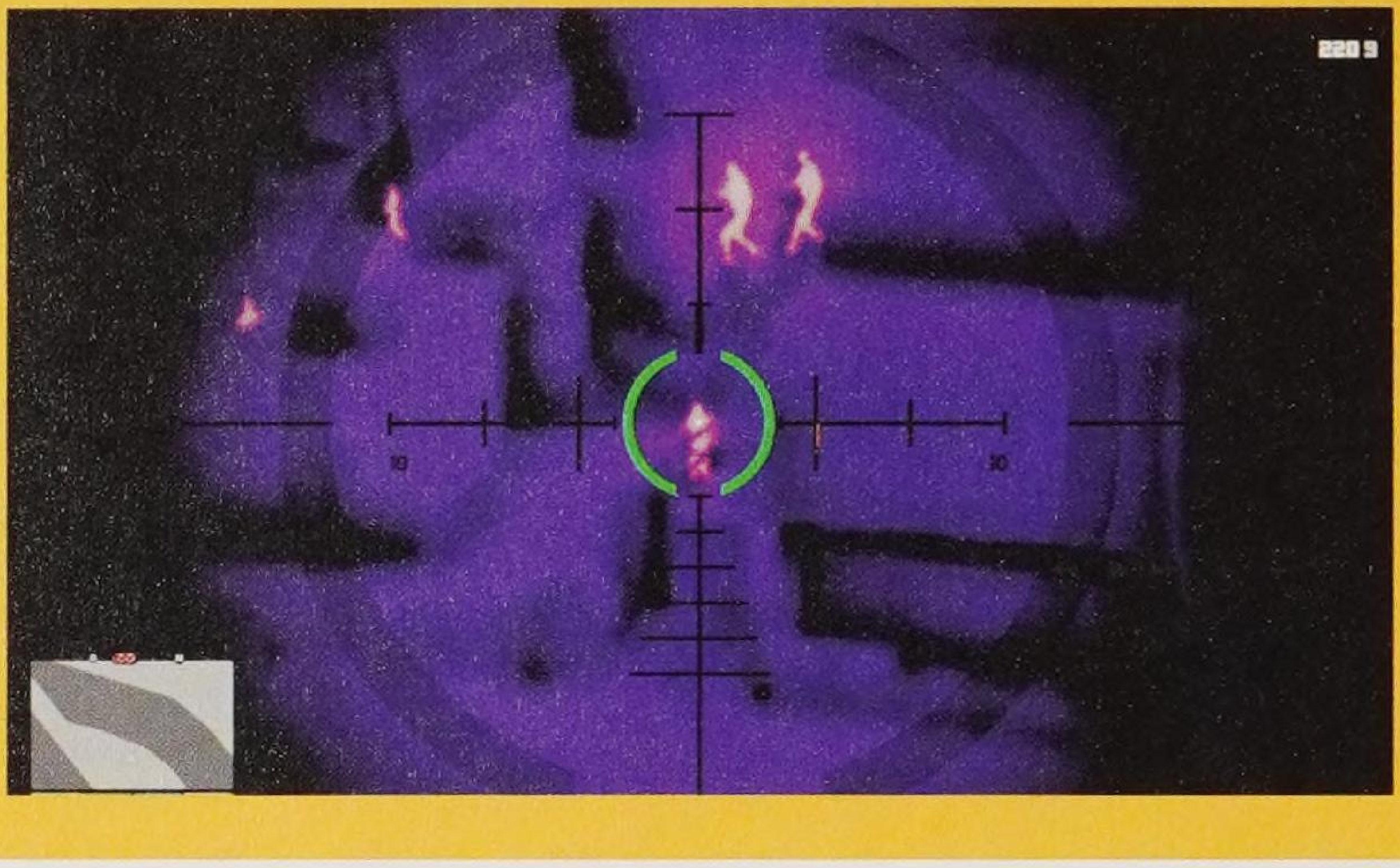
Use the thermal scope and start picking off Merryweather Security goons on the boat. Try for headshots (you need a total of 12 as a Gold Medal requirement) and look for targets aligned so you can snipe two with one shot. When you gun down the first two guards, Michael climbs aboard at the ship's bow.

▶ Plant the first bomb at a critical location.

You can switch to Michael to plant bombs, and freely switch between Michael and Franklin when eliminating guards. "Critical locations" are marked with yellow blips on radar, and as always, hostiles are the red blips. When Michael reaches a critical location, open your weapon wheel, highlight the throwables category, and scroll to select Sticky Bombs. Attach the first bomb to the structure with the "Caution" sign directly in front of Michael. (When you're in the right spot, onscreen text reads: "Plant a bomb here.")

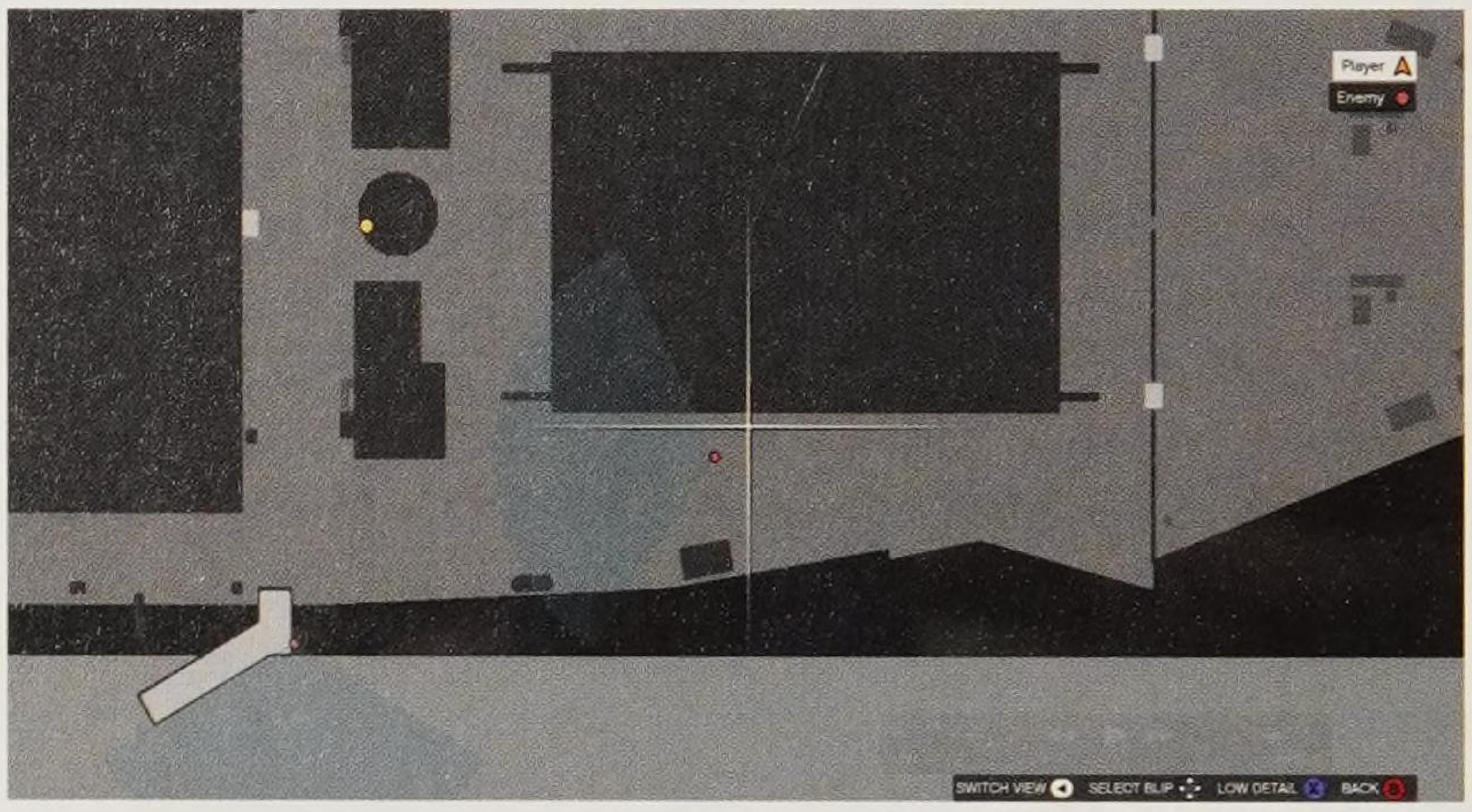
Go Thermal

Use the thermal scope to find Merryweather targets in the darkness.



▶ Plant the second bomb at a critical location.

The second yellow blip appears on radar. But two red blips are nearby. Open your Menu map for a wider look at the layout and blip locations. You see by their vision cones that one enemy is turned away from Michael's position, and the other is gazing off to the side.



First, switch back to Franklin and see if you can snipe any targets with headshots. Then switch back to Michael, go into stealth mode, and start creeping up the left side of the ship. Use the radar and map to locate and sneak up on guards for stealth attacks or use the Combat Pistol with suppressor. (Six stealth kills is a Gold Medal requirement.) When you've cleared the way to the second yellow blip, plant another Sticky Bomb there.

Avoid Detection!

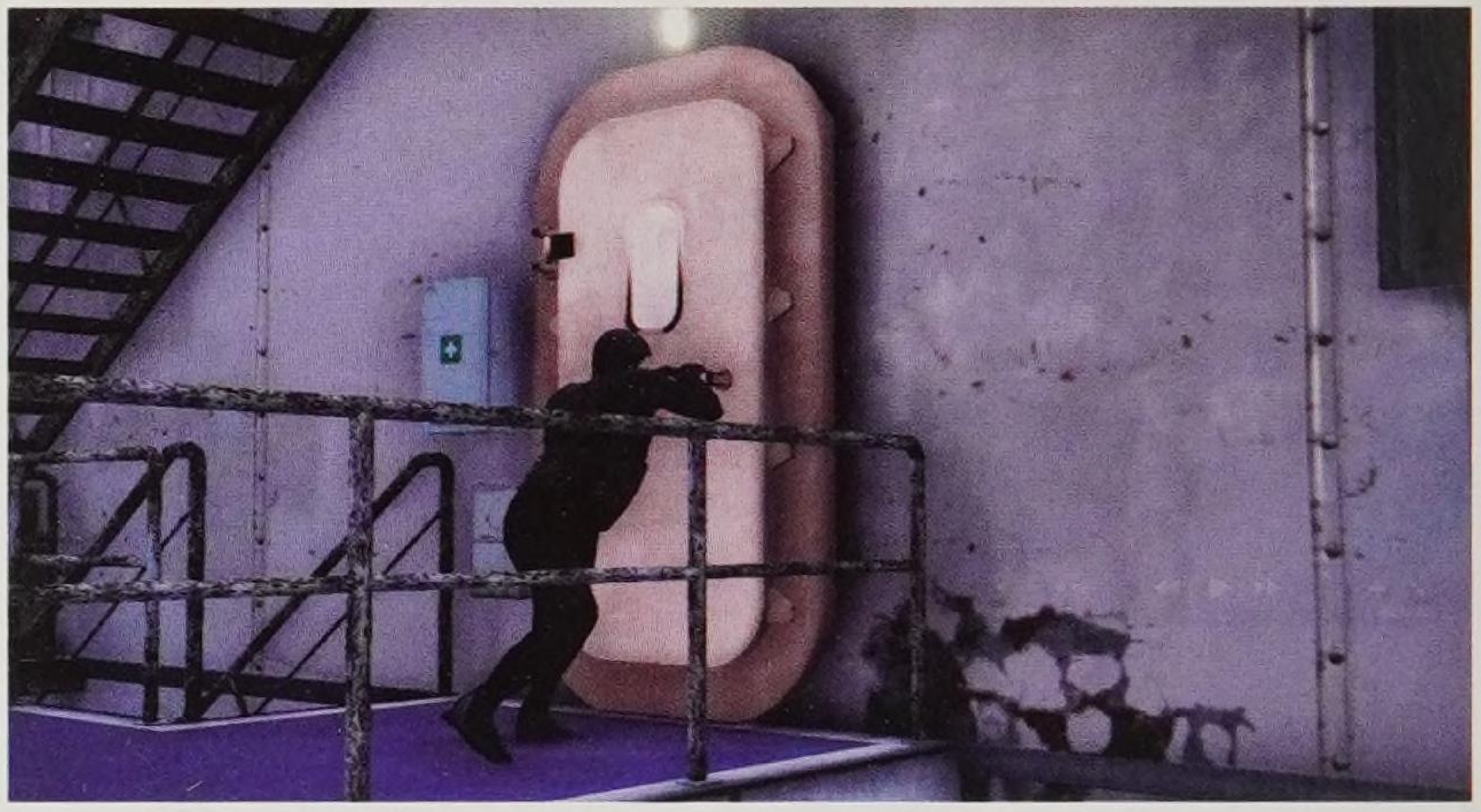
If any Merryweather guard detects Michael, a ship-wide alarm goes off and you have to fight your way across the deck. Try to use Franklin's long-range sniping and Michael's silenced pistol and stealth attacks to get into the ship's interior without being detected. (It's also a Gold Medal requirement.)

▶ Plant the third bomb at a critical location.

Work your way down the deck toward the last spot marked as a yellow blip. Switch to Franklin and use the thermal scope to find targets. Then switch back to Michael and plant a Sticky Bomb at the marked spot.

▶ Go to the ship's stern entrance.

Now sneak Michael down the ship's left side (the side against the dock) to find a staircase leading up. Climb the stairs to find a hatch that Michael automatically opens and enters to plant more charges inside.



▶ Fight off the arriving guards.

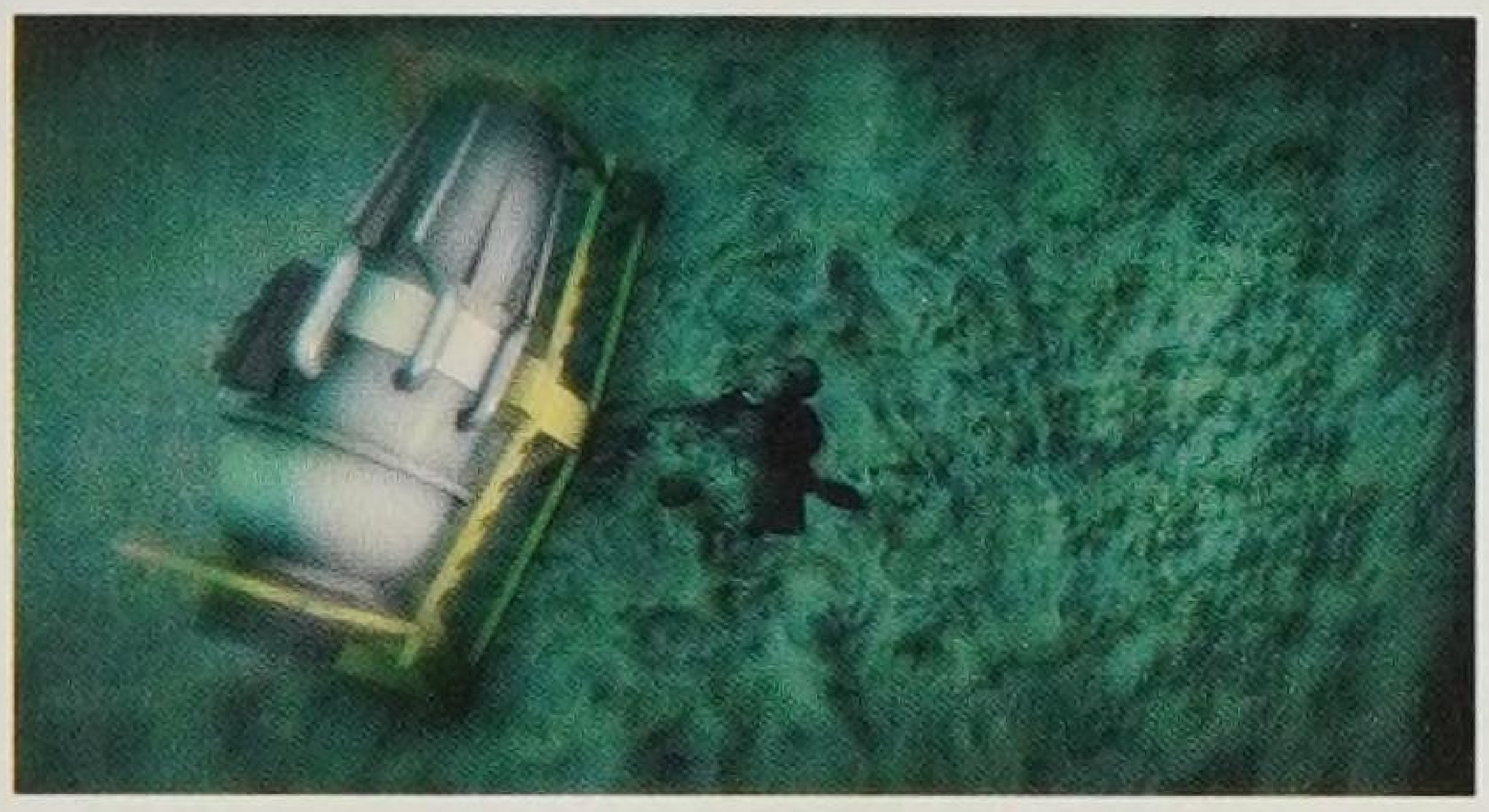
Now you automatically switch back to Franklin. Carloads of Merryweather guards start to arrive and fan out across the dock. They spot Franklin on the bridge and return fire, so pick them off quickly. Watch out for a Merryweather helicopter gunship that drops in to target Franklin. Try to snipe the pilot quickly. When the dock is cleared, Michael finally emerges from the hatch.

▶ Get Michael off the boat.

More guards deploy across the boat, so help Michael from Franklin's perch or switch to Michael if a long-range target is blocked. Keep this up until Michael finally gets to the far side and dives into the water to escape.

▶ Detonate the bombs.

Now bring up your cellphone, open the Contacts list, and select "Detonate." Then watch the glorious show.



▶ Use sonar to locate the crate.

Switch to Michael, who must locate the crate. Swim underwater through the debris and listen to the sonar ping. When it speeds up, you're getting closer. The device is on the ocean floor; when you get really close, it appears marked as a green blip on radar. Swim down toward it to trigger another character switch, this time to Trevor in the submersible.

▶ Pick up the crate with the sub.

Use radar to guide the sub toward the green blip marking the crate's location. When you reach the crate, glide directly over it to pick it up. After Trevor reports to Floyd, follow the new yellow blip to the pier where Floyd is again ready with his crane 4 to lift out the sub. When you reach the blip, steer into the yellow ring marker just under the surface.

It looks like a big victory for Trevor until Lester suddenly shows up with some unsettling news. As Lester drives off with the prize, our three heroes agree that it's time for a real score.

Mission Completion Stats: The Merryweather Heist (Freighter Approach)

● Headshots	☑ Kill 12 enemies with a headshot
● Accuracy	☑ Finish with a shooting accuracy of at least 80 percent
● Ninja	☑ Kill 12 enemies using stealth attacks
● Container Hunter	☑ Find the container within 01:00
● No Alarms	☑ Get to the ship interior without being detected

Cargobob

CONTACT POINT:

"HS" (Cargobob)

MAIN OBJECTIVES:

- *Steal the Cargobob.*
- *Lose the military chopper.*
- *Go to the hangar.*

PREREQUISITES:

- *Complete "Scouting the Port" and select "Off-Shore" approach on the planning board.*

"Off-Shore" Approach

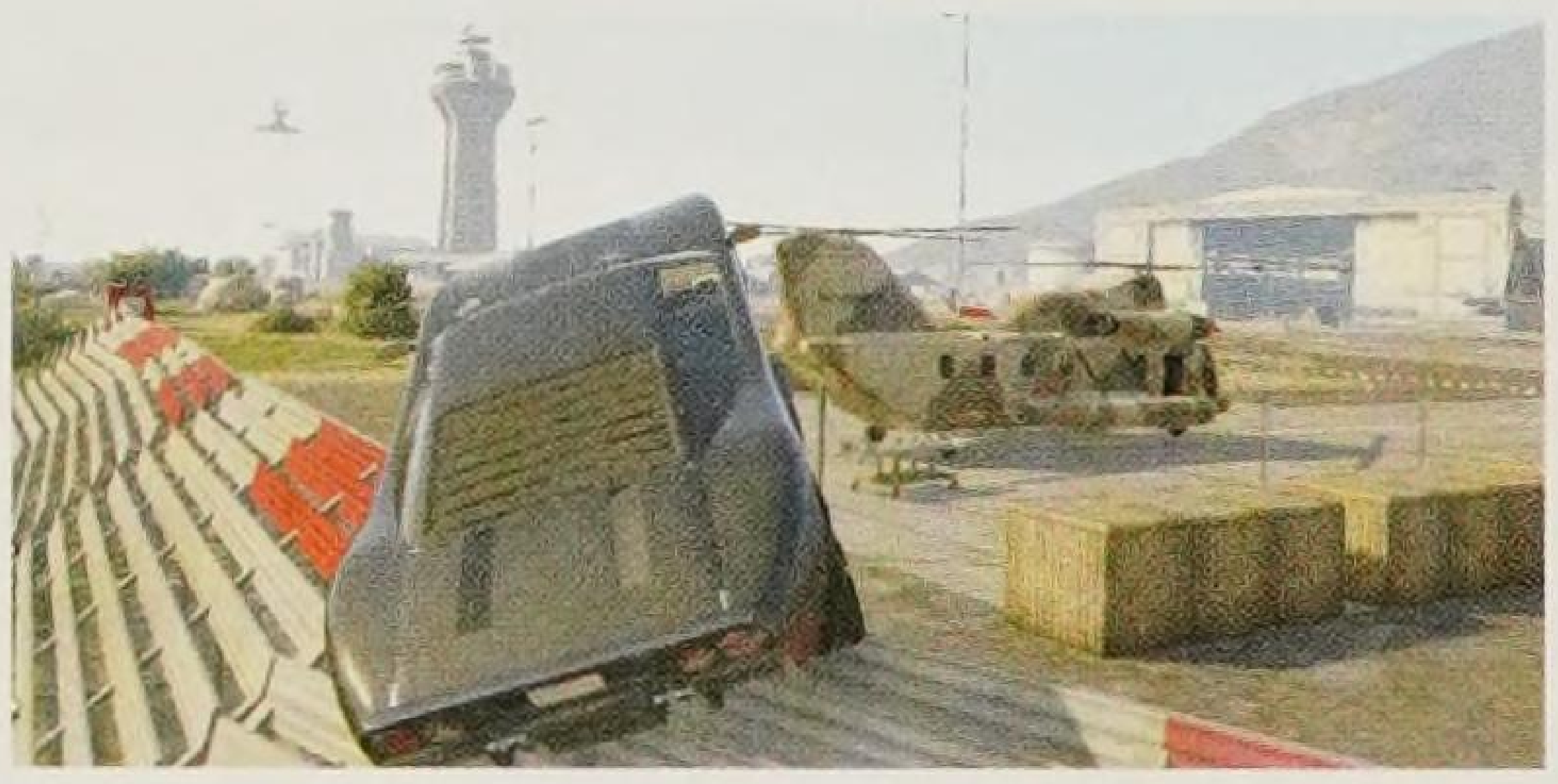
Mission Can Be Triggered by: Trevor

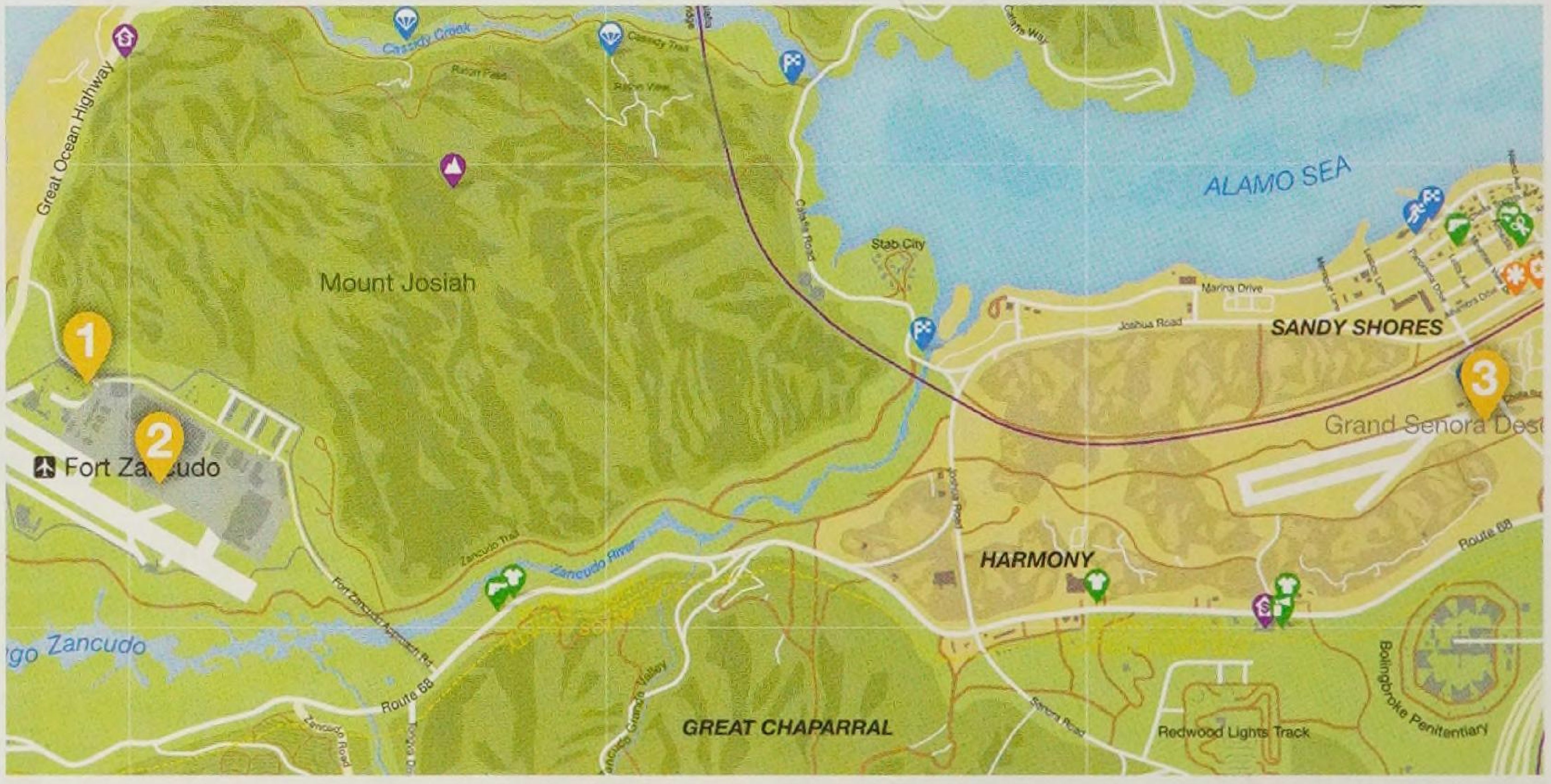
This is a straightforward mission that can be quite difficult if you get off track. Shortly after completing "Scouting the Port" and selecting the "Off-Shore" approach on the planning board, Wade texts Trevor that the only place to get the cargo-class helicopter he needs is the Fort Zancudo military base. The chopper is called a Cargobob and its location is the orange **"HS"** (Cargobob) icon on Trevor's map. The base is heavily defended, as you can imagine—platoons of soldiers, tanks, military aircraft.

MISSION START

Option 1: Get to the Cargobob by land.

Just reaching the targeted helicopter can be difficult unless you try our approach. Get a durable vehicle; you might want to visit a custom shop and give it an armor upgrade before you go. Drive to the base entrance ① and barrel through the security gate at full speed.




Great Ocean Highway
Mount Josiah
ALAMO SEA
Stab City
Marina Drive
Joshua Road
SANDY SHORES
Grand Senora Dest
1
2
3
Fort Zancudo
Zancudo River
HARMONY
Route 68
Zancudo
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary

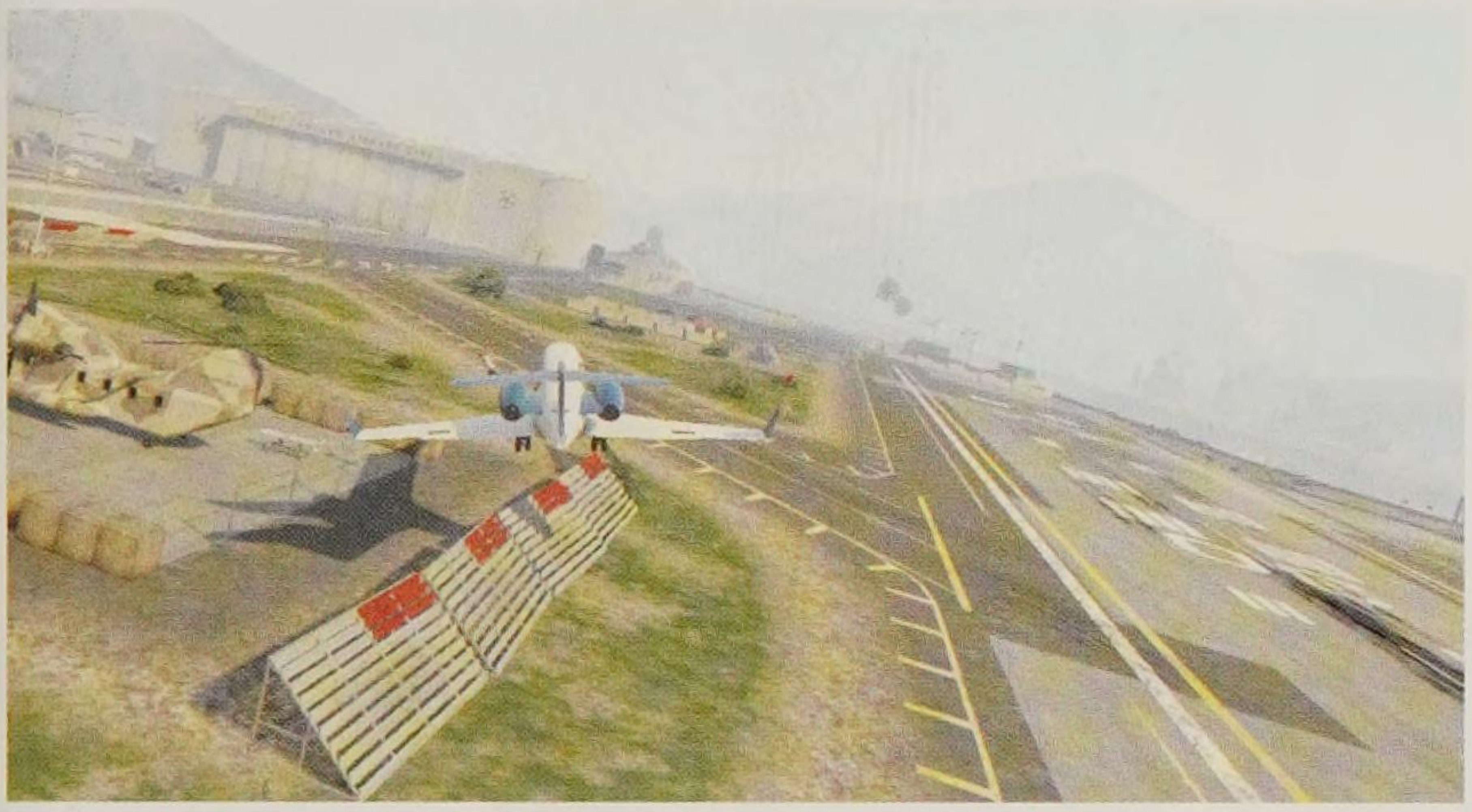
Continue at full speed down the main road. A line of tanks is rolling toward you up ahead. Each tank will try to swivel its barrel to target your vehicle, but if you stay at top speed you can pass them safely. Stay on the main road until you reach the airfield entrance on the right, marked with two American flags. Take the turn and accelerate hard out onto the tarmac.

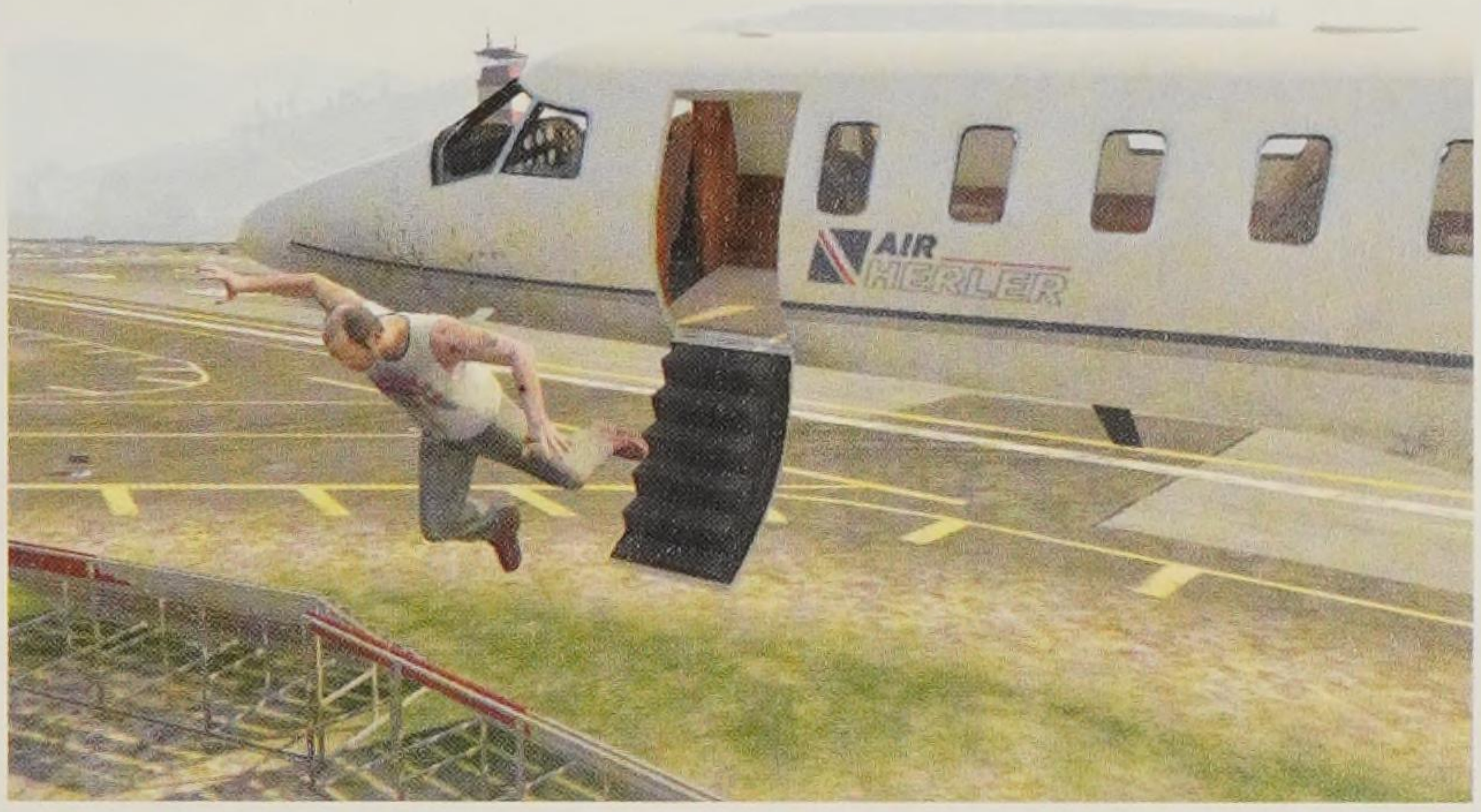
When you reach the airfield, the Cargobob's location ② is marked with a blue blip on your radar. Soldiers are spread around the field, but don't stop to fight!

Drive directly to the Cargobob at full speed. When you reach it, hop out of the car. Then hop on board the chopper and get airborne as quickly as possible.

Alternate Route to Avoid Tanks

Crash the gates, turn left, and go through the parking lot to the left of the first hangar. Continue around the hangar and turn right, speeding west along the south runway. Head directly for the Cargobob (blue blip on radar). Shoot up the ramps on the Cargobob enclosure's south side to jump the fence. Quickly enter the chopper and take off.





Option 2: Get to the Cargobob by air.

This approach is more elegant, in our opinion. First, make sure Trevor has good body armor. Visit an Ammu-Nation and buy some if he doesn't. If Trevor has a helicopter stored at his Sandy Shores Airfield, take it and fly straight to Fort Zancudo.

Stay very low to avoid detection on approach, then fly straight to the Cargobob (the blue radar blip). Avoid engagements with the base defenders—just land as close to the Cargobob as possible. Exit your helicopter and activate Trevor's special ability (his rage protects him from damage), and then sprint directly to the military chopper and take the controls.

Lose the military chopper and go to the hangar.

Fly due east. A military chopper lifts off and gives chase. Stay low and outrun your pursuer.

Once you've shaken off the chopper, follow the yellow blip across the map to the Sandy Shores Airfield 3. Land in the designated spot to complete the mission.

If you've already completed the "Minisub" setup mission, then switch to Franklin or Michael. Each receives a text from Trevor inviting him to his Vespucci Beach safehouse. Send any character to the "**H**" icon at Floyd's apartment.

Mission Completion Stats: Cargobob

● Mission Time ☑ Complete within 05:30

The Merryweather Heist (Off-Shore)

Los Santos Residential Recycling Program

CONTACT POINT:

"H" (Heist)

MAIN OBJECTIVES:

- *Drive a four-door vehicle to the airstrip.*
- *Use the Cargobob's grappling hook to pick up the submersible.*
- *Fly the sub to the test site off the coast.*
- *Use Trackify to find the weapon.*
- *Bring the weapon to the surface.*
- *Pick up the submersible and fly it to the airstrip.*
- *Defend against Merryweather attacks en route.*

PREREQUISITES:

- *Complete "Scouting the Port" and heist setup missions "Minisub" and "Cargobob."*

Mission Can Be Triggered by: Michael, Franklin, Trevor

All three protagonists can trigger this mission at the contact point. But before you do, we strongly recommend that you give Michael some flying lessons at the Los Santos International Airport Flight school. Michael pilots the Cargobob in this mission, and improved flying skills make things much easier. Then follow the "**H**" icon to Floyd's apartment ① in Vespucci Beach. The full team gathers there; Trevor introduces his minions Wade and Floyd to Michael and Franklin. The tension between the old "best friends" is still a bit thick. But duty calls, and after Trevor's quick overview of the plan, our three protagonists head downstairs looking for a ride.

MISSION START

Drive a four-door vehicle to the airstrip.

You control Michael after the introductory cinematic. Find a four-door vehicle for this trip, since all three protagonists are going. (Trevor's truck works, as does Michael's Tailgater or Franklin's Buffalo.) Get in, wait for the others, and then take the long drive up to Trevor's airfield in Sandy Shores ②. En route, listen as Trevor gives more details on the plan.

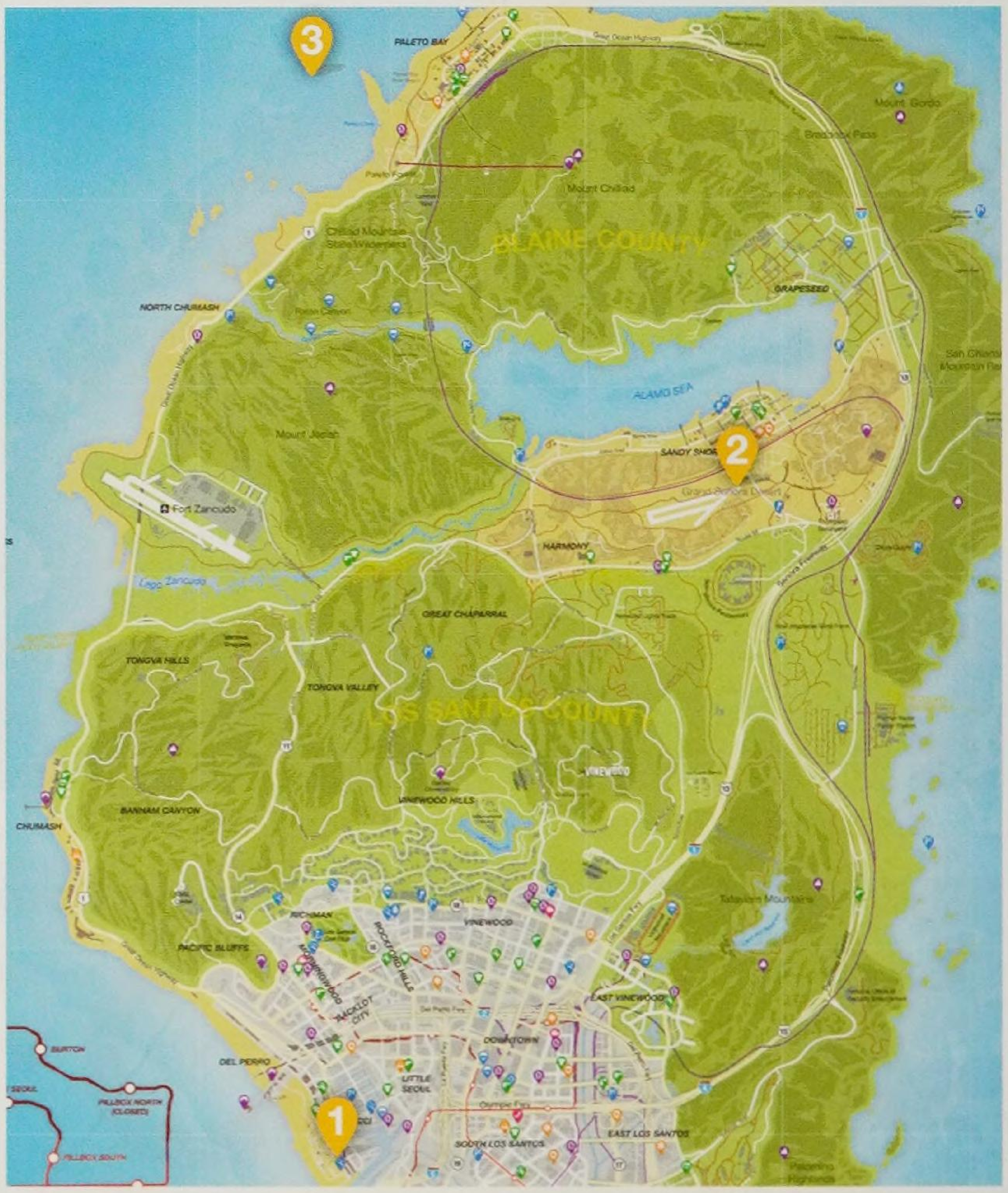
Use the Cargobob's grappling hook to pick up the submersible.

When you arrive at the airstrip, Trevor automatically climbs into the submersible on the truck trailer. You control Michael, the pilot for the mission. Get in the Cargobob, lift off, and hover directly over the sub so the chopper's grappling hook can latch on.

Fly to the coastal area.

Release the submersible near the test site.

Fly the Cargobob northwest, following the yellow blip to a drop-off point ③ near the Merryweather test site off the coast of Paleto Bay. When you arrive, fly near the platform in the water to release the submersible into the sea.


3
PALETO BAY
BLAINE COUNTY
ALAMO SEA
2
SANDY SHORES
NORTH CHUMASH
Fort Zancudo
GRAPESEED
HARMONY
GREAT CHAPARRAL
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
RICHMAN
PACIFIC BLUFFS
VINEWOOD
DEL PERRO
DOWNTOWN
EAST VINEWOOD
LITTLE SEOUL
SOUTH LOS SANTOS
EAST LOS SANTOS
1

▶ Use the Trackify app to locate the weapon, then bring it to the surface.

As Trevor explains, the weapon container has a tracer that you can detect with the Trackify app that appears in the lower-right corner. Follow the red spot on the app screen until you find the weapon on a striped platform on the ocean floor. When you get close, the location is marked as a yellow blip on radar. Drive the submersible directly into the weapon to latch on. Then steer the sub up to the surface. When you get there, switch to Michael in the Cargobob.

▶ Pick up the submersible and fly it toward the airstrip.

Fly directly over the submersible, marked as the blue radar blip, and lower until you snag it with the helicopter's grappling hook. Then lift up and follow the yellow radar blip back toward Trevor's airstrip ① at Sandy Shores.

▶ Defend against the Merryweather attack.

Merryweather is not letting its prize go easily. Switch to Franklin and start shooting the enemy speedboats, and then the helicopters that give chase. The choppers are fairly easy to knock out of the sky if you can get a clear shot at them. Press the control shown onscreen to slide Franklin side to side or to the rear hatch when enemy choppers hover at different angles around the Cargobob.

Release the submersible low over the airstrip.

When the last Merryweather chopper falls in flames, you're prompted to switch to Michael. Fly in low over the spot indicated by the yellow blip on radar and hit the button shown to release the sub and trigger the mission ending. It looks like a big victory for Trevor… until Lester suddenly shows up with some unsettling news.

Mission Completion Stats: The Merryweather Heist (Off-Shore Approach)

100%

- ● Show No Mercenary
- ● Salvager
- ● Mission Time
- ● Weathering the Storm

- ☑ Eliminate all pursuing Merryweather enemies
- ☑ Find the container within 02:00
- ☑ Complete within 14:30
- ☑ Escape the pursuing Merryweather enemies in less than 04:00

Blitz Play: Intro

CONTACT POINT:

"B" (Federal Investigation Bureau)

PREREQUISITES:

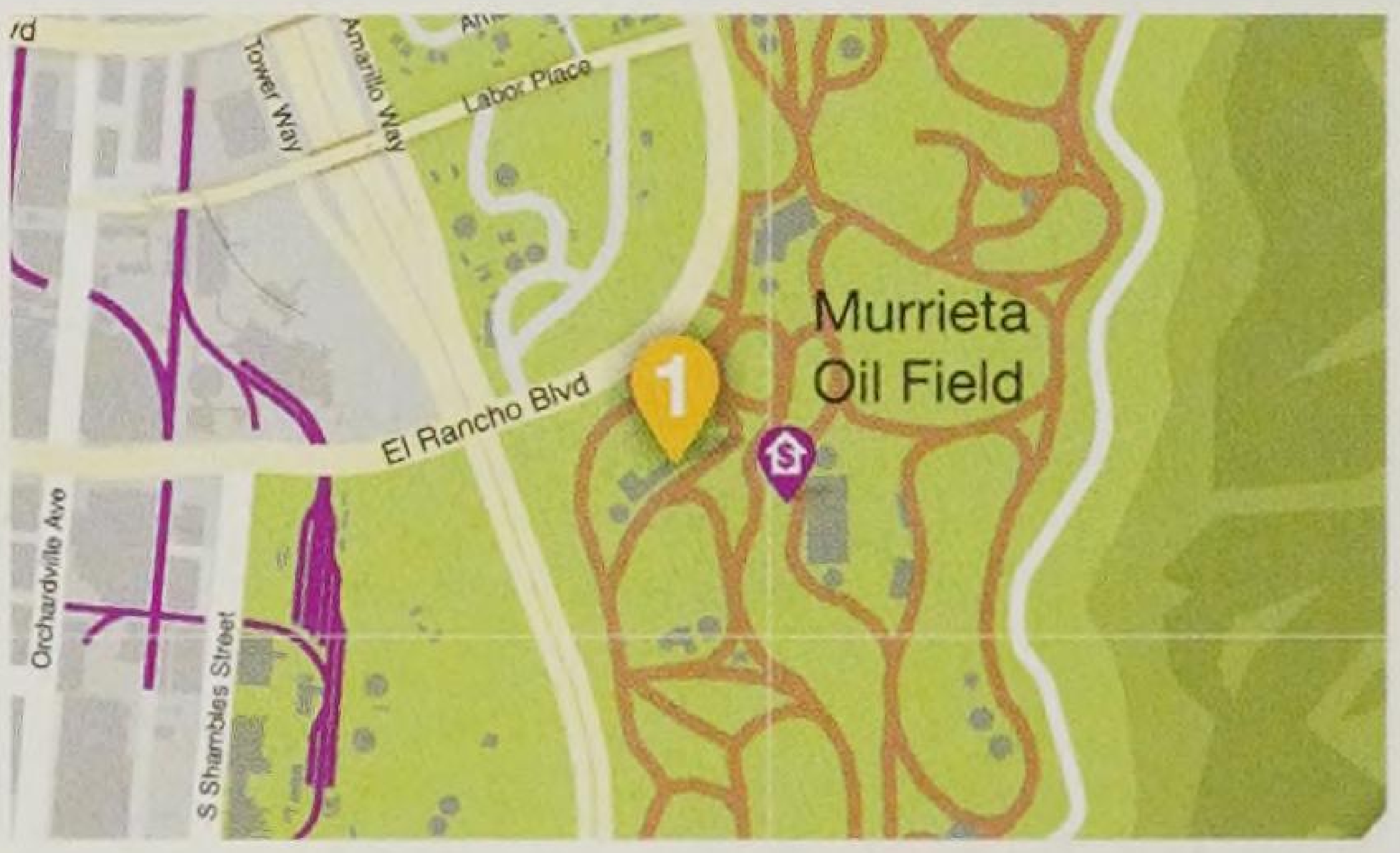
- *Complete "The Merryweather Heist" and "By the Book."*

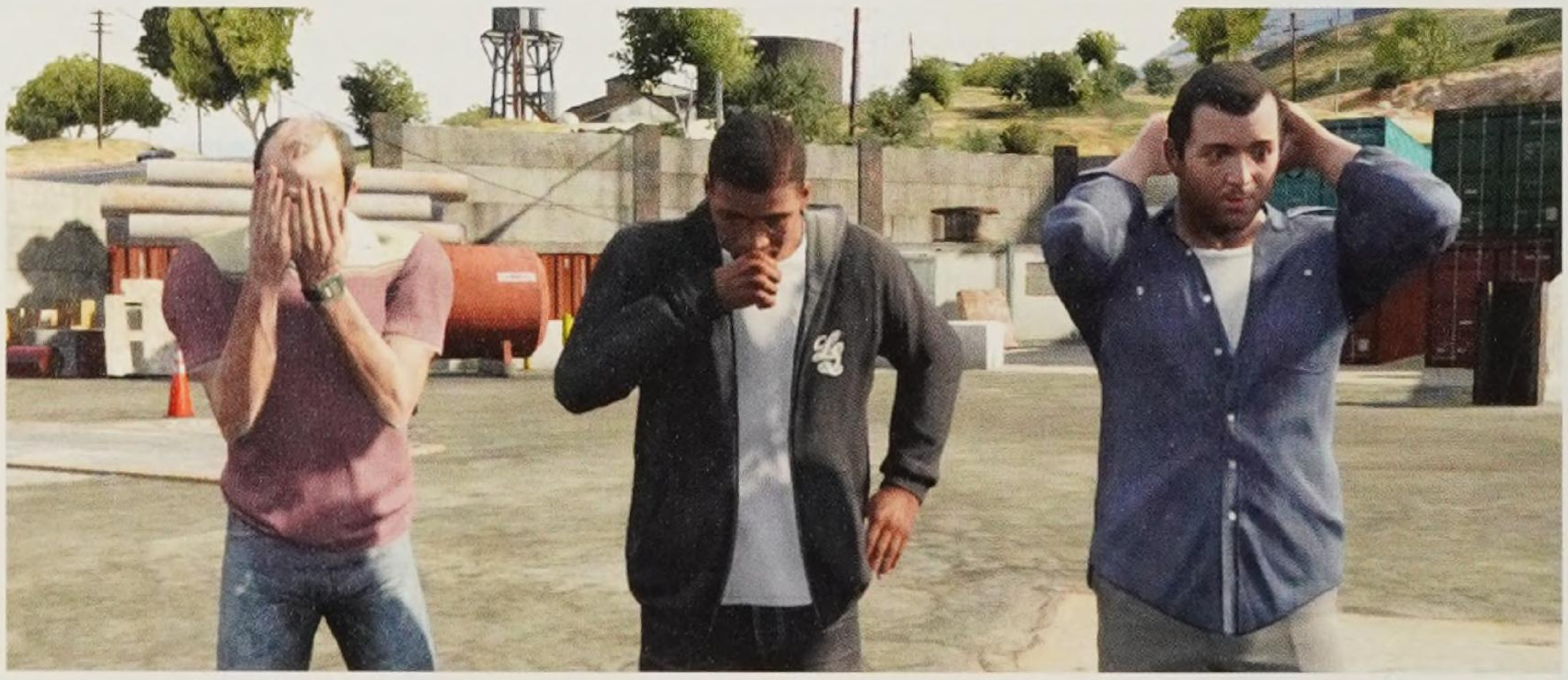
Mission Can Be Triggered By: Michael, Franklin, Trevor

This is an introductory cutscene that sets up the "Blitz Play" heist and unlocks its prep missions. After completing the setup for "The Merryweather Heist," Agent Steve Haines texts all three protagonists and a new **"B"** icon appears in the Murrieta Oil Field 1 on the map. Send Michael, Franklin, or Trevor to the location: the FIB front company, Covington Engineering Services. Our trio meets up with FIB Agents Haines, Norton, and Andreas again… and yes, they've got *another* problem for you to solve.

Believe it or not, the FIB wants to rob the IAA. The target: an armored car filled with funds the Agency earned from drug sales. Steve wants you to "requisition" those funds for the Bureau. After the agents leave, Michael comes up with a plan: "classic blitz play." He lays out the general approach, then the team splits up.

Soon Michael makes a conference call to his two partners with more details. This unlocks the heist setup missions with each contact point marked as **"HS"** on the map. You need masks, boiler suits, a garbage truck, and a dump truck from the auto repair place near the airport. You also need a getaway vehicle, but it doesn't have a marked location because many different vehicles can fill that role. All three main characters can trigger any one of these heist setup missions.





Prep In Any Order

You can complete the following five prep missions for the "Blitz Play" heist in any order.

Getaway Vehicle

CONTACT POINT:

N/A

MAIN OBJECTIVES:

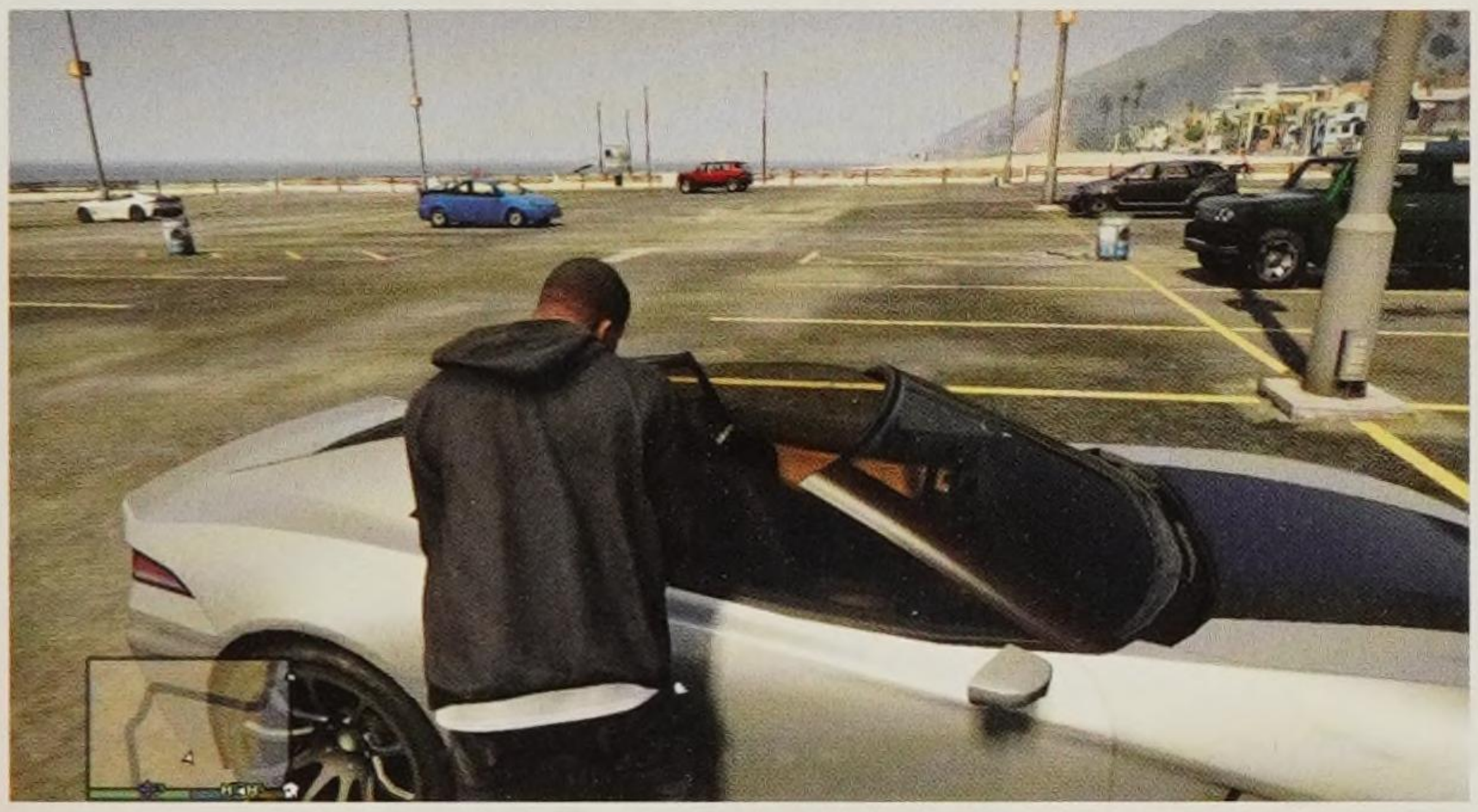
- Acquire a suitable vehicle.
- Park the getaway vehicle in a discreet spot.

PREREQUISITES:

- View the "Blitz Play" introductory scene.

Mission Can Be Triggered By: Michael, Franklin, Trevor

Any one of the three protagonists can acquire the getaway vehicle at any time. It cannot be one of the personal vehicles owned by the three protagonists: Trevor's Bohdi, Michael's Tailgater, or Franklin's Buffalo. And once acquired, the vehicle must be stashed in an alley or some other inconspicuous location. You can't just park it on the street.

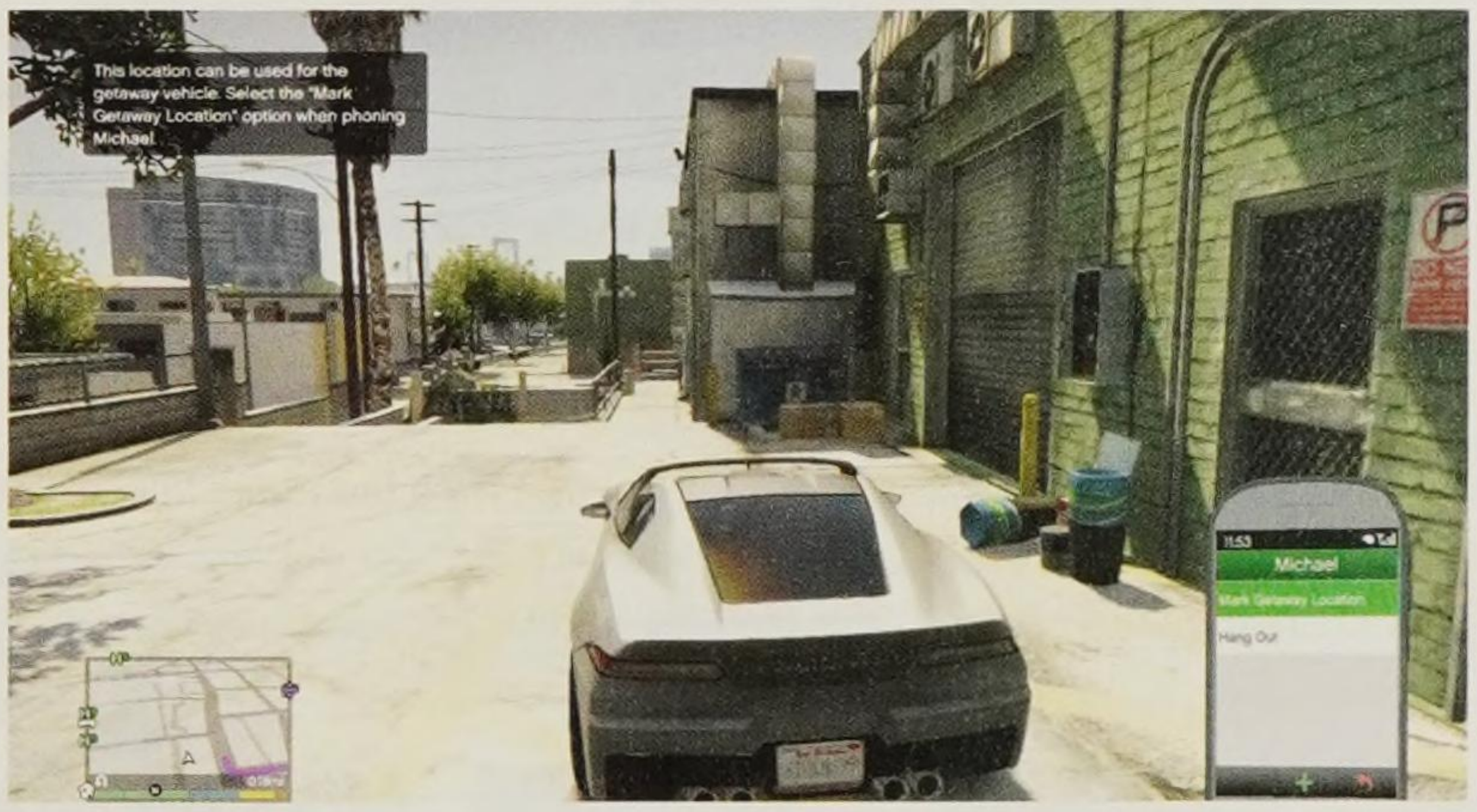


Carjack a suitable vehicle.

After the "Blitz Play" introductory scene, the game judges the usability for getaway purposes of every car that your character enters until you actually pick one, find a suitable location, and mark the spot. Almost any vehicle will do; Michael recommends "something fast and discreet." Just jack it and get away.

Hide the getaway car in a discreet location.

Once you choose a getaway car, you must stash it a good distance from the FIB's Covington lot in a secluded alley or parking area off the street, preferably behind a building. Whenever you stop the getaway car for a few seconds, the game tells you if the spot is discreet enough or too public for placement. When you find a good spot that works, bring up your cellphone, scroll to another protagonist's name in your Contacts list, and then select "Mark Getaway Location." Now your GPS can map a route to the getaway vehicle later in the heist.



This location can be used for the getaway vehicle. Select the "Mark Getaway Location" option when phoning Michael.

Trash Truck

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

- *Steal the garbage truck.*
- *Lose the cops.*
- *Take the truck to the FIB lot.*

PREREQUISITES:

- *View the "Blitz Play" introductory scene.*

Mission Can Be Triggered By:Michael, Franklin, Trevor

Select any one of your characters and follow the **"HS"** icon up to the Mirror Park neighborhood ①. (We recommend Franklin for his special driving ability.) As you travel, check your map: the **"HS"** marks the location of a big Trashmaster garbage truck that's on the move, so you may need to adjust your waypoint. Once you get close, the icon changes to a blue blip and the chase is on!

MISSION START

Steal the garbage truck.

The Trashmaster garbage truck is fairly easy to catch and halt. Swing your vehicle in front to stop it, then go to the truck's driver's door and jack the beast. This triggers a two-star Wanted Level.

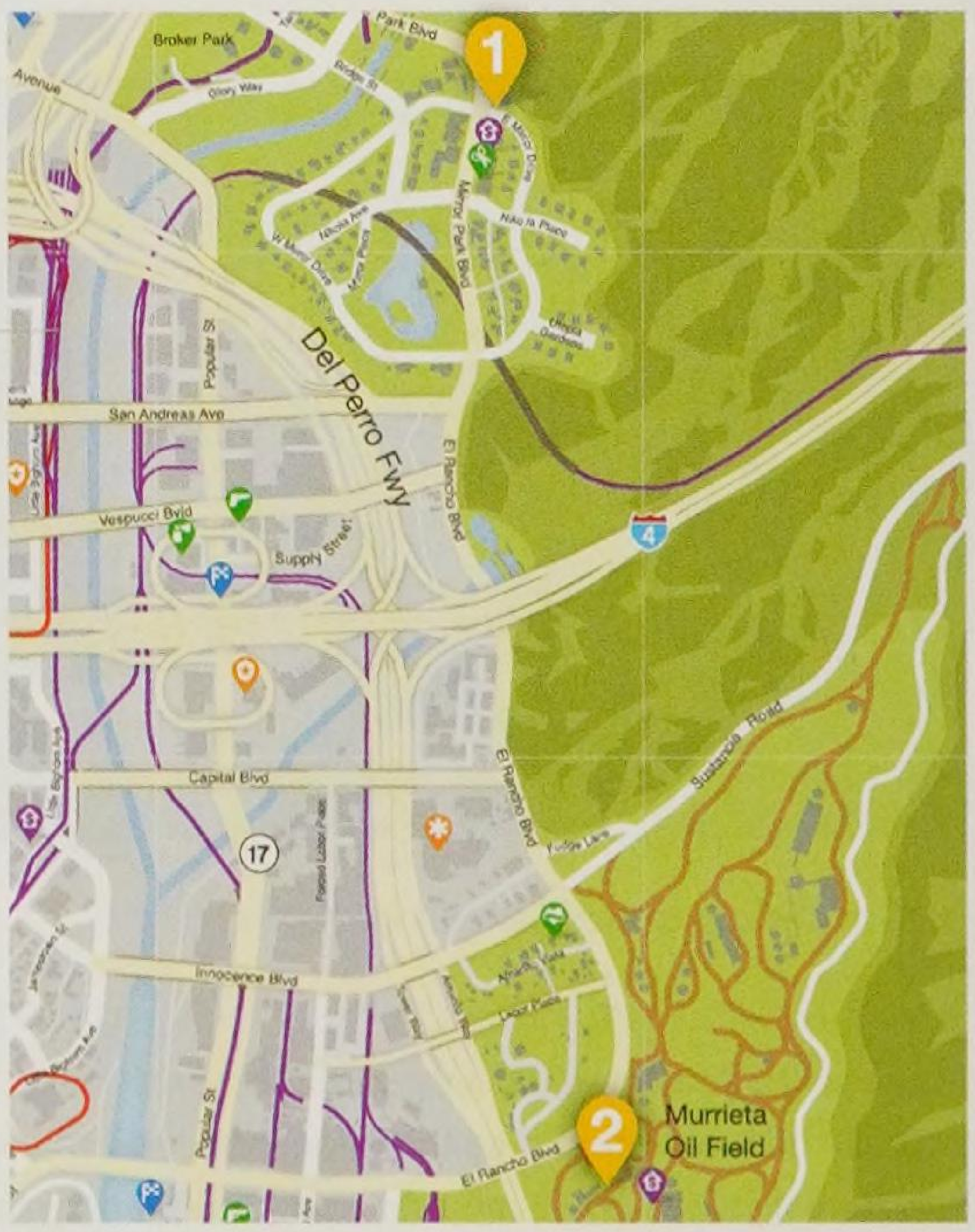
Lose the cops.

Practice the standard methods for losing the pursuit—lots of sharp turns down side streets and alleys. The truck is not agile, so Franklin's special ability is useful here if you selected him for the mission. It's especially important if you're trying for this mission's Gold Medal, which requires you to deliver the Trashmaster with no damage.

But another good option is to abandon the truck completely, find a faster vehicle, and just outrun the cops. (The police are chasing *you*, not the garbage truck!) When the Wanted Level finally disappears, follow the blue map blip back to the Trashmaster and hop back in.

Take the garbage truck to the FIB lot.

When the Wanted Level disappears and you're driving the truck, follow the yellow route back to the FIB's Covington lot ② in the Murrieta Oil Field. Get out and leave the area. As you go, your character automatically calls the others to report the acquisition.



Mission Completion Stats: Trash Truck

● Mission Time	☑ Complete within 05:00
● Undented	☑ Deliver the Trashmaster with no damage
● In the Dust	☑ Reach top speed in the Trashmaster

Boiler Suits

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

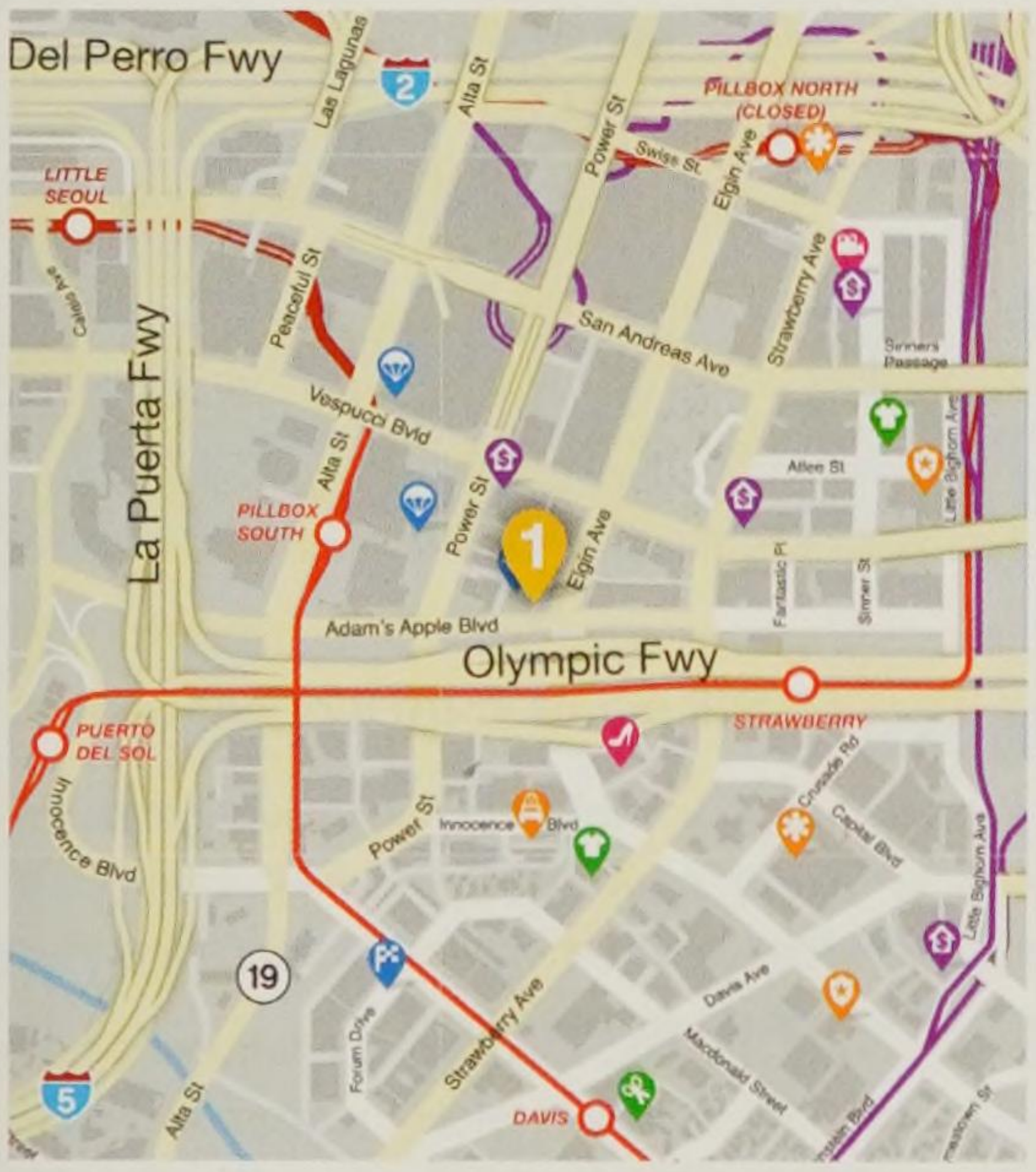
- *Buy three boiler suits at Ammu-Nation.*
- *Leave Ammu-Nation.*

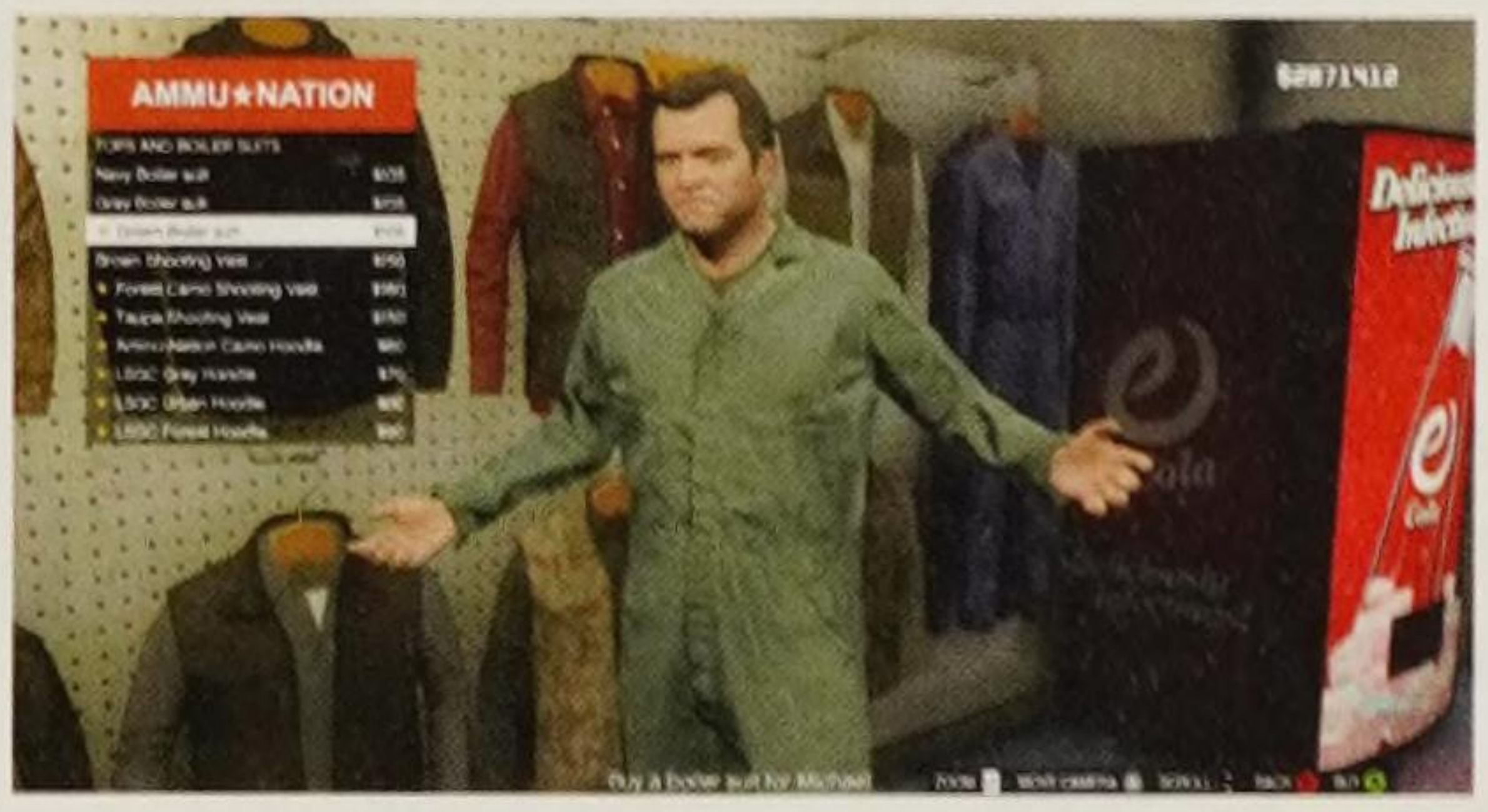
PREREQUISITES:

- *View the "Blitz Play" introductory scene.*

Mission Can Be Triggered By: Michael, Franklin, Trevor

Select any one of your characters and follow the **"HS"** icon up to the Ammu-Nation on the corner of Adam's Apple and Elgin. As you approach the Ammu-Nation entrance, the icon changes to a green blip marking the location of the boiler suits and you get your first objective.


Del Perro Fwy
Las Lagunas
Alta St
Power St
Elgin Ave
PILLBOX NORTH (CLOSED)
Swiss St
LITTLE SEOUL
Calais Ave
Peaceful St
San Andreas Ave
Strawberry Ave
Sinners Passage
La Puerta Fwy
Vespucci Blvd
Allen St
PILLBOX SOUTH
1
Adam's Apple Blvd
Fantastic Pl
Sinner St
Little Bighorn Ave
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Innocence Blvd
Crusade Rd
Capital Blvd
19
Forum Drive
Strawberry Ave
Davis Ave
Macdonald Street
5
DAVIS


AMMU★NATION

MISSION START

Buy boiler suits for Michael, Franklin, and Trevor.

Enter the Ammu-Nation, veer right, and approach the boiler suits hanging on the wall right next to the E-Cola vending machine. ("Deliciously Infectious!") Press the control shown onscreen to browse through tops and boiler suits.

Buy a boiler suit for each of your three characters. Make the purchases within 30 seconds of entering *and* buy a different color for each character to earn the mission's Gold Medal!

Leave Ammu-Nation.

Now simply exit the store. As your character walks away, he automatically calls the others to report the purchase. Done!

AMMU★NATION

Mission Completion Stats: Boiler Suits

●	Quick Shopper	☑	Purchase all outfits within 00:30
●	United Colors	☑	Purchase a different color for each character

Masks

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

▶ *Buy three masks.*

PREREQUISITES:

- *View the "Blitz Play" introductory scene.*

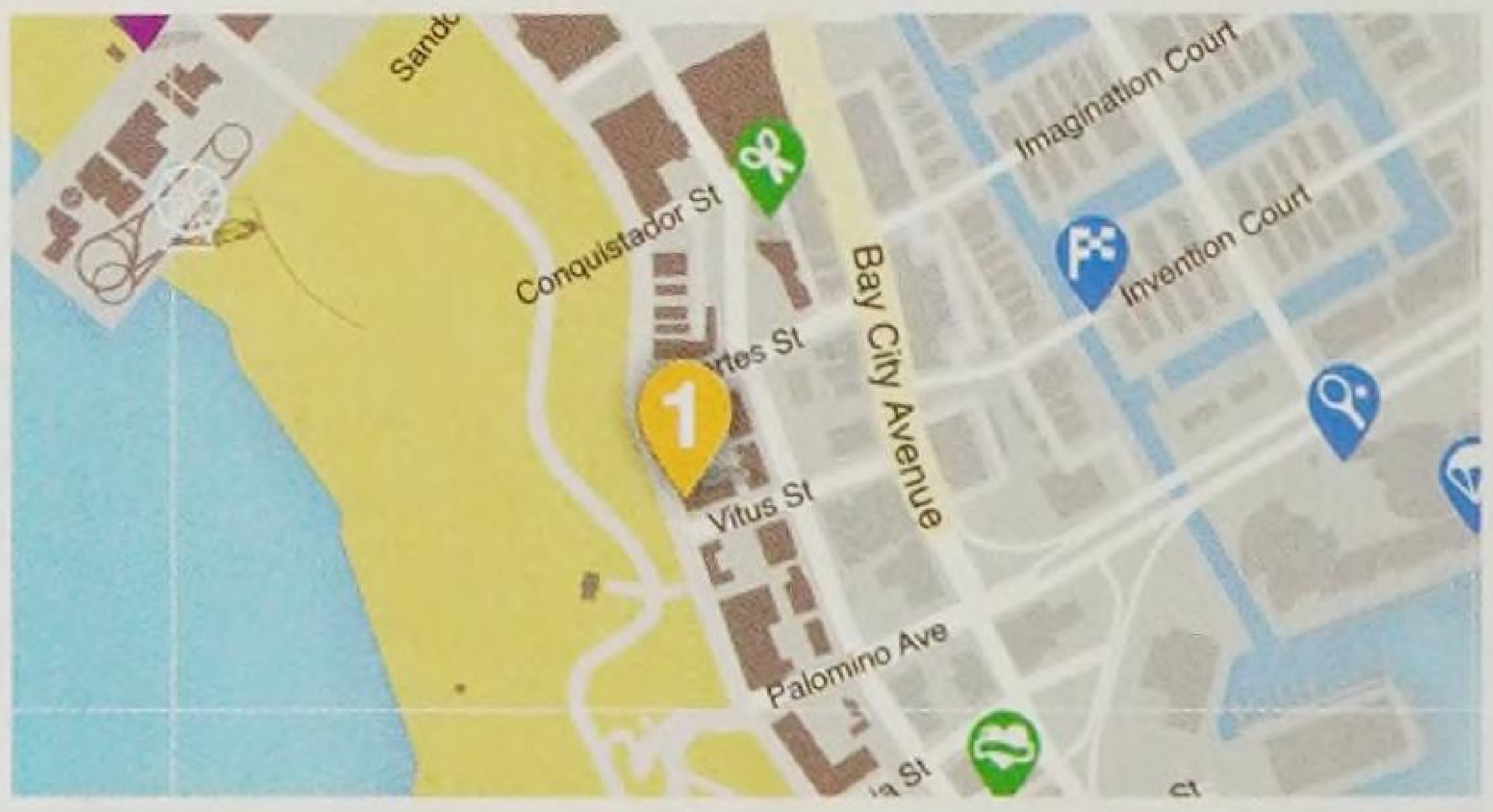
Mission Can Be Triggered By: Michael, Franklin, Trevor

Select any one of your characters and follow the **"HS"** icon up to the Vespucci Movie Masks shop 1 on the beachfront walkway near Vitus Avenue. Once you get near the mask shop, the icon changes to a green blip marking the location of the masks and you get your first objective.

MISSION START

▶ **Buy three masks.**

Approach the rack of masks and press the control shown onscreen to browse through them. Buy a mask for each of your three characters. Make the purchases within 20 seconds of entering *and* buy a white hockey mask for each character to earn the mission's Gold Medal. After the sale, your character automatically calls the others to report the purchase. Done!


Sando
Conquistador St
Imagination Court
Invention Court
Bay City Avenue
Vitus St
Palomino Ave
1

VESPUCCI MOVIE MASKS

Mission Completion Stats: Masks

● Face Time ☑ Purchase all masks within 00:20s

● Cliché ☑ Purchase a white hockey mask for each character

Tow Truck

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

- ▶ *Steal the tow truck.*
- ▶ *Drive the truck to the FIB lot.*

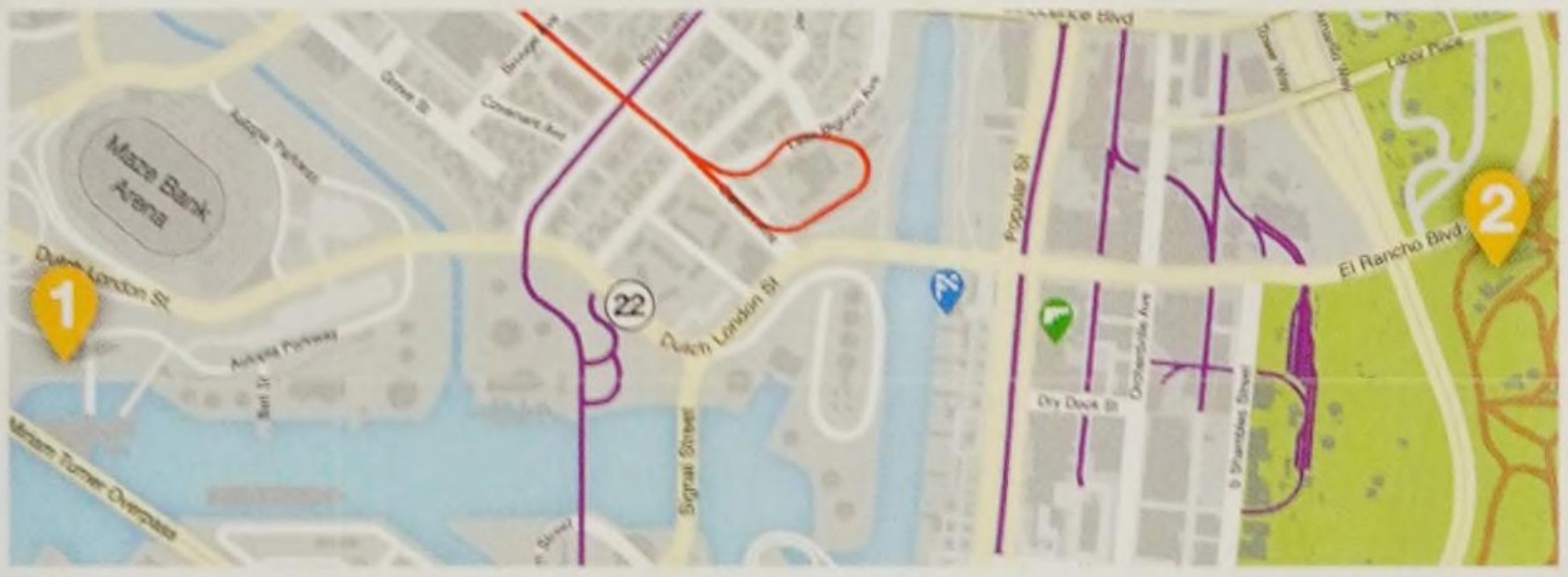
PREREQUISITES:

- *View the "Blitz Play" introductory scene.*

Mission Can Be Triggered By: Michael, Franklin, Trevor

Select any one of your characters and follow the **"HS"** icon to the auto repair shop ① just south of the Maze Bank Arena. (We recommend Franklin for his special driving ability.) Once you get close, the icon changes to a blue blip and you get your first objective.

MISSION START



▶ Steal the tow truck.

As you approach, note the mechanic leaning into the engine of a car. He tries to stop you from taking the nearby tow truck and alerts the cops if you don't silence him. You can just gun down the poor fellow, or sneak up behind him and perform a stealth takedown.

▶ Take the tow truck to the FIB lot.

Get in the tow truck and follow the yellow route back to the FIB's Covington Engineering Services lot ②. Drive carefully if you want this mission's Gold Medal, which requires you to deliver the tow truck without any damage. (Franklin's special ability is useful for this task.) When you arrive at the lot, park in the yellow destination marker and leave the truck to complete the mission.

Your character automatically calls the others to report the acquisition. If you're following this walkthrough, your heist prep work is finished. But if you haven't completed "Hotel Assassination" yet, Franklin texts his partners that he must finish something for Lester before he can move on the FIB job. Send Franklin to the **"L"** icon at the Del Perro pier to meet Lester, then complete that mission. (For a walkthrough, see Assassinations in our Hobbies and Pastimes chapter.) Once that is completed, the **"H"** (Heist) icon now appears on the map.

Mission Completion Stats: Tow Truck

● Mission Time	☑ Complete within 03:00
● Not A Scratch	☑ Deliver the Tow Truck with no damage
● Truckin'	☑ Reach top speed in the Tow Truck

Blitz Play

COVINGTON
"EXPERT PIPE FITTERS"

CONTACT POINT:

"H" (Heist)

MAIN OBJECTIVES:

- *Drive the garbage truck to Cypress Flats.*
- *Block the road and ram the security van.*
- *Take out the cops.*
- *Take out the NOOSE in the rear alley.*
- *Take out the snipers.*
- *Take out the helicopter.*
- *Drive the garbage truck to the getaway location.*
- *Destroy the garbage truck and leave the area.*
- *Deliver the loot to Devin.*

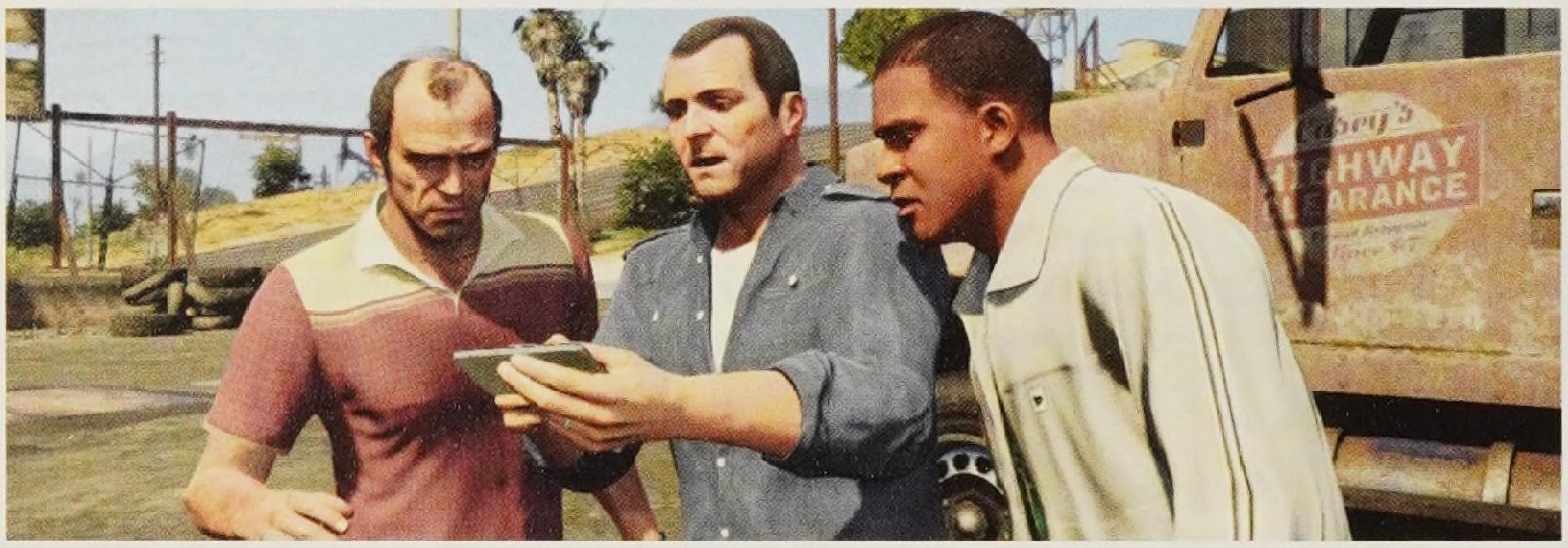
PREREQUISITES:

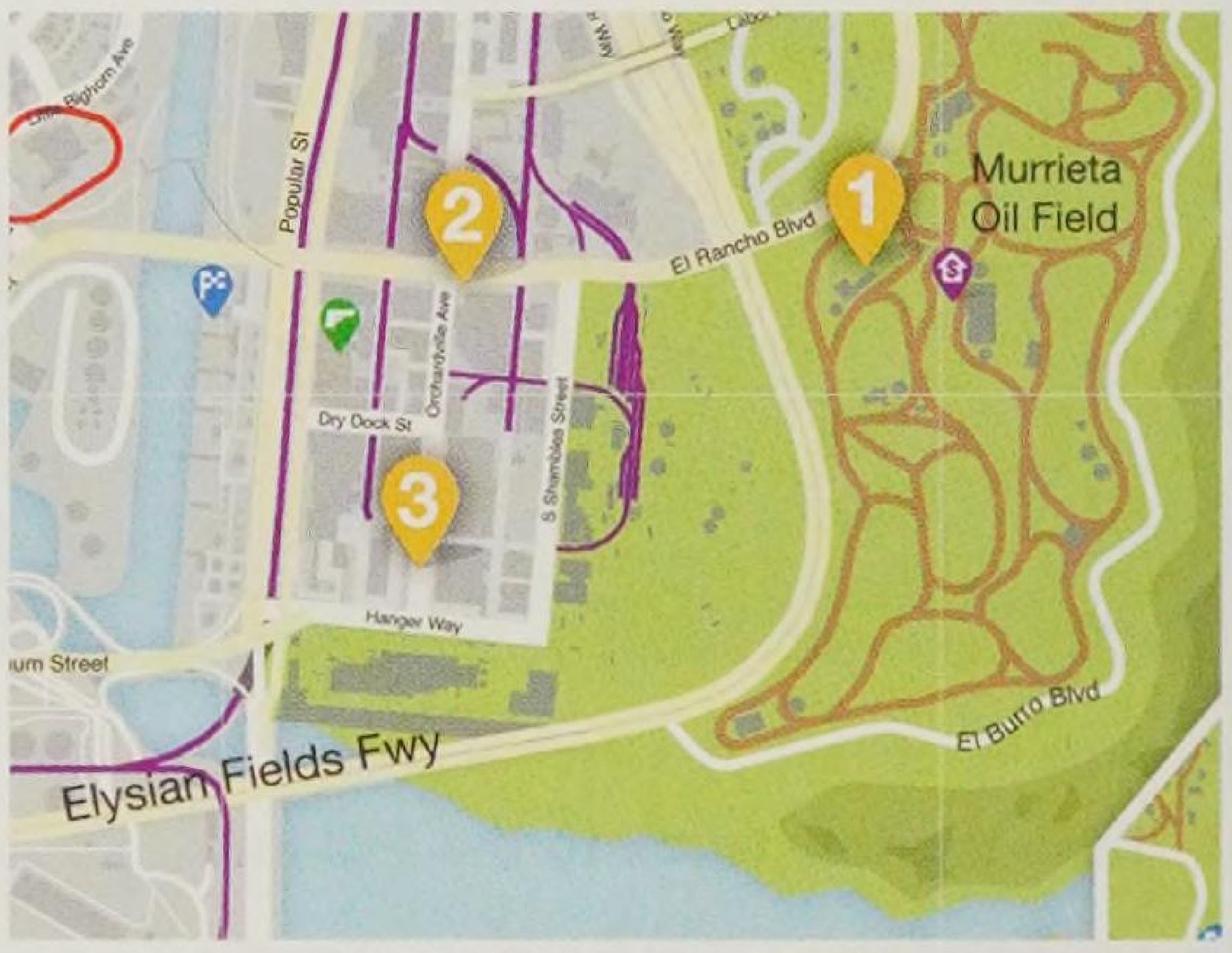
- *Complete Franklin's "Hotel Assassination" for Lester plus all 5 heist setup missions: "Getaway Vehicle," "Trash Truck," "Tow Truck," "Masks," "Boiler Suits."*

Mission Can Be Triggered By: Michael, Franklin, Trevor

After completing all five of the heist setup missions plus Franklin's "Hotel Assassination" mission (covered in our Hobbies and Pastimes chapter), an "**H**" icon appears on the map at the FIB's Covington lot ①. Any one of the three protagonists can trigger the new mission there. At the lot, Michael walks Trevor and Franklin through the plan and their roles. Then he distributes the disguises that you selected for the team. Trevor heads out to his lookout perch, and Franklin takes the tow truck.

MISSION START

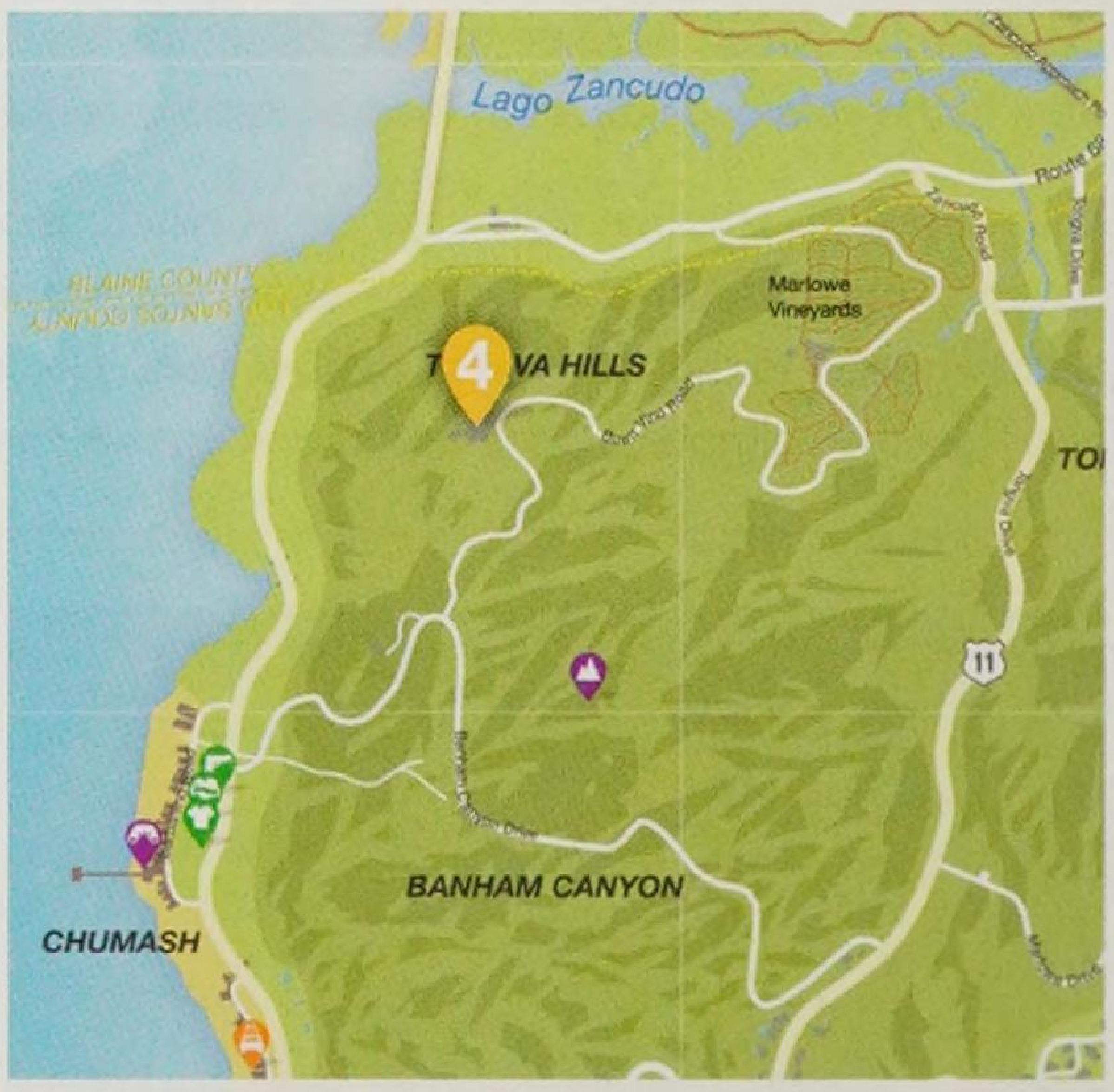



1
2
3
Murrieta Oil Field
El Rancho Blvd
Popular St
Dry Dock St
Hanger Way
Elysian Fields Fwy
El Burro Blvd

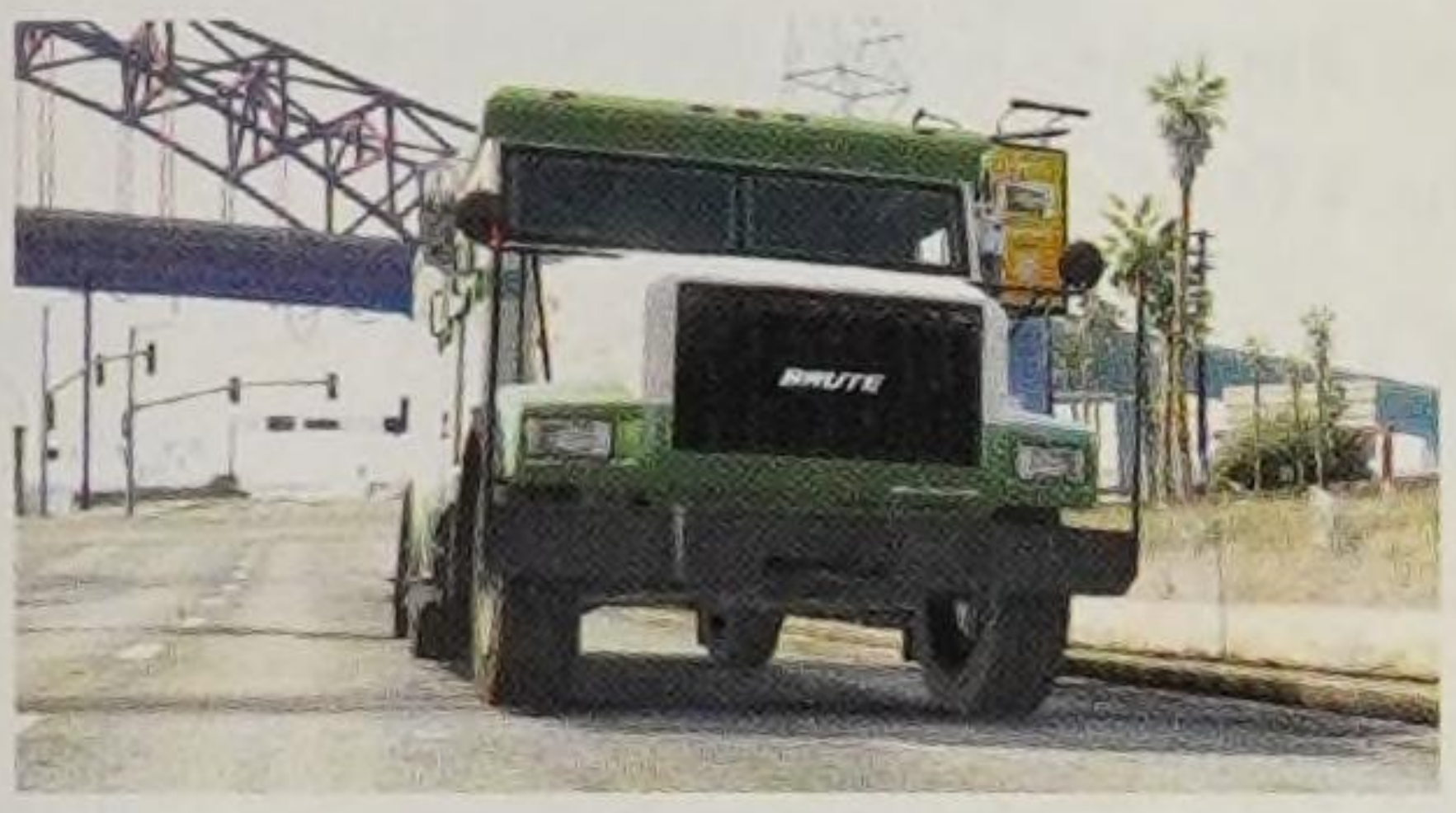
Drive the garbage truck to Cypress Flats.

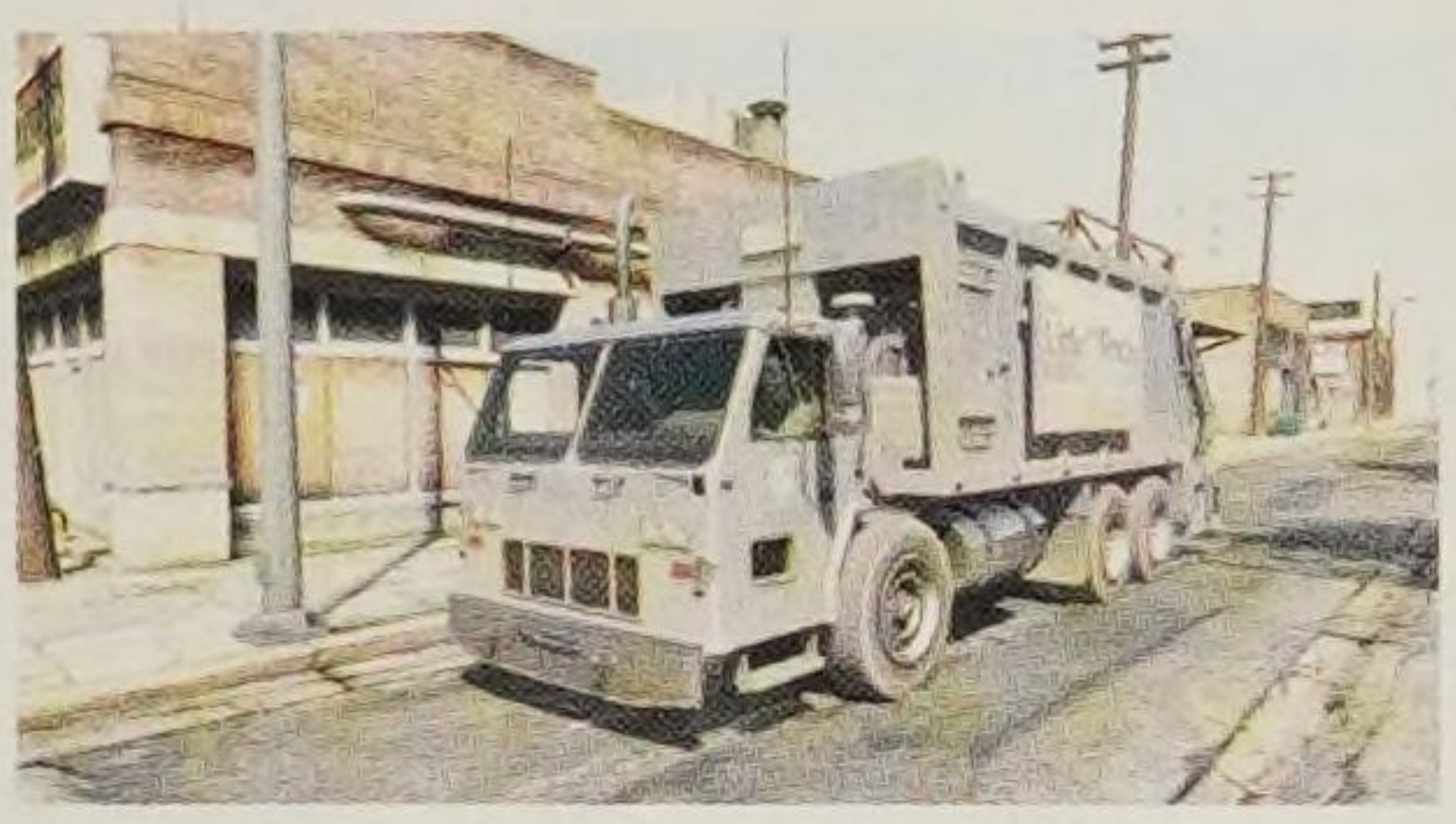
When the cutscene ends, you control Michael. Get in the garbage truck and follow the short yellow route down El Rancho Boulevard to the location ② in Cypress Flats. Pull into the destination marker to trigger a quick cutscene: Michael contacts Trevor. Here you automatically switch to Trevor in his lookout perch.

Butt Lovers


Lago Zancudo
Marlowe Vineyards
4
VA HILLS
BANHAM CANYON
CHUMASH

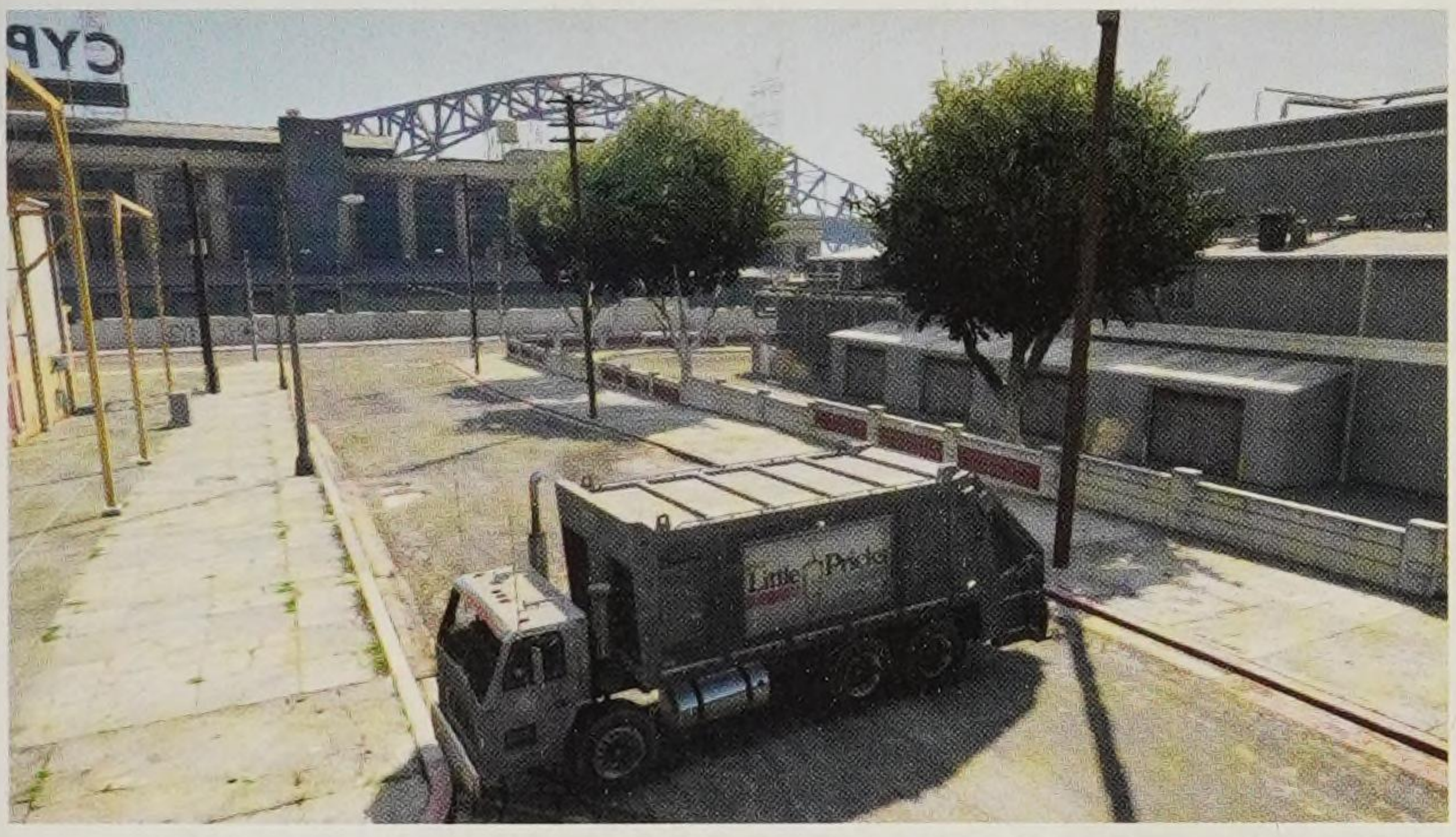
Through binoculars, Trevor spots the Gruppe 6 armored van approaching from the north. He tells Michael to get moving. You automatically switch back to Michael in the garbage truck, which has already turned left onto Orchardville Avenue.





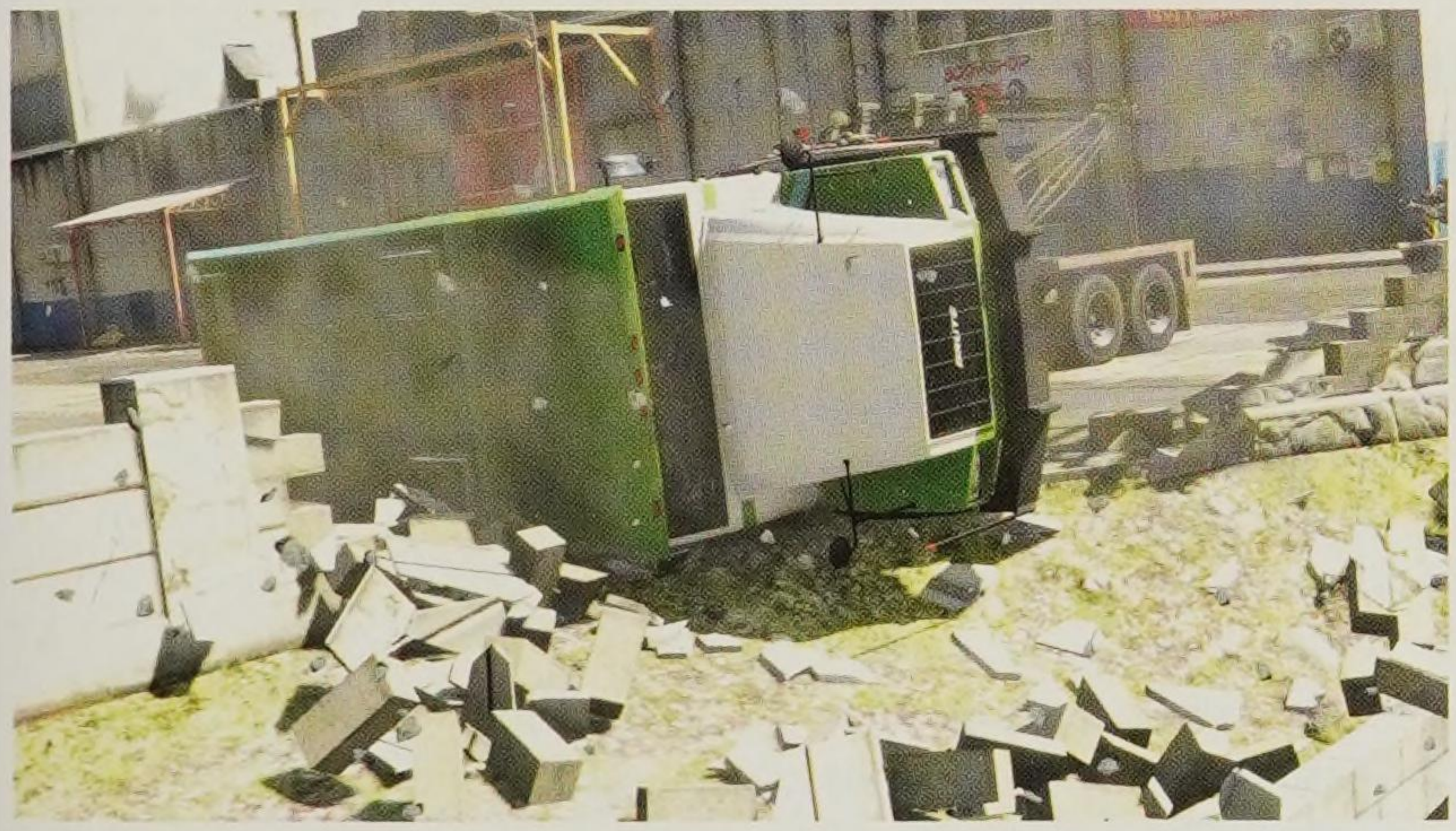
Block the road.

Drive the short distance down Orchardville to the next yellow destination marker 3. When you reach it, turn the garbage truck at that spot so that you block both lanes of the road (as shown in our screenshot). When the garbage truck is in place, a cutscene shows the armored van's approach. When the van stops at Michael's roadblock, you automatically switch to Franklin in the tow truck.



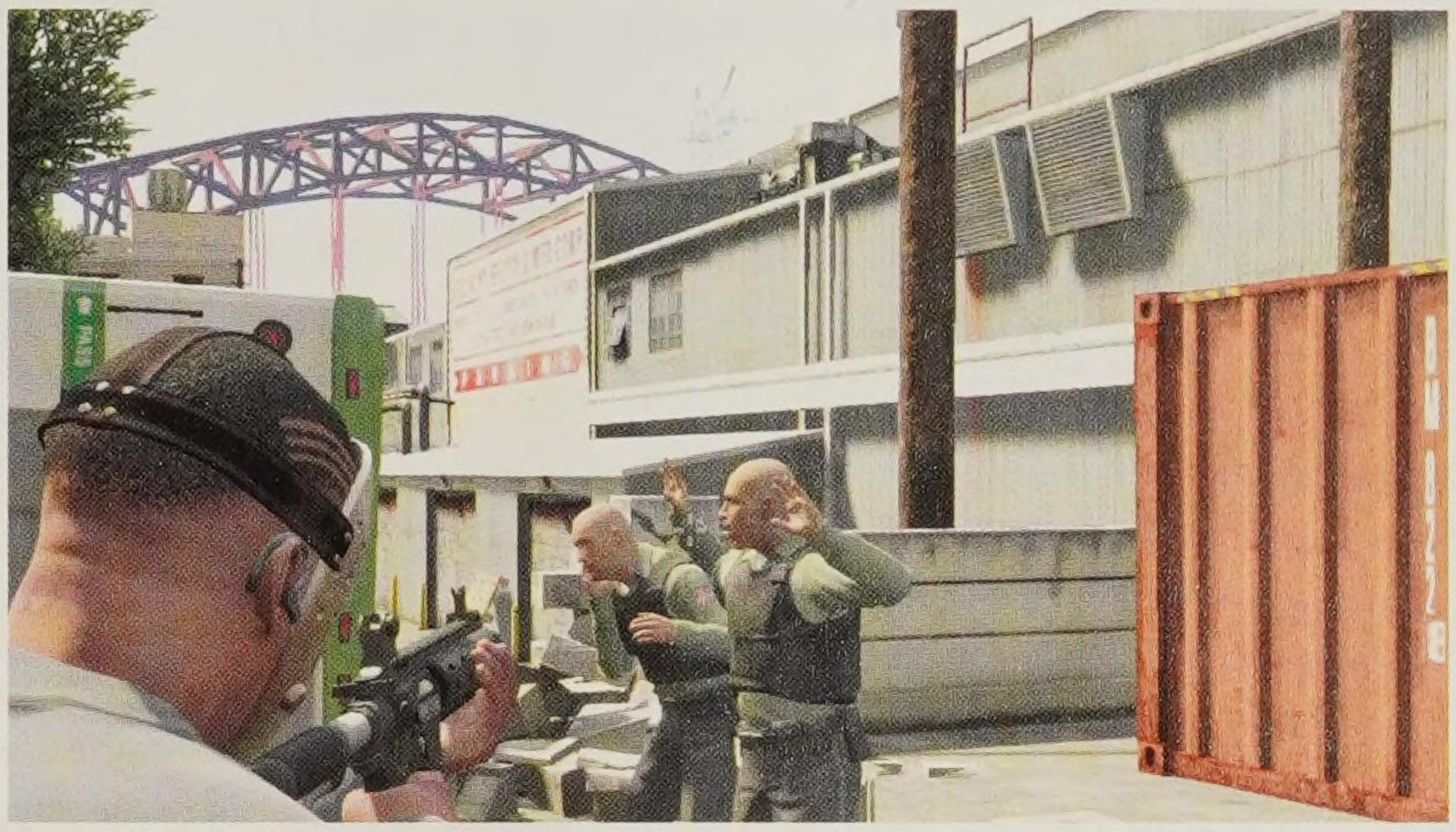
Ram the security van.

Accelerate the tow truck to full speed down the alley and ram the security van. After the spectacular crash that knocks the van on its side, you remain in control of Franklin. Exit the tow truck.

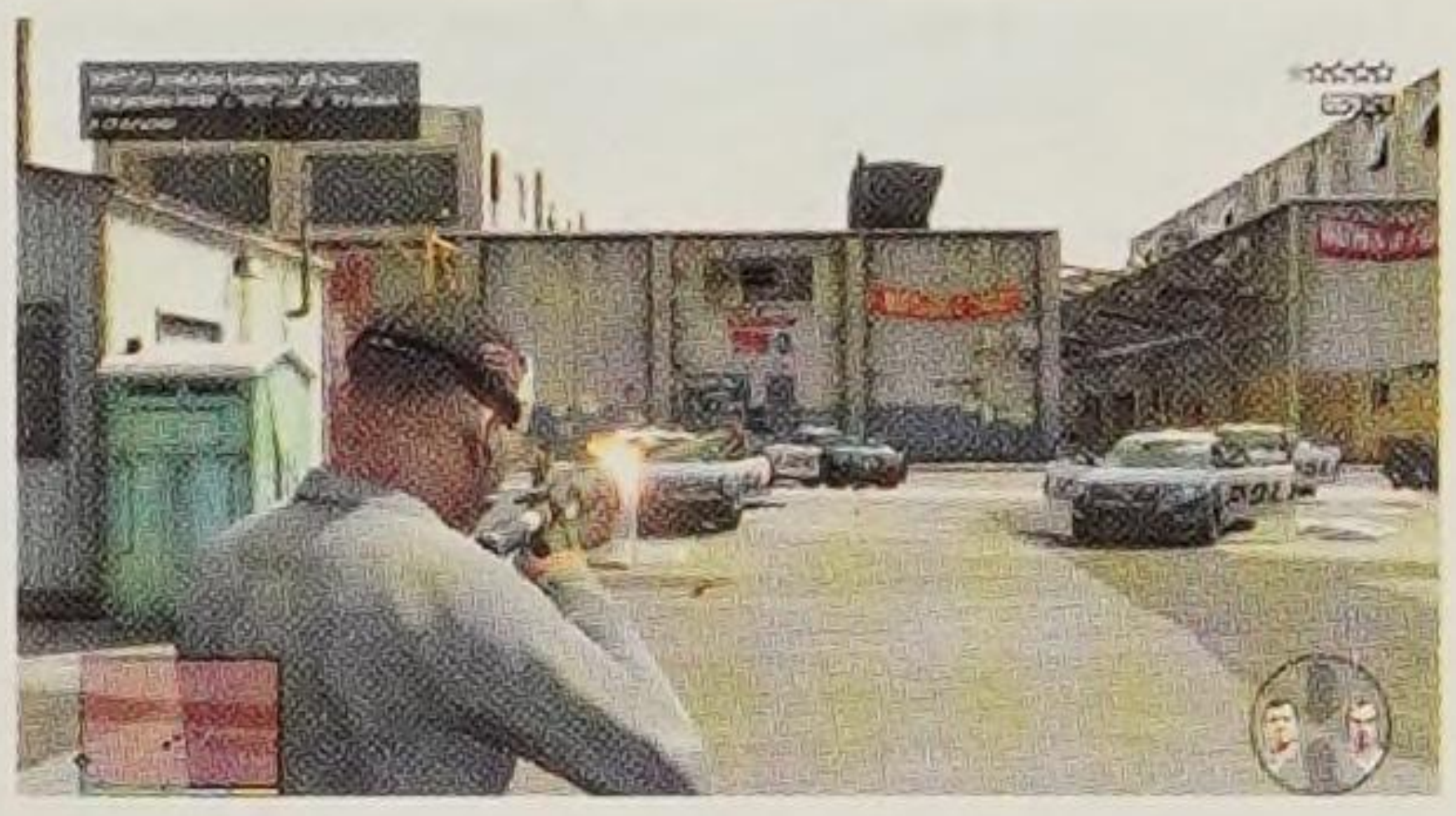


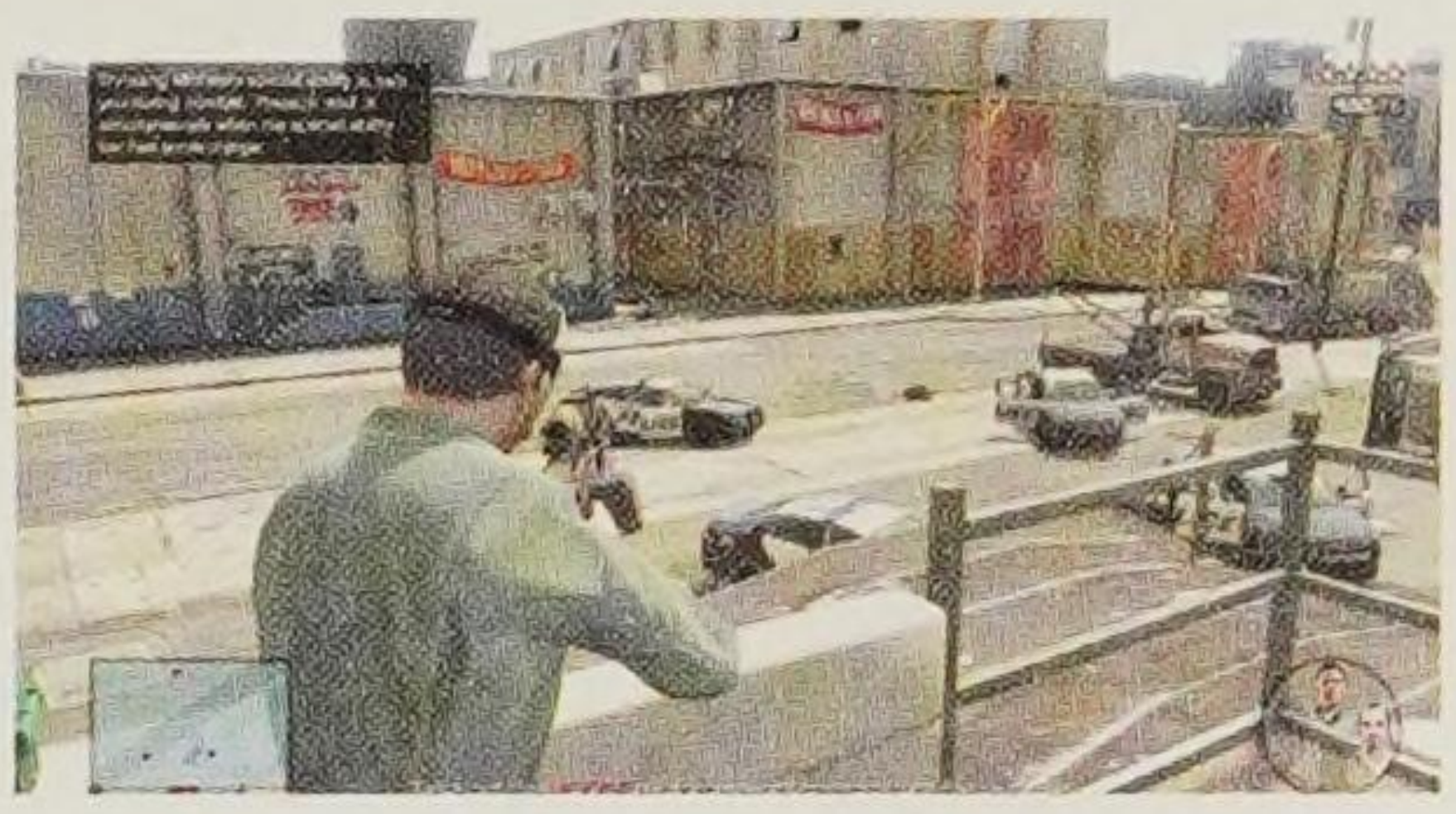
Plant a sticky bomb on the rear doors of the van.

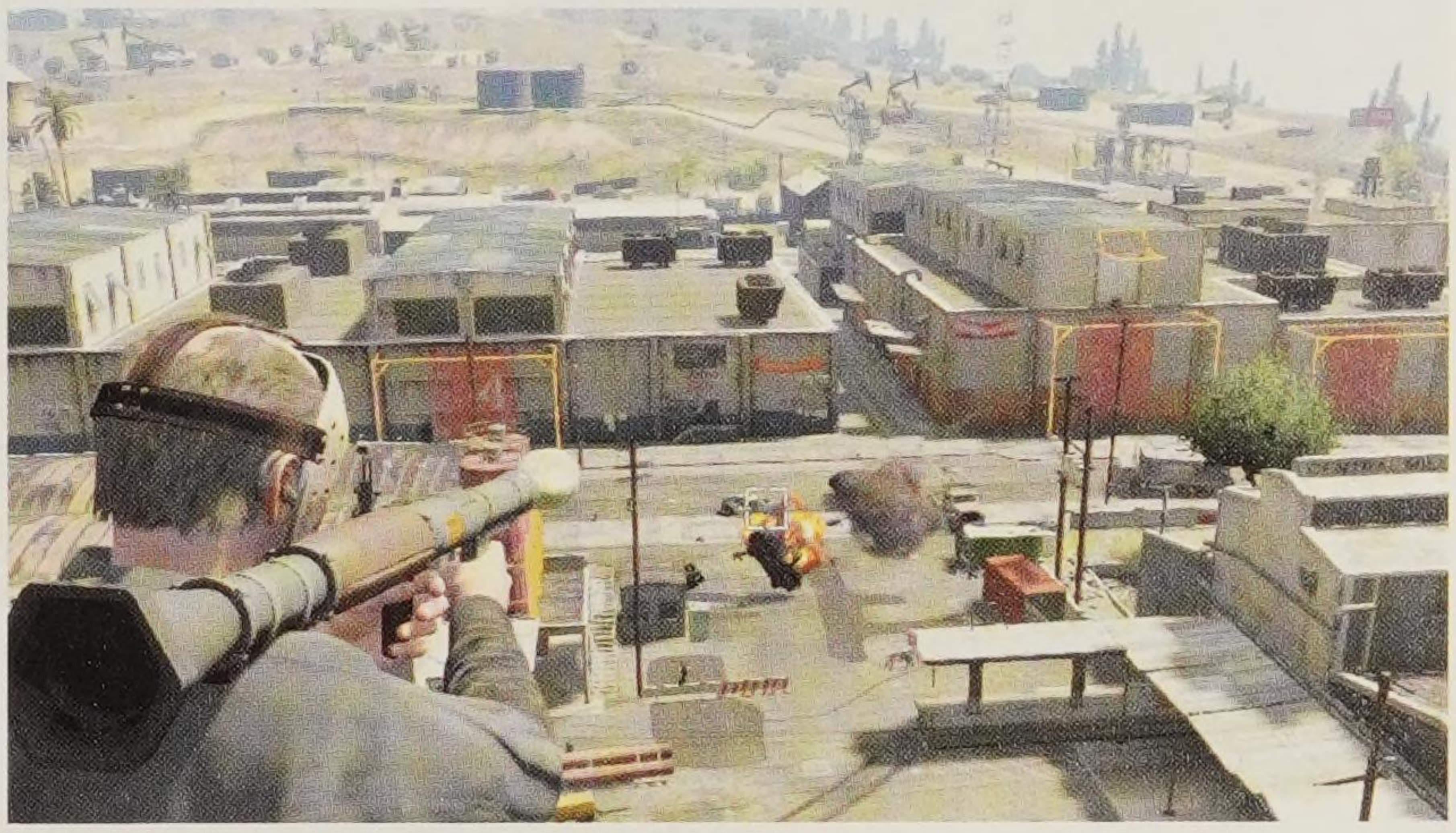
Use the weapon wheel to select Sticky Bombs, then plant one on the armored van's rear doors. Back away quickly and detonate it. After the doors blow off, hold the two guards inside at gunpoint while Michael grabs the envelope filled with bonds.



Unfortunately, the guards have tripped the alarm, so the LSPD is rushing to the scene! Take cover behind one of the two striped barriers nearby. Michael climbs up the stairs to a protected platform overlooking the intersection below. Trevor remains in his tower lookout perch.





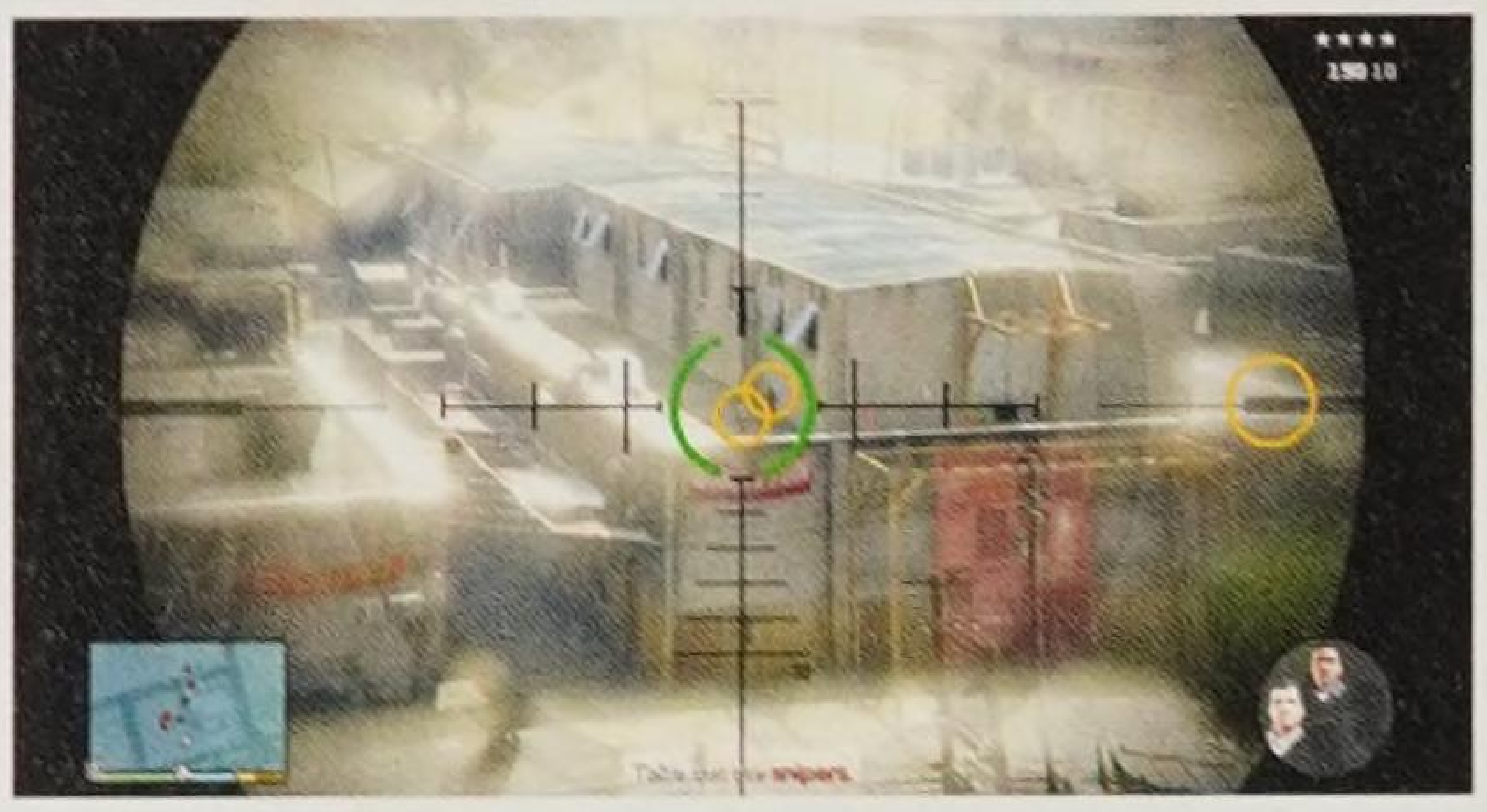


Take out the cops.

Get ready for a protracted gun battle. This is a lot of fun because you can switch instantly between all three characters, giving yourself the best angle to defend against the LSPD who come in wave after wave. Also, Trevor is armed with a rocket launcher. The first cops arrive out on Orchardville, behind the armored car and your two trucks. You can handle them by switching back and forth between Franklin and Michael, although a couple of rockets from Trevor can quickly eliminate the squad cars being used by cops for cover.

Take out the NOOSE reinforcements.

But before long a helmeted, armored NOOSE (National Office of Security Enforcement) tactical squad deploys down the alley behind Michael and Franklin. Their flanking approach puts your guys in jeopardy. This NOOSE wave is a good target for Trevor's rocket attacks. You might also want to move either Michael or Franklin (but not both) over to one of the concrete barriers at the head of the alley.



▶ Take out the snipers.

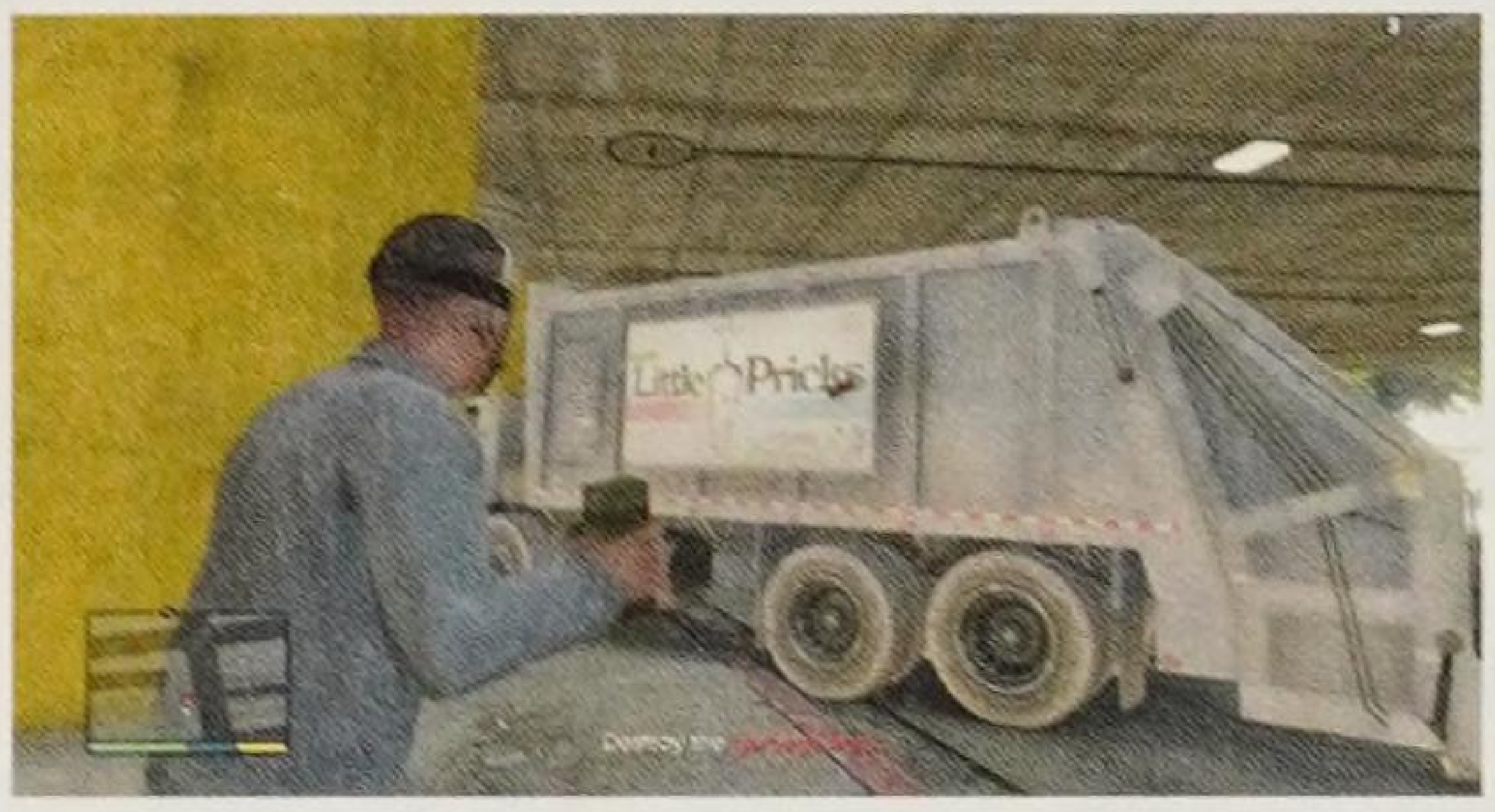
Soon a few NOOSE units try attacking from the rooftops of adjacent buildings. Michael has a good angle on roof shooters coming from the left. Trevor can target the ones across the intersection with his sniper rifle. Look for rooftop snipers at the corners atop the building with the “Guns 4 Fun” sign.

▶ Take out the helicopter.

Next, an LSPD chopper hovers into the fray, flying back and forth over the area. Knocking it down while controlling Trevor completes one of the mission’s Gold Medal requirements. A single, well-placed rocket blasts it out of the sky!

▶ Switch to Franklin and drive the garbage truck to the getaway location.

When the area is mostly clear of law enforcement units, switch to Franklin and sprint out to the Trashmaster garbage truck on Orchardville. Hop in and drive to the place where you stashed the getaway car in the “Getaway Vehicle” setup mission. The game leads you to it via a yellow destination route.



▶ Destroy the garbage truck and leave the area.

When you arrive, put a Sticky Bomb on the garbage truck and detonate it. Then hop in the getaway car and drive away. After a few seconds, Franklin automatically calls Michael to report that the “trash truck is trashed.” Hang up, and you automatically switch to Michael.

▶ Deliver the loot.

Follow the yellow route that leads to the gate 📍 of a mansion up in the Tongva Hills. Arrival at the destination marker triggers a scene: Michael delivers the stolen bonds to Devin Weston, the man you first met at the FIB warehouse in the opening cinematic of “By the Book.” Devin offers Michael two rewards for service: some high-end car theft work, plus an introduction to the famous movie producer, Solomon Richards.

Mission Completion Stats: Blitz Play

● Hawk Down	☑ Shoot down the helicopter as Trevor
● Headshots	☑ Kill 12 enemies with a headshot
● Accuracy	☑ Finish with a shooting accuracy of at least 60 percent
● Switcher	☑ Switch characters 10 times

Pick a new mission.

At the end of “Blitz Play,” Devin Weston offers work to Michael. When the mission ends, Michael automatically calls Franklin to bring him in, too. A new “**D**” icon (labeled “Devin” in the Menu map legend) now appears on your map. Direct Michael, Trevor, or Franklin to the icon to trigger the first car steal mission, “I Fought the Law...”

Devin also gives Michael a contact in the movie business, the legendary producer Solomon Richards. This opens a new strand of missions for Michael only. A blue “**S**” (Solomon) icon now appears on Michael’s map. Follow it to trigger the first mission in that strand, “Mr. Richards.”

In this walkthrough, Franklin also has a new assassination mission from Lester, made available after completing “Hotel Assassination.” Follow the “**L**” icon to trigger “The Multi Target Assassination.”

I Fought The Law...

CONTACT POINT:

"D" (Devin)

MAIN OBJECTIVES:

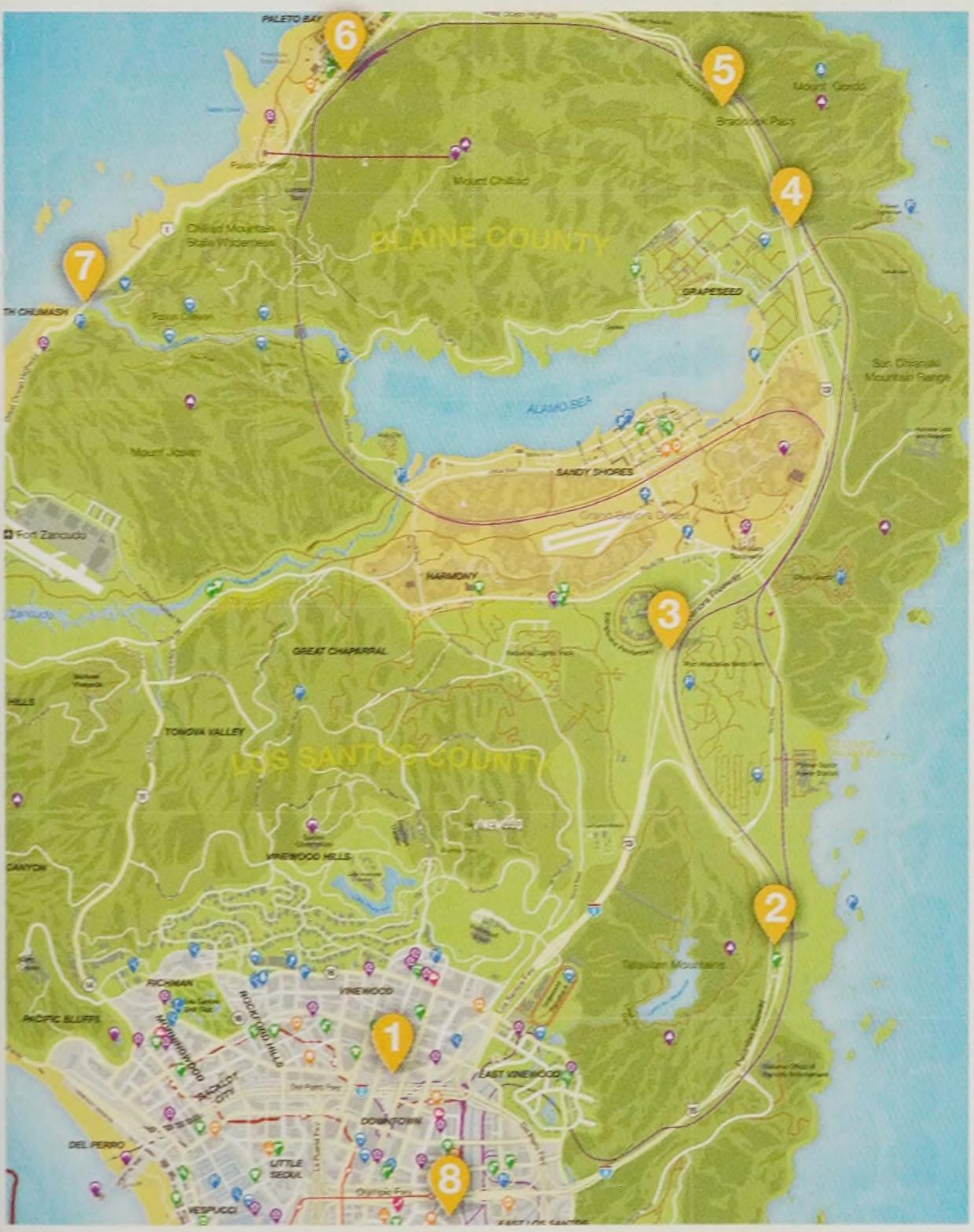
- *Drive to the gas station.*
- *Race the cars.*
- *Pull over the cars and take them.*
- *Drive to Devin's garage.*

PREREQUISITES:

- *Complete "Blitz Play."*

Mission Can Be Triggered By: Michael, Franklin, Trevor

You can send any of your three protagonists to the high-rise construction site ① marked by the **"D"** map icon and trigger the meeting scene with Devin Weston and his assistant, Molly Schultz. But we suggest sending Franklin (who arrives first) to see a more complete cutscene. Devin explains that he steals rare cars from wealthy owners and resells them for huge sums to customers in Asia. Then Molly outlines the plan: pose as traffic cops on the Senora Freeway and steal rare sports cars from two trust fund kids.

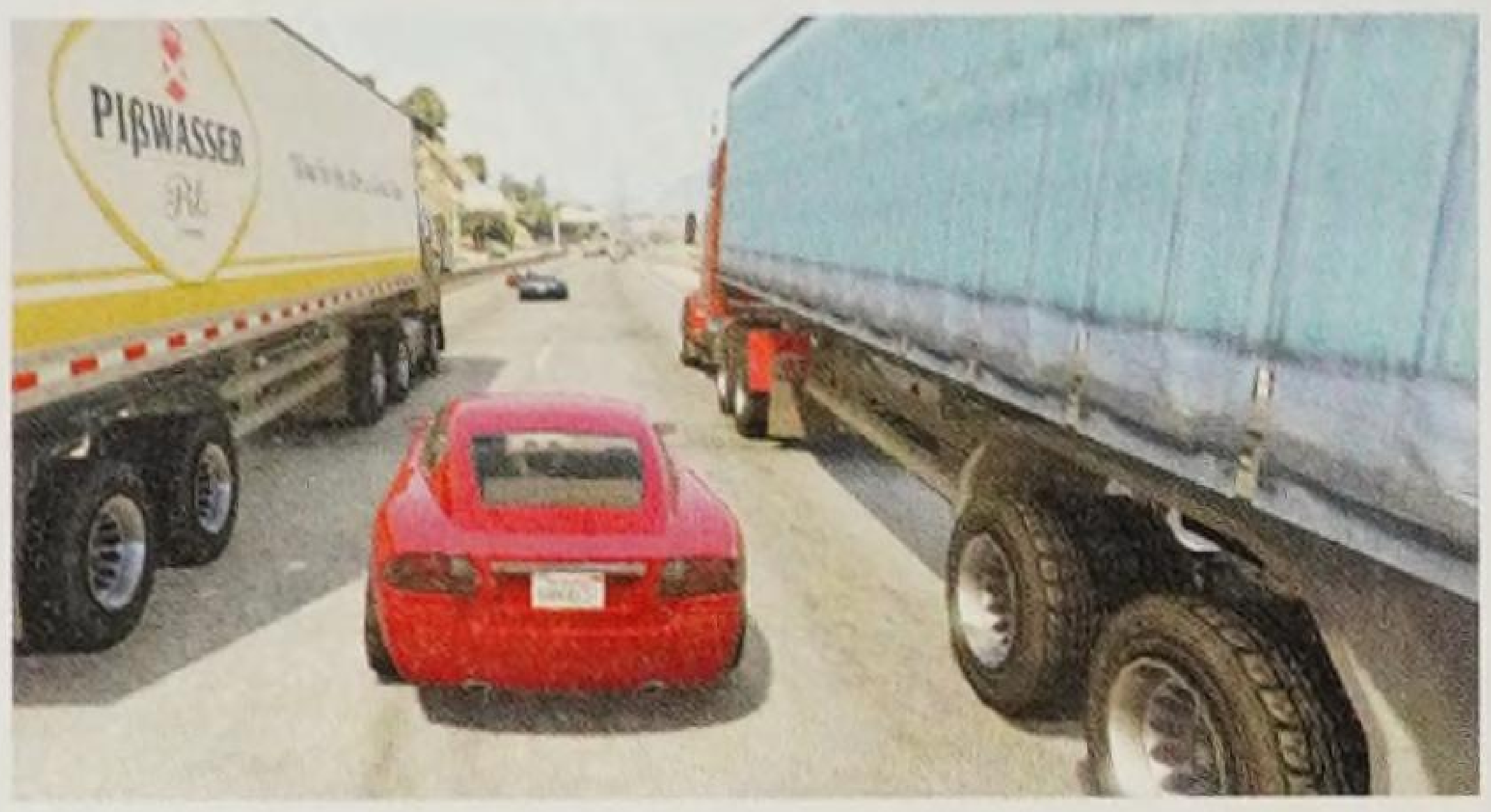


6
5
4
7
3
2
1
8
PALETO BAY
Mount Gordo
Braddock Pass
Mount Chiliad
BLAINE COUNTY
Chiliad Mountain State Wilderness
GRAPESEED
ALAMO SEA
San Chianski Mountain Range
Mount Josiah
SANDY SHORES
Fort Zancudo
HARMONY
GREAT CHAPARRAL
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD HILLS
Tataviam Mountains
RICHMAN
PACIFIC BLUFFS
VINEWOOD
ROCKFORD HILLS
EAST VINEWOOD
DOWNTOWN
DEL PERRO
LITTLE SEOUL
VESPUCCI

MISSION START

▶ Drive the Ocelot to the gas station.

When the scene ends, you control Franklin. Get in the hot red Ocelot F620 and follow the yellow route to the Ron gas station ② off the Palomino Freeway. Your arrival triggers a quick scene: Franklin challenges the two trust-funders to a race, and they speed off.



Race the cars.

Follow the two racers as they head north and merge onto the Senora Freeway 3. Stay on their tail; you don't need to win, but don't let them lose you. To complete Gold Medal requirements, drive between two trucks and then two buses (as in our screenshot) on the route, and use Franklin's special ability at least once.

When you approach Grapeseed, Franklin automatically alerts Michael to the racers' approach. Michael and Trevor, disguised as motorcycle police, wait just off the freeway on Union Road 4. When the racers speed past, the "cops" give pursuit.

Pull over the cars and take them.

You control Michael during this chase. Follow the targeted cars, both marked as the big blue radar blips. A Gold Medal requirement is to follow Trevor when he veers over into the oncoming lane and rockets through the Braddock Tunnel 5. Stay on the racers as the road curves west past the Procopio Truck Stop and becomes the Great Ocean Highway. Don't try drive-by shooting at them or they get "spooked" and you fail the mission. When the pursuit reaches Paleto Bay 6, the racers slow down and let you close the space.

If you can stay on their tail, the racers eventually pull over automatically on the bridge over Cassidy Creek 7. Watch the cutscene as the cops roust the racers from their cars and requisition the vehicles.

Drive to the garage.

Switch to whichever character you want to drive, then follow the yellow route as you race the other two characters back to Hayes Autos, Devin Weston's garage 8. Franklin's special ability gives him a particular advantage in the cross-town, street-racing segment of the route.

This triggers the ending cutscene: the crew learns that they are still three cars short of a full job before they can get paid.

Mission Completion Stats: I Fought The Law

● Tight Squeeze	☑ Race between the two trucks
● Bus Passed	☑ Race between the two buses
● Follow the Leader	☑ Follow Trevor through the tunnel
● Mission Time	☑ Complete within 12:00
● Split Seconds	☑ Use Franklin's special ability during the race

Pick a new mission.

The final cutscene also introduces the next car theft mission. The target is a Z-type vehicle owned by a record producer named Chad Mulligan. Molly outlines the high-tech plan that unlocks the mission, "Eye in the Sky." She also explains that Michael isn't needed for the job. This puts an active **"D"** icon on Trevor's and Franklin's maps. But note that the new icon is in a different location for each guy!

If you've already completed "The Hotel Assassination" and "The Multi Target Assassination," then completing "I Fought The Law…" unlocks a new Assassination mission for Franklin.

Eye In The Sky

CONTACT POINT:

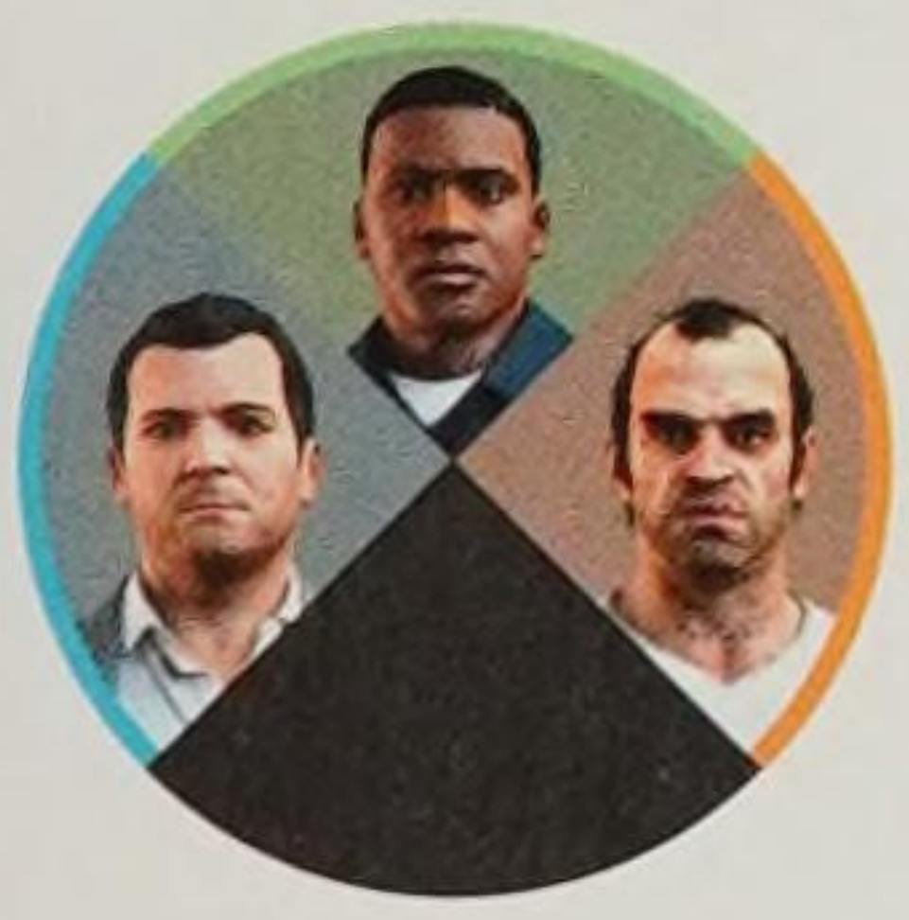
"D" (Devin)

MAIN OBJECTIVES:

- Go to the police front desk.
- Board the helicopter on the roof.
- Fly to Franklin and scan him.
- Scan the targets in Hawick.
- Track Chad Mulligan to find his car.
- Keep the camera on the Z-Type to guide Franklin in the chase.
- Use thermal vision to find Chad's hiding place.
- Get the Z-Type to the airport in good condition.

PREREQUISITES:

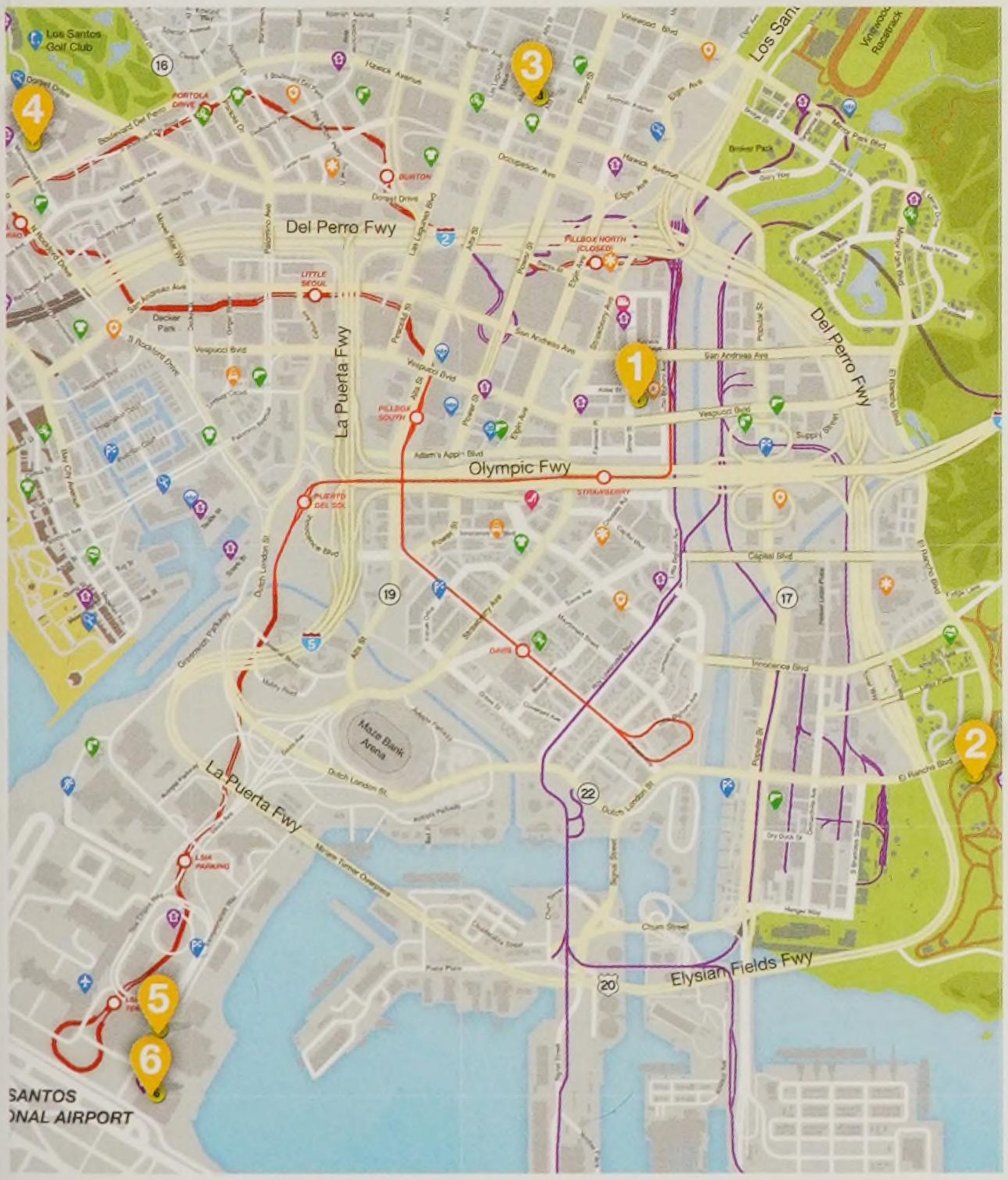
- Complete "I Fought the Law…."



Mission Can Be Triggered By: Franklin or Trevor

Devin Weston's assistant Molly provided a good overview of this mission at the end of "I Fought the Law… ." Your crew has access to an LSPD helicopter with high-end surveillance tech that includes a thermal scope and a scanner that can track a driver's license. The Z-Type car you seek is somewhere in a lockup in Hawick. Your job is to track its owner, Chad Mulligan, until he leads you to the car.

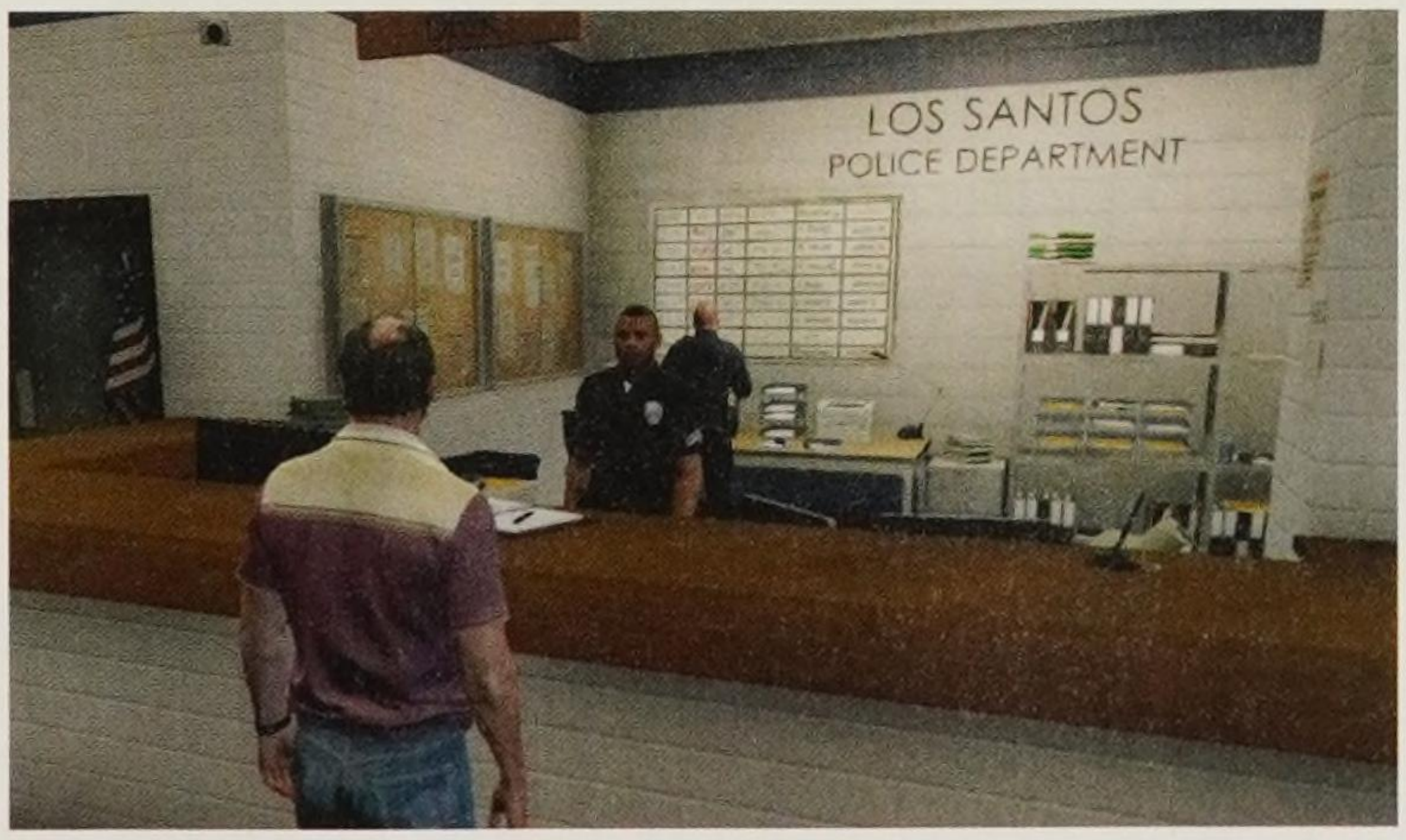
MISSION START



As we noted at the end of "I Fought the Law…" the mission contact point is placed in different locations for Trevor and Franklin. Trevor can follow his map's orange **"D"** to the LSPD headquarters building ① on the corner of Atlee and Sinner Streets. Or Franklin can follow his map's green **"D"** to the FIB's Covington lot ② down in the Murrieta Oil Field. Franklin's contact point starts the mission after Trevor has already boarded the LSPD chopper and flown it to the FIB lot, so we recommend that you use Trevor for a more complete mission story.

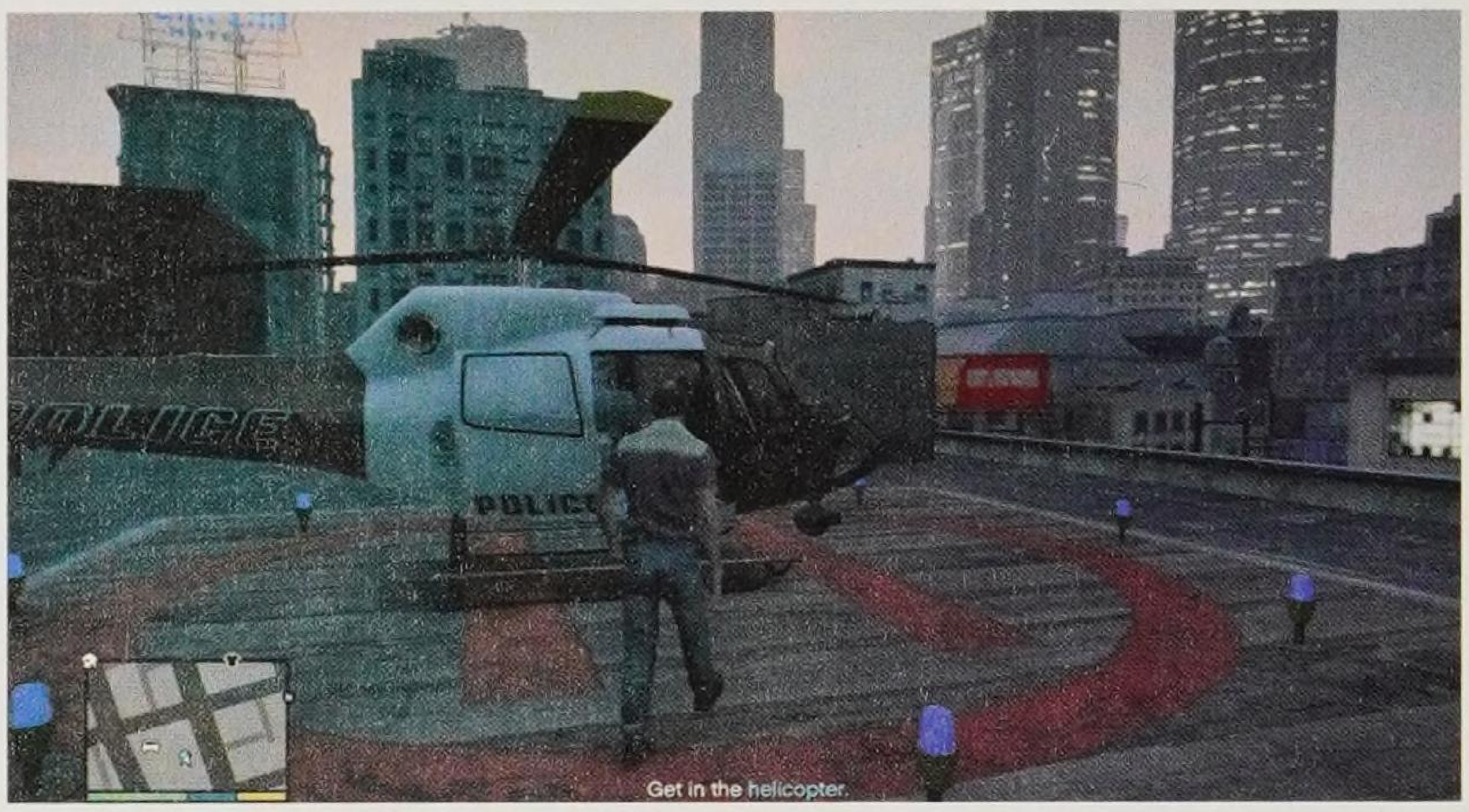
▶ Go to the police front desk.

Enter the headquarters and approach the front desk. Trevor says he's been sent by Devin Weston, and the cop points to the staircase that leads to the helipad on the roof.



Get to the roof and board the LSPD helicopter.

Cross the entrance lobby and go through the doors marked “Locker Rooms.” Proceed to the stairs at the end of the corridor and climb them to the roof. The LSPD pilot invites Trevor to board the waiting Police Maverick chopper.

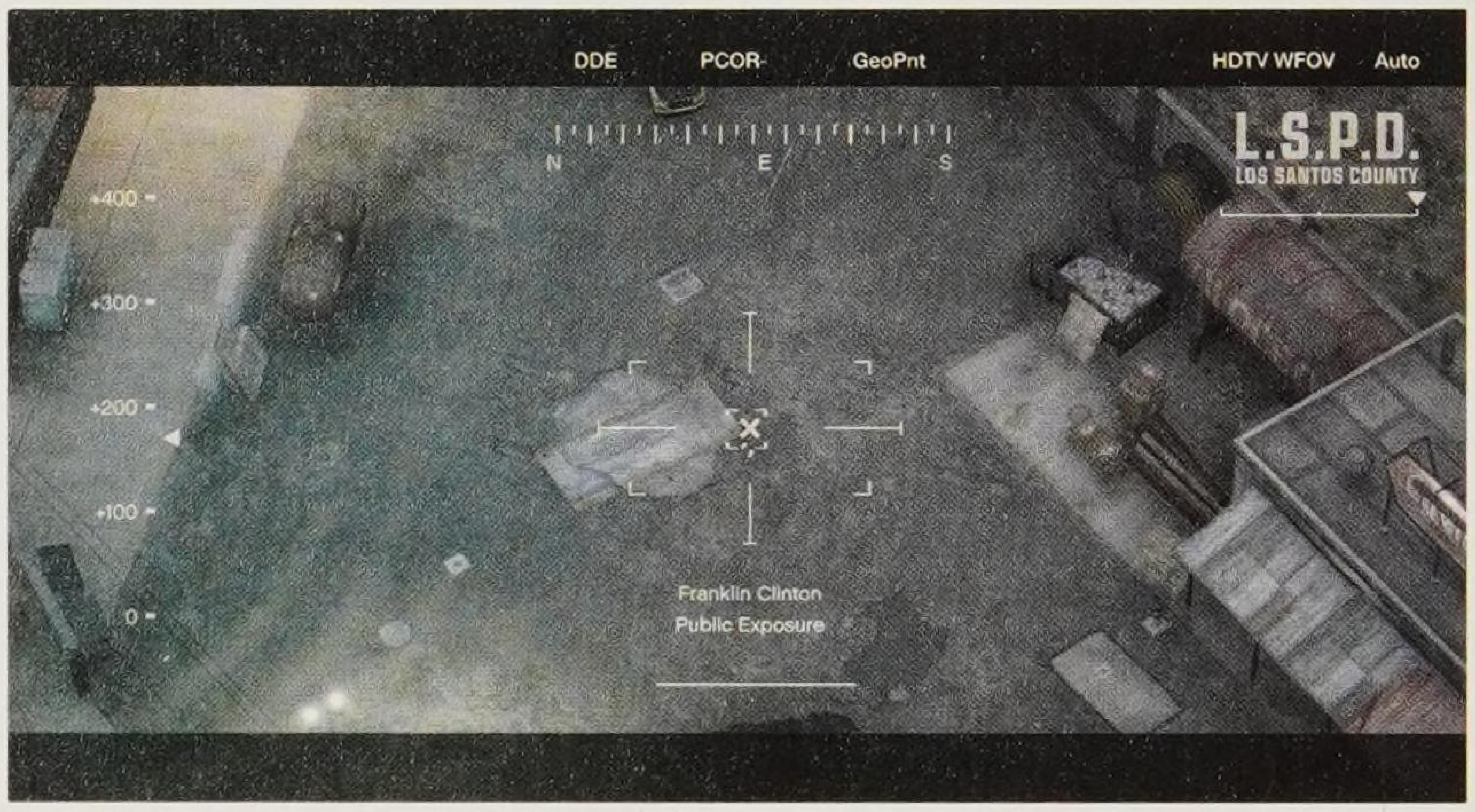


Get in the helicopter.

Fly to Franklin’s location.

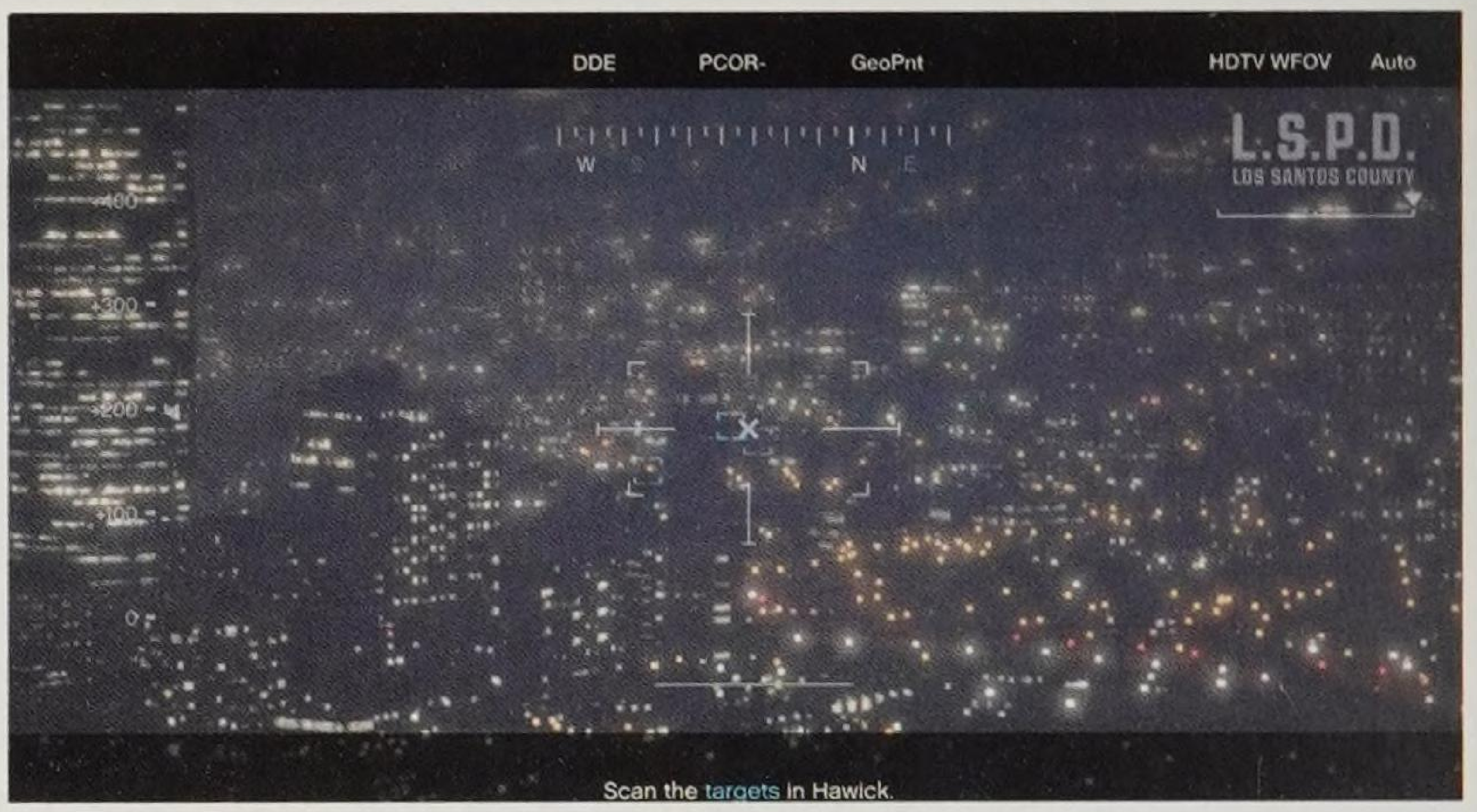
The pilot brings up the ID Scanner interface and explains that if you target any pedestrian who carries a driver’s license, the scanner accesses the San Andreas database and pulls up their record. Use the controls indicated onscreen to aim and zoom the scanner. Aiming the crosshairs at a location automatically instructs the pilot to fly towards it.

A blue marker on the scanner’s HUD (heads-up display) indicates Franklin’s location ② by the oil derricks. Swivel the camera view toward the blue triangle (circled in our screenshot) until the blue bracket marking the location appears onscreen. Center the camera’s crosshairs in the blue bracket to direct the pilot to fly towards Franklin.



Scan Franklin.

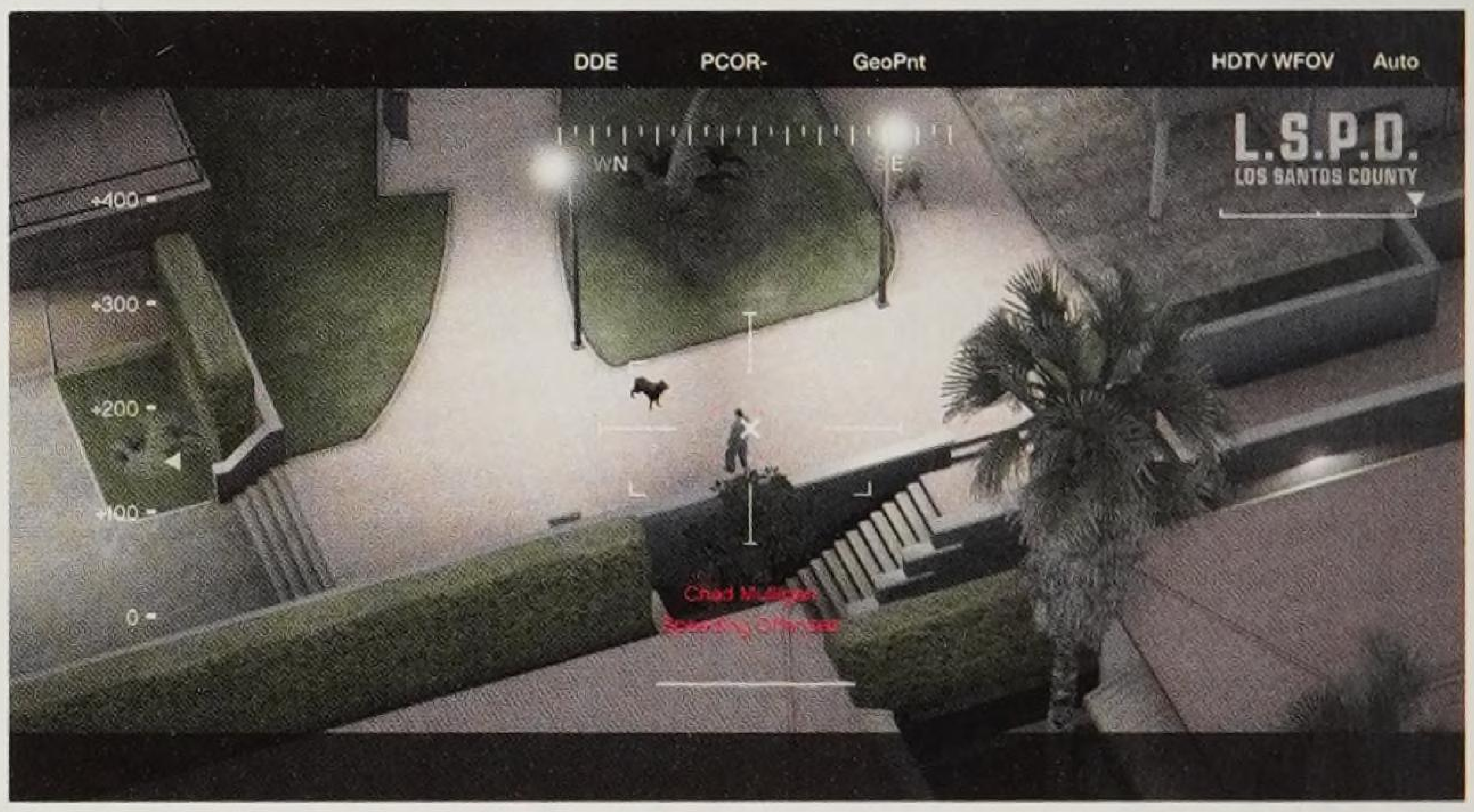
When you get close, center and zoom the scanner view on Franklin and press the button indicated to perform a police scan. You get his police record: “Franklin Clinton. Public Exposure.” After an amusing exchange about this data, Franklin hops in his vehicle. Next destination for both of you: Hawick.



Scan the targets in Hawick.

Scan the targets in Hawick.

Now three blue markers appear on your HUD. Center your scanner crosshairs on one of them to fly toward it. There are plenty of sordid tales in the city, and you can scan and listen to a number of them. You eventually find Chad Mulligan having an encounter with a woman named Karina Pearl in an apartment courtyard ③ just off Hawick Avenue on Alta Street. Trevor reports the find to Franklin who drives to the neighborhood.



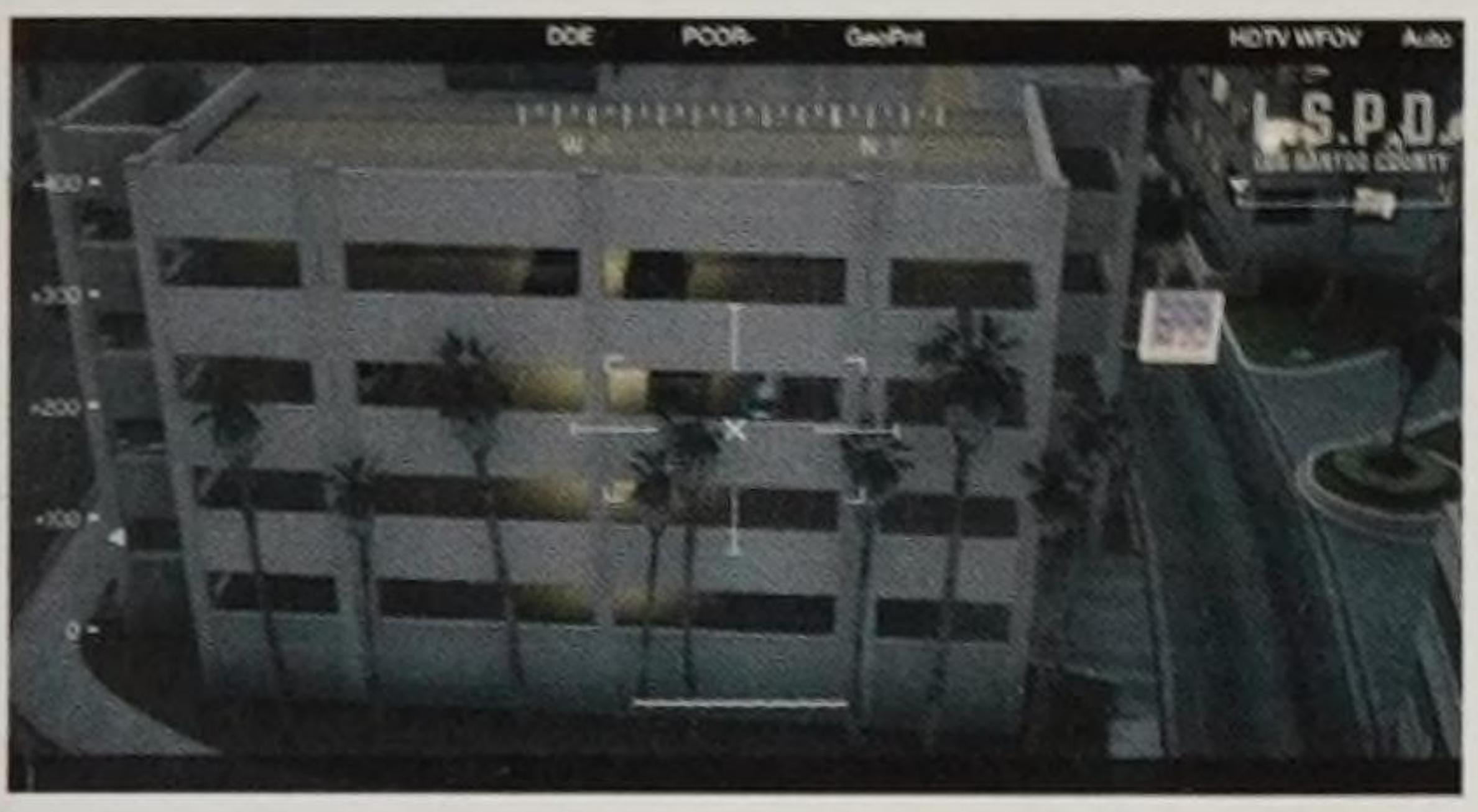
Eavesdrop for the Gold

A Gold Medal requirement for this mission is to eavesdrop on at least three conversations. As you approach targets marked in blue, press the control indicated onscreen to listen in. Listen to every conversation you can—it’s quite entertaining.

Track Chad Mulligan to find where he’s parked his car.

Soon Chad walks away from Karina and strolls eastward. Keep your HUD scanning box on him to track his movement. After he descends some nearby stairs, apartment balconies block the camera view and you get a “Target Lost” message on the HUD. Be patient and wait a few seconds until Chad emerges from under the balconies. Keep tracking him as he moves into the alley and opens a garage door.

Now Franklin arrives below—you can see his headlights illuminate Chad. But when Franklin emerges with a gun, Chad dives into the garage. Soon he roars away in the Z-Type and peels down an alley. Franklin hops in his own car and gives chase.



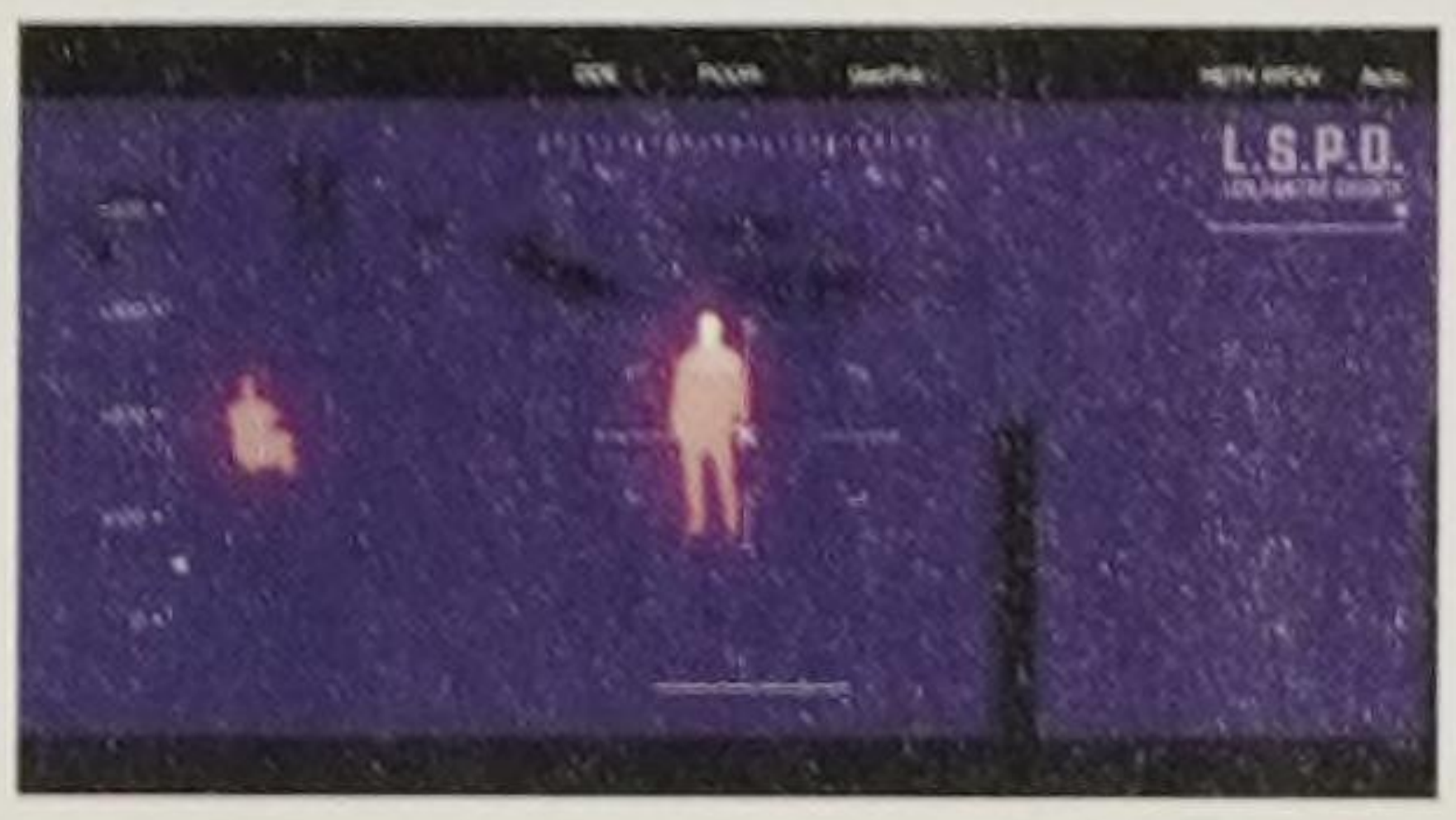
Keep your camera on the Z-Type to guide Franklin.

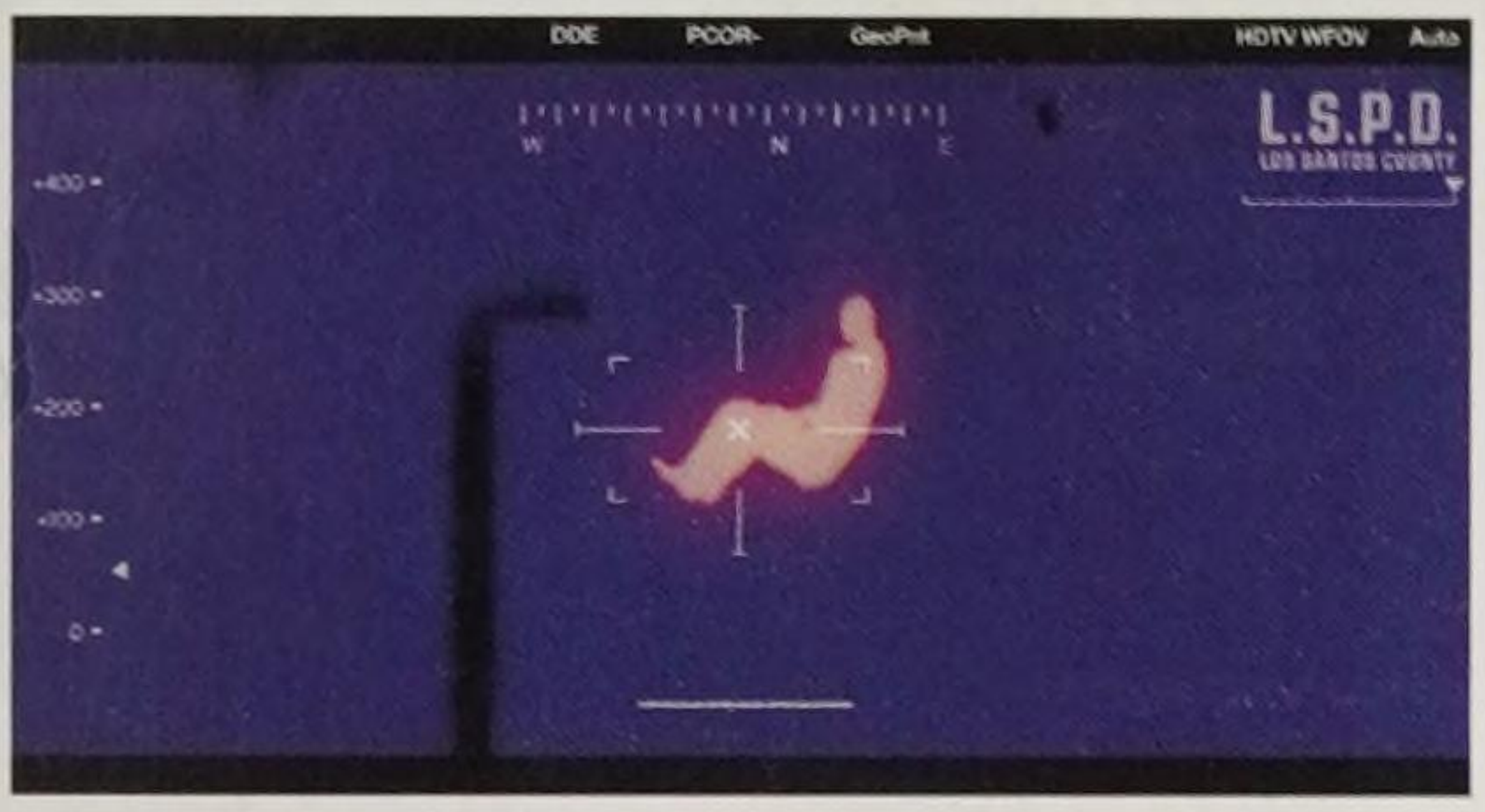
Chad gets a good head start so you must keep his Z-Type in your camera view. This lets Trevor relay directions to Franklin as he pursues the target. As long as you keep Chad in view, Franklin can stay on his tail. Train the camera on the fleeing Z-Type so the chopper pilot automatically follows it.

The chase runs west on Hawick Avenue then down side streets and alleys until the Z-Type crosses Dorset Drive. It veers around the Lifeinvader offices, onto Boulevard Del Perro, and then takes a sharp turn down an alleyway that leads to a multilevel parking garage 4. Trevor orders his pilot to fly in closer to the structure.

Use thermal vision to locate Franklin.

The pilot suggests using thermal vision to find targets. Press the control indicated onscreen to see the brightly glowing pink-orange heat signatures of people in the parking garage. Find Franklin waving to you in the middle of the structure.





Find where Chad Mulligan is hiding.

You can see people in cars left and right of Franklin. But another Gold Medal requirement for this mission is to locate Chad Mulligan's hiding place in the garage on the first scan. Chad is at the far north (leftmost) end of the garage. Swing the thermal vision camera all the way to the left to find the thermal image of a man sitting in his car, and then zoom in and hold. Franklin goes to investigate. This triggers a quick switch to Franklin, who now holds Chad at gunpoint next to the Z-Type. Here you can gun down Chad to eliminate a witness or just hop in the car and drive away. Soon you get a phone call from Molly with further instructions.

Get the car to the airport in good condition.

Follow the yellow route back to Los Santos International Airport. Drive carefully! If you inflict too much damage you fail the mission. Also, delivering the car with no damage whatsoever is a Gold Medal requirement. The first destination marker takes you to a security gate 5.

Drive through and follow the short yellow route into the Devin Weston Jet Charter hangar 6. Watch Franklin deliver the Z-Type to Weston and get more life advice in return.

Get to the airport exit.

Follow the yellow blip back to the security gate 5 to end the mission.

Mission Completion Stats: Eye In The Sky

● Not a Scratch	☑ Deliver the Z-Type with no damage
● Eavesdropper	☑ Listen to 3 conversations
● I See You	☑ Find Chad's hiding place on the first attempt

Answer the call from Martin Madrazo.

If Michael has already completed "Mr. Richards" (and he hasn't yet in this walkthrough) then Martin Madrazo contacts him shortly after you complete "Eye in the Sky." This opens up a new mission available to both Michael and Trevor and puts an **"MZ"** icon on their maps. You can follow the icon with either character to trigger "Caida Libre."

Mr. Richards

CONTACT POINT:

"S" (Solomon)

MAIN OBJECTIVES:

- *Go to East Los Santos.*
- *Reach the helipad without alerting Rocco.*
- *Defeat Rocco in a fistfight.*
- *Fly back to the studio.*
- *Go to Solomon's office.*

PREREQUISITES:

- *Complete "Blitz Play."*

Mission Can Be Triggered By: Michael

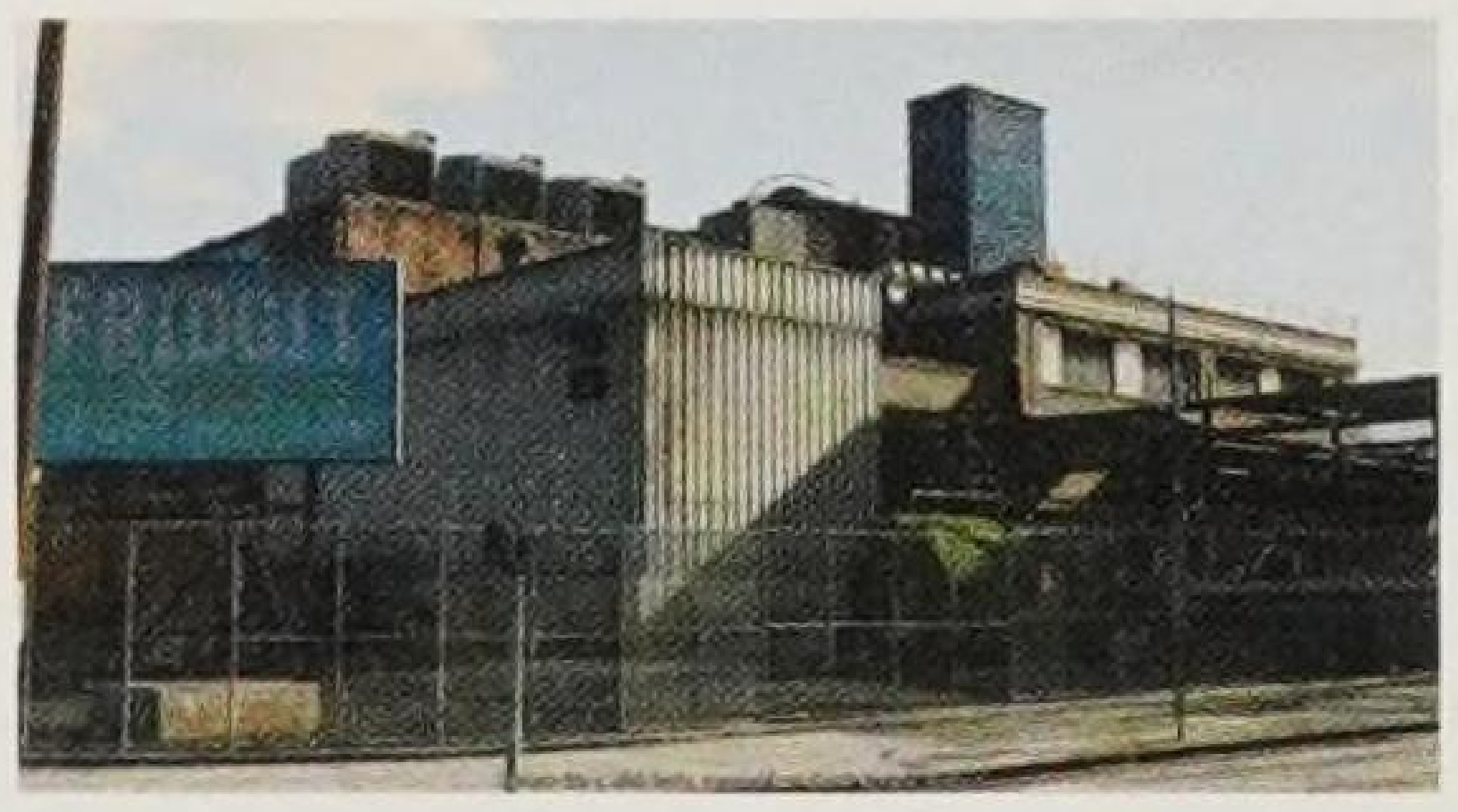
Switch to Michael and follow the blue **"S"** icon into the Richards Majestic movie studio lot. Enter the marked building ① to trigger a cutscene: Michael meets Solomon Richards, the famous Vinewood producer. Solomon has two problems: He's making a picture but one of his stars, Milton McIlroy, is holding out for more money, and his director, Anton Beaudelaire, is having "a mental breakdown." Michael agrees to help.

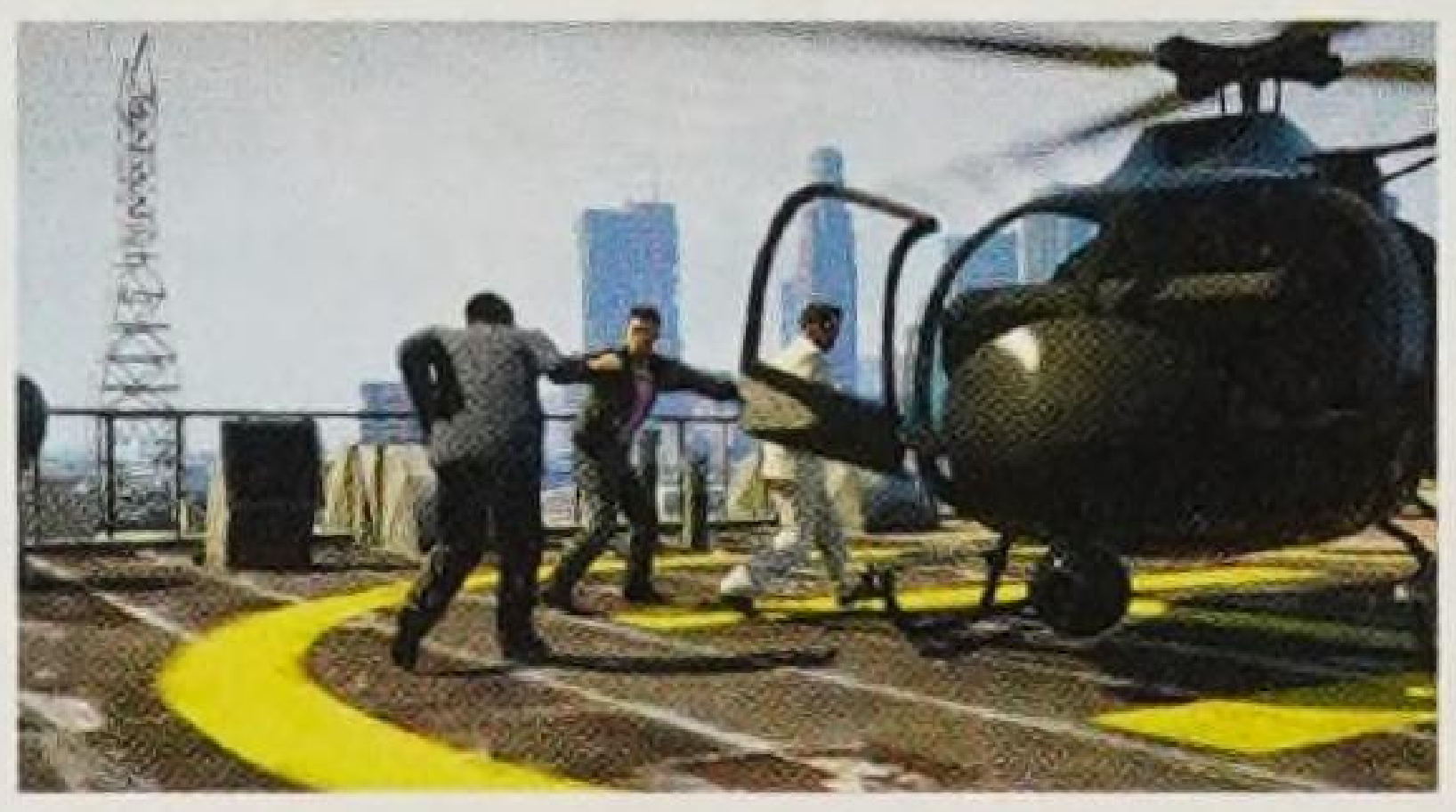
MISSION START

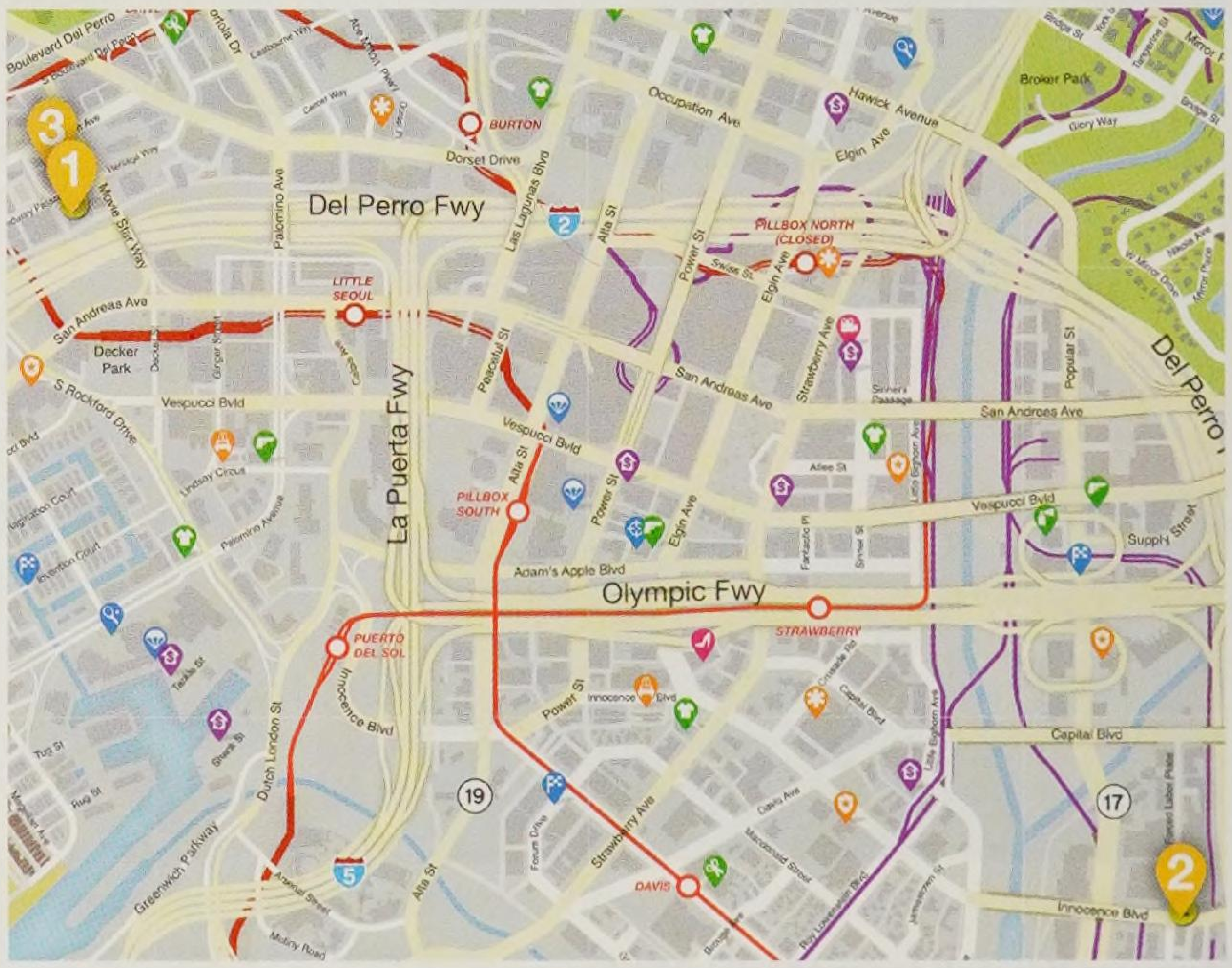
Go to East Los Santos.

Start driving the yellow route to your destination in East Los Santos ②. On the way, Solomon calls to report that the agent Rocco Pelosi is a mob capo. Rocco has Solomon's people, Anton and Milton, holed up at an old warehouse that he's turning into a nightclub. The producer pleads with Michael to bring back his actor and director, but warns not to kill Rocco. Bad publicity is never good for a movie.

When you pull into the destination marker, watch as Rocco arrives via helicopter on the warehouse rooftop. He ushers Milton and Anton into the chopper then heads inside to pick up something before the flight.



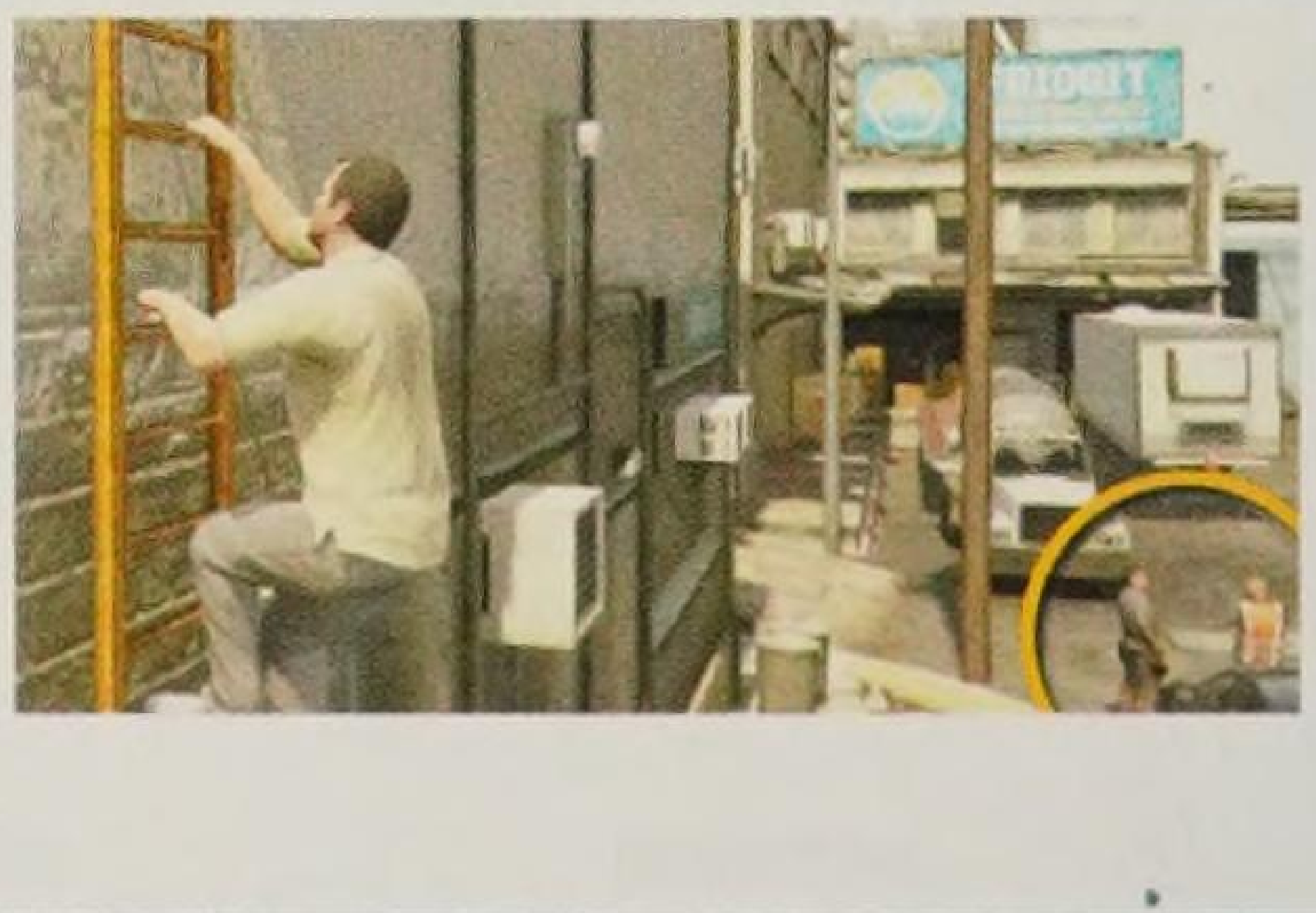



3
1
2
Del Perro Fwy
La Puerta Fwy
Olympic Fwy
Del Perro
Little Seoul
Pillbox North (Closed)
Pillbox South
Puerto Del Sol
Strawberry
Davis
Burton
Decker Park
San Andreas Ave
Vespucci Blvd
Capital Blvd
Innocence Blvd
Occupation Ave
Hawick Avenue
Elgin Ave
Power St
Strawberry Ave
Dutch London St
Greenwich Parkway
Adam's Apple Blvd
Alta St
Palomino Ave
Popular St
Broker Park
19
17
2
5

Reach the helipad without alerting Rocco.

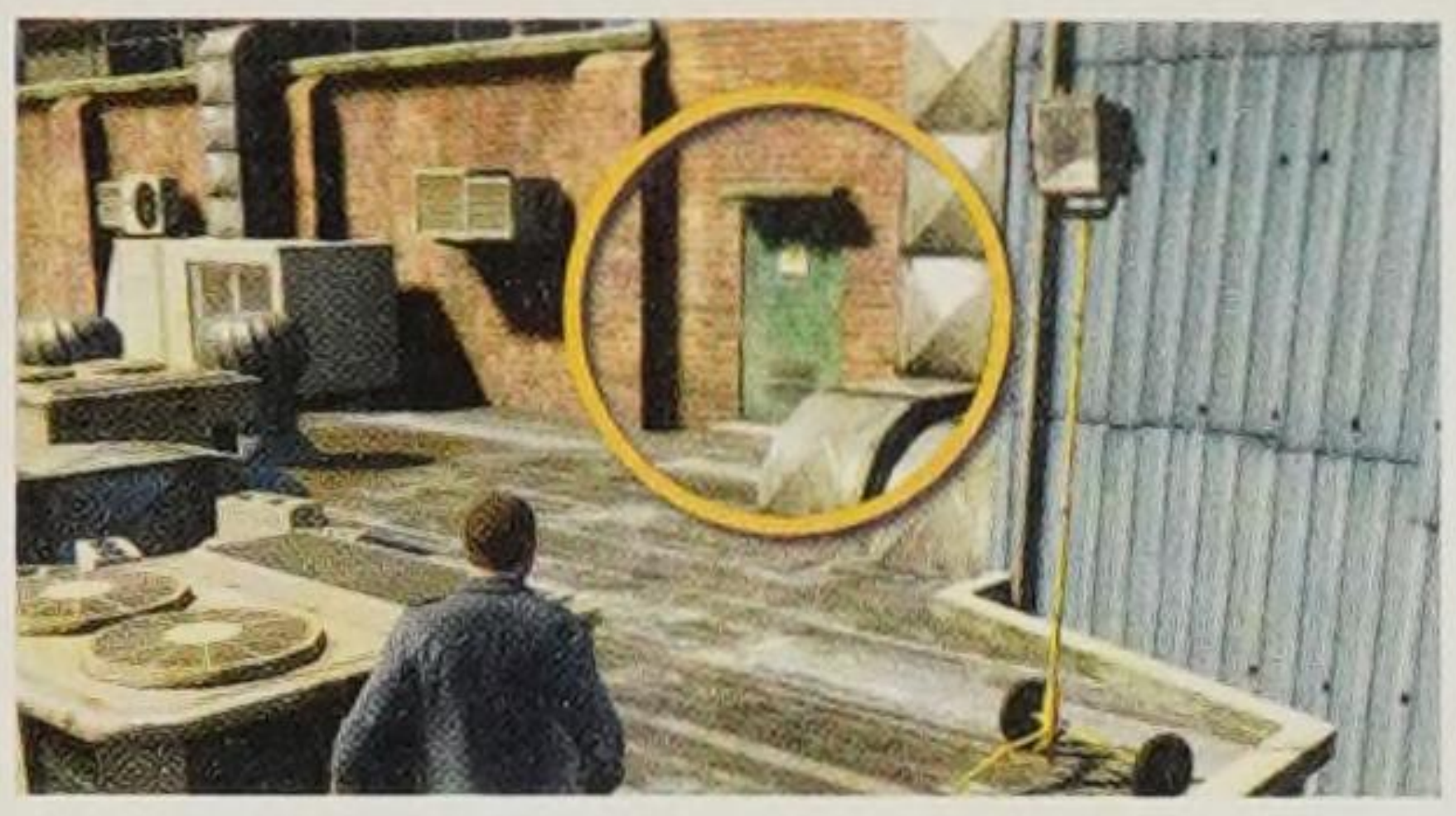
SNEAK ONTO THE ROOF.

When control returns, climb the fence in front of Michael. Two contractors (circled in our screenshot) lean against a car with their backs to you just past the construction light. Veer left to the wall ladder and climb to the roof.



KO THE FIRST CONTRACTOR.

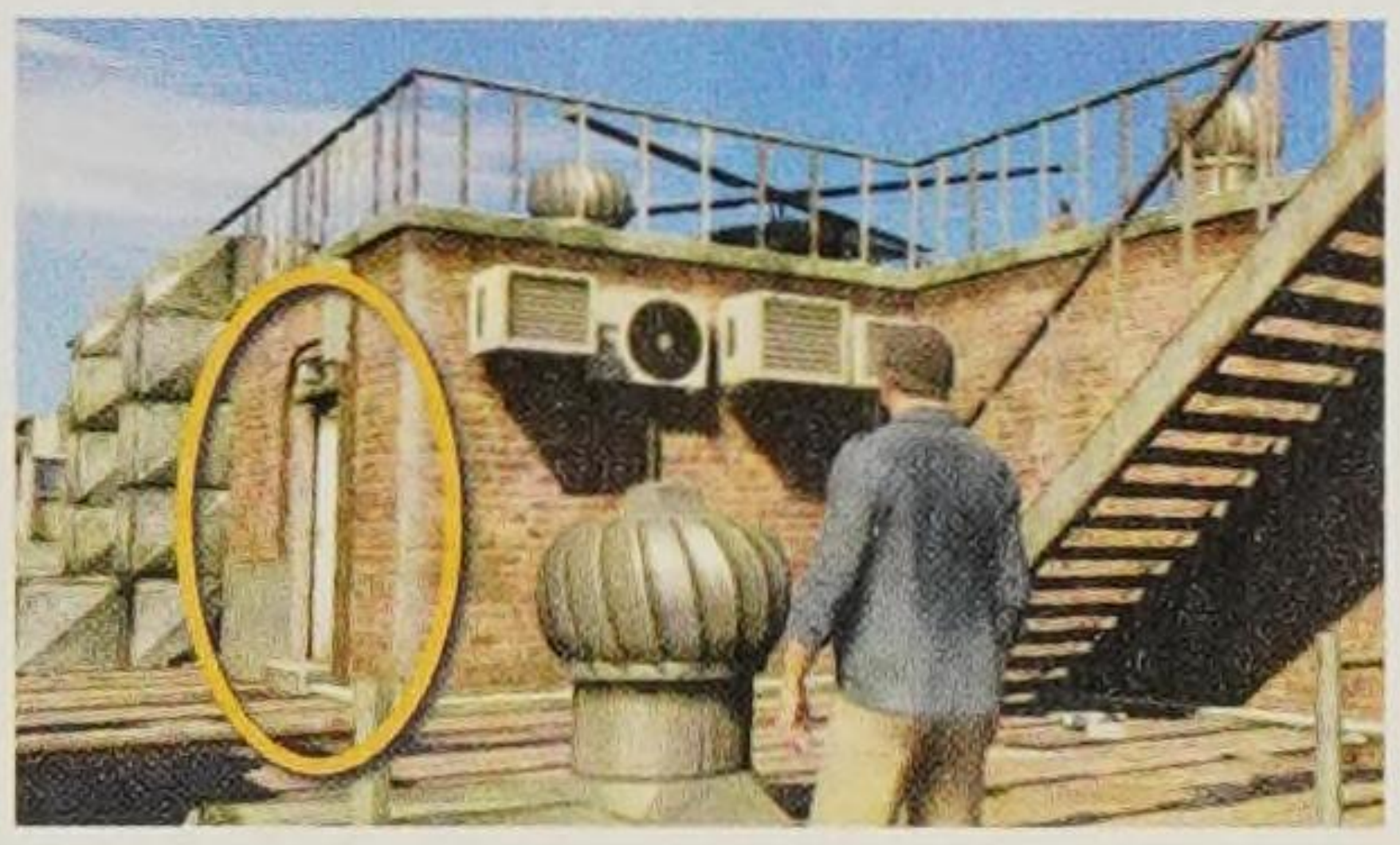
Go into stealth mode and sneak across the roof to the contractor working on the rooftop AC unit with his back to you. Take him out with a stealth takedown. If he turns and spots you, you have to KO him before he can alert Rocco! Then continue across the roof to the wall ladder on the left.



KO THE SECOND CONTRACTOR.
This ladder leads up to another roof area. Immediately duck behind the AC unit at the top and wait. Another contractor emerges onto the roof from the green door to the right (circled in our shot) and moves across the roof. Wait until he turns and walks away from you, then sneak up behind him and perform a stealth takedown. Again, if he spots you, knock him out before he can alert Rocco with his cellphone.

Stealth KOs for Gold

To earn a Gold Medal, you must use stealth to KO at least three enemies in this mission. Use stealth takedowns on all three of the AC technicians you encounter on the rooftops to fulfill the requirement.



KO THE THIRD CONTRACTOR.
Climb atop the big ventilation unit against the wall then up onto the next roof area. Here you see stairs running up to the helipad on the topmost roof section. Hurry over to the wall under the vents near the bottom of the stairs. Soon, another contractor steps out of the doorway (again, circled) just around the corner and walks across the roof. Sneak up behind him and take him out.

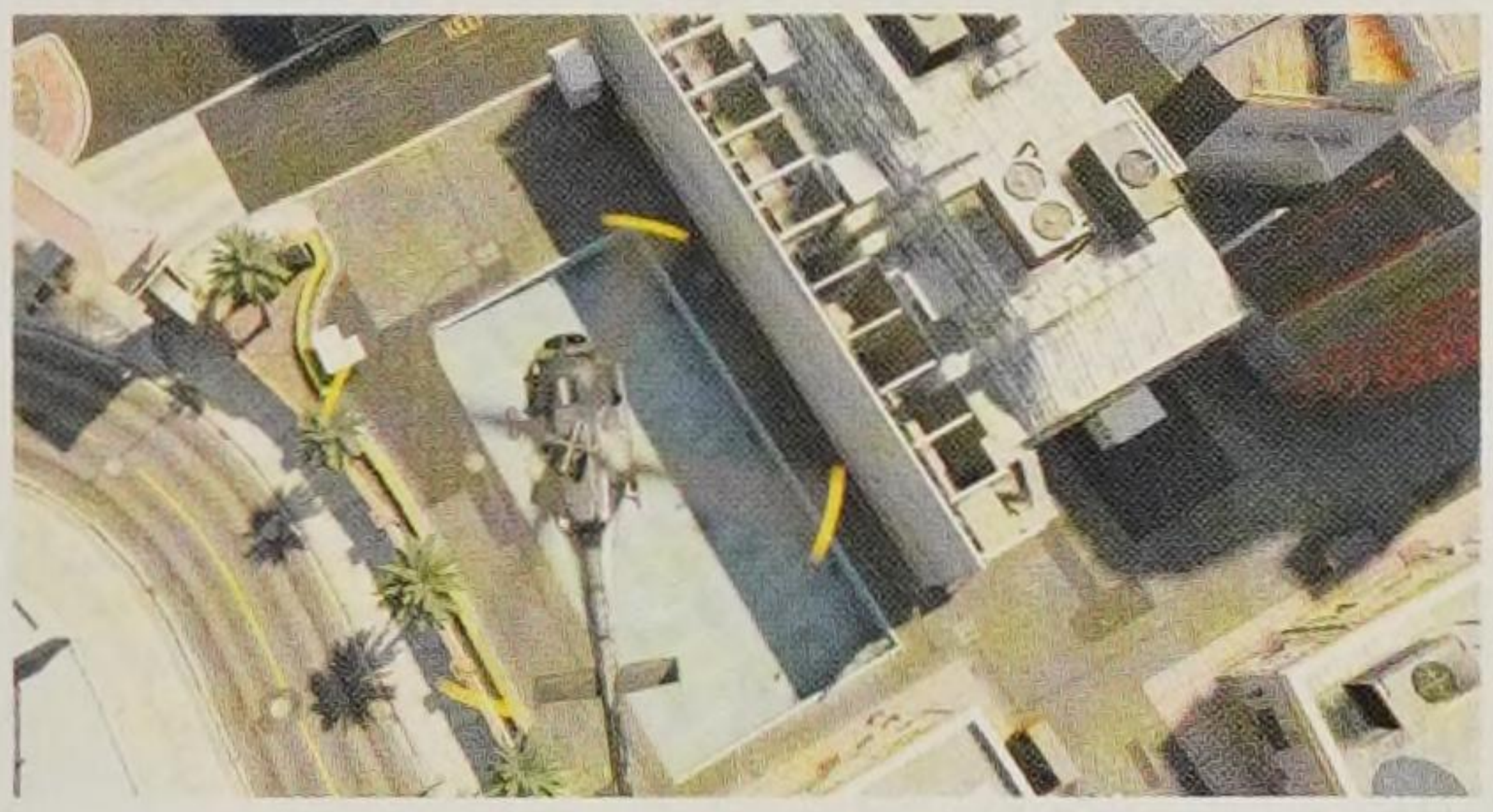
Now you can finally climb upstairs to the helipad. After reaching the rooftop, Michael declares his arrival, and Rocco approaches for some old-fashioned fisticuffs.

▶ Defeat Rocco in a fistfight.

Remember, per Solomon's instructions you cannot kill Rocco or you fail the mission. Use your melee controls and punch/kick Rocco until you trigger a cutscene: Michael makes a "new deal" with Rocco, who agrees to leave Solomon's people alone.

Fly the chopper erratically to quiet the passengers.

Get in the Frogger helicopter and lift off. Michael's passengers try to protest, but you can squelch their complaints by dipping the chopper side to side as abruptly as possible, and by flying under bridges.



▶ Fly back to the studio and go to Solomon's office.

Follow the yellow destination blip to the landing site in the studio grounds: a parking lot. Set the Frogger down carefully (no damage is a Gold Medal requirement) and follow the new yellow blip toward Solomon's office. Milton and Anton both follow you.

Solomon greets Michael and the two prodigal artists on the stairs out front. Watch the final cutscene as amends are made and Michael gets offered his dream job.

Mission Completion Stats: Mr. Richards

●	Mission Time	☑	Complete within 10:00
●	Silent Assassin	☑	Kill 3 enemies using stealth attacks
●	Can't Touch This 2.0	☑	Take no damage during the fight with Rocco
●	Perfect Touchdown	☑	Land the Frogger without damaging it

Answer the call from Martin Madrazo.

If you've already completed "Eye in the Sky," Michael gets a phone call from Martin Madrazo immediately after completing "Mr. Richards." This opens up a new mission for Michael and Trevor and puts an **"MZ"** icon on their maps. You can follow the icon with either character to trigger "Caida Libre."

Caida Libre

CONTACT POINT:

"MZ" (Martin Madrazo)

MAIN OBJECTIVES:

- *Go to the observatory.*
- *Shoot the plane's engine.*
- *Follow the plane and get the package.*
- *Kill Javier and enter the plane.*
- *Destroy the van.*
- *Meet Trevor at the cement works.*

PREREQUISITES:

- *Complete "Eye in the Sky" and "Mr. Richards."*

Mission Can Be Triggered By: Michael or Trevor

Follow the **"MZ"** icon with either Trevor or Michael to trigger their meeting outside Martin Madrazo's house ①, northeast of the city on his estate called La Fuente Blanca. Inside, they learn that Martin's cousin, Javier, is thinking about testifying against Martin, so he wants Michael to kill the young man. Javier is flying to Liberty City with some sensitive files. Michael's job is to shoot down the plane so that Trevor can retrieve the files from the wreckage for Martin.

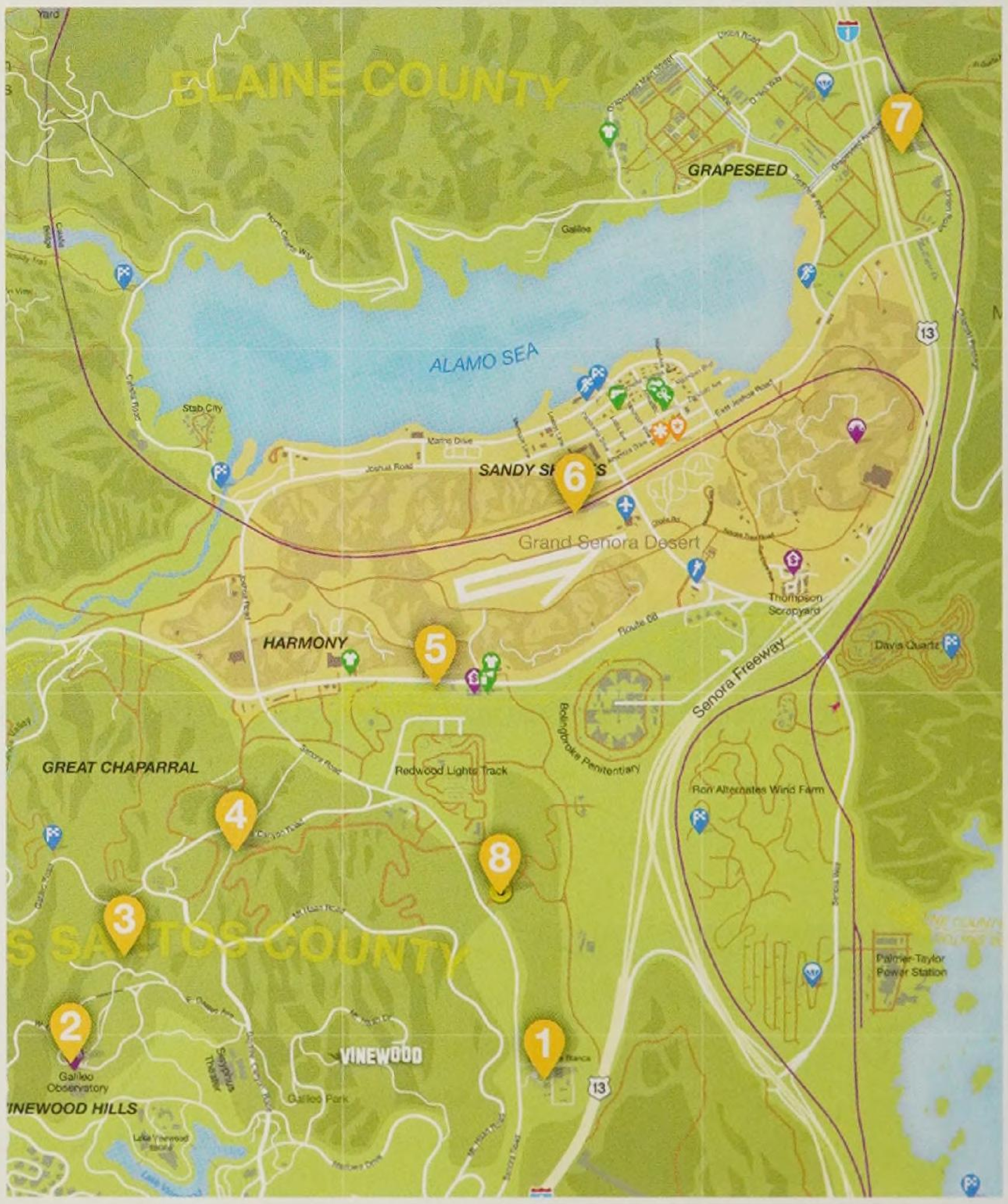
MISSION START

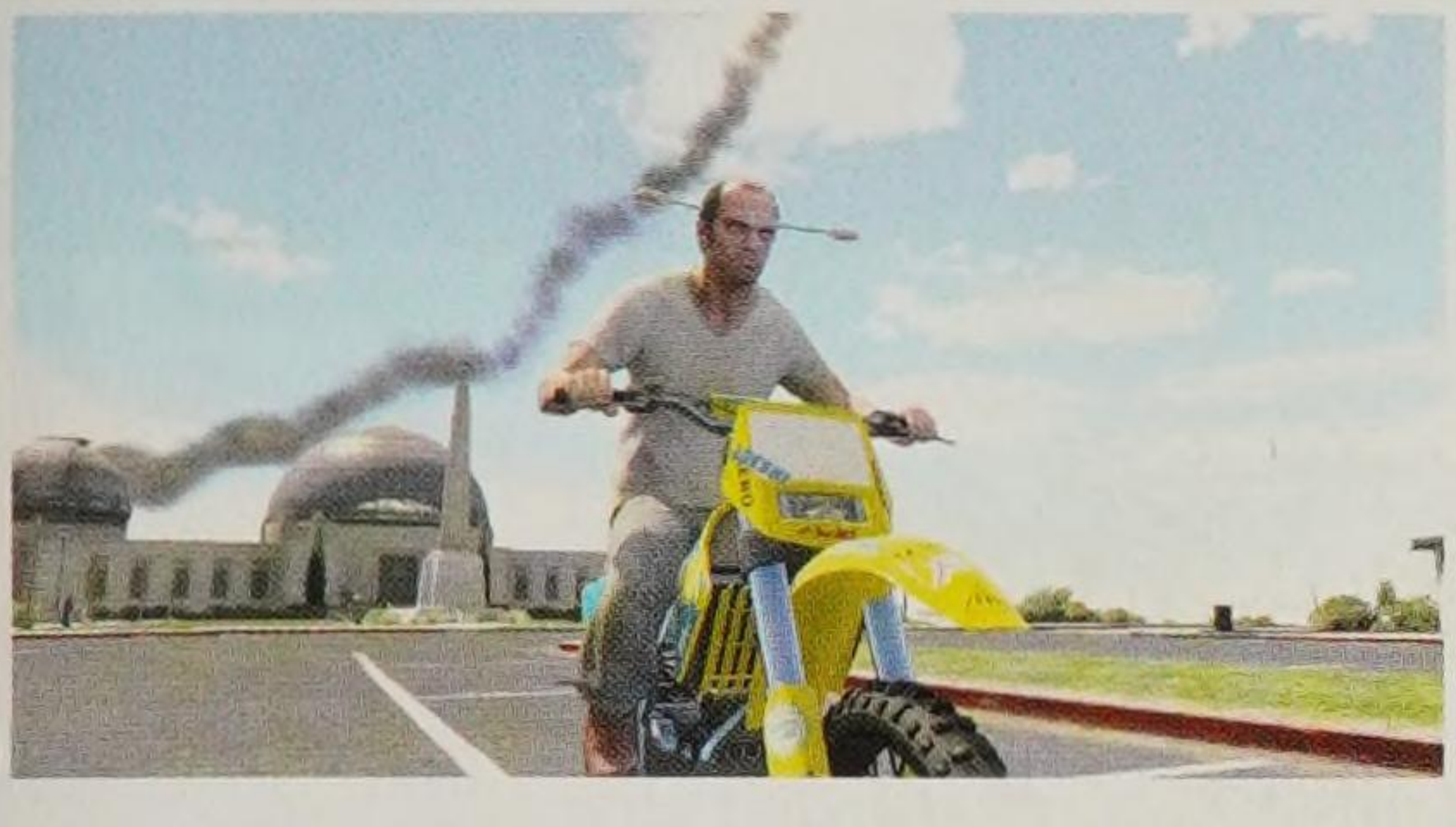
▶ Go to the observatory and get in the van.

You control Michael after the opening cinematic as Trevor heads off in his Canis Bodhi. Follow the yellow route up to the Galileo Observatory ②. When Michael arrives, follow the blue blip to find a van. There's an anti-aircraft gun in the back! Hop into the driver's seat to bring up the gunnery interface.

▶ Shoot the plane's engine.

The interface creates a red targeting box for the plane's engine, automatically calculating a shot that compensates for wind and distance. Your target first appears as a red dot just to the left of the high-rises. When you spot it, zoom in to see the red targeting box and the aircraft. Center your crosshairs in the red box and fire to nail the plane's engine. Shoot it three times to trigger the plane's smoky descent.

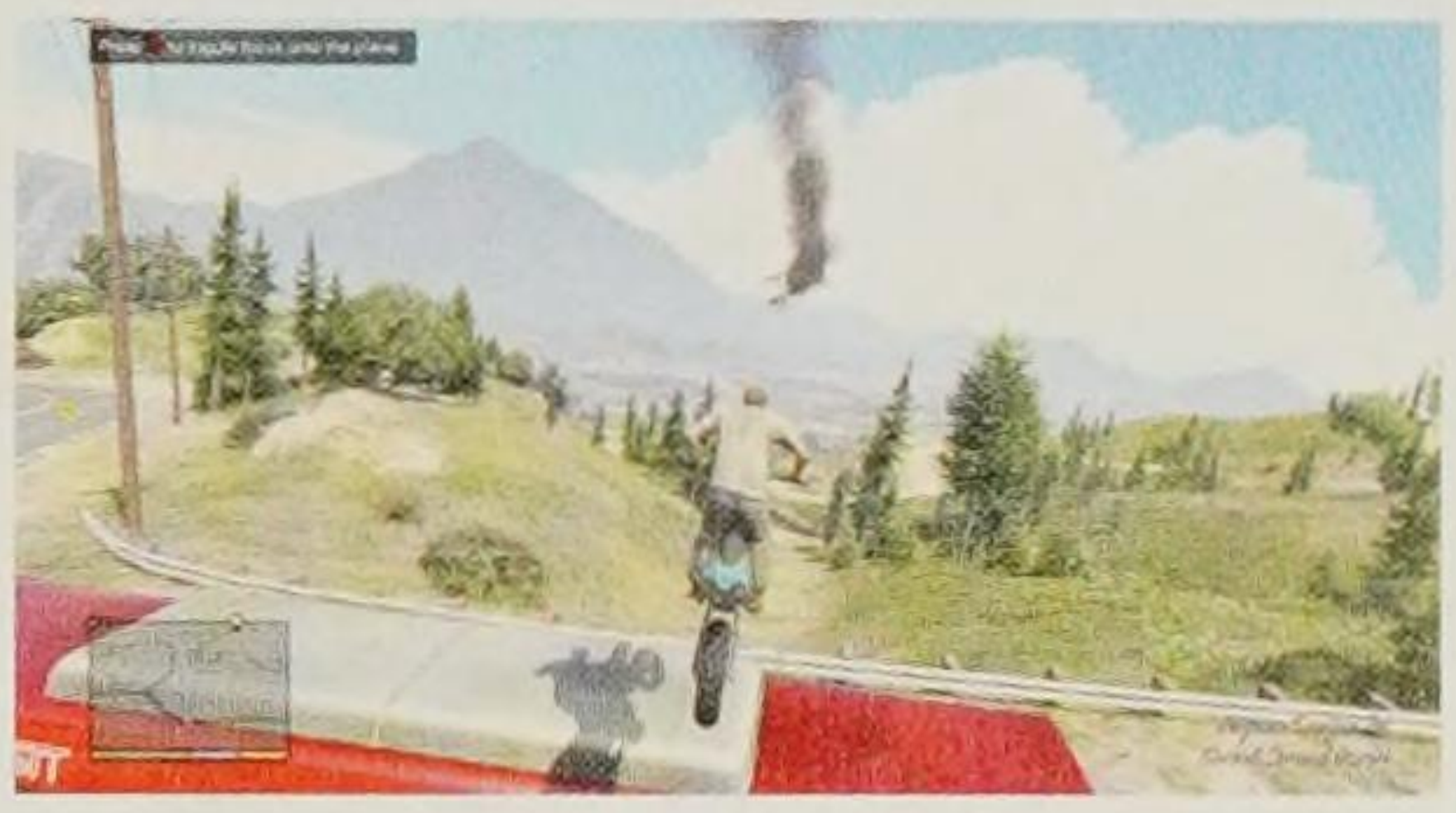

BLAINE COUNTY
GRAPESEED
ALAMO SEA
Stab City
SANDY SH S
Grand Senora Desert
Thomson Scrapyard
HARMONY
Davis Quartz
GREAT CHAPARRAL
Redwood Lights Track
Senora Freeway
Ron Alternates Wind Farm
S SA TOS COUNTY
Palmer-Taylor Power Station
Galileo Observatory
VINEWOOD
INEWOOD HILLS
13
1
2
3
4
5
6
7
8



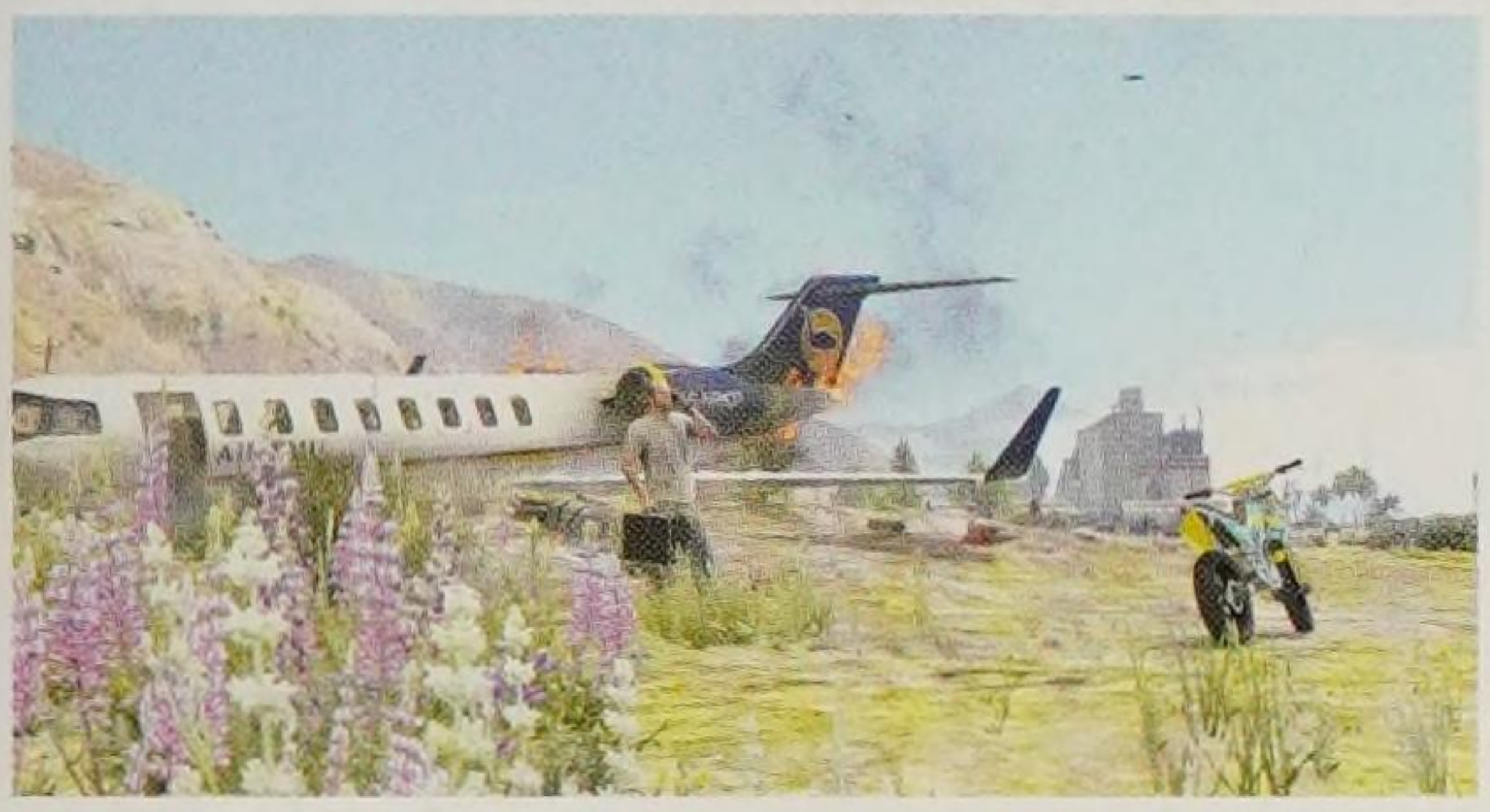
▶ Follow the plane and get the package.

After the cutscene, you switch to Trevor on the Sanchez. Once the plane passes over him, accelerate after it! As soon as you gain control, start down the dirt pass trail directly ahead, running north through Galileo Park. Follow the smoking trail of the plane—when the path splits 3, keep going north cross-country after the plane.

Follow the ravine full speed downhill, then launch into a spectacular jump over the bus on the highway below! Continue along the trail down the tight ravine and through the tunnel that runs under Baytree Canyon Road 4. You emerge to see the plane crossing Senora Road below, then banking west along Route 68 5.

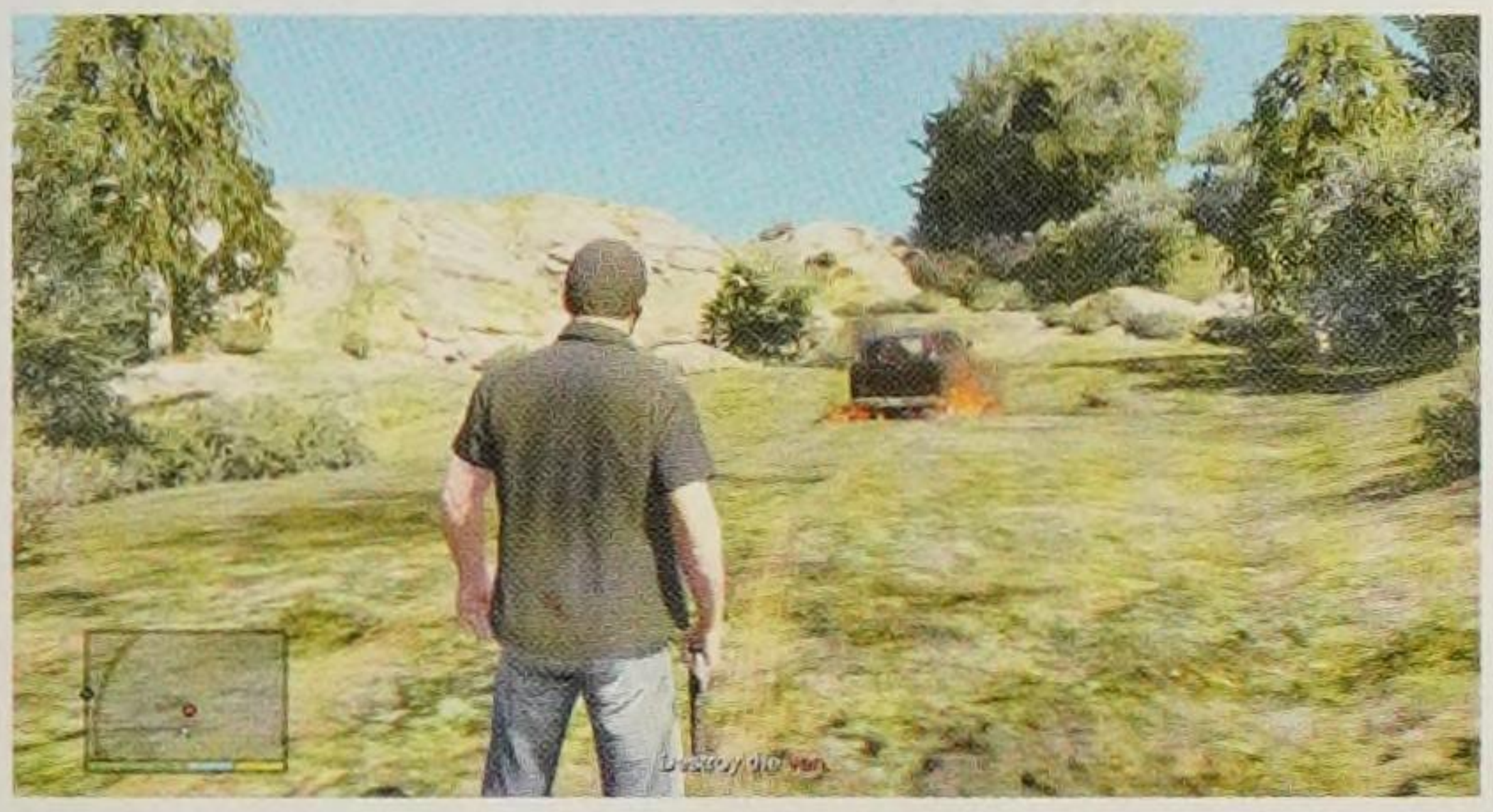


The troubled jet eventually veers northward again, flying low over Trevor's Sandy Shore Airstrip and setting up Trevor for another wild stunt jump 6, this time over a train! Finally, the smoking plane glides low over the towns of Sandy Shores and Grapeseed before skidding into a crash landing in an open field 7.



▶ Kill Javier and enter the plane.

Miraculously, Javier survives the crash. Gun him down. Then approach the open hatch behind the cockpit (blue radar blip) to trigger a quick cutscene: Trevor crawls into the cockpit and retrieves the briefcase with the files. Soon after, Michael calls Trevor to verify the acquisition. Here you automatically switch back to Michael at the Galileo Observatory 2.



▶ Move the van away form the observatory, then destroy it.

Get in the van, drive it some distance away from the Galileo Observatory, then stop and get out. When Michael emerges, he's automatically carrying a gas can. Keep pouring gas as you walk in a circle around the van. Then walk a short distance away and shoot the gasoline trail. Wait to make sure the van blows up real good.

Go to Martin's house.

Now you're prompted to return to Martin Madrazo's place 1. But as you begin the trip, Trevor calls with a change of plans and a new meeting place.

▶ Meet Trevor at the cement works.

Follow the new yellow route to the Stoner Cement Works lot 8, just north of Madrazo's estate up Senora Road. Your arrival at the destination marker triggers the final cinematic: Trevor arrives in Martin's Gallivanter SUV and reports a disagreement with Madrazo over payment. He has another requisition, as well—Martin's wife, Patricia.

Mission Completion Stats: Caida Libre

● Floor It	☑ Reach top speed on the Sanchez
● Glued to the Seat	☑ Don't fall off the Sanchez during the chase
● One Two Three	☑ Shoot down the plane with 3 shots only
● Mission Time	☑ Complete within 09:45

Start a new mission with Franklin.

Once "Caida Libre" is complete, you automatically switch to Franklin with no ability to switch back to Michael or Trevor. A new green **"D"** icon appears on Franklin's map. Follow it to trigger another car theft job for Devin Weston, "Deep Inside."

A new "**M**" contact point soon appears on Franklin's map, as well. The letter stands for "Michael," but only Franklin can actually trigger the mission. Send Franklin to Michael's house in Rockford Hills to start "Minor Turbulence."

Deep Inside

CONTACT POINT:

"D" (Devin)

MAIN OBJECTIVES:

- *Get inside the studio lot and find an actor.*
- *Knock out the actor to get his clothes.*
- *Get in the car.*
- *Lose the security.*
- *Deliver the car to Devin's garage.*

PREREQUISITES:

- *Complete "Caida Libre."*

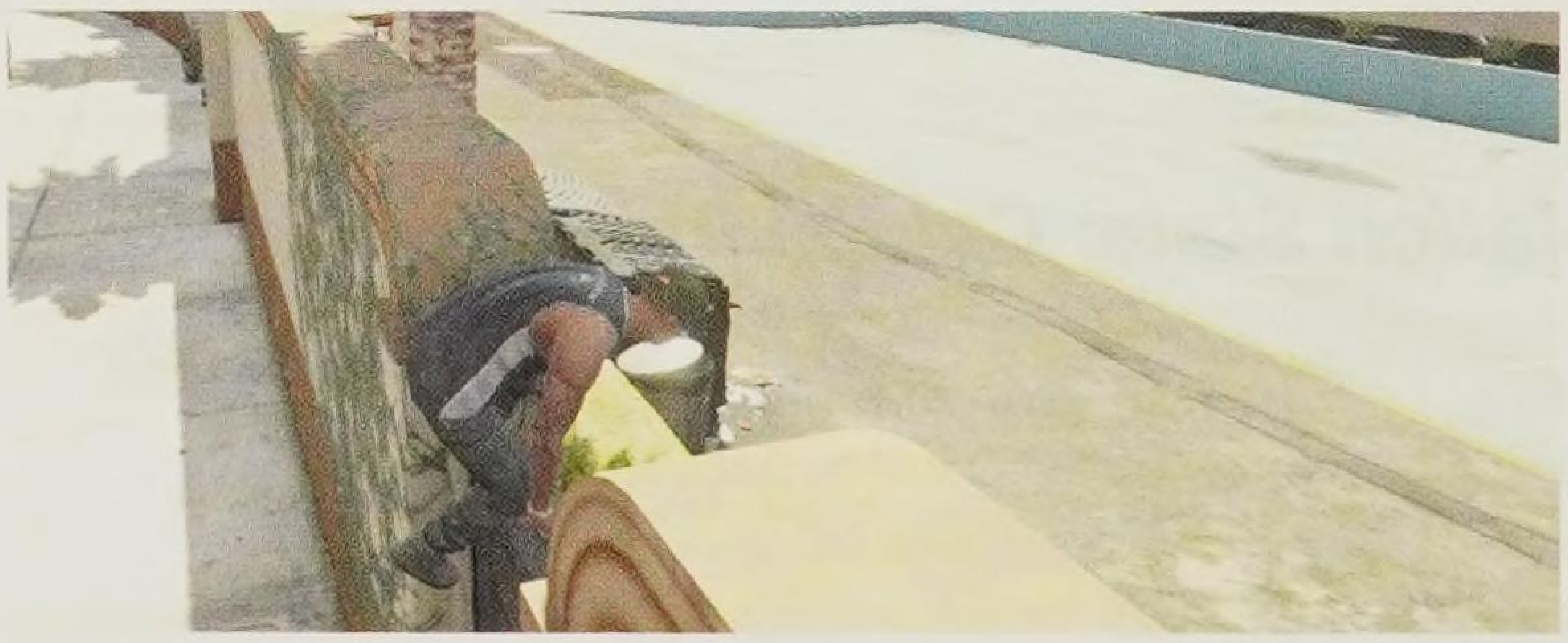
Mission Can Be Triggered By: Franklin

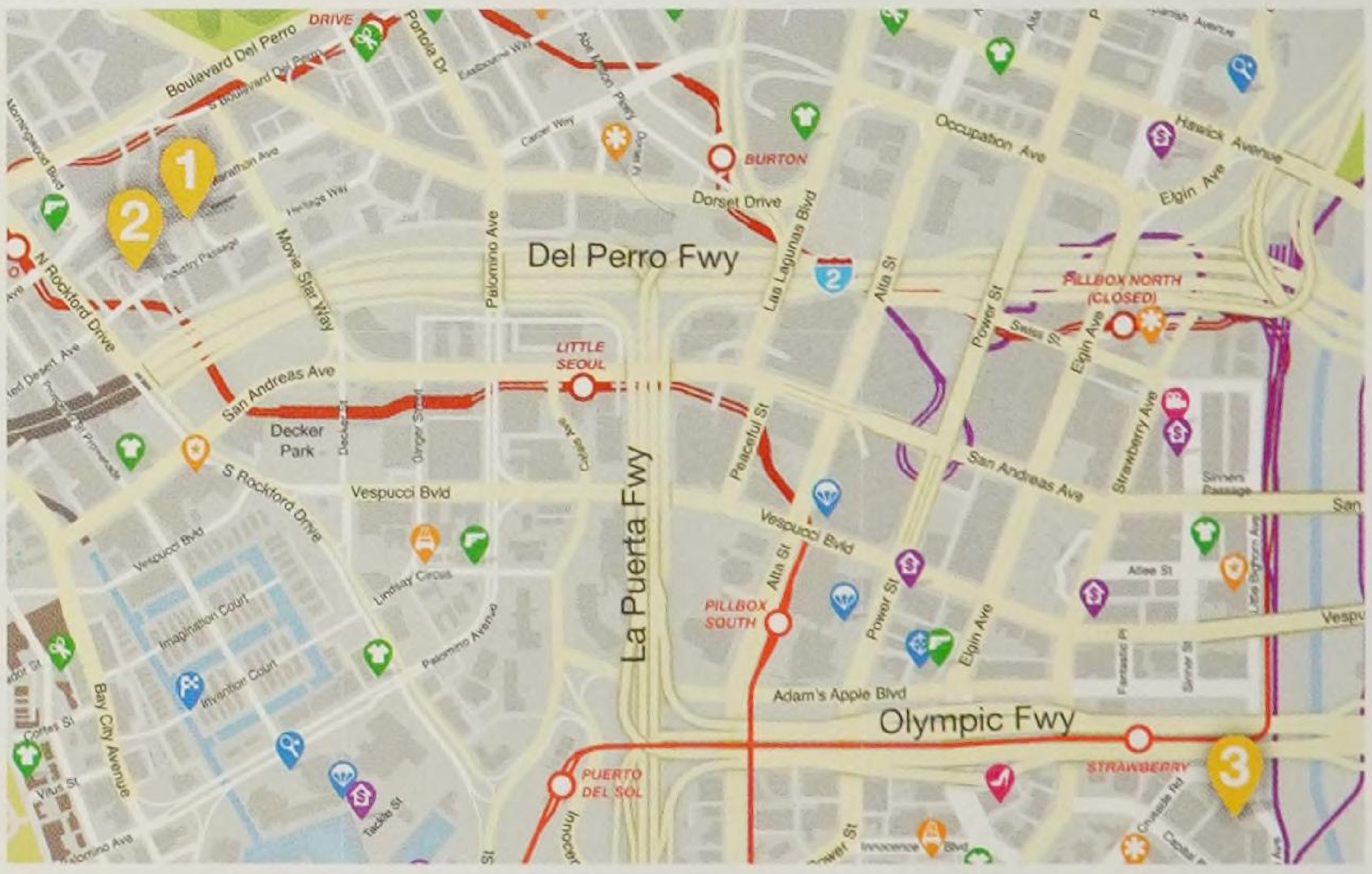
Send Franklin to the location marked by the **"D"** icon just outside the Richards Majestic studio walls ①. When he arrives, Franklin automatically calls Molly to pick up the details: The car you seek, a rare Dewbauchee JB 700, is on the lot for a secret agent movie shoot… but only principal actors and stunt people are authorized to go near it. The easy way to get into the vehicle is to disguise Franklin as a principal actor. The hard way is to try a brazen theft and elude a very robust security response.

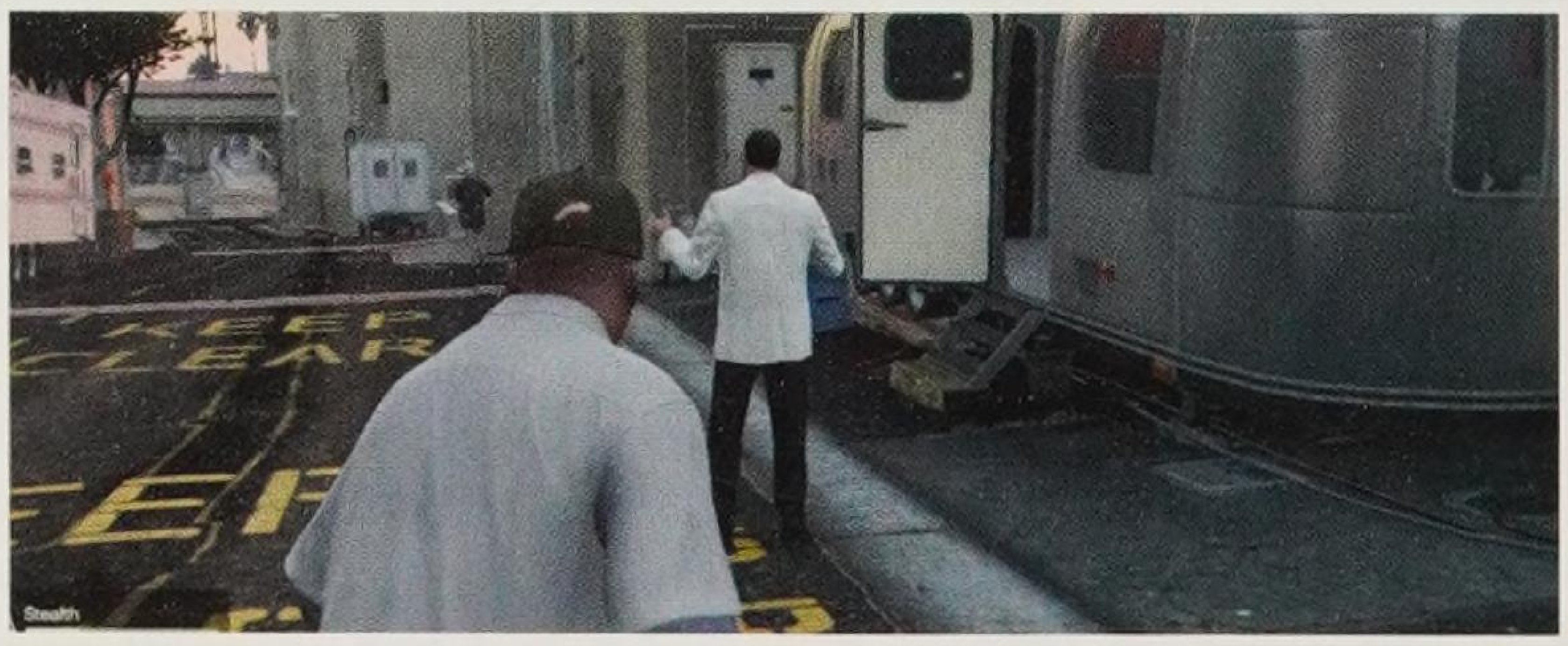
MISSION START

▶ Get inside the lot and find an actor.

Climb over the nearby gate marked "Emergency Exit." Once inside, a red blip appears on radar marking the location of an actor. Turn left and follow the blip toward Stage 1. Turn right to find the actor outside his dressing trailer, abusing the staff.

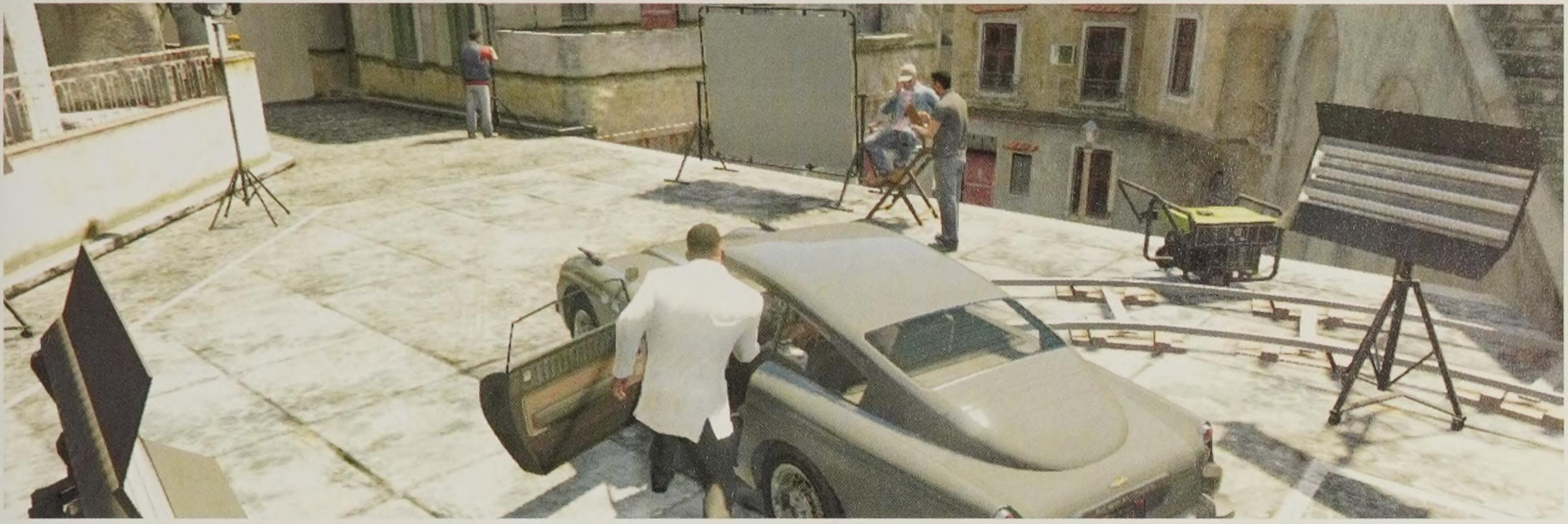



1
2
3
Boulevard Del Perro
Del Perro Fwy
Movie Star Way
Rockford Drive
S Rockford Drive
San Andreas Ave
Decker Park
Vespucci Blvd
Palomino Ave
Dorset Drive
Las Lagunas Blvd
BURTON
LITTLE SEOUL
Peaceful St
Alta St
Power St
Elgin Ave
Occupation Ave
Hawick Avenue
PILLBOX NORTH (CLOSED)
PILLBOX SOUTH
La Puerta Fwy
Adam's Apple Blvd
Olympic Fwy
PUERTO DEL SOL
STRAWBERRY
Bay City Avenue



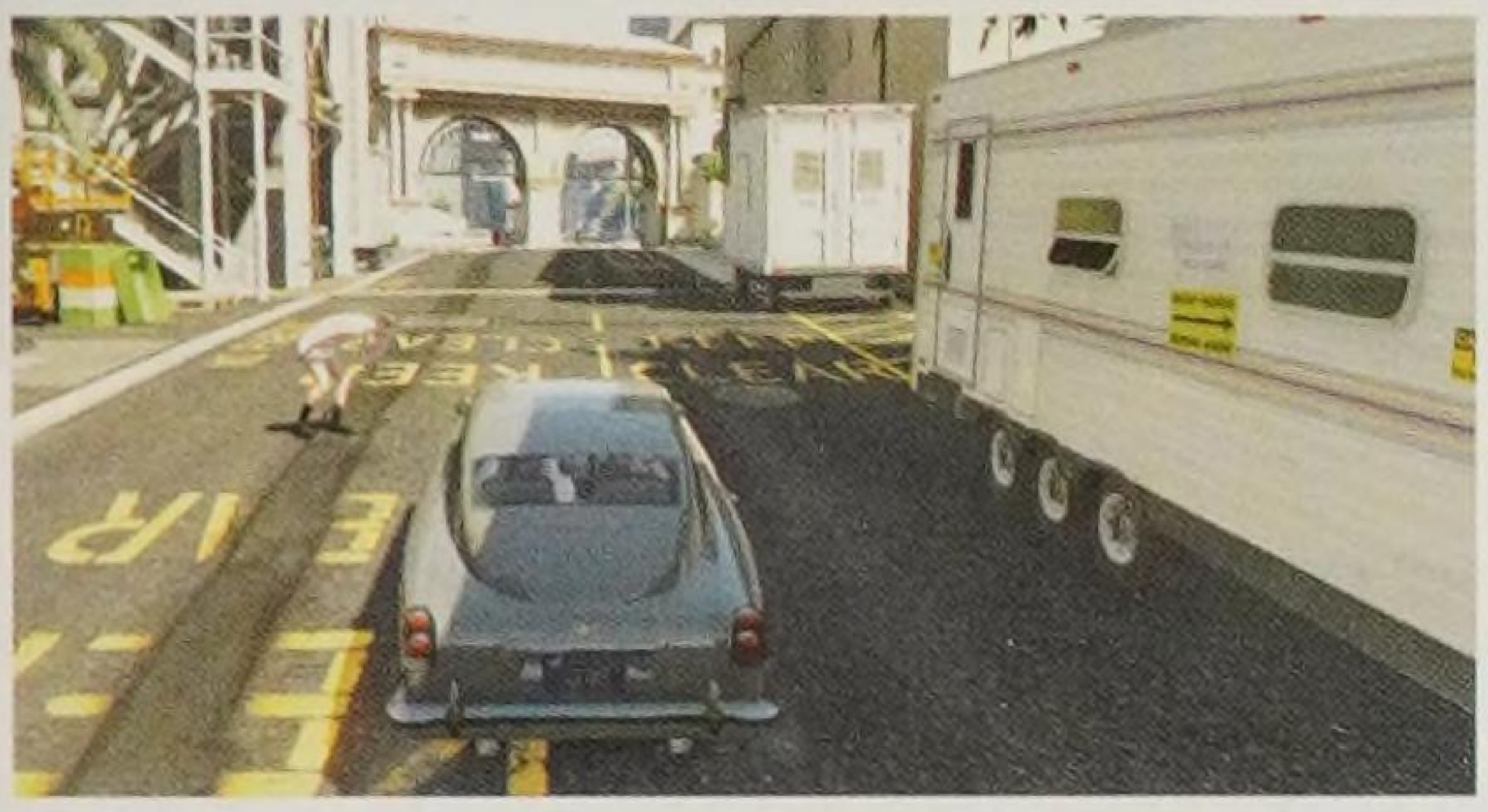
▶ Knock out the actor to get his clothes.

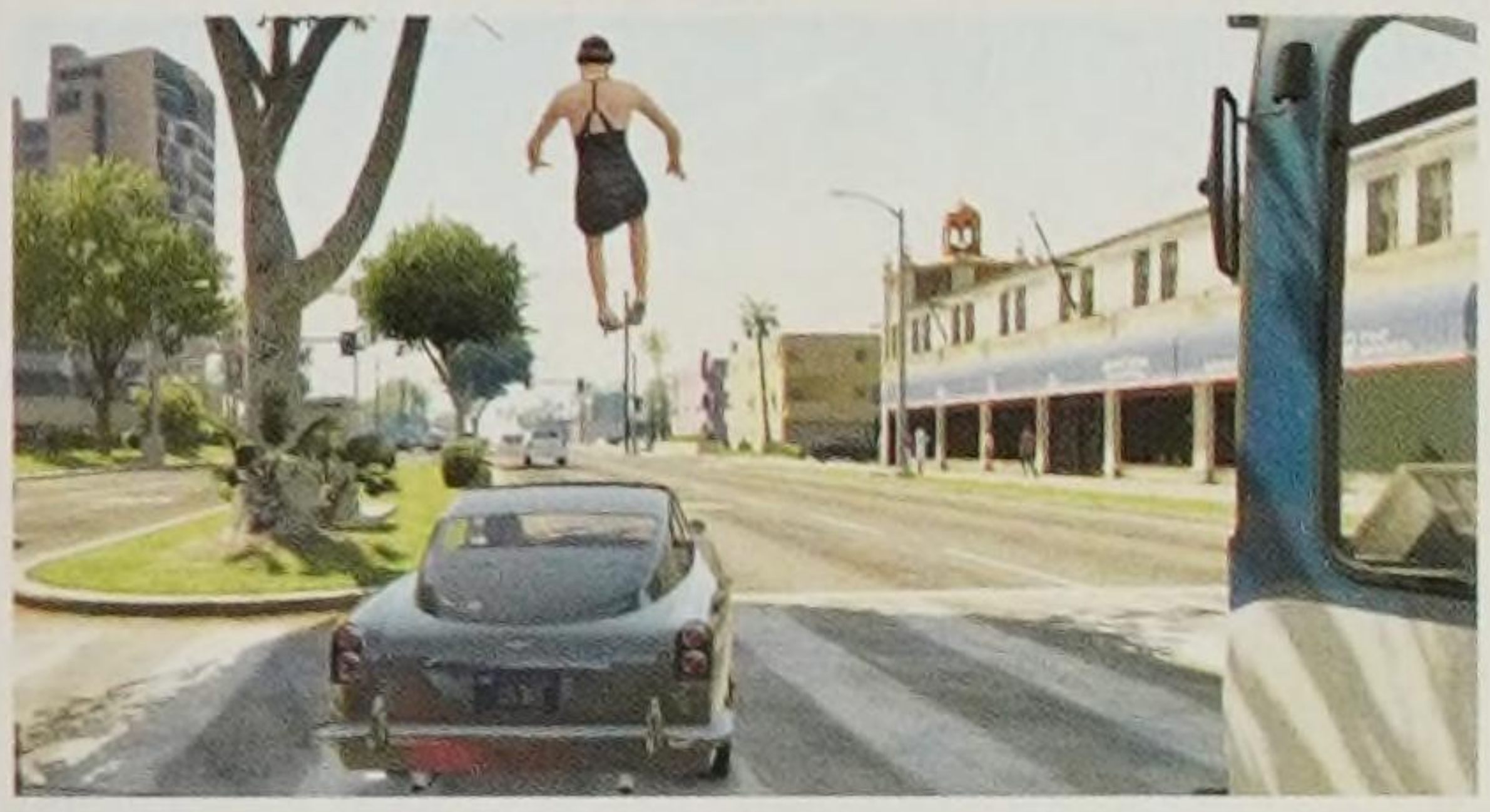
Wait until poor Tina, the production assistant, hurries away in tears, then use stealth mode to sneak up behind the actor. Knock him out with a stealth attack to fulfill a Gold Medal requirement. This triggers a quick scene: Franklin drags the unconscious fellow into his trailer and emerges in the actor's clothes.



Get in the car.

The targeted JB 700 is marked as a blue blip on your map ②. Follow the blip around the corner to the right and approach the set. Walk right up to the car and get in. An actress is sitting in the passenger seat.



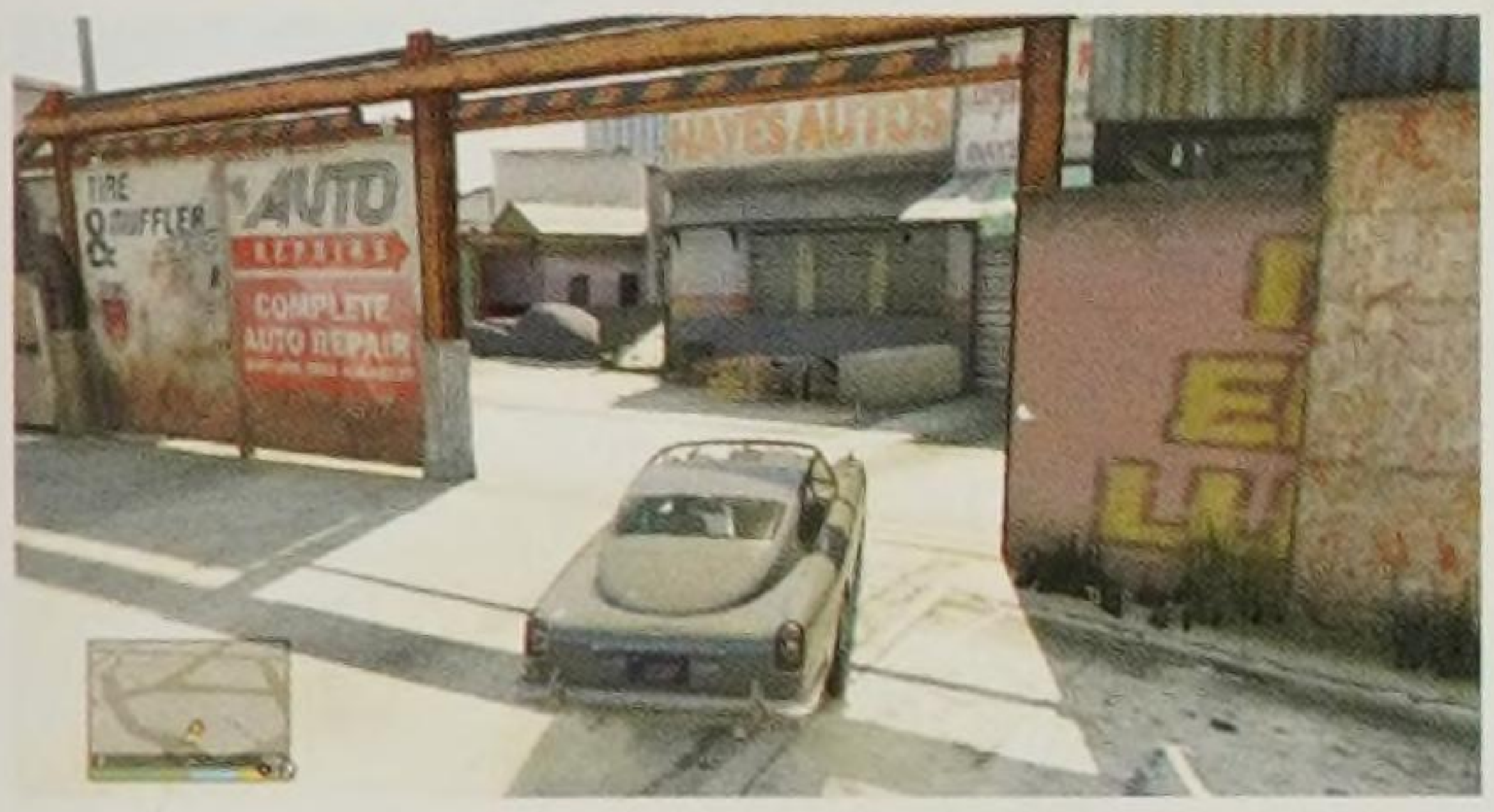


Lose the security.

Start following the yellow route that leads out of the studio lot. On the way, you see the woozy actor staggering outside the trailer in his underwear; run him over to fulfill another Gold Medal requirement. Cars full of hostile studio guards then start chasing you. The pursuers are marked as red blips on your radar.

Your annoying co-star keeps whining and grabbing the steering wheel as you drive, and the dogged security team stays right on your tail. But being a "secret agent" ride, your vehicle is modded with some unique options. First, drive in a straight line so the pursuing cars line up right behind you. Then press the button indicated to release a spray of spikes that takes out the closest pursuer. Repeat to take out another security car.

After one too many insults from the leading actress, Franklin finds a "red button" on the dash. Press the controller button indicated onscreen. (Do it within 10 seconds to fulfill another Gold Medal requirement.) This is an ejector button that sends the passenger flying through the roof. Afterwards, Franklin automatically calls Molly again.



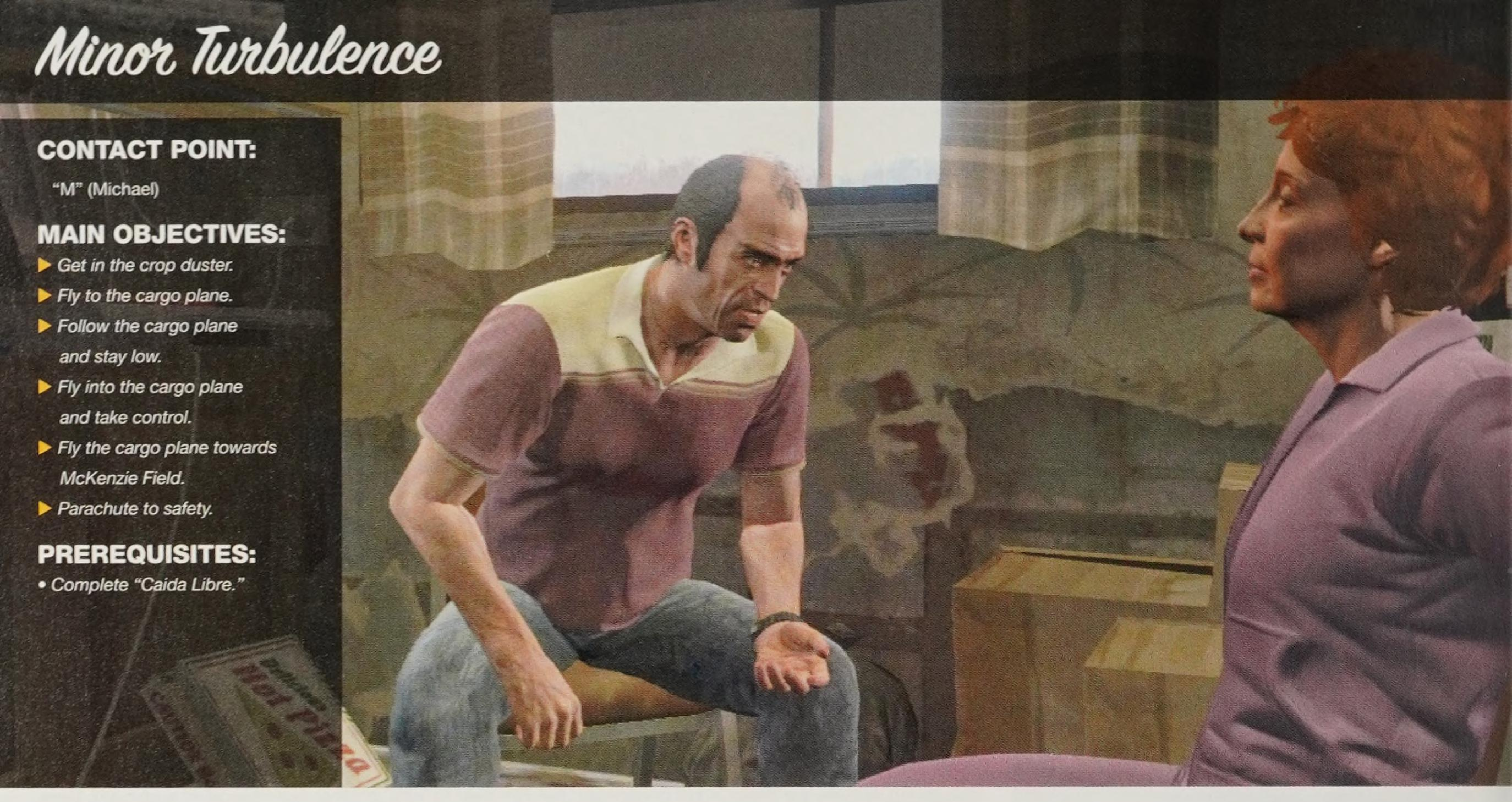
Deliver the car to the garage.

Now you can travel the yellow route without harassment back to Hayes Autos, Devin's garage ③. Drive onto the lot and pull into the garage door that opens to complete the trip. As Devin greets Franklin, Lamar suddenly shows up. Thus Devin picks up another contractor to help provide car acquisition services.

Mission Completion Stats: Deep Inside

● Not a Scratch	☑	Deliver the JB 700 with no damage
● Fastest Speed	☑	Reach top speed in the JB 700
● Stealthy Recasting	☑	Knock out the actor with a stealth attack
● Premature Ejector	☑	Use the ejector seat within 00:10
● Second Strike	☑	Run over the actor as you escape in the JB 700

Minor Turbulence



CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- *Get in the crop duster.*
- *Fly to the cargo plane.*
- *Follow the cargo plane and stay low.*
- *Fly into the cargo plane and take control.*
- *Fly the cargo plane towards McKenzie Field.*
- *Parachute to safety.*

PREREQUISITES:

- *Complete "Caída Libre."*

Mission Can Be Triggered By: Franklin

After Michael and Trevor complete "Caida Libre" a new **"M"** (Michael) icon appears onscreen. But only Franklin can activate it, so send him to Michael's front door in Rockford Hills ①. When he arrives, Franklin calls Michael, who is laying low at Trevor's trailer in Sandy Shores ②. The old partners are still holding Patricia Madrazo captive. But when Ron reports a big Merryweather arms shipment on the move, Trevor can't resist and rushes out to intercept, leaving Michael to babysit their guest.

MISSION START

Get in the crop duster.

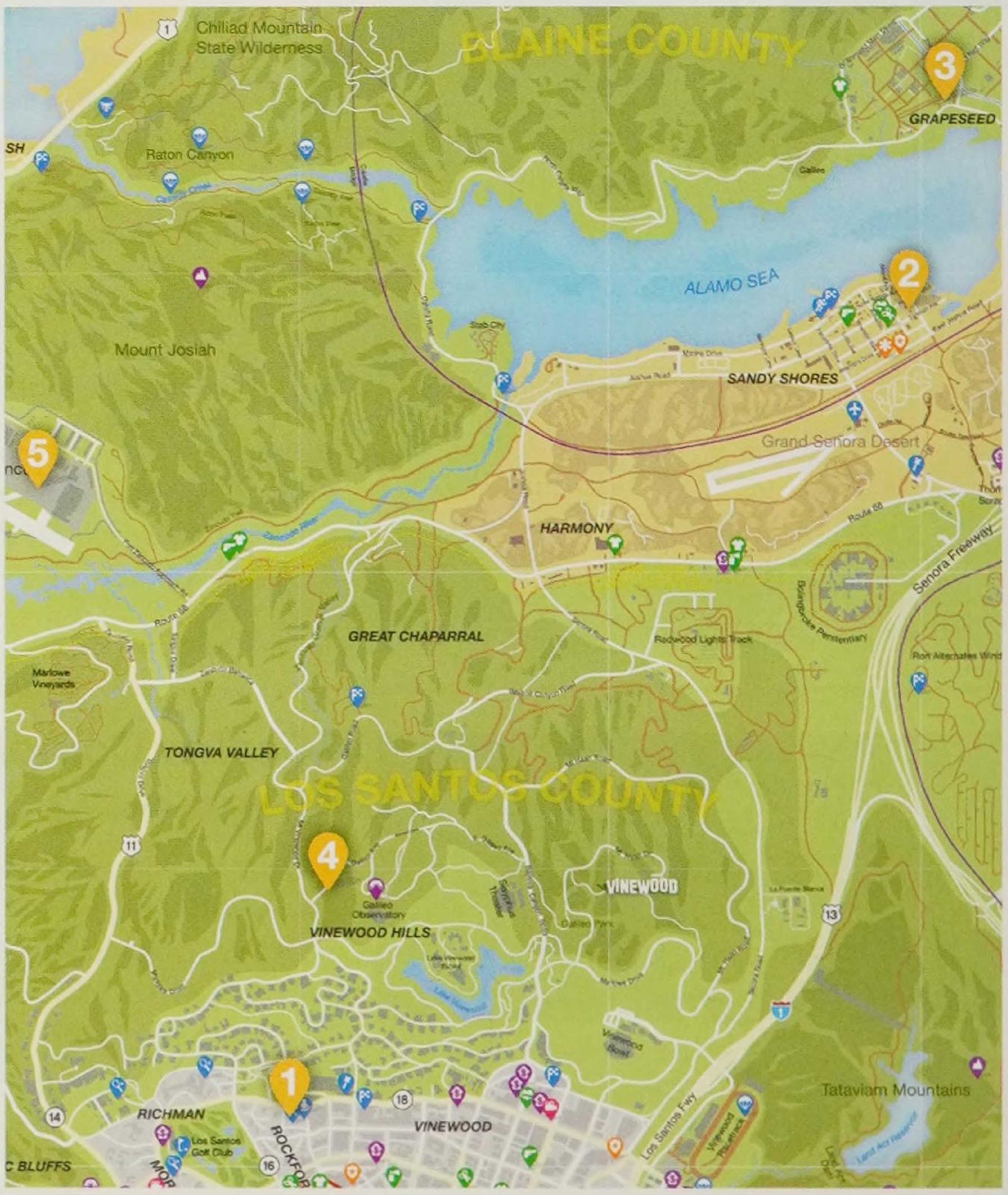
Hop in a car with Ron and drive to McKenzie Field ③ up in Grapeseed. Board the crop duster inside the hangar, then taxi it out to the runway and get airborne.

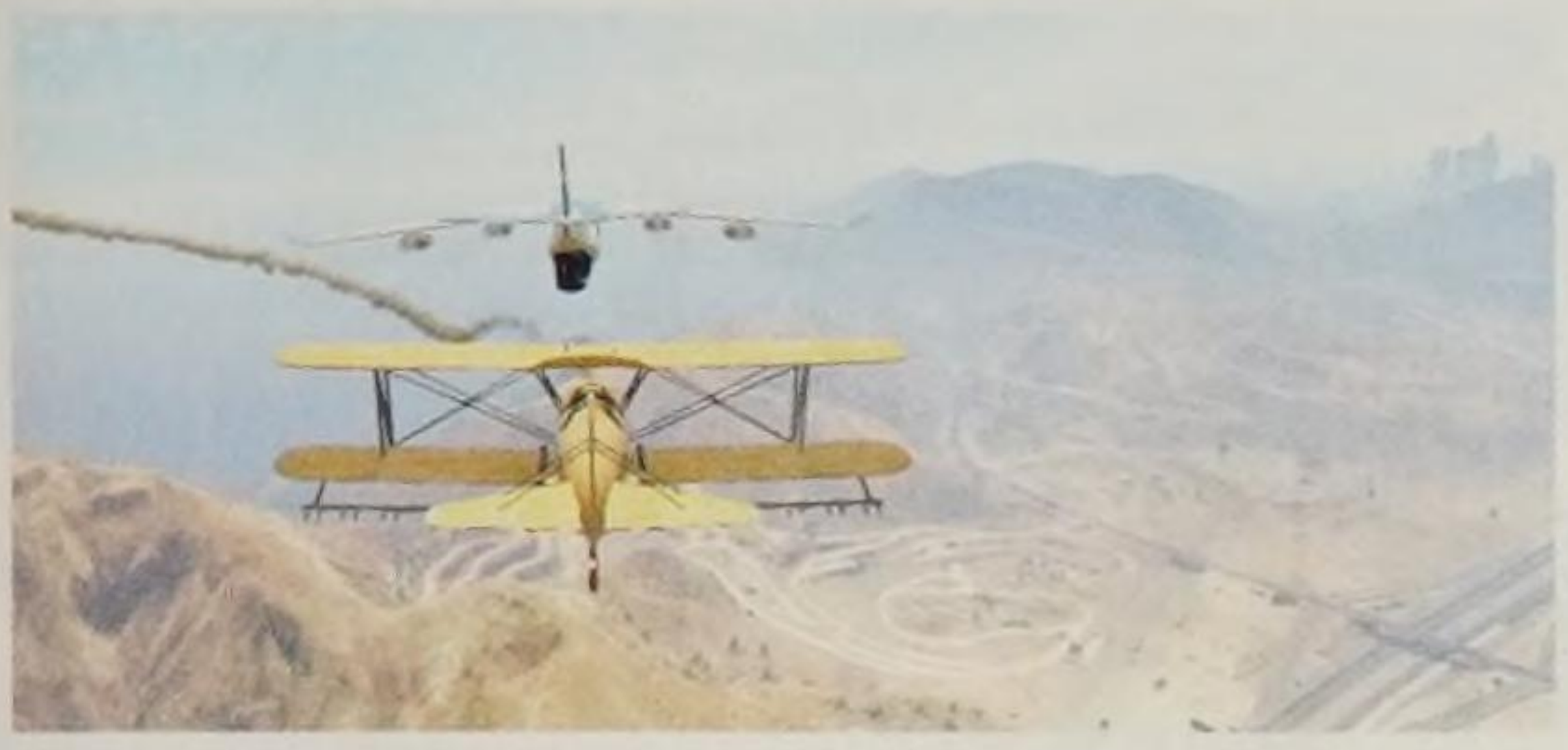
Fly to the cargo plane.

The Merryweather weapons shipment is aboard a big cargo plane that Ron reports is flying in a holding pattern to the west ④. Its location is marked as the blue blip on radar. Fly straight toward it, but take Ron's advice and stay very low; the control tower at the Fort Zancudo military base is monitoring air traffic. Ron pings you whenever you gain too much altitude.

Follow the cargo plane, staying close to the ground.

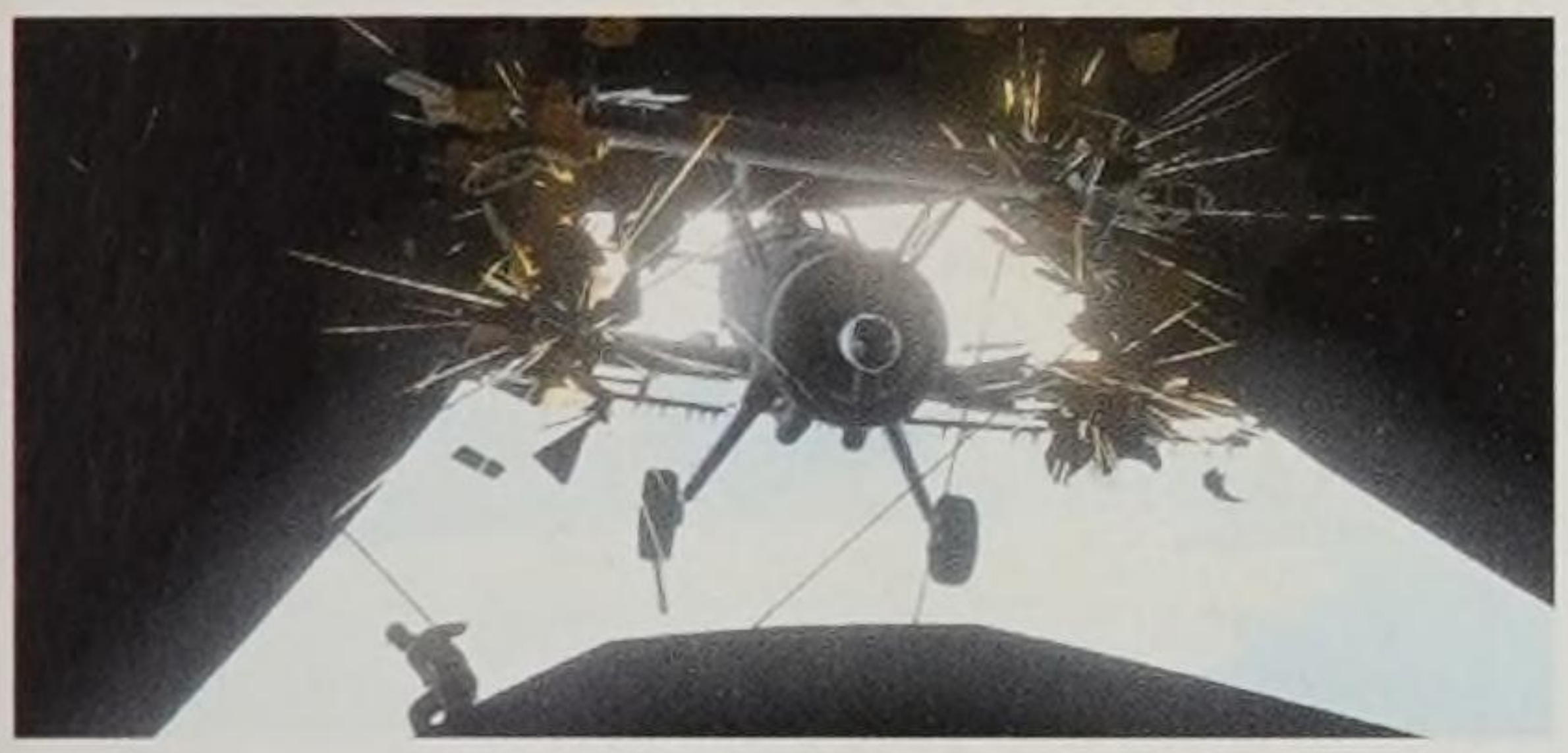
The cargo plane is heading northward. When you finally spot it up ahead, start following but remain as low as possible. Do not to fly directly over Fort Zancudo ⑤! If you do, the base scrambles fighter jets that will shoot you right down.


BLAINE COUNTY
Chiliad Mountain State Wilderness
3
GRAPESEED
Raton Canyon
ALAMO SEA
2
SANDY SHORES
Mount Josiah
5
Grand Senora Desert
HARMONY
GREAT CHAPARRAL
TONGVA VALLEY
LOS SANTOS COUNTY
4
VINEWOOD HILLS
VINEWOOD
1
RICHMAN
Tataviam Mountains



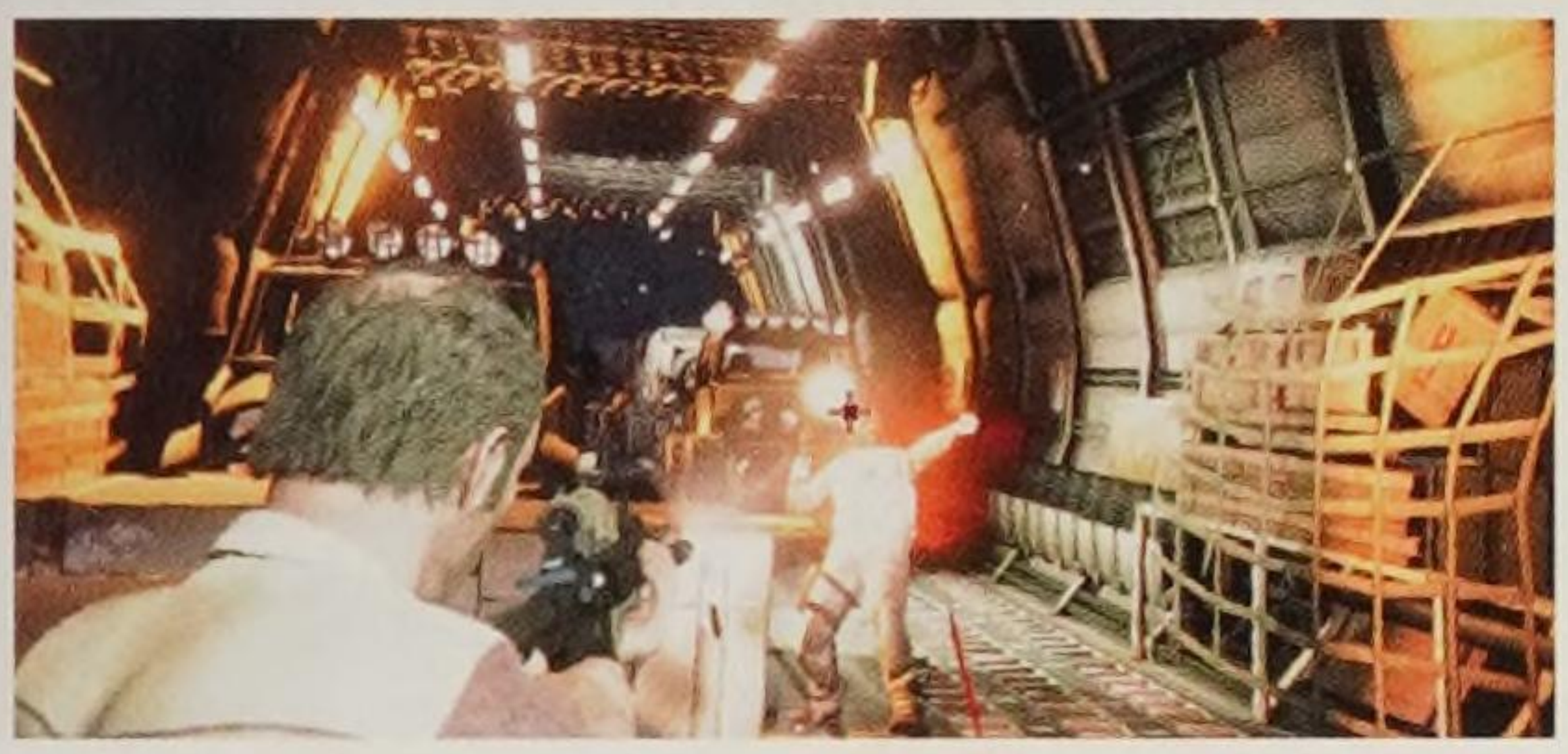
▶ Fly close to the rear of the cargo plane.

When you get far enough away from the military base, an onscreen message reports that you can climb to match the cargo plane's altitude. Fly directly toward its tail. The Merryweather pilot tries to warn you off. When you get closer, the cargo plane's tail hatch swings open so gunmen inside can fire at your crop duster.



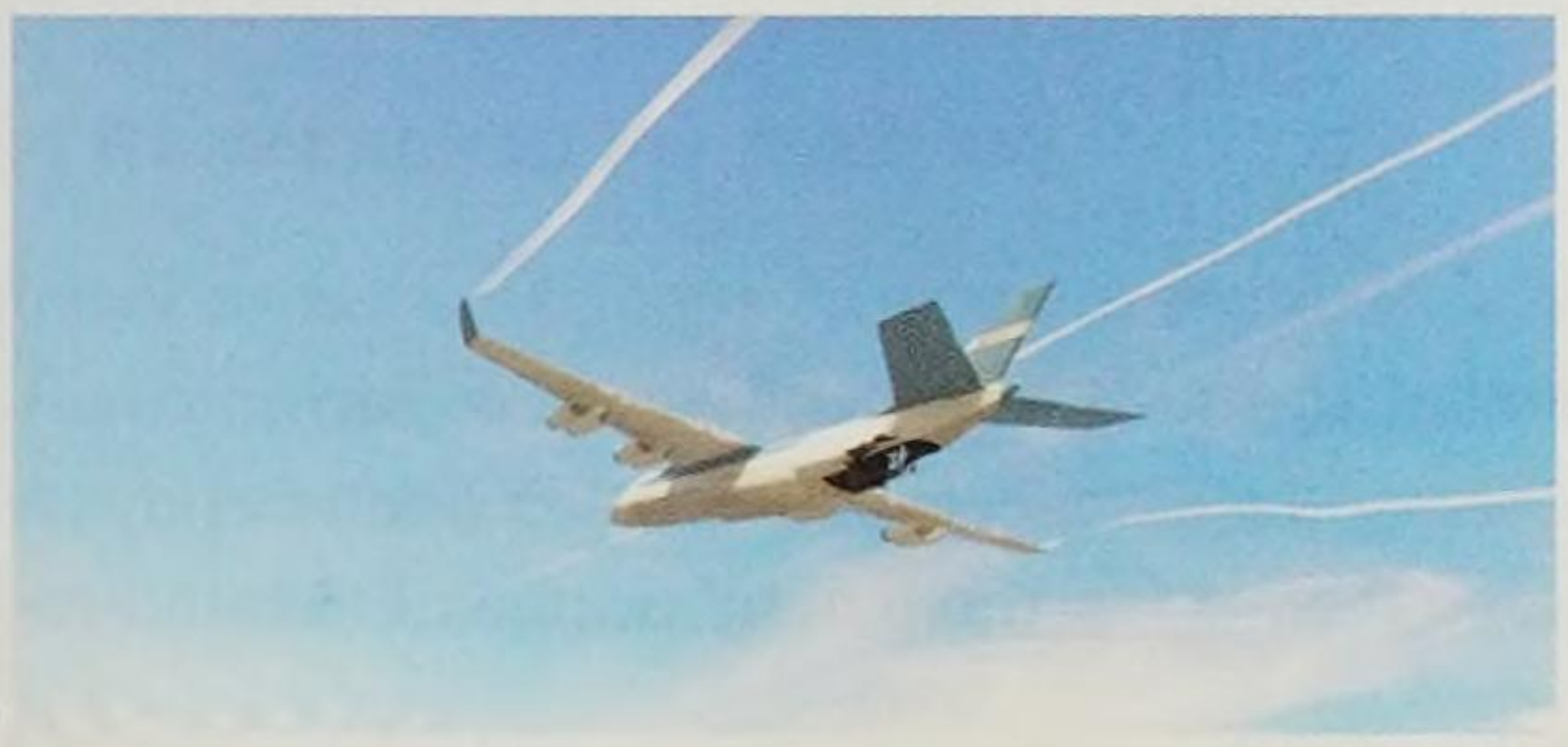
▶ Fly inside the cargo plane.

This open hatch provides your entry point. Fly directly at it, banking side to side to dodge enemy fire. When you get close enough, a cutscene plays: Trevor rams the crop duster right into the hatch and hops out.



▶ Fight to the cockpit and take control.

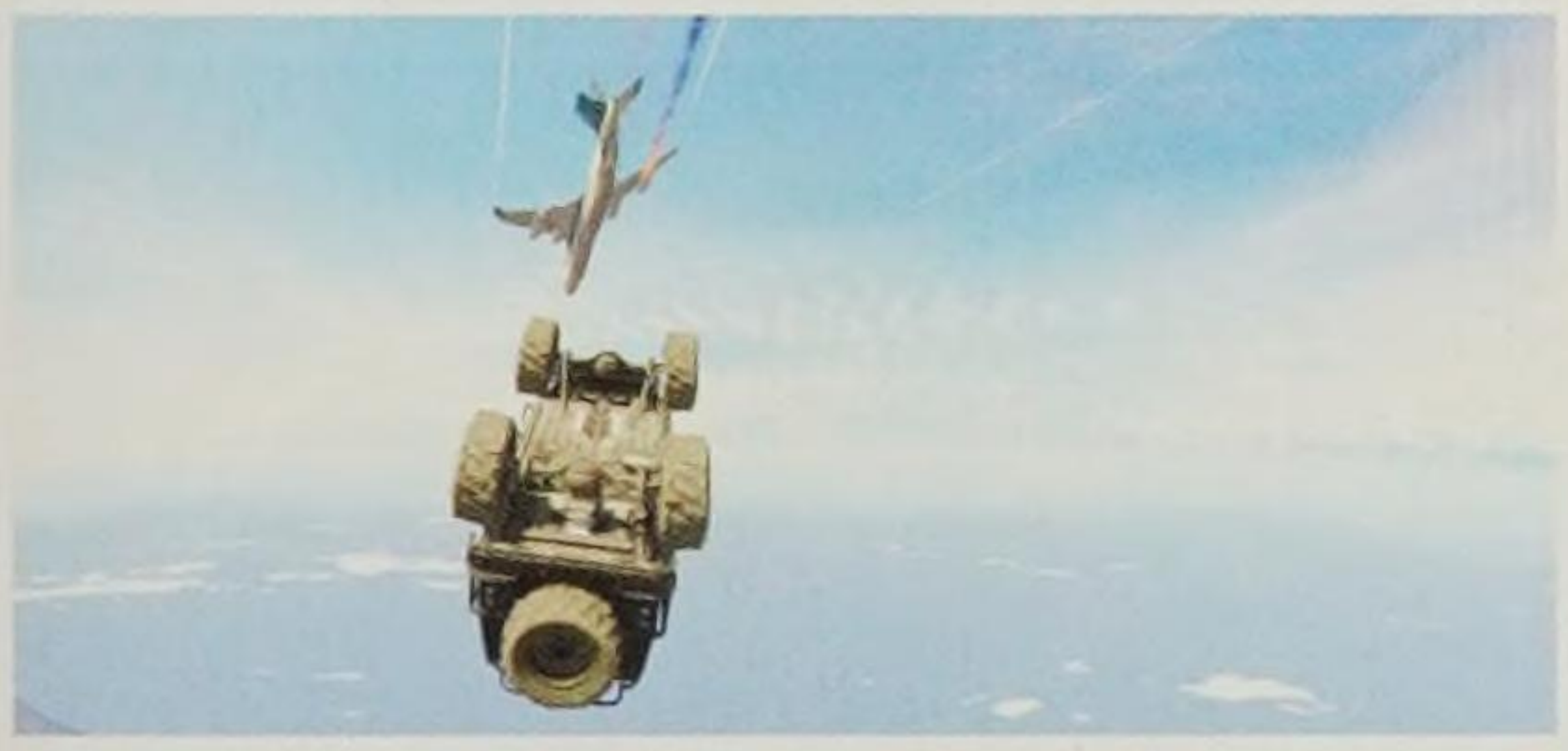
Use the crates for cover and fight past the guards in the cargo bay to the cockpit ladder. Watch out for jeeps and crates sliding down the hold and out of the hatch. When you reach the ladder, climb into the cockpit. The pilot is waiting for you, his weapon drawn. Gun him down quickly and move forward.



▶ Fly the cargo plane back towards McKenzie Field.

Approach the flight controls and press the button indicated onscreen to operate them. A new yellow destination blip appears on your radar, marking the location of McKenzie Field. Bank the big jet around to follow the blip.

Just seconds into this portion of the flight, two military fighter jets suddenly appear and follow the cargo plane. Then the jets open fire. It's actually impossible to escape these fighters, but you should climb as high as possible to give Trevor enough altitude to bail out safely.



▶ Jump from the plane and parachute to safety.

When the cargo plane finally takes a lethal hit, the scene cuts to Trevor standing in the cargo bay, wearing a parachute. Here you can simply sprint down the bay and leap out of the hatch. Or try a fun alternative: to earn the mission's Gold Medal, hop into the remaining jeep, a Canis Mesa, and drive it out of the cargo bay. Then exit the jeep as it plunges earthward. As you fall, toggle your focus onto the cargo plane to watch it crash into the Alamo Sea. Open your parachute and glide to a safe landing. For fun, try to land right in front of Trevor's trailer ②.

Mission Completion Stats: Minor Turbulence

● Accuracy ☑ Finish with a shooting accuracy of at least 80 percent

● Four Wheel Flier ☑ Exit the cargo plane in the Mesa

Welcome back the FIB and the O'Neil brothers.

After you complete "Minor Turbulence," Ron calls Trevor with news that the FIB wants to meet with him and Michael at Trevor's meth lab. A new "**B**" icon appears on the map. You can follow it with Michael or Trevor to trigger "Paleto Score Setup."

Note also that Franklin texts Trevor to report some "hick-type dudes 'round here, asking questions about you" and promises to look into it. This text foreshadows an upcoming mission involving the O'Neil brothers, "Predator." But you must complete "Paleto Score Setup" first.

Paleto Score Setup

CONTACT POINT:

"B" (Federal Investigation Bureau)

MAIN OBJECTIVES:

- *Go to Paleto Bay.*
- *Go to the bank.*
- *Shoot the alarm.*
- *Watch from the gas station.*
- *Race back to Trevor's meth lab.*
- *Complete the planning board session.*

PREREQUISITES:

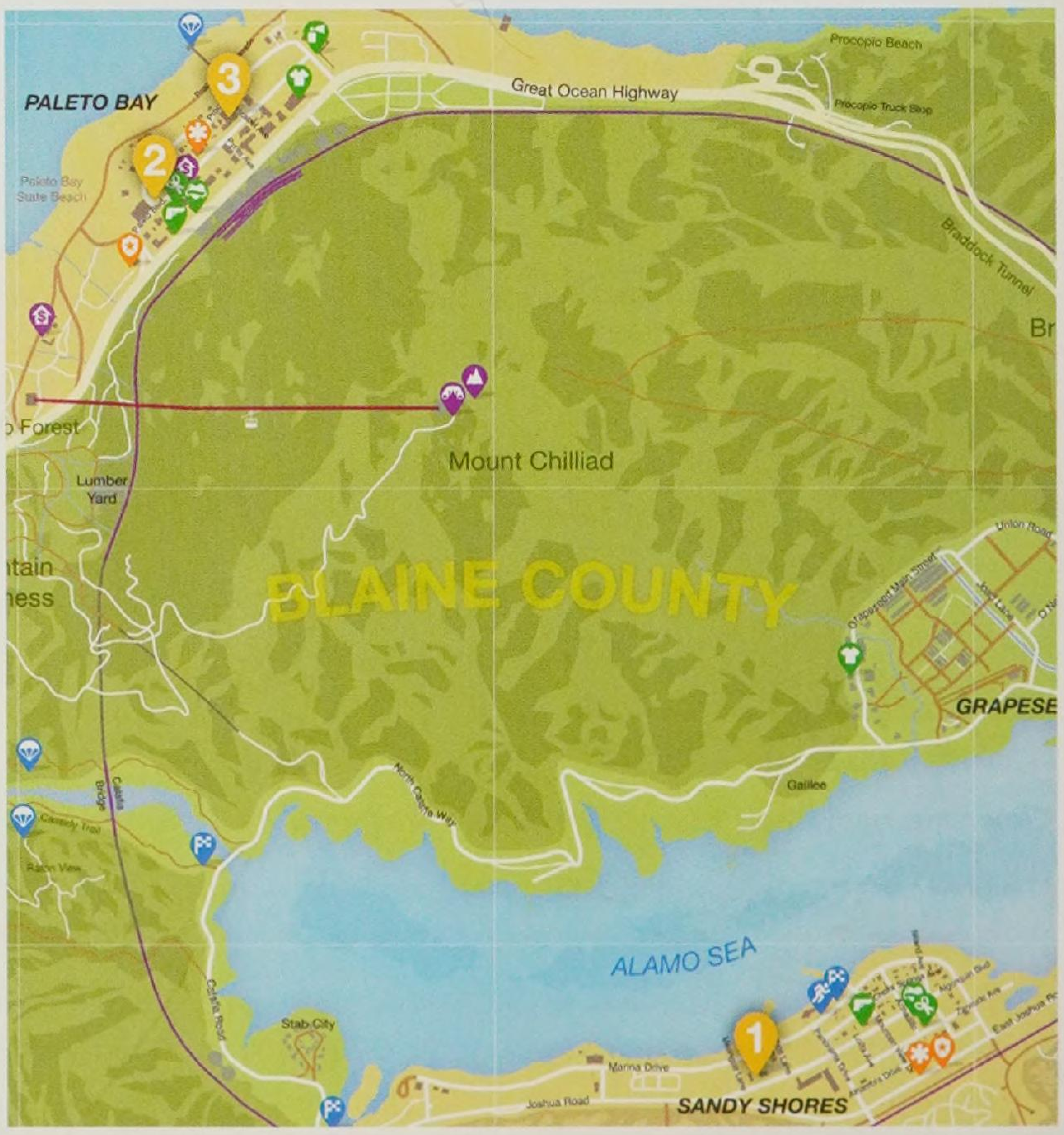
- *Complete "Minor Turbulence."*

The Paleto Bay Heist

Mission Can Be Triggered By: Michael, Trevor

At the end of "Minor Turbulence," Ron calls Trevor with news that the feds want to meet again. Send either Michael or Trevor to the **"B"** map icon marking the location of Trevor's meth lab on the second floor of the Ace Liquor store on Joshua Road in Sandy Shores. Arrival triggers a scene: As Trevor and Michael ratchet up the tension between them a few more notches, their FIB buddies suddenly appear with a new request.

The Bureau suspects that an upstate IAA research lab is producing toxic products for bad purposes, and they want Michael and Trevor to conduct a raid. Agent Norton lists the costly equipment needed, but offers no funding, saying: "You'll have to source all that." In other words, Michael's posse now needs a really big cash infusion. Time to call in Lester.

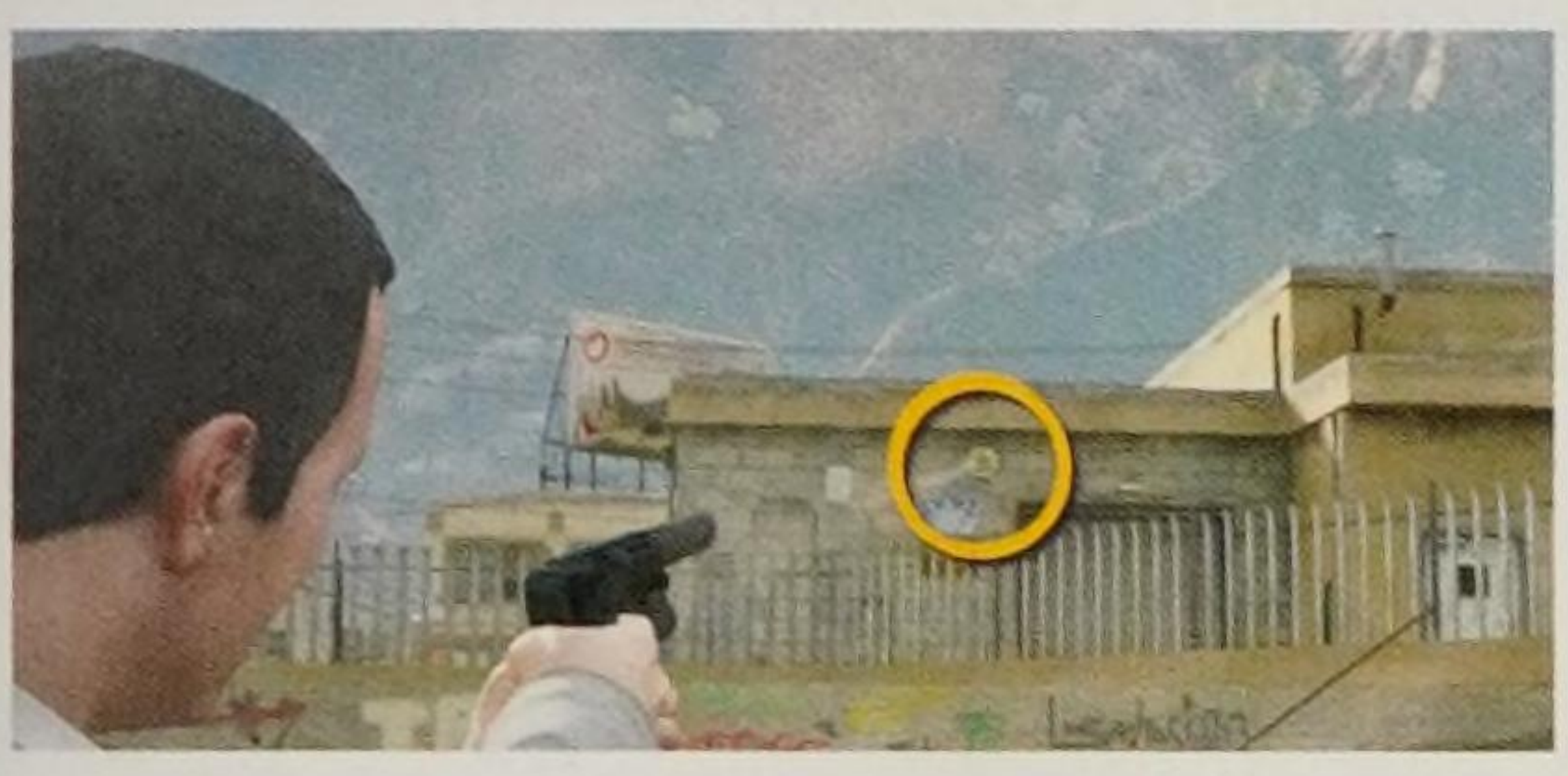

PALETO BAY
Paleto Bay State Beach
Great Ocean Highway
Procopio Beach
Procopio Truck Stop
Braddock Tunnel
Forest
Lumber Yard
Mount Chilliad
BLAINE COUNTY
GRAPESE
Galilee
ALAMO SEA
Stab City
Marina Drive
Joshua Road
SANDY SHORES
1
2
3

▶ Go to Paleto Bay.

You control Michael after the cutscene. Exit the building, get in a car, and wait for Trevor to join you. Then start driving the yellow route that leads up to Paleto Bay 2. On the way, Michael automatically calls Lester, who agrees to join them in scoping out a rural bank. Then just sit back and listen to the amusing exchange for the rest of the trip. Michael feels like he's pinpointed Trevor's cultural category: proto-hipster. This doesn't make Trevor very happy. Hitting the destination marker triggers another cutscene: Lester arrives via bus and the three characters hop into the car.

▶ Go to the bank.

Now follow the new yellow route to the front of the Blaine County Savings Bank 3 on Cascabel Avenue. After checking out the bank entrance, Lester asks to drive around to the back. Follow another short yellow route to park behind the bank.



▶ Shoot the alarm.

Lester suggests triggering the alarm to see what kind of response it draws. Get out of the car and, from behind the car, shoot the green alarm box (circled in our shot). Immediately hop in the car and drive away.

▶ Watch from the gas station.

Follow the new yellow route around the block to the parking lot of the Xero gas station opposite the bank. Lester turns on his scanner to monitor the police chatter. Four cars arrive within 67 seconds, plus more on standby—the response, he notes, is out of proportion. It includes setting up checkpoints with car-to-car searches and record checks! Trevor explains why: "Bad cops guarding dirty money."

▶ Race back to the meth lab.

Trevor exits the car, hops on a nearby motorcycle, and takes off. Start following him as a new yellow route appears, leading back to Trevor's meth lab 1. Here you can choose either character—Trevor on the bike or Michael in the car—and race to the destination. The route leads through the mountains with curves and switchbacks, so Trevor has an advantage on the bike. But we recommend sticking with Michael to pick up his informative conversation with Lester during the race.

Lester says disabling the alarm system is far too costly. But he notes that the rural cops aren't trained like the LSPD and might fold against a well-armed team coming in hard. Reach the destination marker outside the Ace Liquor mart to trigger a cutscene: The crew enters the lab and Lester sets up a planning board.

▶ View the planning session and pick a gunman.

The planning session is a long cinematic: Lester suggests hijacking one of the convoys carrying military grade hardware that passes by regularly on their way to Fort Zancudo. He then suggests a water escape with Franklin piloting an escape vessel on Paleto Bay.

The only choice you make here is selecting a gunman for your crew. Lester recommends that you pick somebody good, and so do we. Trevor's meth cook Chef is a solid choice. Once you make your selection, Lester leaves to get the equipment ready, and Michael offers him a ride. Watch as Trevor finishes off his meal.

Mission Completion Stats: Paleto Score Setup

● Leisurely Drive	☑ Drive to the bank within 03:30
● Winner	☑ Win the race back to the meth lab

Look for a call from Franklin and a text from Lester.

After completing "Minor Turbulence," Trevor got a text from Franklin about "hick dudes" (vengeful O'Neil brothers) snooping around. Just seconds after finishing "Paleto Score Setup," Trevor gets a follow-up call from Franklin, who says he's now following the O'Neils. This puts a new **"T"** (Trevor) icon on both Trevor's and Michael's maps. You can send either character there to trigger the next mission, "Predator." Or you can literally cut to the chase by switching to Franklin.

You can also launch into prep work for the Paleto Bay bank heist. Shortly after completing "Paleto Score Setup," Lester sends texts to Trevor and Michael reporting that he's found a military convoy carrying the equipment needed for the heist. An active **"HS"** icon appears on the map. You can send Trevor or Michael to the contact point to trigger "Military Hardware."

Predator

CONTACT POINT:

"T" (Trevor) or SWITCH to Franklin

MAIN OBJECTIVES:

- *Chase the O'Neil brothers.*
- *Go to the airfield.*
- *Go to Franklin.*
- *Take out the O'Neils before they escape.*
- *Follow Chop to the rocketeer.*
- *Pick up Franklin and Chop.*
- *Fly back to Trevor's airstrip.*

PREREQUISITES:

- *Complete "Minor Turbulence" and "Paleto Score Setup."*

Mission Can Be Triggered By: Michael, Franklin, Trevor

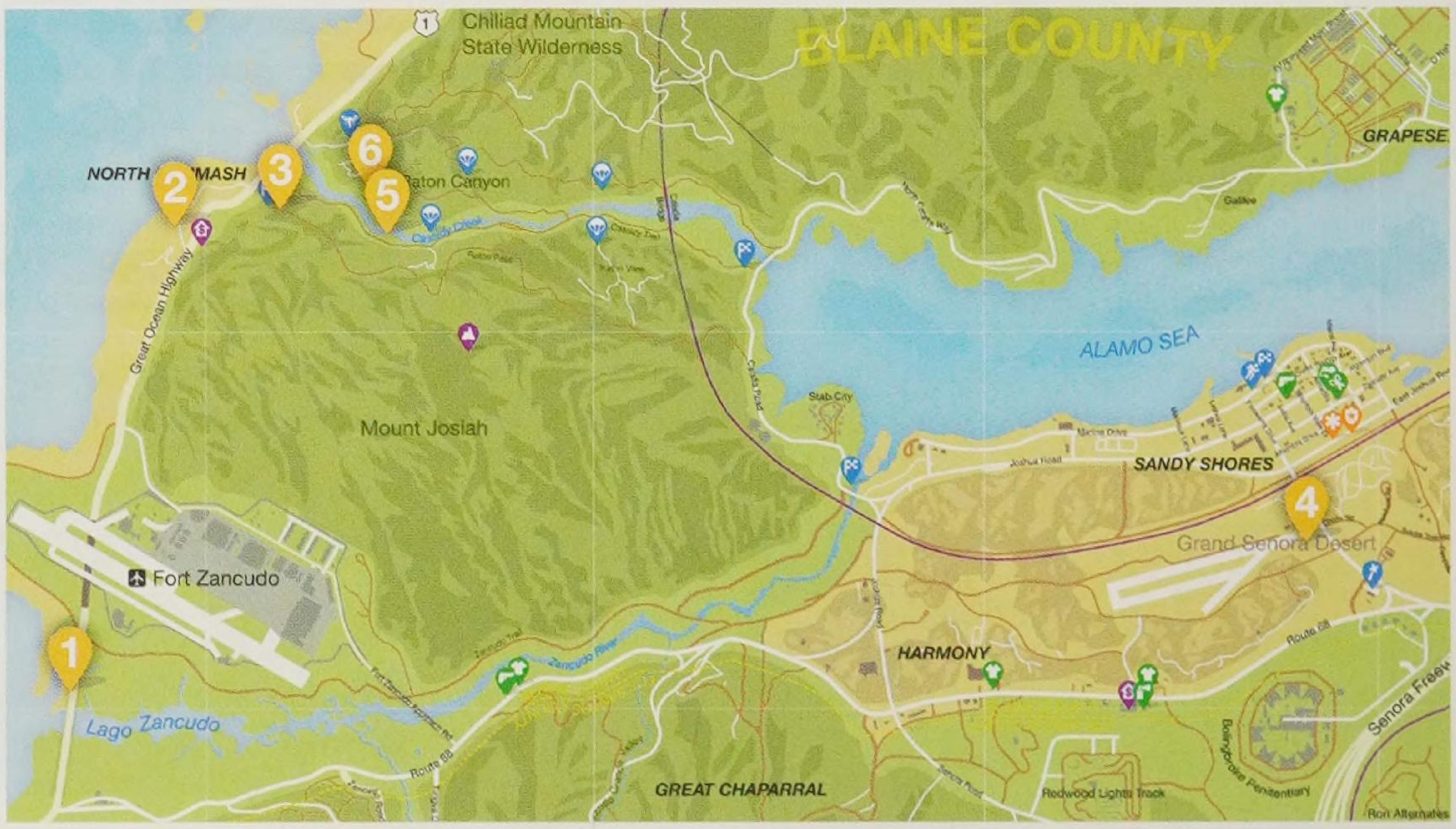
As explained earlier, you can jump directly into the chase by switching to Franklin after he calls Trevor to say he's following the O'Neils. Or you can send Trevor or Michael to the **"T"** that marks the location of Trevor's trailer in Sandy Shores to trigger a cutscene: Patricia is now a happy housewife—ironing clothes, tidying up, and squelching self-destructive behavior. When Trevor heads out to check on Franklin, Michael is happy to join him.

MISSION START

▶ Chase the O'Neil brothers.

As Trevor and Michael drive away from the trailer, you automatically switch to Franklin ① on the Great Ocean Highway. He and Chop are tailing a V12 SUV carrying three O'Neil brothers (the red radar blip) as it speeds over the Lago Zancudo bridge. The O'Neils realize they're being followed and accelerate through the tunnel that runs underneath the Fort Zancudo base airfield.

Franklin calls Trevor to report the situation, and mentions that the O'Neils were planning to fire an anti-tank rocket into Floyd's Vespucci apartment. (This tips you off to weaponry you'll face later.) Stay with the O'Neils' jeep as it veers down a beachside road ② at the Raton Canyon sign.


Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESE
NORTH MASH
Raton Canyon
Cassidy Creek
Great Ocean Highway
ALAMO SEA
Stab City
Mount Josiah
SANDY SHORES
Joshua Road
Grand Senora Desert
Fort Zancudo
HARMONY
Route 68
Zancudo River
Lago Zancudo
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
Senora Freew
1
2
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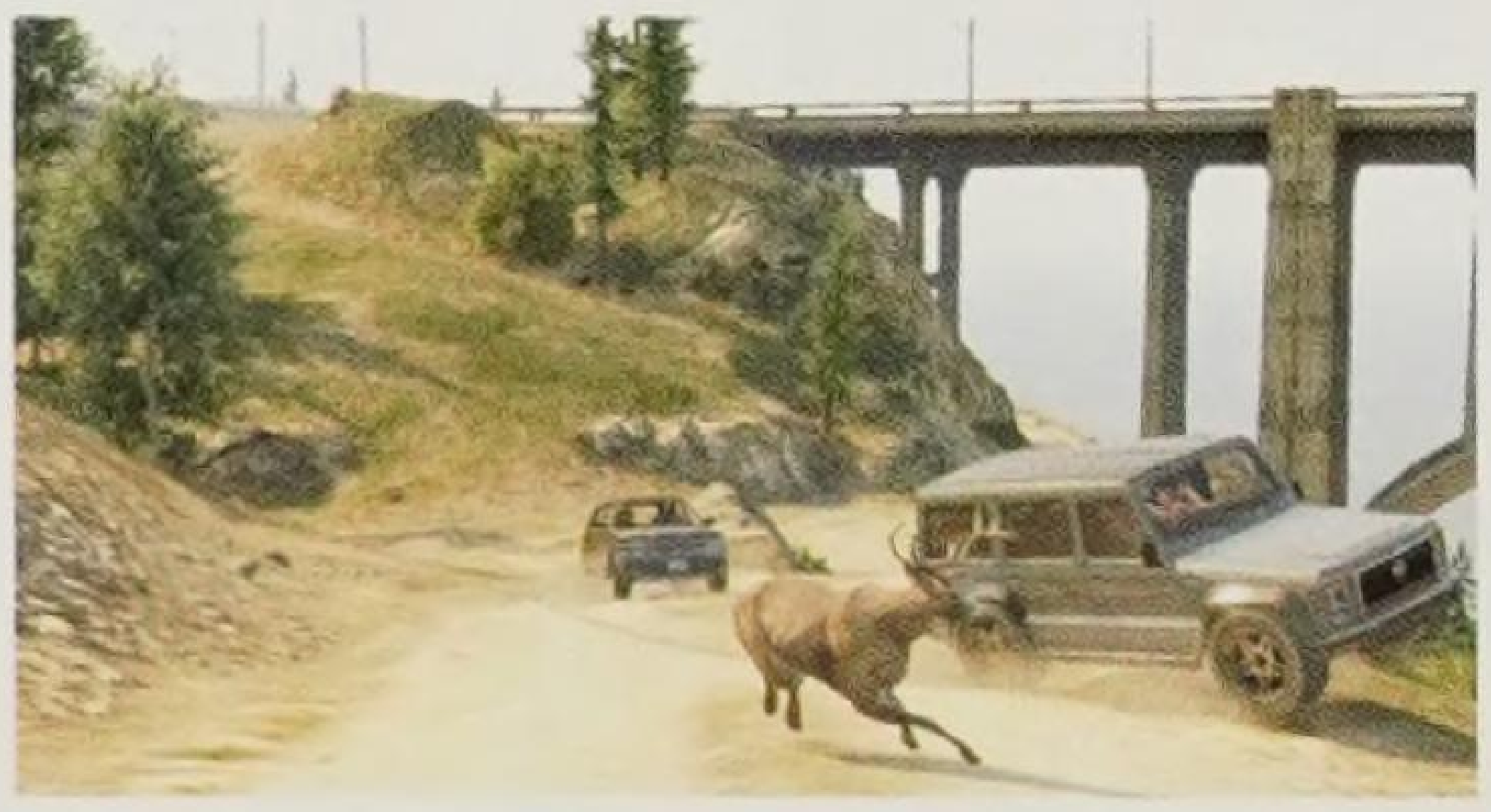


The rugged dirt road curves to the right under the Cassidy Creek bridge and heads east. Soon a cutscene plays: a big elk crosses the road ③ and the O'Neils veer to miss it. But the driver loses control and sends his SUV tumbling down a steep embankment to another road below. By the time Franklin reaches the crashed jeep, the three O'Neils have scattered into the woods on foot.

Go to the airfield.

Franklin phones Trevor to call for air support, and you automatically switch to Trevor driving in Sandy Shores. Follow the yellow route to the helicopter at Trevor's Sandy Shores Airfield ④. Hop in the chopper, wait for Michael to join, and then lift off.

Go to Franklin.

Fly the helicopter west toward the yellow radar blip marking Franklin's location on Cassidy Creek ⑤. When you reach the spot, fly into the yellow destination ring. This triggers a quick scene of Franklin on the ground, waving up at the chopper.

Take out the O'Neil brothers before they escape.

Now you automatically switch to Michael up in the chopper, wielding a sniper rifle equipped with a thermal scope. Press the control indicated to switch on thermal vision and reveal heat signatures of warm-blooded mammals like deer, coyote, and O'Neil brothers in the woods below.

Zoom in and out on potential targets, shooting only the O'Neil brothers you find. An ironic Gold Medal requirement is to kill no animals, only humans. Whenever you pan over an O'Neil, a red blip pops up on radar to mark the spot. Swing your view to the far left and look for one O'Neil brother swimming up the creek. There's another one in the lower-middle area. Franklin and Chop are at the upper-left—and when you pan over to them, Trevor says, "There's the new golden child."

When only one O'Neil remains, you find him up high on the hillside at upper-right. But when you start to target him, he fires an anti-tank rocket up at the helicopter! The rocket barely misses. Now you automatically switch to Franklin on the ground.

Follow Chop.

Chop takes off to find the O'Neil brother with the launcher, heading northeast. As Franklin, you can chase after the dog or you can switch to Chop and see through his eyes. (If you do the latter, Franklin automatically follows.) Chop sprints across the creek and heads upstream toward the Great Coastal Highway bridge. Then he angles uphill toward the road on the other side to find the O'Neil brother firing rockets ⑥. Switch to Franklin, chase the rocketeer, and gun him down.

Pick up Franklin and Chop.

Now switch back to Trevor piloting the chopper. Use radar to land on the yellow blip below. Franklin and Chop automatically hop into the chopper.

Fly to Trevor's airfield.

Follow the yellow blip back to Trevor's airfield ④ in Sandy Shores. Land in the designated spot to trigger the mission-ending cutscene: Franklin drives off with Michael and Chop, leaving Trevor at the landing strip.

Mission Completion Stats: Predator

● Accuracy	☑ Finish with a shooting accuracy of at least 70 percent
● Mission Time	☑ Complete within 09:00
● Headshots	☑ Kill 3 enemies with headshots
● Thin The Herd	☑ Don't kill any animals

Military Hardware

CONTACT POINT:

"HS" (Military Equipment)

MAIN OBJECTIVES:

- *Intercept the military equipment.*
- *Drive the truck to the meth lab.*
- *Get out of the truck.*

PREREQUISITES:

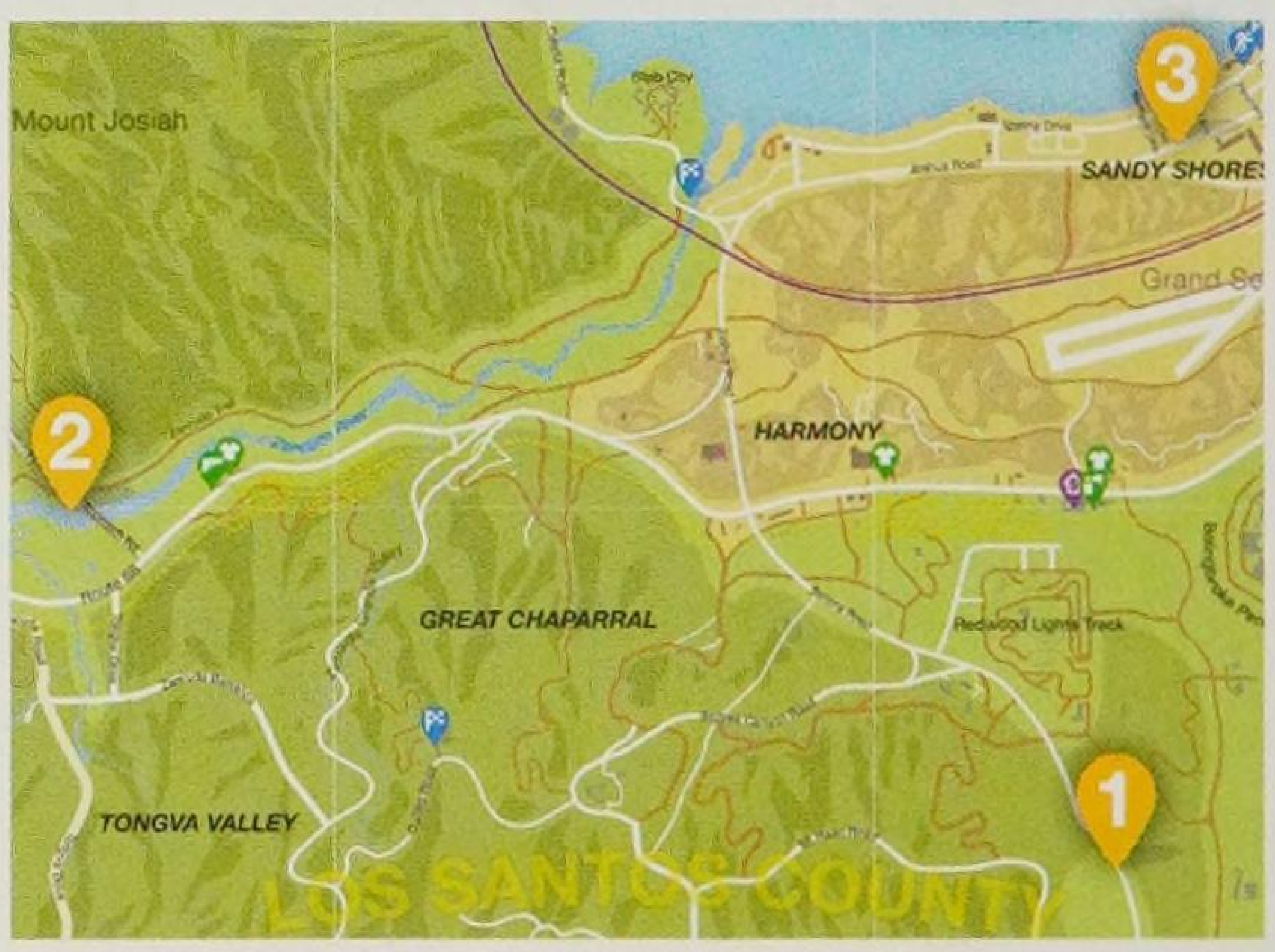
- *Complete "Paleto Score Setup."*

Mission Can Be Triggered By: Michael, Trevor

Shortly after you completed "Paleto Score Setup," Lester sent texts to Trevor and Michael reporting that he's found a military convoy carrying the equipment needed for the Paleto Bay bank heist. Send Michael or Trevor in a well-armored vehicle to the **"HS"** icon in Blaine County. The icon marks a military convoy on the move: one truck hauling hardware escorted by two jeeps, one in front and another in back. Convoys travel through the county to Fort Zancudo every few hours (game time), so if you miss one, another will show up soon enough. They appear on Senora Road ①, then work their way across the map to the base via the approach road ②. If you set a waypoint on a convoy, you must adjust its placement once or twice—again, the vehicles are moving.

MISSION START

Intercept the military equipment.



Several methods can work to intercept the convoy. The easiest is to simply park your car or chopper in front of the lead jeep. Get out and take cover behind your car. (This is where having a well-armored vehicle is helpful.) When soldiers exit their jeeps to attack, pick them off from behind your car. Avoid shooting the military truck; if the equipment is destroyed, you fail the mission.

Another tactic is to park on the side of the road well ahead of the convoy, get out of your car, and arm your character with Sticky Bombs. Stick a couple of bombs on the road, get behind your car for cover, and then detonate the bombs when the lead jeep reaches them to halt the convoy. Taking this approach fulfills a Gold Medal requirement, but be careful not to detonate the bombs too late and blow up the truck. From cover, gun down the guards who emerge from the truck and trailing jeep. Try for headshots to fulfill another Gold Medal requirement.

Go to the meth lab.

When the guards are eliminated, hop in the military truck and follow the yellow route back to Trevor's meth lab ③, the Ace Liquor store. Park the truck in the destination marker behind the gas station next door.

Get out of the truck.

Exit the truck and your character automatically calls Lester to report the acquisition. When the mission ends, a new **"H"** map icon appears as an active contact point for all three characters. Send any character there to trigger the heist mission, "The Paleto Score."

Mission Completion Stats: Military Hardware

● Head Hunter	☑ Kill 5 enemies with a headshot
● Sticky Strategist	☑ Stop the convoy using a Sticky Bomb trap

The Paleto Score

LIQUOR
GROCERY
ACE
LIQUOR
DISCOUNT BEER

CONTACT POINT:

"H" (The Paleto Score)

MAIN OBJECTIVES:

- *Go to the pier.*
- *Enter the bank and go to the vault.*
- *Take out cops and the helicopter.*
- *Fight through the apartments and yards.*
- *Hold off the military.*
- *Drive the bulldozer to Michael and Trevor.*
- *Escape the tank.*
- *Fight through the factory to the railway platform.*
- *Hold off the military until the train arrives.*

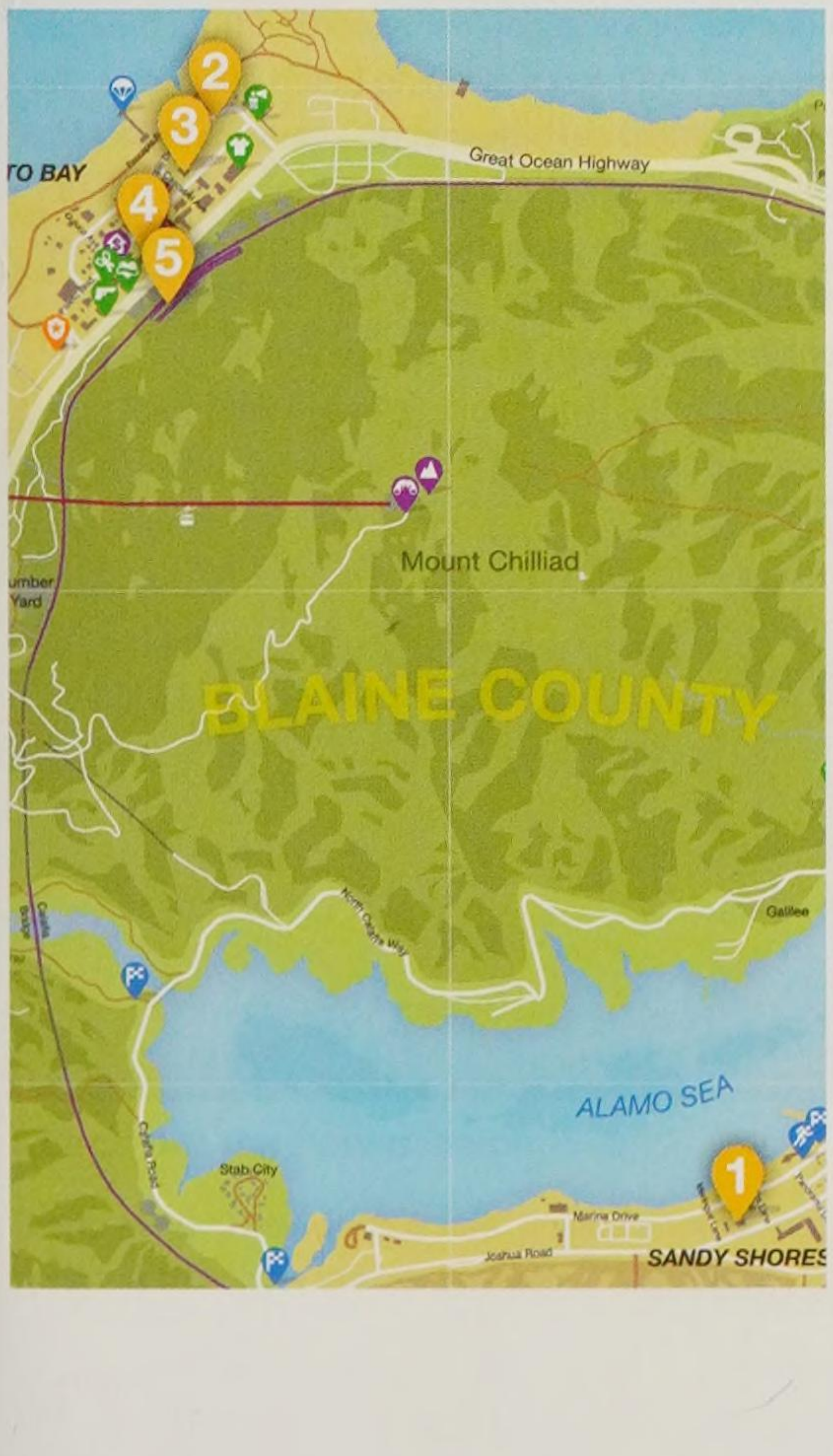
PREREQUISITES:

- *Complete "Military Hardware."*

Mission Can Be Triggered By: Michael, Franklin, Trevor

Send any character to the **"H"** map icon marking Trevor's meth lab over the Ace Liquor store ①. Enter the store and go directly ahead through the "Private: No Entry" door, then through the rear door leading to a back staircase. Climb the stairs to the second floor to trigger the opening cutscene: Trevor and Michael continue to bicker over matters big and small. But there's a job to do, and the team is ready to move on Paleto Bay.

MISSION START



▶ Drive the van to the Paleto pier.

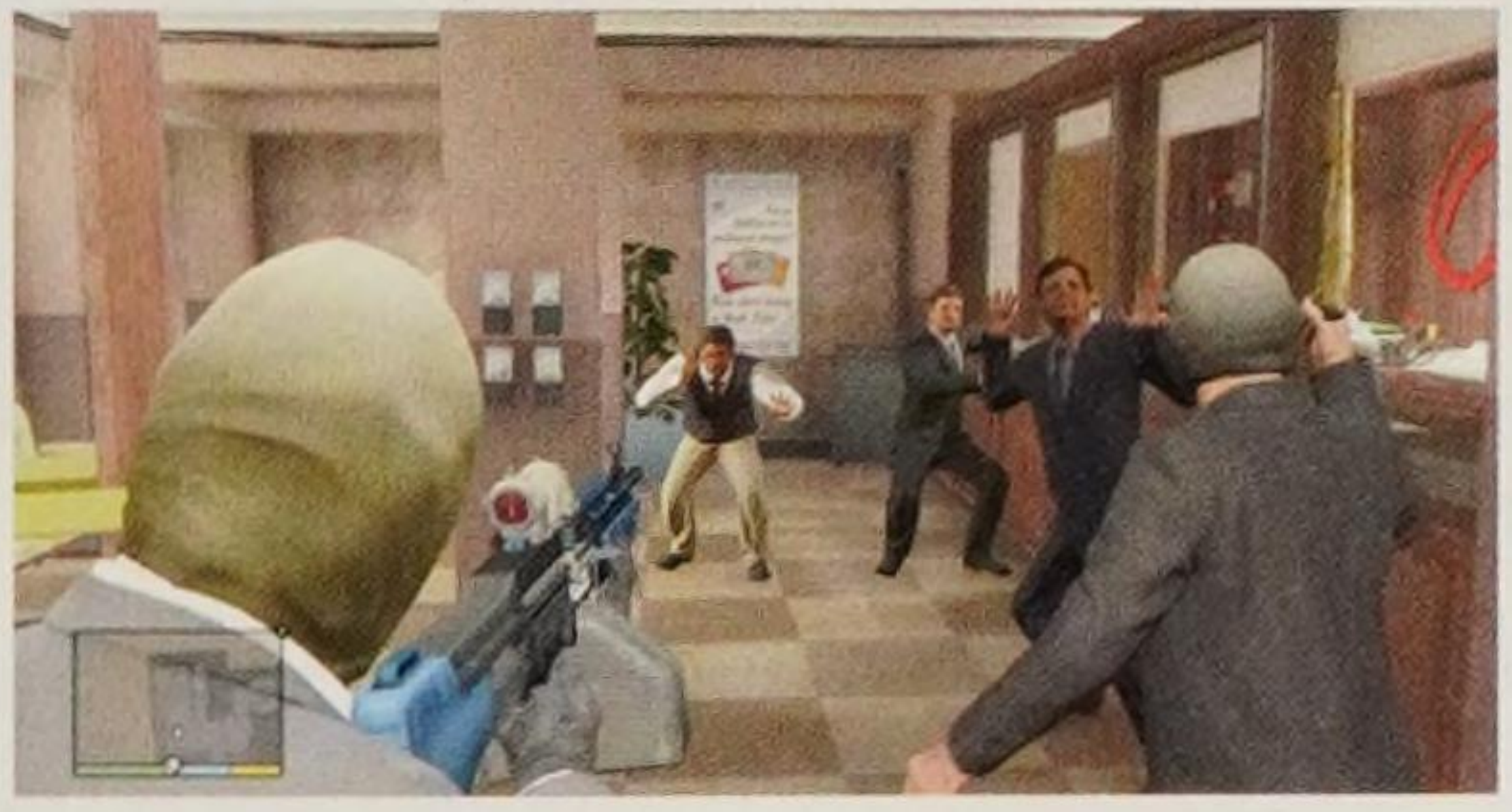
You control Michael to start. Get in the white van and drive the long yellow route to the pier ②. Franklin gets dropped here, then he heads off to the getaway boat.

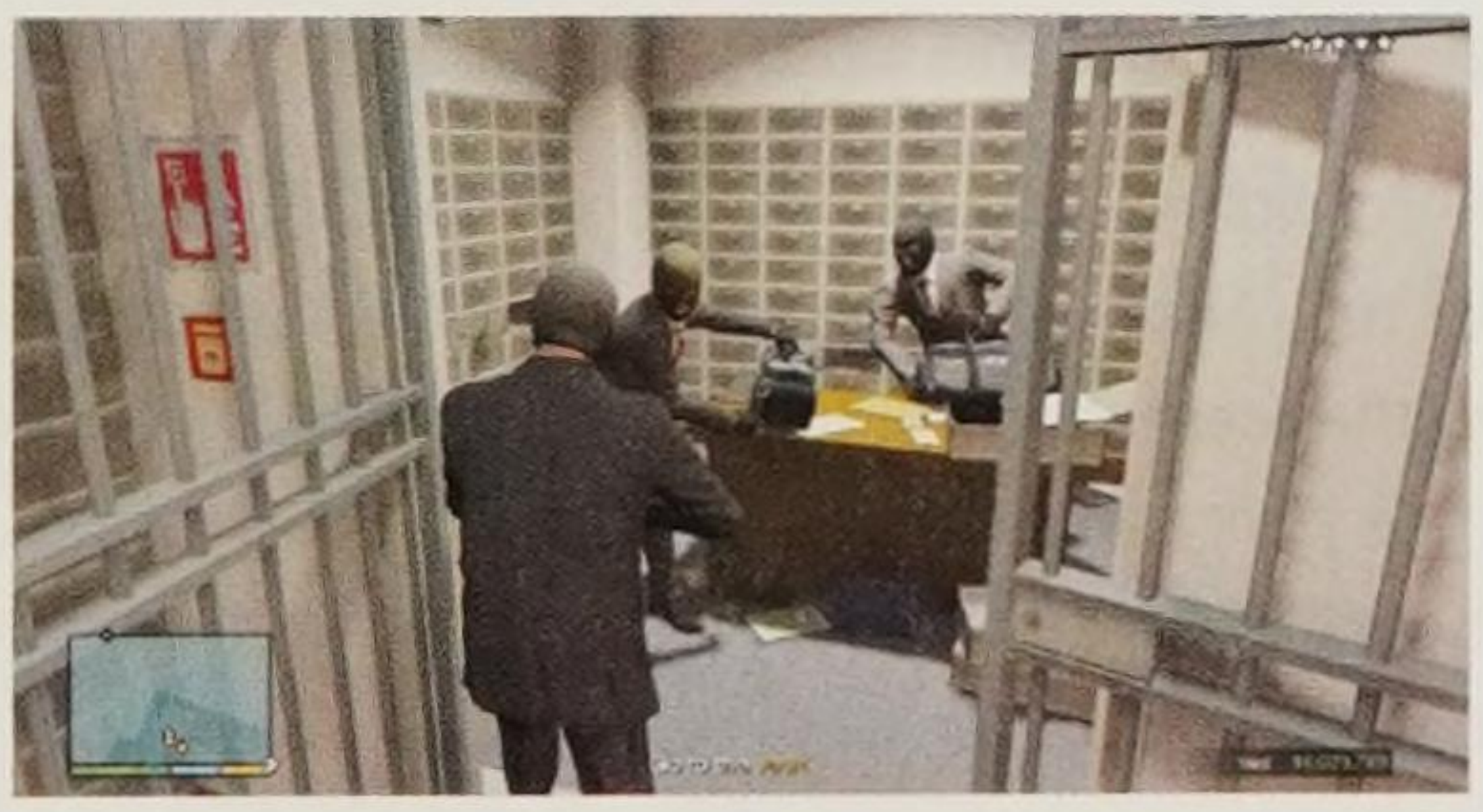
▶ Drive to the bank and enter.

Follow the next yellow route into the bank parking lot ③ and park near the entrance. Get out of the van and enter the bank. Aim your weapon at customers and staff to get them on the ground.

▶ Go to the vault.

Move to the vault where your gunman kneels, cutting through the lock with a torch. This triggers a quick cutscene: Michael kicks open the vault gate and Trevor chases off the first sheriff's department unit that arrives. Note the take amount increasing in the lower-right corner as Michael and the gunman clean out the vault. Outside, the sheriff's men confirm the bank robbery in progress.

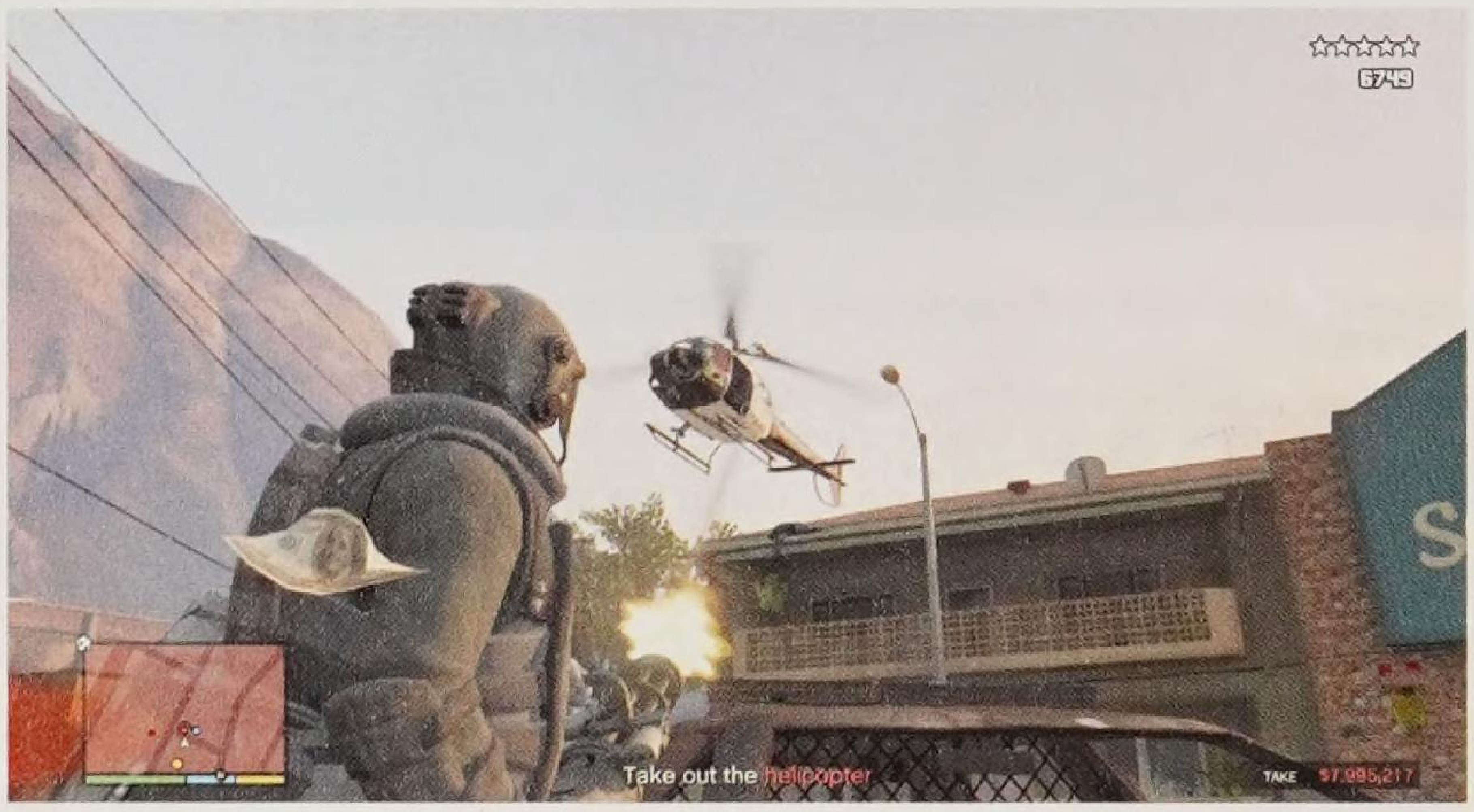




After the first cutscene, you control Trevor. Direct him into the vault as well. This triggers a second cutscene: The police response is immediate and massive, with many cars and troopers cordoning off the bank lot. Your take increases to $8,000,000! Finally, you see your trio emerge dressed in the military hard-suits you stole in the setup mission.

Take out the cops.

You control Trevor as the battle begins. He wields a powerful handheld Minigun that can tear apart vehicles and detonate them quickly into fireballs with devastating area damage. Open fire on the outgunned county sheriff's forces. (You can switch to Michael if you want, but Trevor's Minigun is quite powerful and fun to use.) Target the cars and watch for the police helicopter that drops into the fray. Michael calls for Trevor to "down that bird."



Take out the helicopter.

Nail the chopper! Shooting it down is a mission checkpoint that triggers a quick cutscene of the craft spinning to the earth in flames. The chopper slams into the South Seas Apartments complex directly across Cascabel Avenue from the bank.

Dropping the Take

Each of your crew carries a big bag of money, but note that the take amount listed in the lower-right corner is dropping as you take damage. In fact, you can see bills flying through the air when you absorb hits.

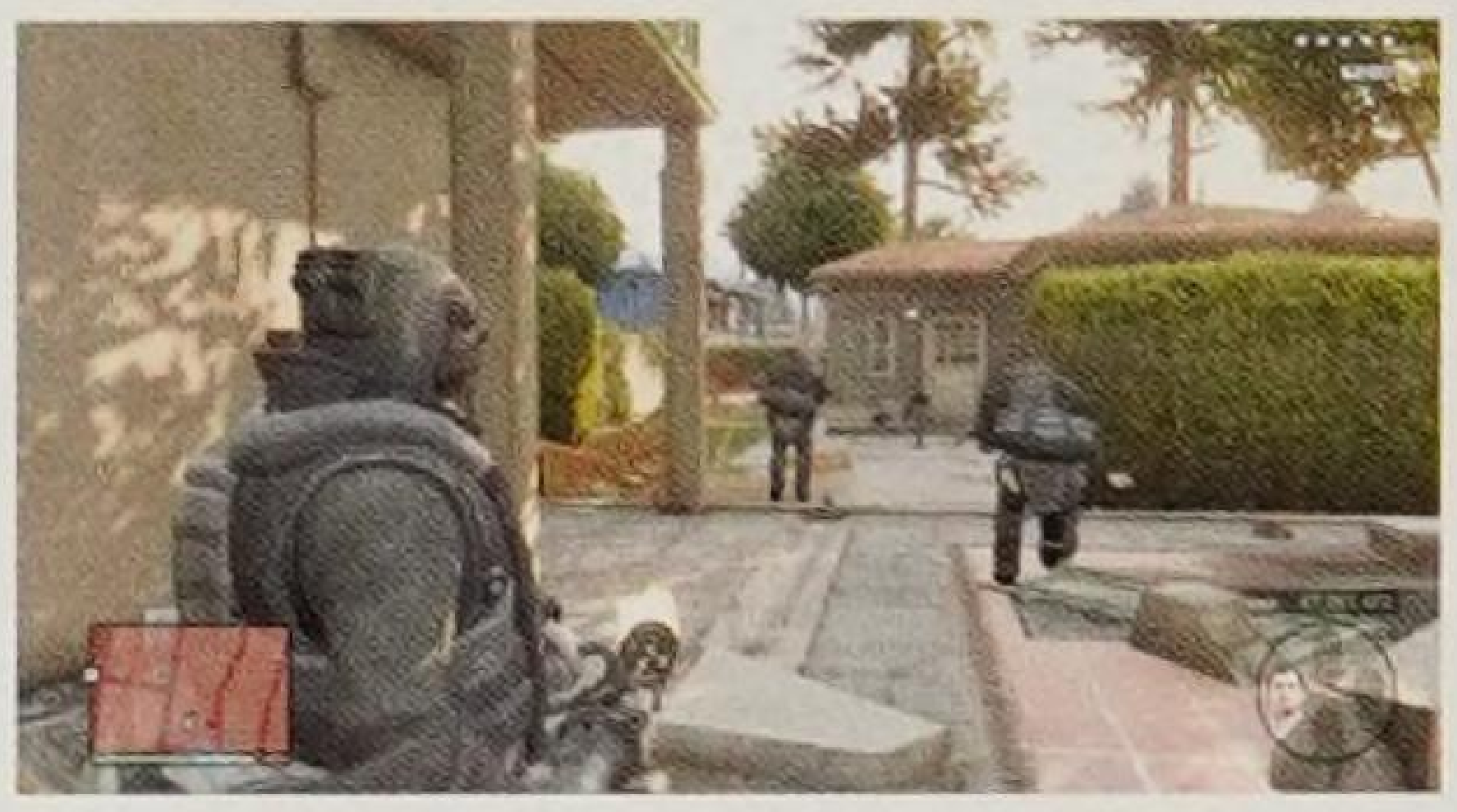
Fight through the apartment complex.

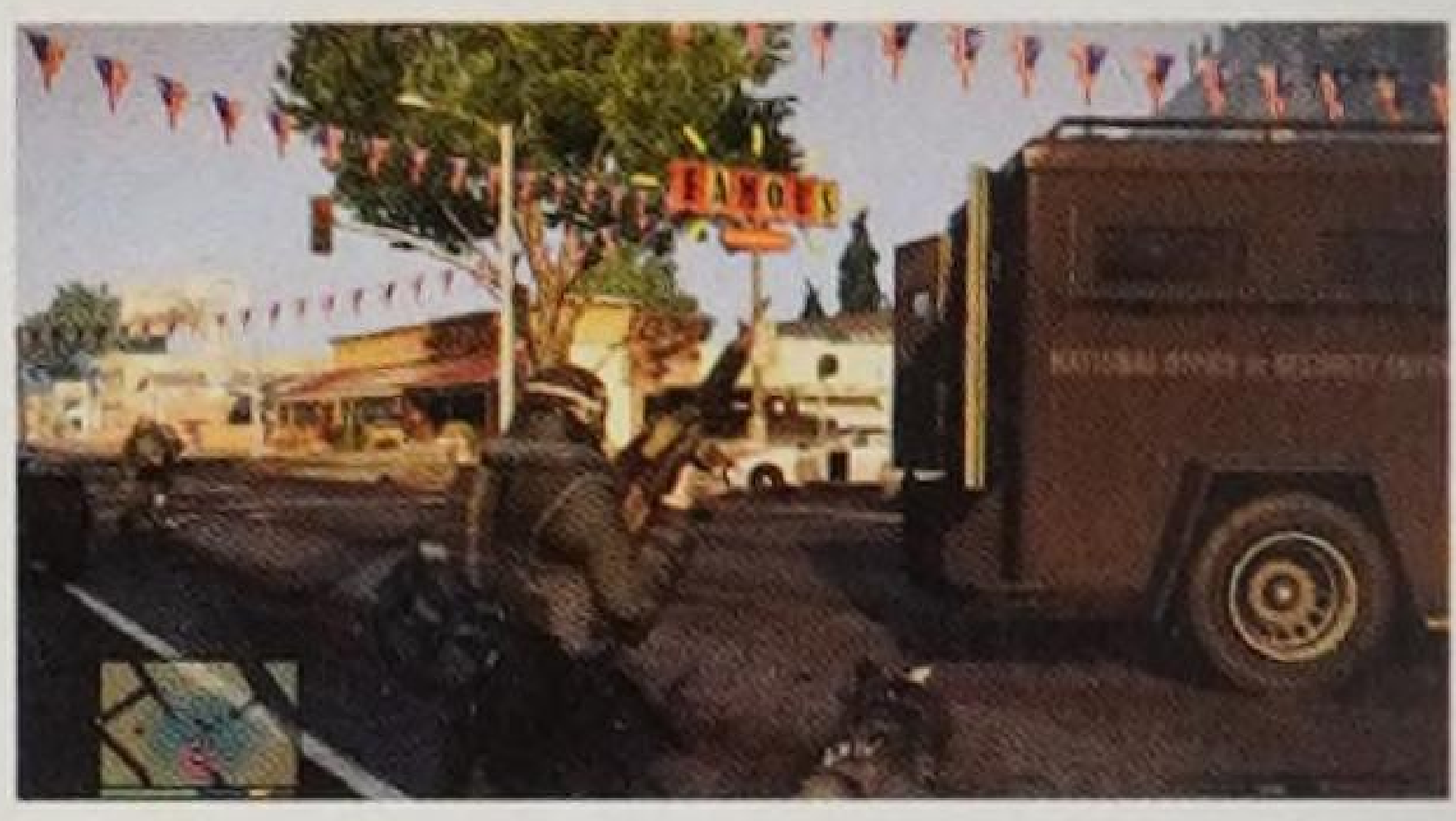
Switch to Michael at the entry arch to the South Seas Apartments courtyard. Franklin tells Michael via radio that the boat rendezvous is off; Franklin must pick up the team in town. Go through the arch into the shattered garden area where the police helicopter has crashed into the pool. (Michael calls out to the others: "By the pool!") After the screaming woman runs past, turn right and engage the cops arriving on Procopio Drive.

Shoot the fence down.

When the trio gathers by the pool, you get a new objective that introduces a new route. Move past the chopper's burning hulk and shoot through the wooden fence. (You're heading southwest.) Run through the opening into the back yard of the adjacent house and shoot through the next wooden fence, too. In the adjacent yard, veer left and shoot through another fence.

Proceed onto Paleto Boulevard, where you see a Famous Hamburgers to the left and a Liquor/Deli store to the right. As you reach the street, some NOOSE units arrive in armored vans. Use Trevor to destroy their vehicles.





Be Special!

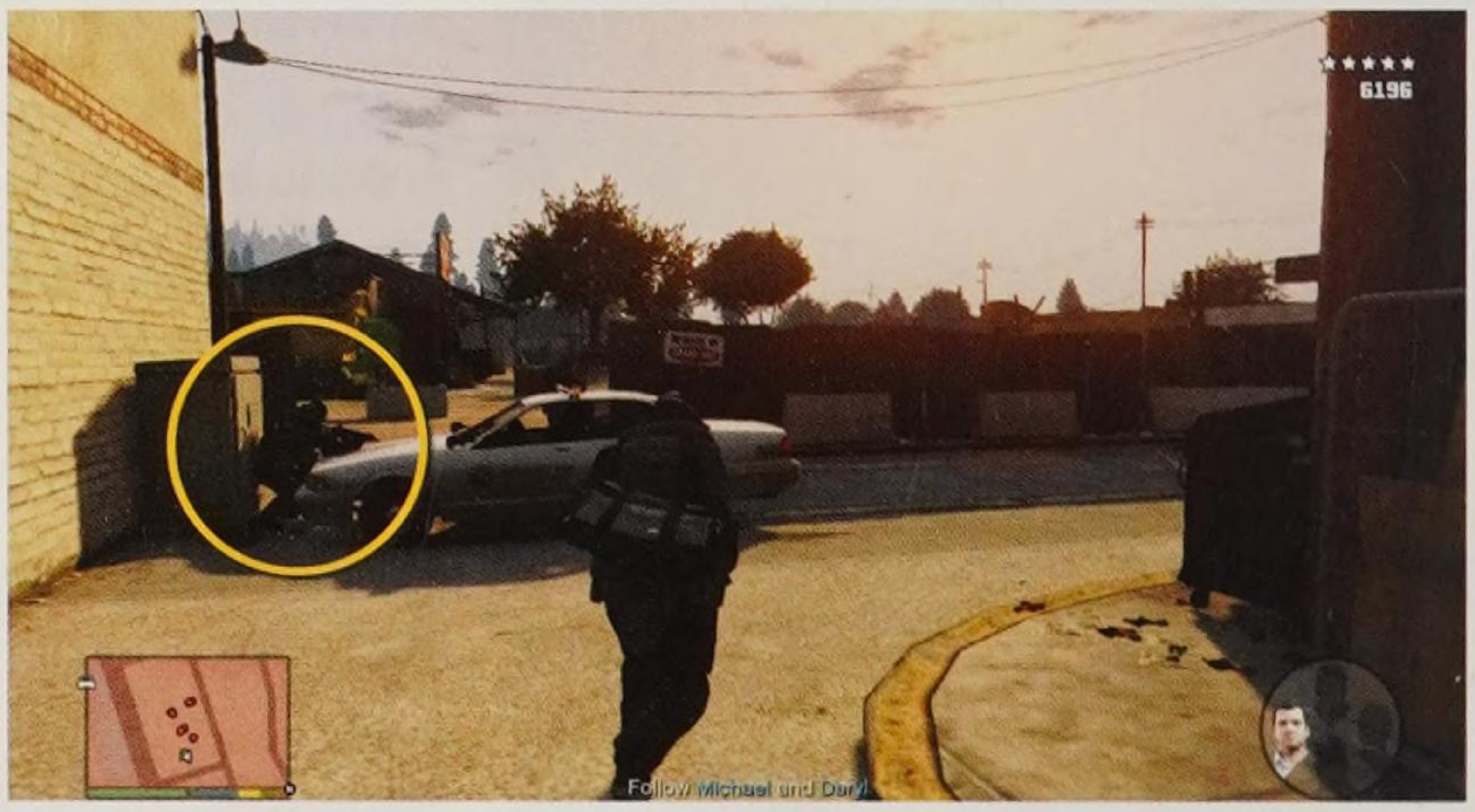
This insane battle is tailor-made for using Trevor's and Michael's special abilities. The less damage your guys take, the more cash you retain from the take.

Seconds later, sheriffs' cars scream toward you up Pyrite Avenue and skid sideways to form a roadblock. Stay behind the parked car for cover and take out these attackers. Fight your way down Pyrite until a big military helicopter lands at the end of the street.

This triggers a cutscene: The military chopper is too heavy to fight, so Michael leads the team up an alley to the right, just past Del Vecchio Liquor.

Follow Michael.

When the scene ends, you control Trevor. A cop car speeds in from the right. If you picked a low-skill gunman in the heist's planning board sequence, the cruiser may pin your gunman (circled in our screenshot) against a power box. He's either dead or trapped—in either case, you want his money, so run up to him (the green radar blip) to collect his cash. (A high-skill gunman avoids this predicament.) Then follow Michael past the fence with the "Beware of Guard Dog" sign into the junkyard filled with Brute equipment 4.



▶ Hold off the military.

Military units in jeeps suddenly race into the junkyard. Now you must defeat the soldiers who deploy across the area. Use Trevor's Minigun to target their jeeps for big explosions that take out nearby soldiers. Keep fighting until you trigger a cutscene: A military chopper passes overhead, carrying a tank into the battle. Things look grim for our boys. Now you switch to Franklin.

▶ Drive the bulldozer to Michael and Trevor.

Just down the street, Franklin has commandeered a big yellow bulldozer from an excavation project. Follow the blue map route to the crew's location in the junkyard, ramming through the military jeeps that try to block the way. When you cross Pyrite Avenue, a tank rolls into the intersection from the left. Veer into Red's junkyard just half a block ahead on the left. Arrival triggers a cutscene: Michael and Trevor hop into the dozer's shovel just as the tank rounds the corner into the junkyard.

▶ Escape the tank.

The tank starts slinging shells at your bulldozer. Make a beeline out of the lot, cut a hard left turn onto the Great Ocean Highway, then follow the short yellow route to the open garage door of the Cluckin' Bell Farms chicken factory on the right. Hurry! Another tank blocks the road just ahead and swivels its turret to fire at your bulldozer.

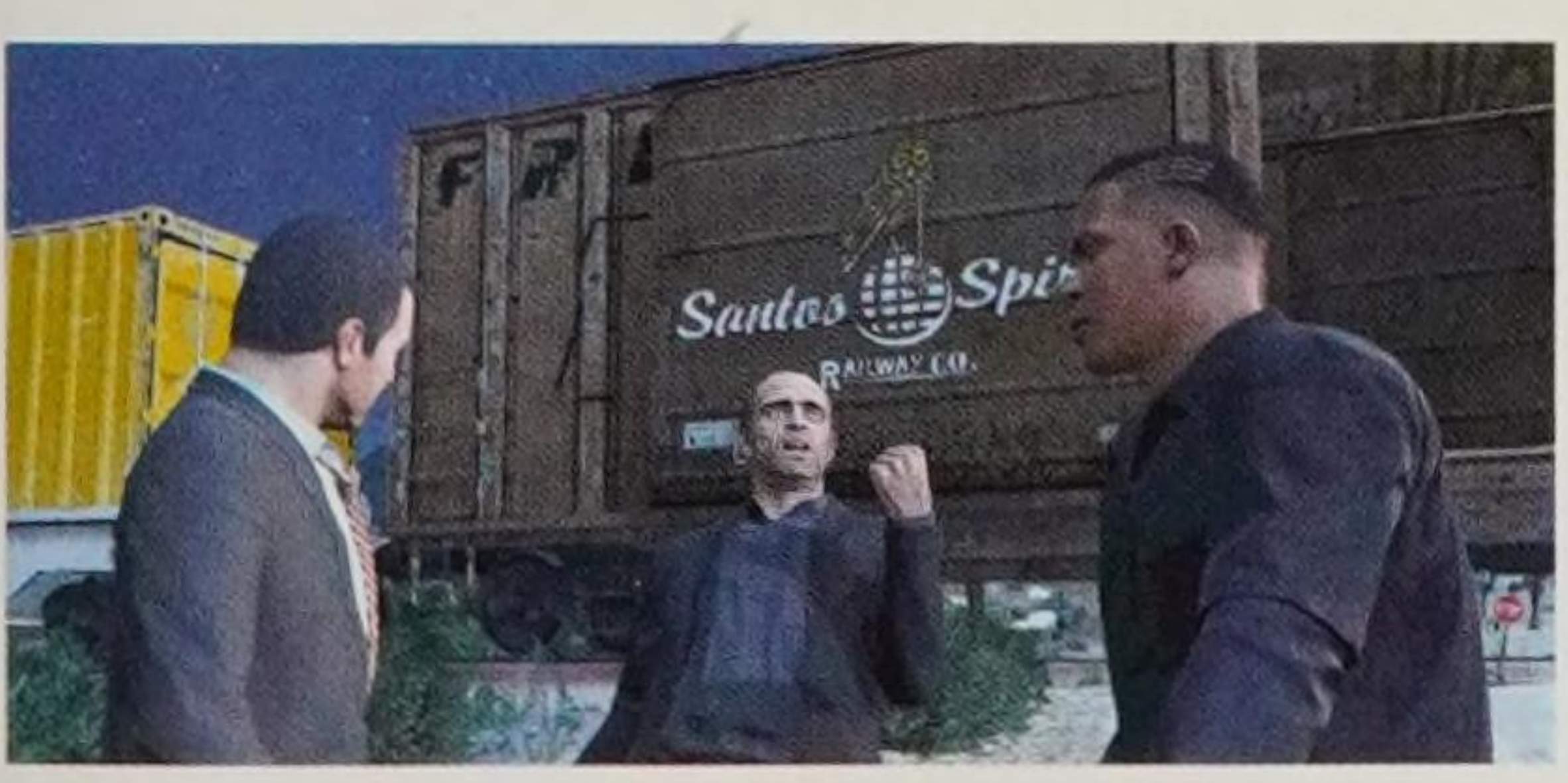
▶ Go to the railway platform.

After a short cutscene of the arrival, you control Michael again. Head into the factory past chicken cages and workers. At the first right, shoot the soldiers through the divider, then keep moving. Keep an eye on your radar for threats up ahead as you navigate through the factory, working from room to room toward the yellow destination blip that marks the railway platform. Keep an eye on your current character's health, too. You can switch between all three characters as you go, so if one guy takes too much damage, switch to a healthier character and move him to the lead. Switch characters for better shooting angles, too. You eventually reach the warehouse's railroad loading dock 5.

▶ Hold off the military until the train arrives.

Now fight off waves of soldiers while you wait for rail transport. This is a great place to activate Trevor's rage—the special ability speeds his reflexes and minimizes the damage he takes. When a train finally arrives, lead the trio to the platform to trigger a cutscene: our three protagonists leap into a railcar and escape from their audacious heist.

Watch the mission-ending cinematic: FIB Agent Andreas Sanchez meets the team at the Sandy Shores rail stop and collects the proceeds to fund the next mission, which he calls "Operation Save the World." He says Agent Haines will be in touch when the time is right. Then he doles out small takes to the crew and everyone scatters.



Mission Completion Stats: The Paleto Score

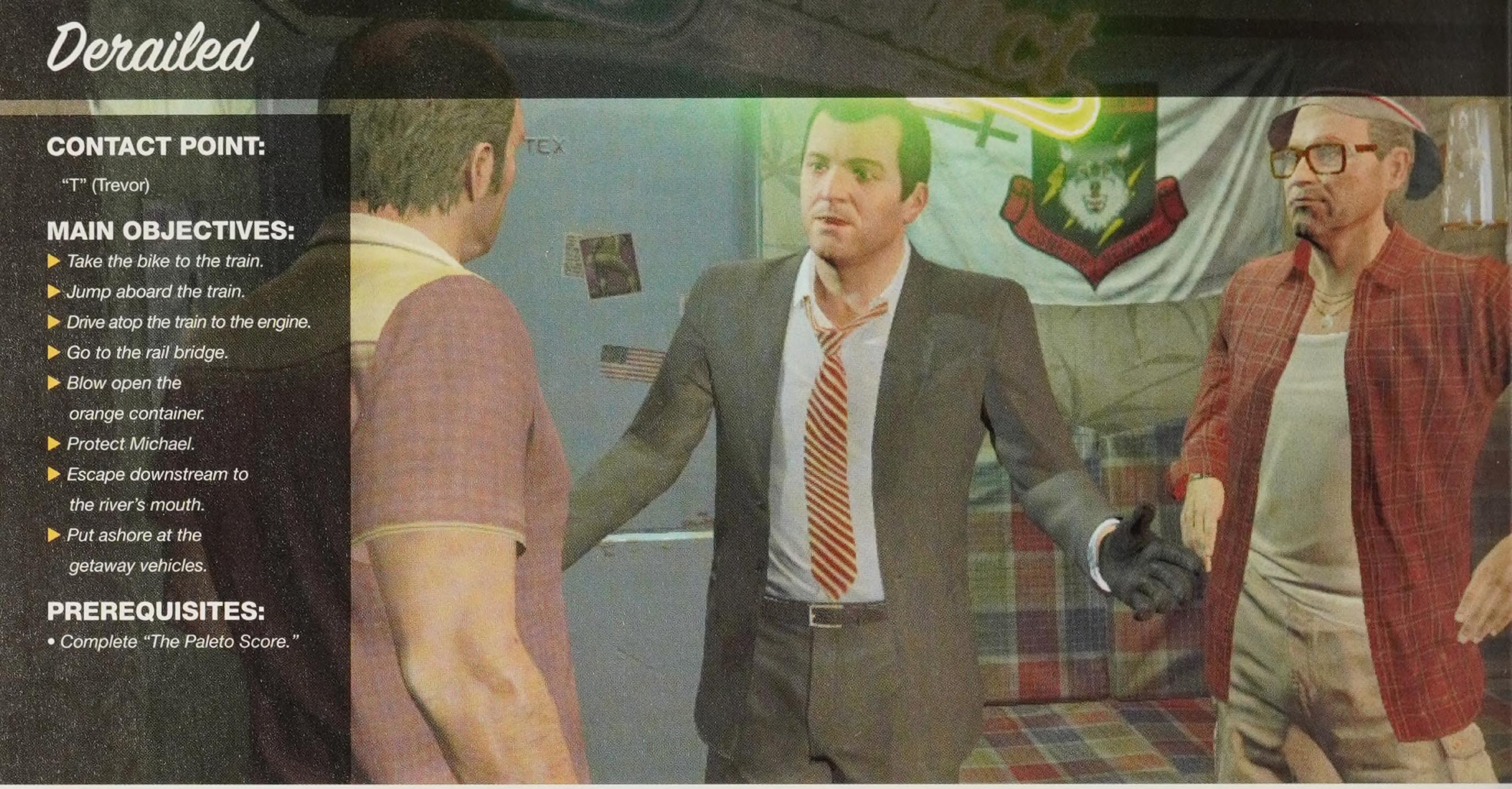
● Let It Rain
● Accuracy
● Mission Time
● Collateral Damage

☑ Fire over 4000 bullets
☑ Finish with a shooting accuracy of at least 50 percent
☑ Complete within 16:00
☑ Cause $1 million damage in Paleto Bay

Check out the new mission.

Completing "The Paleto Score" opens another contact point for Michael: a blue **"T"** icon appears on his map, marking Trevor's trailer in Sandy Shores. Go there to trigger the next mission, "Derailed."

Derailed



CONTACT POINT:

"T" (Trevor)

MAIN OBJECTIVES:

- *Take the bike to the train.*
- *Jump aboard the train.*
- *Drive atop the train to the engine.*
- *Go to the rail bridge.*
- *Blow open the orange container.*
- *Protect Michael.*
- *Escape downstream to the river's mouth.*
- *Put ashore at the getaway vehicles.*

PREREQUISITES:

- *Complete "The Paleto Score."*

Mission Can Be Triggered By: Michael

Follow the **"T"** icon with Michael and enter Trevor's trailer ① to trigger the cutscene: Ron reports a train coming. After Trevor arrives with Patricia, he explains that the train carries valuable loot. Trevor tells Michael to be under the Raton Canyon Bridge in a boat. The partners will stay in touch via radio headsets.

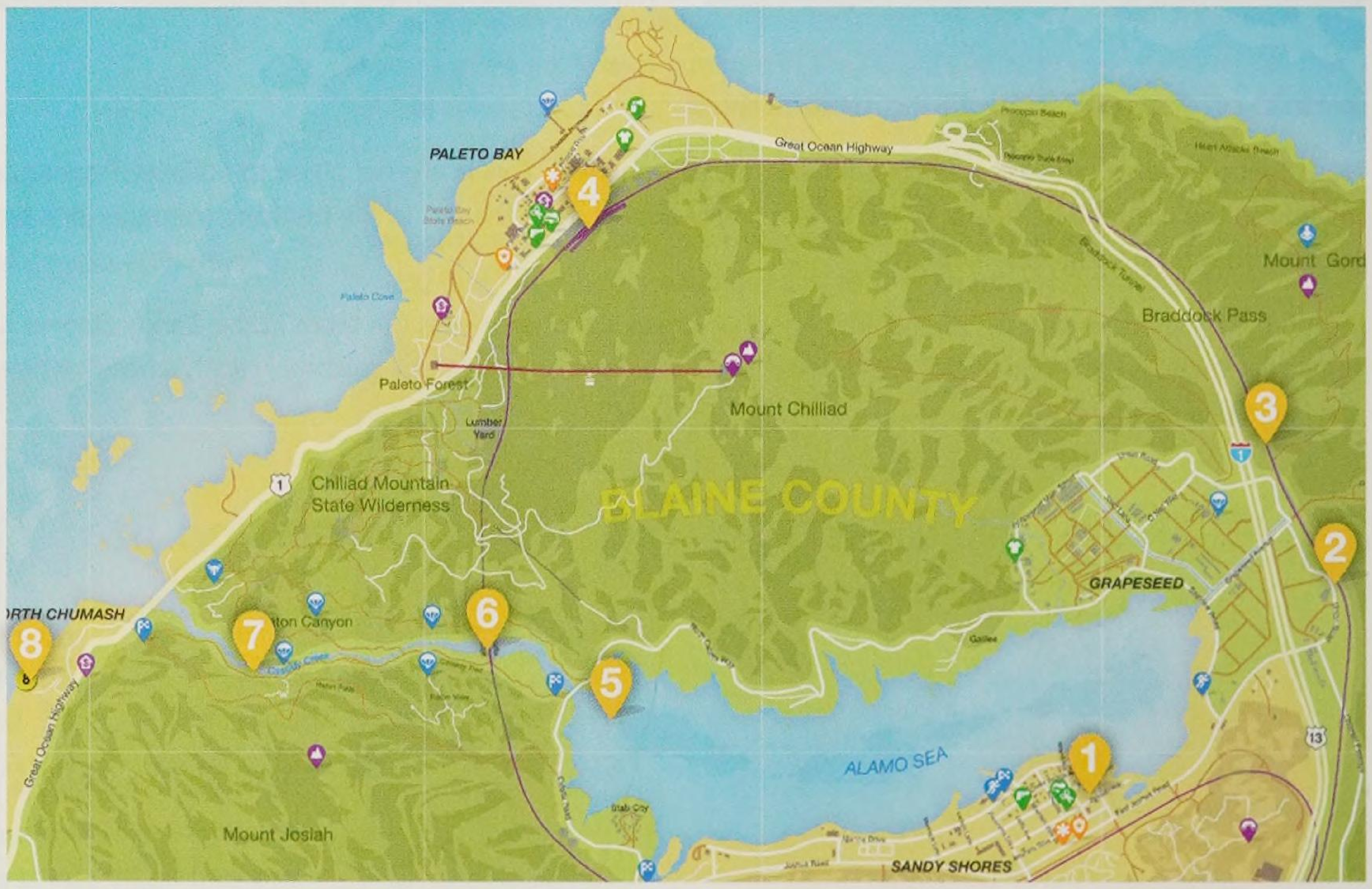
MISSION START

Take the bike to the train.

You control Trevor after the cutscene. Hop on the Sanchez in front of his trailer and start following the blue route to rendezvous with the moving train. On the way, Trevor tells Michael that the target is a "high value courier service" run by none other than Merryweather. The freight may be gold, artwork, or priceless antiquities.

Jump aboard the train.

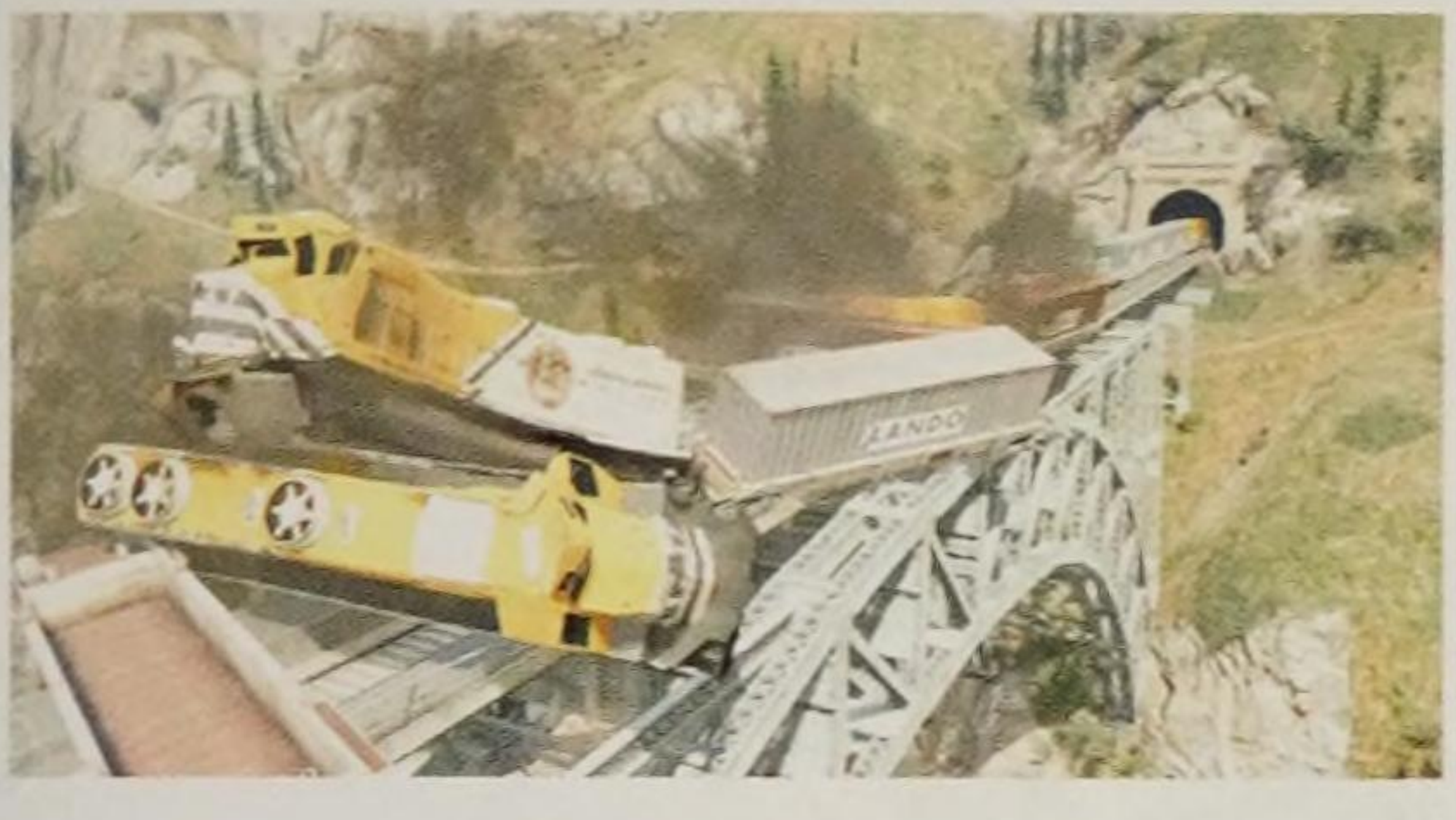
After you reach the train ②, ride up onto the tracks and start following it. A new yellow route appears that leads up an elevated path on the right side to a jump-off point ③. Hit the point going full speed to make the leap onto the top of a boxcar. (If you miss here, you can still try similar ramps further up the right side of the tracks.)


PALETO BAY
Great Ocean Highway
Braddock Pass
Mount Gord
Paleto Forest
Mount Chilliad
Lumber Yard
Chilliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
RTH CHUMASH
ton Canyon
ALAMO SEA
SANDY SHORES
Mount Josiah
1
2
3
4
5
6
7
8

Drive atop the train to the engine.

Accelerate the bike from car to car up the entire length of the train until you reach its engine (the blue radar blip) at the front. Reaching the engine triggers a cutscene: Trevor crawls down a ladder, enters the locomotive's cab, and takes control of the train.

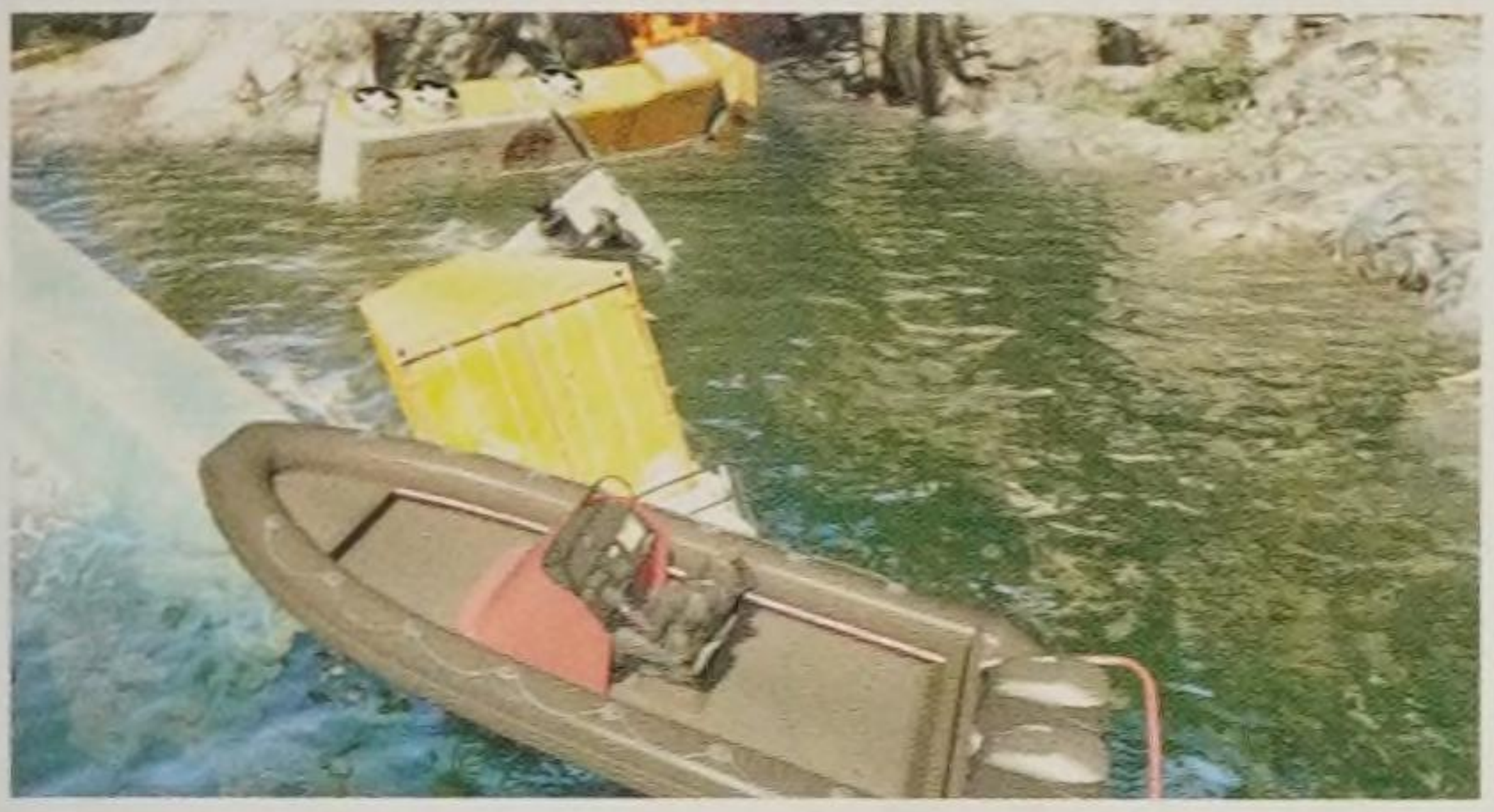
Trevor reports to Michael that once the train passes Paleto station ④, Merryweather will be aware and send forces. When the train reaches the lumberyard in the Paleto Forest, you automatically switch to Michael in a speedboat out on the Alamo Sea ⑤.



▶ Go to the rail bridge.

Cassidy Creek flows west from the Alamo Sea to the ocean. Steer the boat underneath the first bridge (a vehicle crossing) at the entry to Cassidy Creek, then proceed downstream to the railroad crossing at the Calafia Bridge 6.

Your arrival triggers a spectacular scene: Trevor's train has a head-on collision with another engine, derailing a number of cars. Somehow, Trevor manages to bail out before the crash and dives into the water below. Several containers flip off of the derailed cars and plunge into the creek.



▶ Use sticky bombs to blow open the orange container's door.

Steer to the orange container marked on radar as the green blip. Press the control indicated to cycle through available weapons and equip Sticky Bombs, then toss one onto the orange doors. Once the bomb is properly affixed, steer your boat a short distance away and detonate the explosive.

Hurry! Trevor is nearby on a small outcropping (blue radar blip) and a Merryweather salvage team will arrive shortly. If you take too long to blow open the doors, Trevor can get killed.

▶ Protect Michael from Merryweather.

Once the orange doors blow off, you automatically switch to Trevor. As Michael conducts the salvage operation, three boats carrying Merryweather gunmen approach. Clear off the gunmen, then target the helicopters that attack in the next wave—one from upstream to the right and a second chopper from downstream to the left, flying under the bridge.

Use your Sniper Rifle's thermal scope to locate four snipers up on the bridge wreckage. (An Assault Rifle can reach these distant snipers, too.) Thermal view can also reveal a chopper and two more snipers who paraglide into the trees across the river, to the right of the bridge.

Get in the dinghy.

When Michael finally finds a package, he boats over to Trevor. Crawl into the boat and head downstream, taking a flying jump off the first waterfall. Several Merryweather boats follow your lead and open fire.

▶ Escape down the rapids to the river's mouth.

Michael pilots the boat downstream. As Trevor, start picking off the enemy boat crews. Or you can switch to Michael and focus on steering the boat. Carloads of Merryweather goons join the chase, heading down the road that runs along the shore. When you get past Raton Pass 7, another helicopter drops in behind to open fire. Shoot it out of the air!

▶ Land at the beach and reach the getaway vehicles.

When you finally get under the Great Ocean Highway bridge into the open ocean, Michael automatically veers southwest down the coastline. Ron has placed a pair of getaway vehicles on the beach 8, not far down the coast.

Watch the final cutscene: Trevor wants the score for himself, but Michael believes the stolen artifact will settle things with Martin Madrazo, allowing them both to return to Los Santos without a price on their heads. In return, Michael offers Trevor a bigger score... a dream score.

Mission Completion Stats: Derailed

● Mission Time
● Fastest Speed
● Better Than CJ

☑ Complete within 11:30
☑ Reach top speed on the Sanchez
☑ Land on the train using the first jump

Take the call from Agent Haines.

After completing "Derailed," all three main characters get a call from Agent Haines saying the FIB mission is set to go, with a rendezvous planned near the El Gordo Lighthouse. A new "**B**" icon now appears on your map. Follow it to the Cape Catfish jetty to trigger the next mission, "Monkey Business."

Monkey Business

CONTACT POINT:

"B" (Federal Investigation Bureau)

MAIN OBJECTIVES:

- *Navigate down the coastline.*
- *Swim to the discharge tunnel.*
- *Cut through the grill.*
- *Gain entry to the lab.*
- *Incapacitate the lab workers.*
- *Get the nerve toxin.*
- *Take out the security guards.*
- *Put the toxin in the refrigeration unit.*
- *Transport the container to the airfield.*
- *Drive Patricia to the farmhouse.*

PREREQUISITES:

- *Complete "Derailed."*

Mission Can Be Triggered By: Michael, Franklin, Trevor

Send any character to the **"B"** map icon at Cape Catfish 1, out on the eastern coast. The team meets with their FIB contacts, Dave Norton and Steve Haines. Due to poor prior communication, the two agents are forced to join the infiltration team. Agent Haines assigns Trevor and Franklin to the getaway. Then the agents and Michael don scuba gear and board a dinghy with Michael at the helm.

MISSION START

▶ Navigate down the coastline.

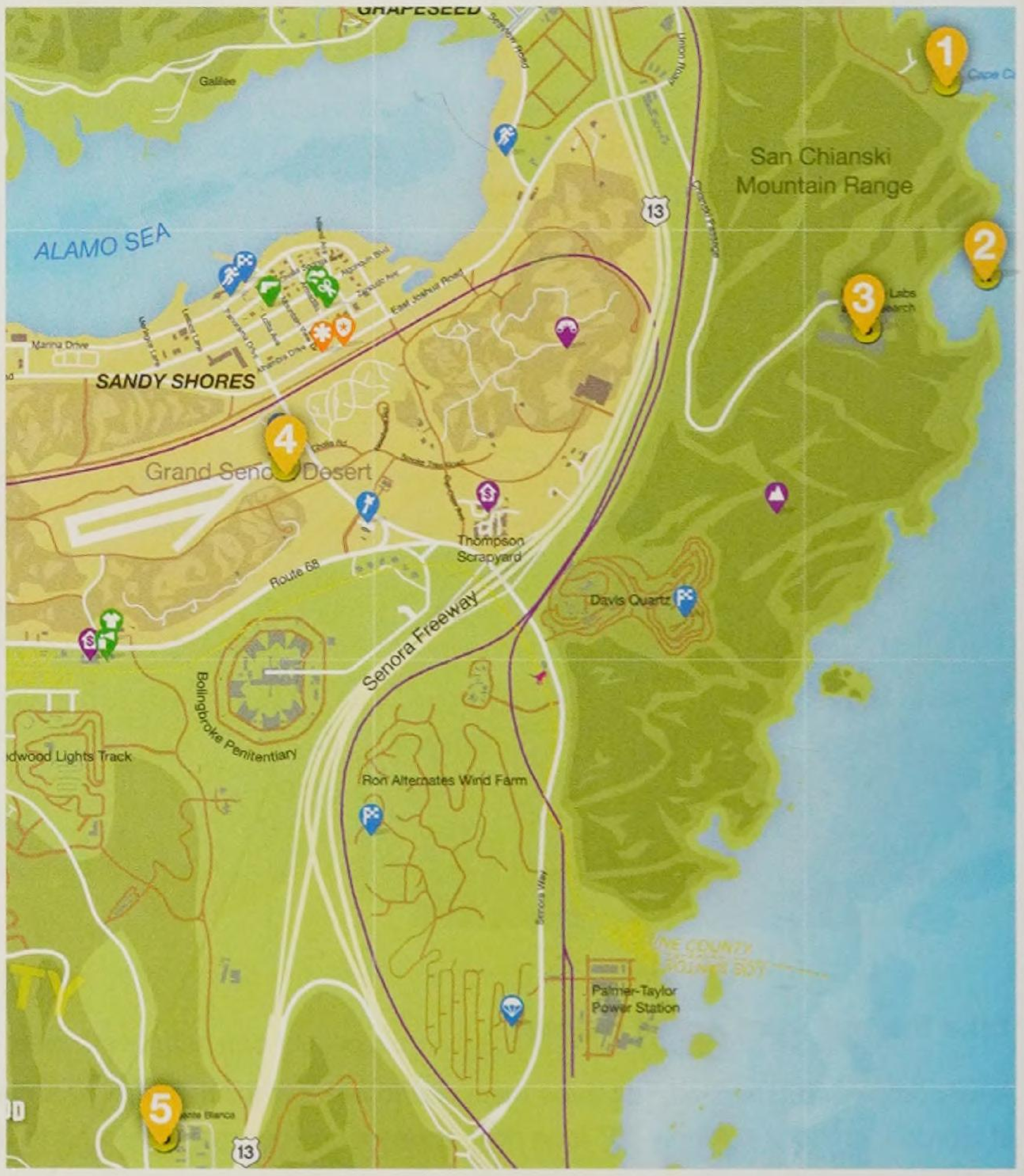
You start out in control of Michael. Follow the yellow destination blip south along the coastline to a location 2 in the bay just off-shore from the Humane Labs and Research facility. When you reach the spot, Dave reports that the dive team can reach the lab via an underwater discharge tunnel. After the FIB agents drop into the water, press the button indicated onscreen to dive in, too.

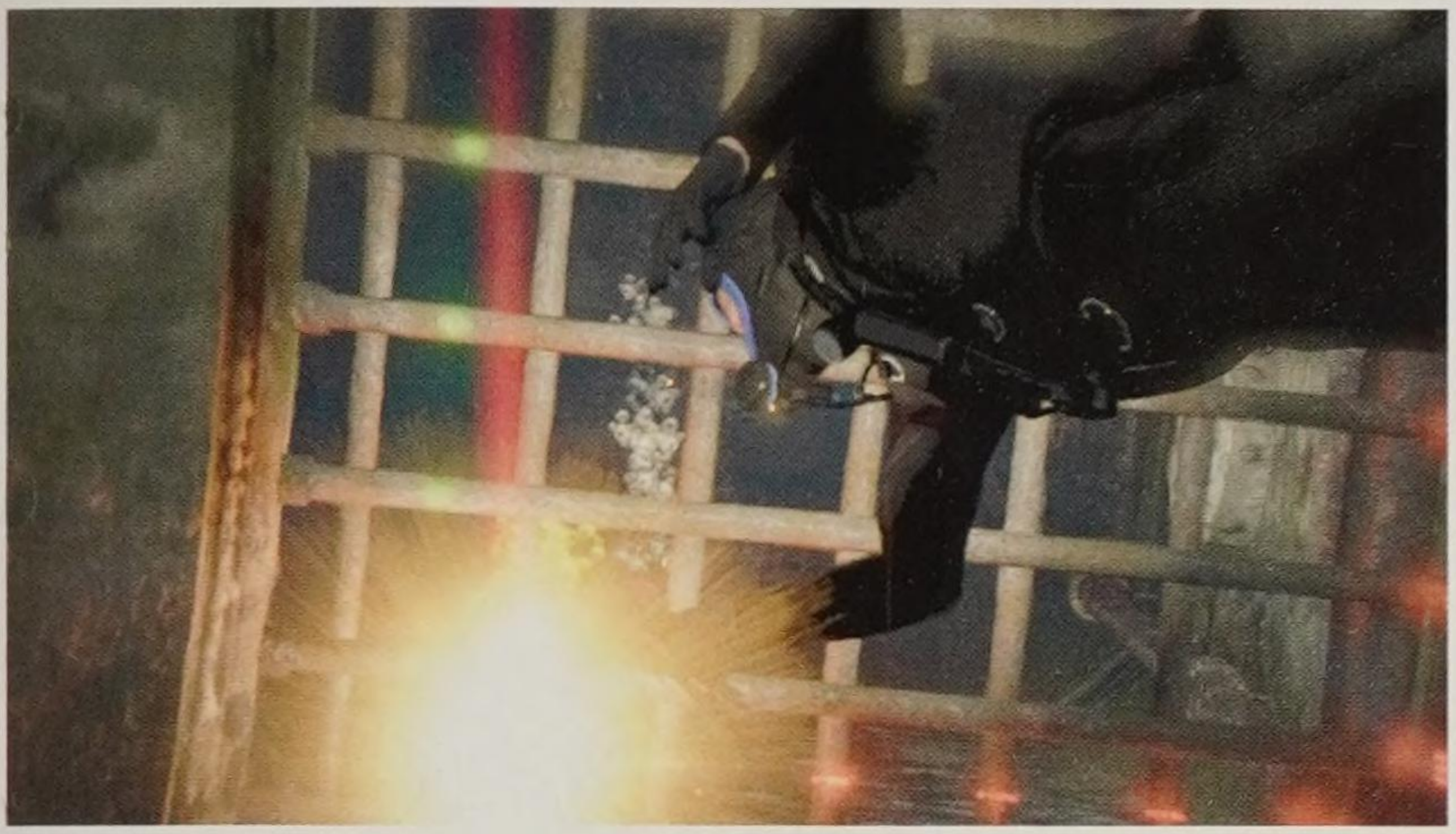
▶ Swim to the discharge tunnel outlet.

Follow Dave and Steve (the blue radar blips) to the discharge tunnel outlet (the yellow blip). Swimming into the destination marker triggers a cutscene: Michael approaches a metal grill that covers the tunnel outlet.

▶ Cut through the grill over the outlet.

Use the controls shown in the upper-left corner to slice through the grill with the oxy-hydro cutter. As Steve points out, it burns at over 3500 degrees, and fuel is limited, so use it carefully. The fuel level is displayed in the lower-right corner. Apply the torch on the 26 green spots marked on the metal bars. Each burn isn't complete until you hear a sound cue (a "clunk") and the green spot turns into a glowing red cut line. To remove the grill, burn through all 26 spots.

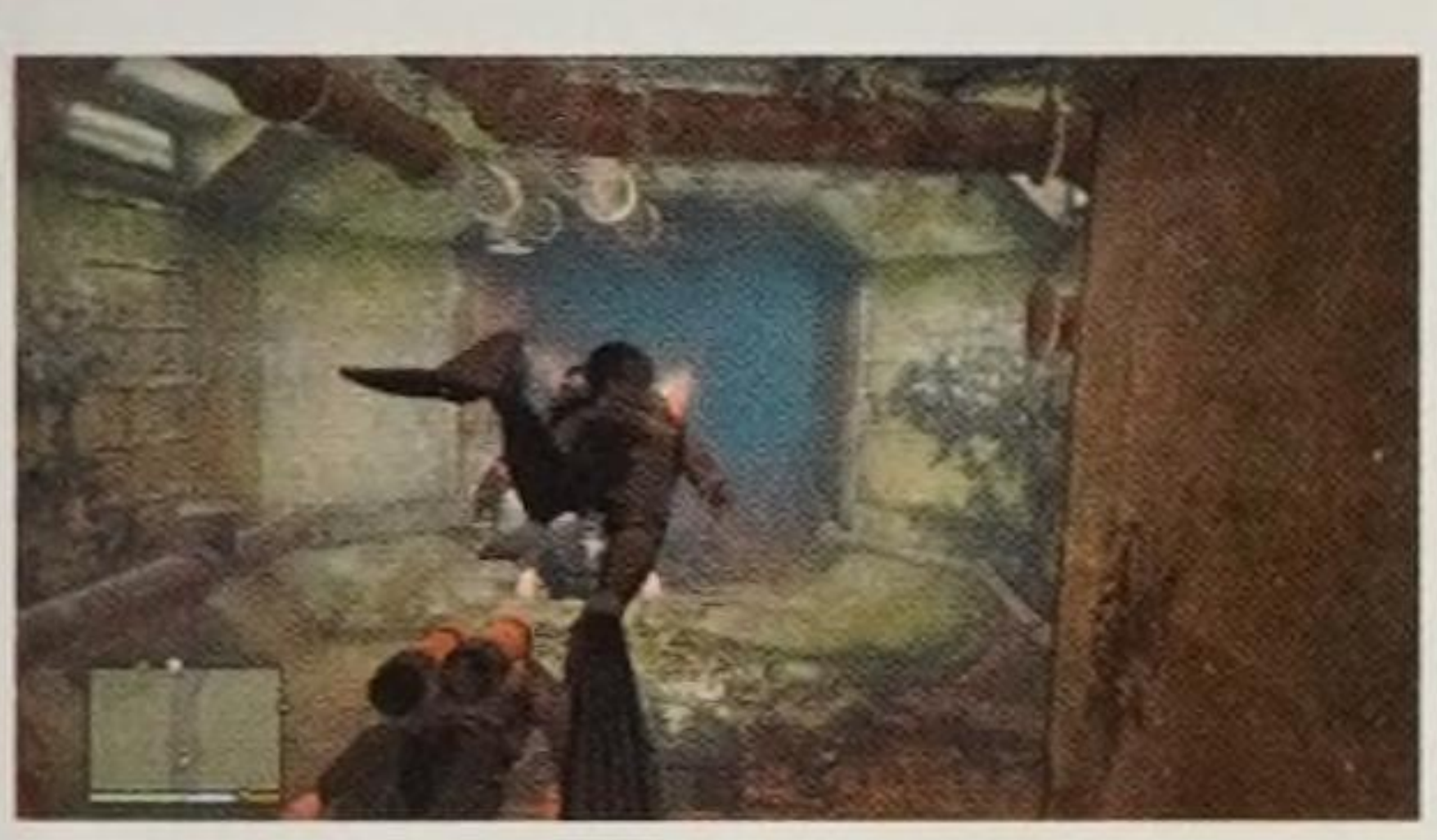

GRAPESEED
Galilee
ALAMO SEA
San Chianski Mountain Range
1
2
3
Labs ...earch
SANDY SHORES
4
Grand Senora Desert
Thompson Scrapyard
Route 68
Senora Freeway
Davis Quartz
Bolingbroke Penitentiary
Redwood Lights Track
Ron Alternates Wind Farm
Palmer-Taylor Power Station
5
13



Gain entry to the lab.

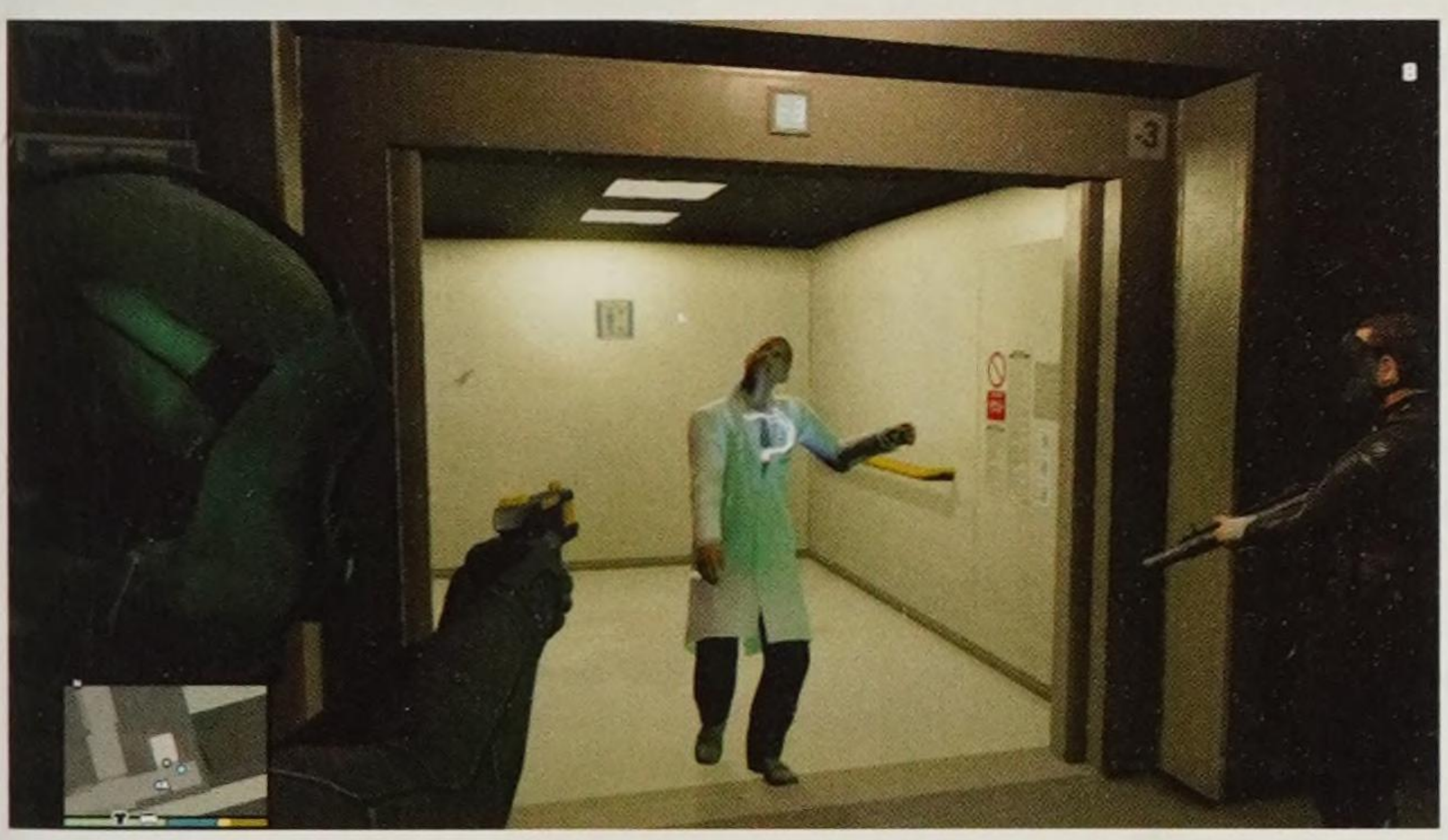
Once you finish cutting, Michael pushes down the grill. Swim down the long vent, then glide carefully between the blades of the two turbines you reach. At the two-way vent opening, swim through either opening, then continue past a third turbine.

When you finally reach the big open room at the end, swim left then upward to find the ladder. Surface and swim into the ladder to climb out of the water. You're now in the lab facility 3 and this triggers a cutscene: Steve and Dave's "plan" is pretty sketchy, and Michael gets assigned to stun gun duty.



Follow Dave to the elevator.

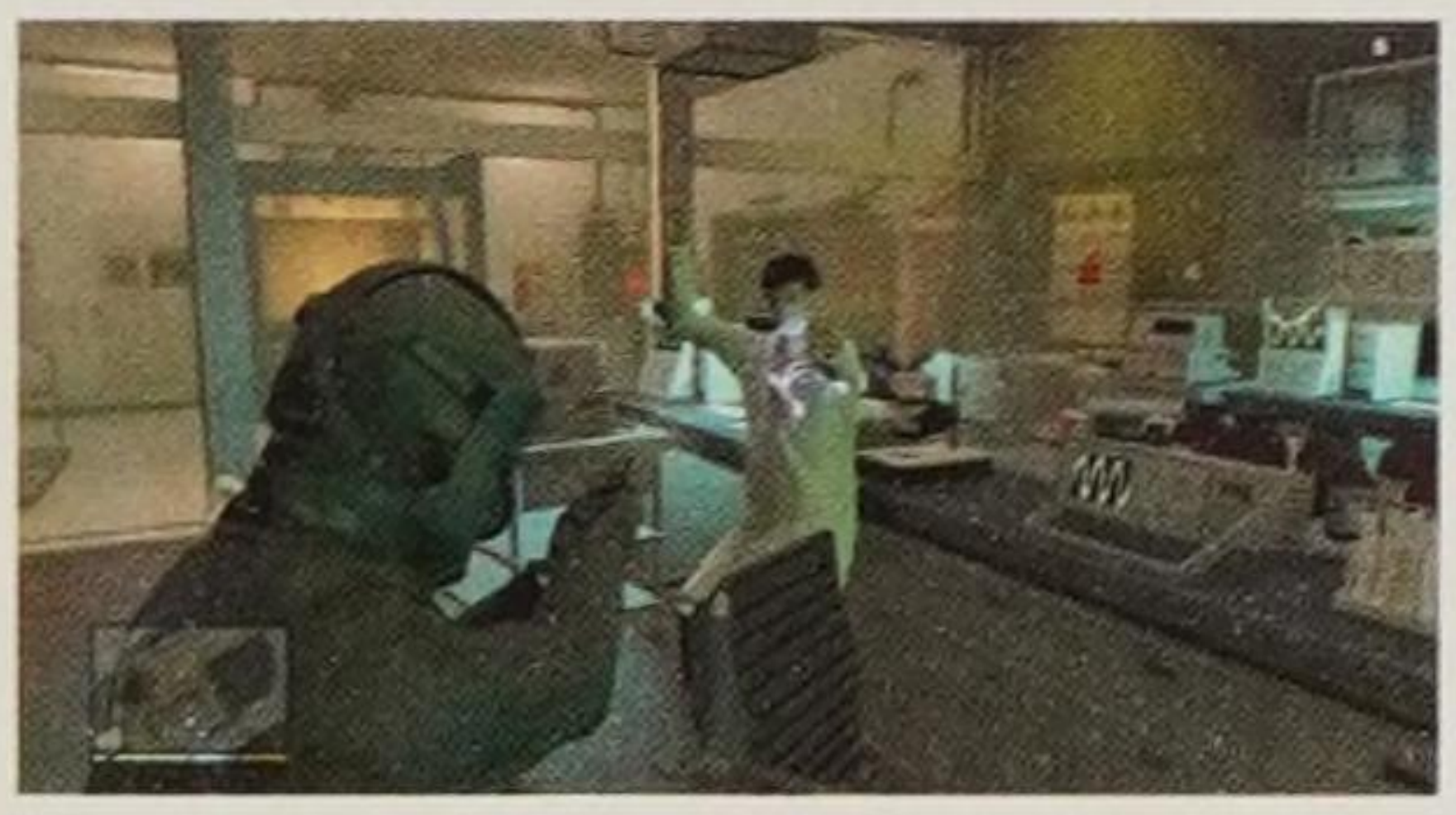
When control returns, Michael is automatically armed with a Stun Gun. Dave takes point at the doorway as Steve decides to "lead from the rear." Follow Dave down the hall and stun everyone he holds at gunpoint. Proceed around the corner to the Floor -3 elevator and stun the scientist who emerges. Walk Michael over the fallen man's access card (the green blip) to snag it. Then get in the lift to trigger a quick scene: Steve feels good about the progress.

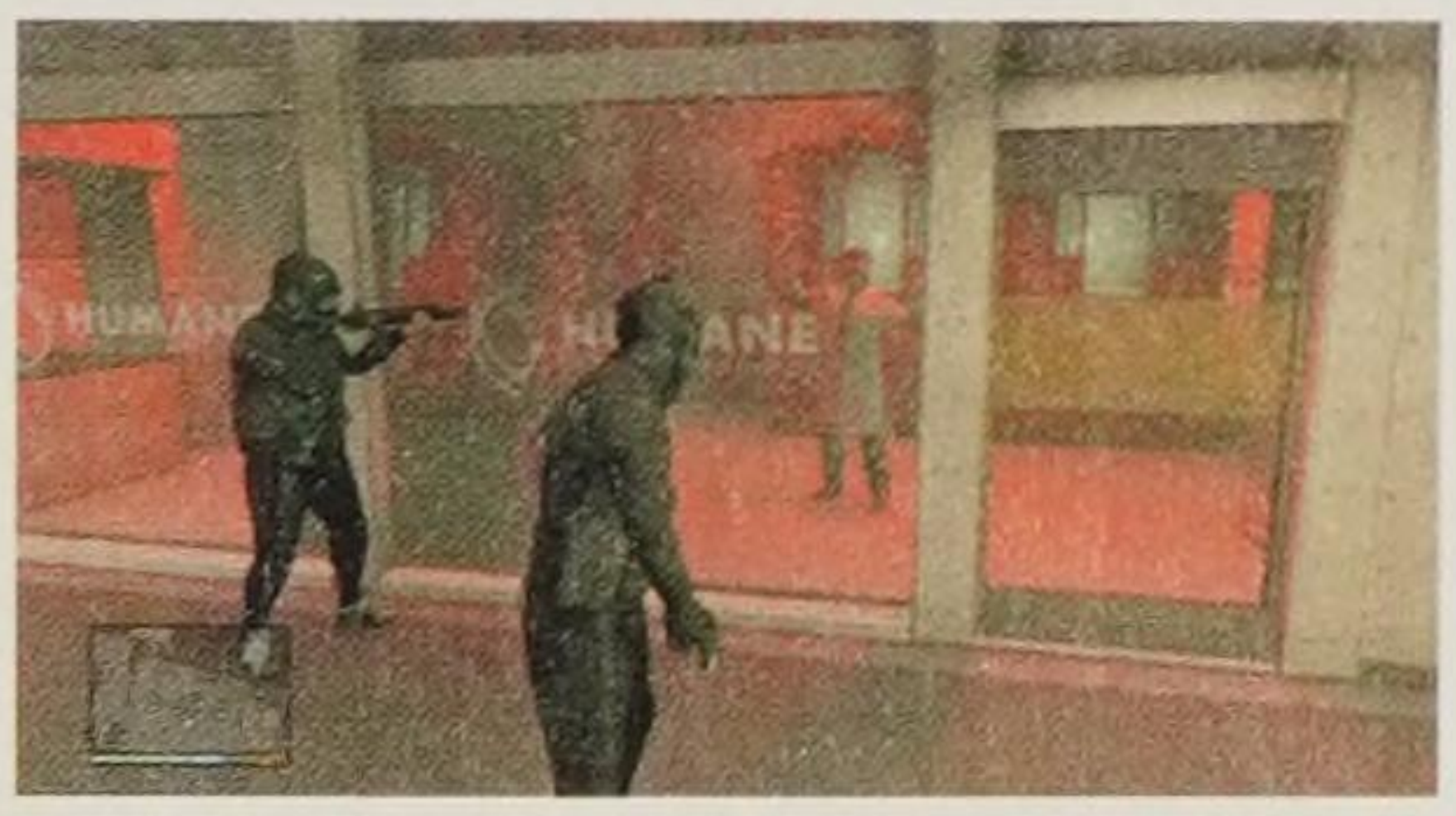


Incapacitate the lab workers.

When the elevator stops on Floor -1, follow Dave to the Laboratory 1 doorway. Stun the white-coated workers in the lab, then continue down the hall and around the corner through the Cold Room doors. Join the FIB agents as they wait for a security team to enter. Stun both guards and follow the agents down a hall into the room marked Decontamination 1. Approach the security door—Michael automatically uses the access card to open it.

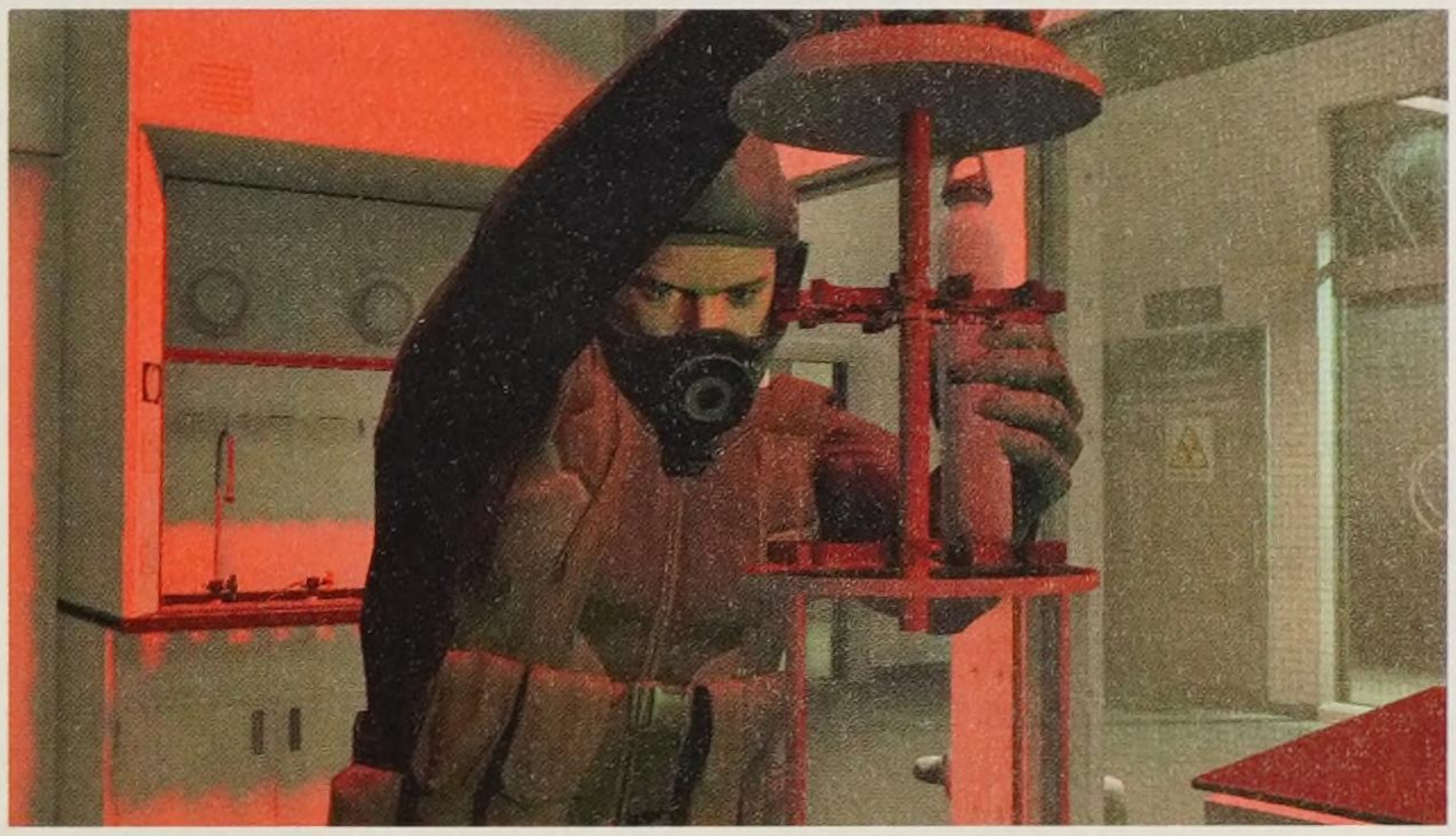
In the next area, you find a lone worker in a red-lit room with a security door that can only be triggered internally. When another scientist enters from the far door, Steve backs him to the red-lit door as "collateral" to intimidate the worker in the room. It works: he opens the door from inside for you. Zap both lab workers.





Get the nerve toxin.

Now enter the red-lit room and approach the counter (green radar blip) to trigger a scene: Michael carefully extracts the nerve agent tube from its holding container. When control returns, exit the red-lit room and follow the FIB agents to the doorway labeled "Analysis."



Take out the security guards.

Time to swap out the Stun Gun for a more lethal weapon. Security guards pop out of the next doorway labeled "Sample Storage Loading Bay." Gun them down and start following the signs toward the loading bay. Check your radar for red blips—more guards lurk up ahead, including one around each corner. Roll a grenade ahead or use Michael's special ability to clear the corridor. Keep following the signs pointing the way to the Sample Storage Loading Bay.

As you get closer to the bay, you hear monkeys chattering and screaming. Fight your way through the cages of the monkey room and push through the final door labeled "Loading Bay." Unfortunately, the big open bay is crawling with guards now. Eliminate the gunmen in the bay. This is another good place to use Michael's special ability.

▶ Put the nerve toxin in the refrigeration unit.

When the area is clear, follow the green radar blip to the refrigeration unit behind the truck outside. Your approach triggers a cutscene: Michael gently places what he calls "the apocalypse in my pocket" into the unit's holding chamber.

CLEAR
PARKING
CARGOBOB 993

Switch to Trevor and collect the container.

Agent Norton reports that Trevor is on his way. Here you automatically switch to Trevor, who flies a big Cargobob helicopter. Follow the green radar blip and maneuver the chopper over the container holding the refrigeration unit with the nerve toxin. Drop low directly over the container to trigger another cutscene.

Agent Haines tries to abort the mission—a deadly Agency response team is swift approaching. He adds, "If that bird goes down, it'll take half the West Coast!" But Michael and the crew decide to move ahead, so Haines concocts a clever ruse to distract the response team in the loading bay.

▶ Fly to the airfield and land the crate on the trailer.

Follow the yellow map blip to Trevor's airstrip in Sandy Shores 4. On arrival, fly directly over the trailer attached to the semi-truck. When the container is centered over the trailer, press the control indicated onscreen to release it.

Land the helicopter.

Now simply land the chopper in the spot marked by the yellow radar blip. This triggers a cutscene: Dave drives off with the nerve toxin container. Michael learns that Lester has settled accounts with Martin Madrazo, clearing the way for a return to Los Santos. Then you automatically switch to Trevor.

▶ Drive Patricia to the farm house.

Trevor is driving his truck down Calafia Road with Patricia Madrazo as the passenger. Follow the yellow route to the Madrazo's estate, La Fuente Blanca 5. Watch the mission-ending scene as Trevor reunites the Madrazos despite his deep well of personal pain about the delivery.

Mission Completion Stats: Monkey Business

●	Stunner	☑	Stun 8 enemies with the Stun Gun
●	Headshots	☑	Kill 15 enemies with a headshot
●	Accuracy	☑	Finish with a shooting accuracy of at least 70 percent
●	Mission Time	☑	Complete within 13:30

Check out Trevor's new mission.

Completing "Monkey Business" automatically opens a new mission for Trevor. A **"T"** icon now appears on your map at Floyd's place in Vespucci Beach. Go there to trigger "Hang Ten."

Hang Ten

CONTACT POINT:

"T" (Trevor)

MAIN OBJECTIVES:

▶ *Go to the strip club.*

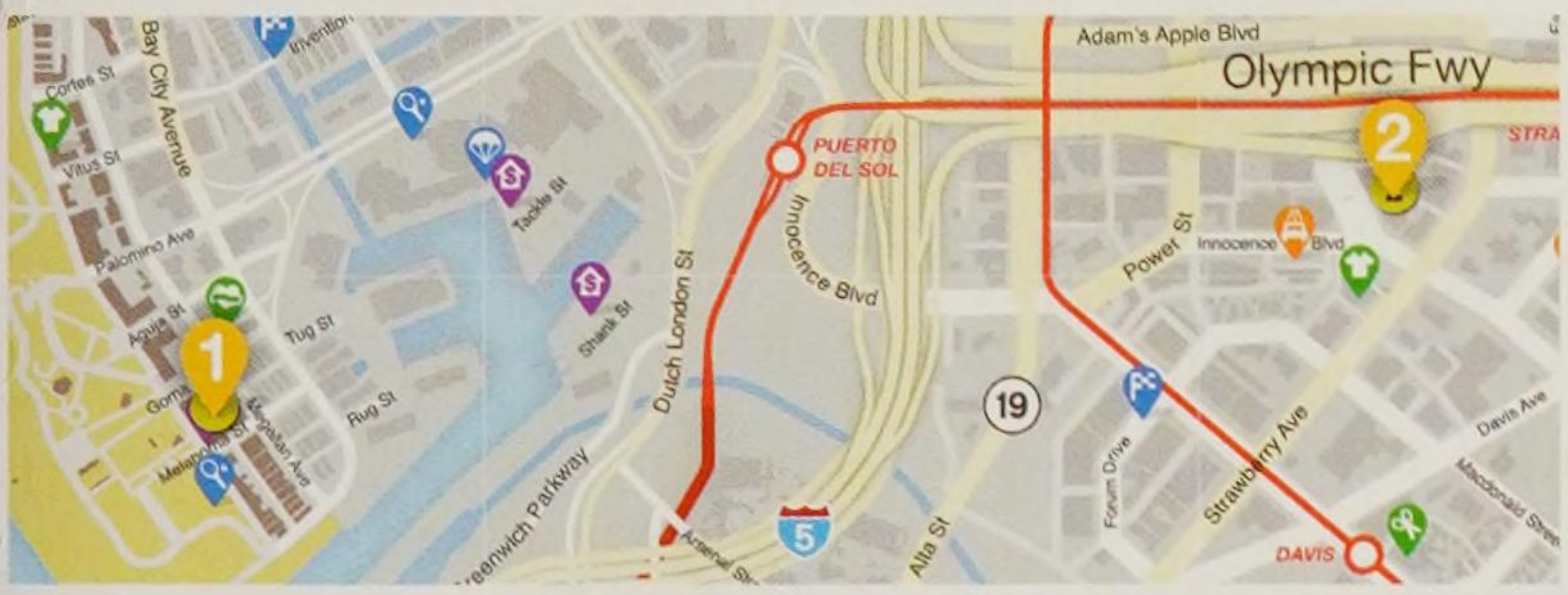
PREREQUISITES:

- *Complete "Monkey Business."*

Mission Can Be Triggered By: Trevor

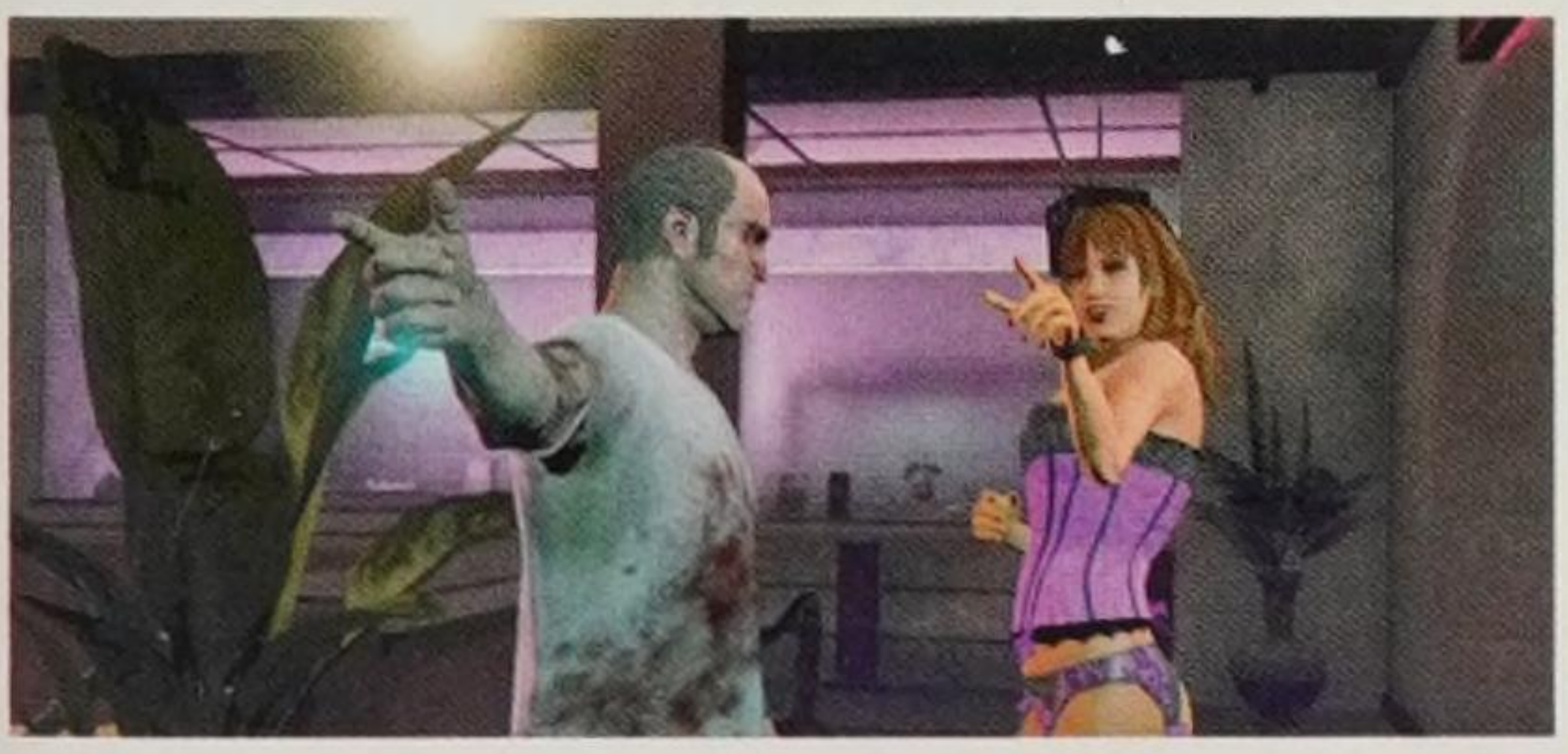
After "Monkey Business," send Trevor to the **"T"** icon marking the location of Floyd's apartment ① in Vespucci Beach. Climb the stairs and enter the apartment to trigger a long cutscene: Trevor finally meets the enchanting Debra. When Wade arrives, Trevor decides it's time to go have some fun… and maybe find another safehouse while they're at it, since Floyd and Debra aren't so hospitable anymore.

MISSION START


Adam's Apple Blvd
Olympic Fwy
PUERTO DEL SOL
Innocence Blvd
Power St
Dutch London St
Strawberry Ave
Davis Ave
DAVIS
Bay City Avenue
Palomino Ave
Tackle St
Shank St
Tug St
Rub St
Greenwich Parkway
Alta St
Forum Drive
Macdonald Street
19
5
1
2

▶ Go to the strip club.

Follow the yellow route to the Vanilla Unicorn strip club ② just off Elgin Avenue. Pulling into the destination marker triggers a cutscene: Trevor sets up Wade with some entertainment, then asks one of the dancers for directions to the manager's office. When he enters the office, you automatically switch to Michael in his Rockford Hills house. Lester calls to report that he's ready to discuss the Big Score and calls for a meeting at Trevor's new safehouse.



Mission Completion Stats: Hang Ten

● Mission Time ☑ Complete within 04:00

VANILLA UNICORN

Go plan a new heist.

Completing "Hang Ten" gives Trevor a new safehouse, the Vanilla Unicorn strip club. An active "T" icon now appears on your map on the club location for all three characters. Direct Michael, Franklin, or Trevor to the club's back room to trigger the heist setup mission, "Surveying the Score."

Surveying The Score

CONTACT POINT:

"T" (Trevor)

MAIN OBJECTIVES:

- *Drive to the bank.*
- *Scope out the back entrance.*
- *Drive to the airfield.*
- *Fly to Murrieta Heights.*
- *Follow the vans.*
- *Search for the construction entrance.*
- *Drive Franklin to his house.*

PREREQUISITES:

- *Complete "Hang Ten."*

Mission Can Be Triggered By: Michael, Franklin, Trevor

You can send any character to the Vanilla Unicorn's back room ① to trigger this mission, but we recommend using Trevor to get the full cutscene. To reach the room, enter the strip club and go through the curtains under the "Premium Lounge" sign. When you reach the backstage dressing area, turn right and go through the red door at the end of the corridor. This triggers the opening scene: Trevor lays out his happy life plan, which includes busting their old partner Brad out of prison. Then Lester joins the crew to discuss "the big one"—the Union Depository bank. As the team leaves to scout, you meet Leon, the club's former manager.

MISSION START

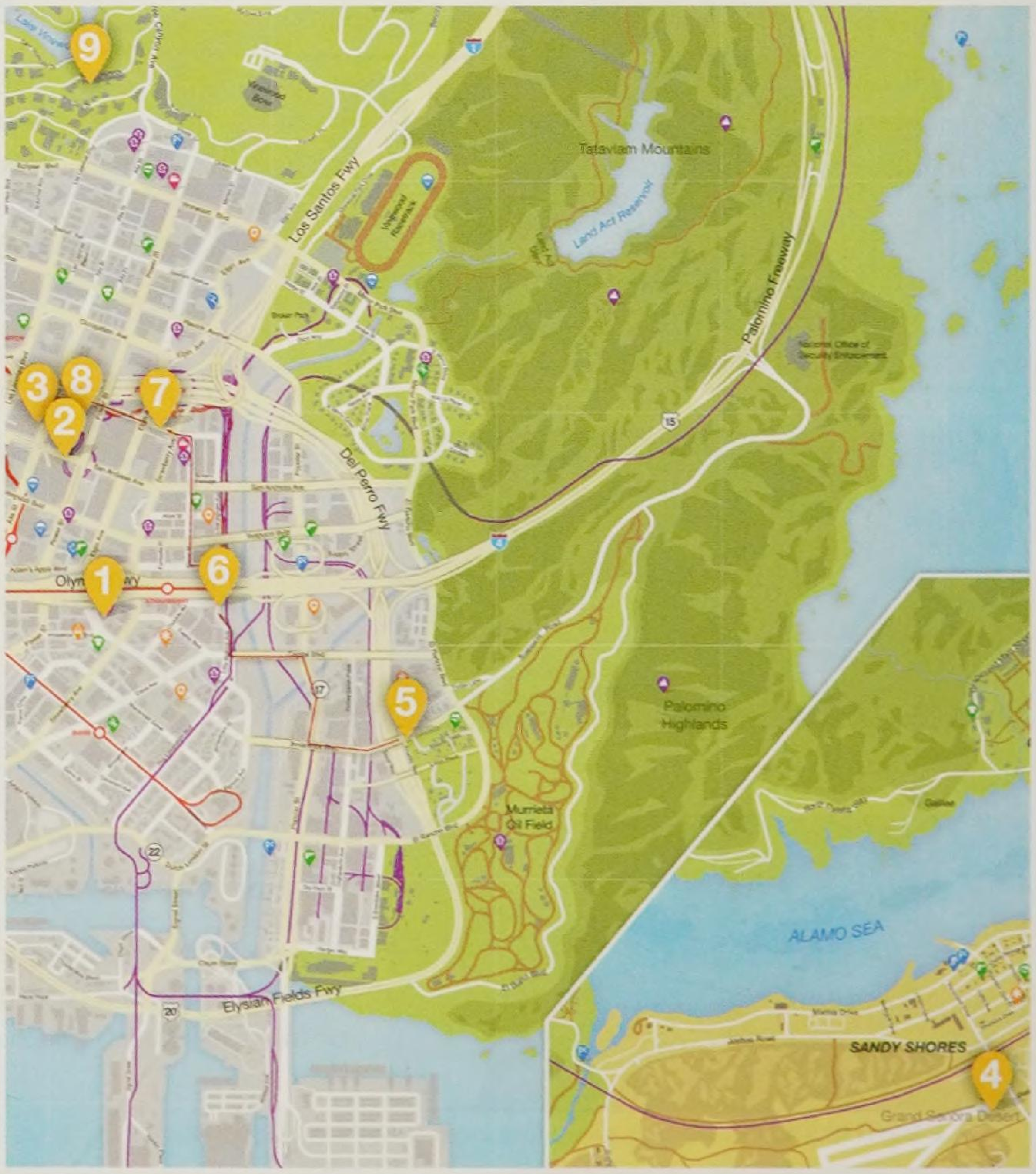
Choose Michael or Trevor.

After the opening cutscene, you control Michael. Get in Michael's car; Franklin hops in too. Meanwhile, Lester joins Trevor in his vehicle, bound for the airfield in Sandy Shores. A clock appears in the lower-right corner to monitor the time, starting at 12:00 noon.

Michael: Drive to the bank.

As Michael, follow the yellow route to the destination marker on San Andreas Avenue ②, directly across the street from the front entrance of the Union Depository. Don't dally—the clock is running. After you arrive, press the button indicated onscreen to take a closer look at the bank entrance. Listen as Michael and Franklin discuss the layout. You get a new objective when the conversation ends.

Union Depository



9
3
8
2
7
1
6
5
4
Los Santos Fwy
Tataviam Mountains
Land Act Reservoir
Palomino Freeway
Del Perro Fwy
Palomino Highlands
Murrieta Oil Field
Elysian Fields Fwy
ALAMO SEA
SANDY SHORES
Grand Senora Desert

Scope out the back entrance.

Follow the new yellow route around onto Alta Street and park in the pullout 3 next to the Arcadius Business Center to check out the Depository's back entrance. After viewing the lightly guarded gate, Michael reports to Lester. You automatically switch to Trevor here.

Tight Time

When the mission clock hits 14:45, the numbers turn red to warn you that time is running out. You must be hovering over the Murrieta Heights overpass by 15:30 (3:30 PM) or you'll miss the security vans.

Trevor: Drive to the airfield.

As Trevor, follow the yellow route to his Sandy Shores Airfield 4 up in Blaine County. When you arrive at the destination marker, get in Trevor's helicopter and wait for Lester to join.

Fly to Murrieta Heights.

Hurry now! Lift off and fly after the yellow map blip to Murrieta Heights 5. When you arrive, a cutscene plays: Lester points out the convoy of two Gruppe Sech security vans below, crossing the Del Perro Freeway on the Innocence Boulevard overpass. Lester starts videotaping their progress so you can mark their route and find a good ambush spot.

Follow the vans via helicopter.

Stay with the security vans as they turn right onto Popular Street, left onto Capital Boulevard running across the LS River, and then right onto Little Bighorn Avenue. At this point, the route runs underneath the Olympic Freeway 6 and turns left on Adam's Apple Boulevard. The vans take the next right onto Sinner Street, then drive past San Andreas Avenue and turn left onto Swiss Street. Then they disappear into the tunnel 7.

The tunnel runs in a straight line for two blocks, so continue in that direction until you see the vans emerge at the other end. (Or follow them through the tunnel!) When they turn left on Alta Street, they reach the spot where Michael and Franklin sit in their car 3. Then both vans turn into the bank's rear entrance. This triggers a quick cutscene: The lead driver flashes his ID card to the gate guard, who lets both vans pass.

Tunnel Flight

One Gold Medal requirement is to fly the helicopter through the Swiss Street tunnel as you follow the vans! You also gain medal credit for flying under the Olympic Freeway bridge on the route.

Search for the construction entrance.

Your last bit of reconnaissance is to find the big construction pit 8 in the parking lot behind the bank. Once you spot it, follow Lester's instructions to fly over the hole (the yellow blip on radar) and drop down close so he can shoot video footage. You must hold the chopper in place over the hole for a few seconds until Lester tells you he's got what he needs. Now you can finish the mission as either Trevor or Michael.

Michael: Take Franklin to his house.

If you switch back to Michael, drive the yellow route to Franklin's swanky safehouse 9 up on Whispymound Drive in the Vinewood Hills. Michael drops off Franklin, and the mission ends.

Trevor: Return the helicopter to the airfield.

Follow the yellow blip back to Trevor's airfield 4 in Sandy Shores. On the way, Lester and Trevor discuss some of the heist's possible logistics. When you land on the destination marker, Lester exits the chopper and the mission ends.

Mission Completion Stats: Surveying The Score

100%

● Perfect Distance	☑ Follow the vans without being warned on distance
● Cavity Search	☑ Find the construction hole within 00:20
● Under the Bridge	☑ Fly under the bridge while following the security vans
● Tunnel Flight	☑ Fly through the tunnel while following the security vans
● Mission Time	☑ Complete within 11:00

Head back to Michael's house.

Completing "Surveying the Score" unlocks a new mission with a contact point available to both Michael and Trevor. The new "**M**" icon appears on the map, marking Michael's home in Rockford Hills. Follow it to trigger "Bury the Hatchet."

Bury The Hatchet

MICHAEL
TOWNLEY
HUSBAND, FATHER
FRIEND
1965

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- *Trevor: Go to the Sandy Shores Airfield and fly to North Yankton.*
- *Michael: Go to the second level terminal entrance of Los Santos International Airport.*
- *Michael: Go to Ludendorff Cemetery.*
- *Fight your way back to the car.*
- *Fly back to San Andreas.*

PREREQUISITES:

- *Complete "Deep Inside" and "Surveying the Score."*

Mission Can Be Triggered By: Michael, Trevor

Send Michael or Trevor into the living room of Michael's house ① in Rockford Hills. The two men discuss what the future holds. Then something strikes Trevor: Who exactly is buried in Michael's grave in North Yankton? Suddenly overwhelmed with Trevor-ish feeling, he takes off to find out. Michael rushes after him.

MISSION START

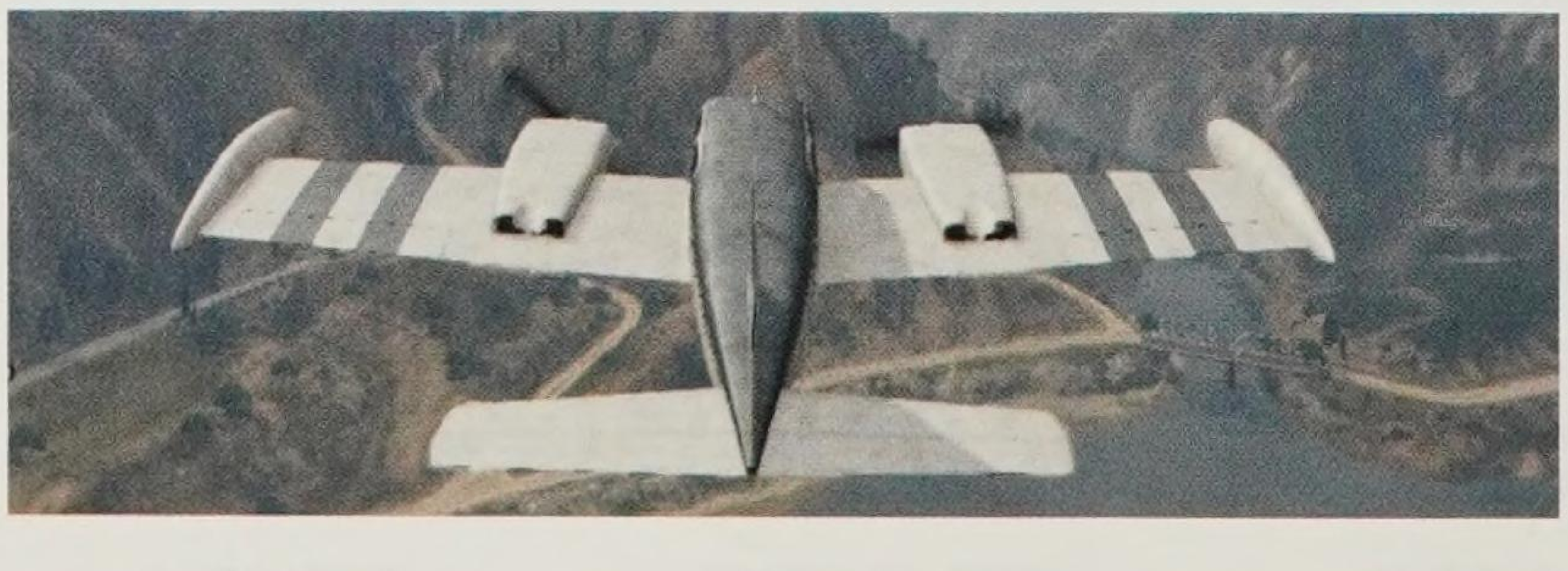
Trevor: Go to the Sandy Shores Airfield.

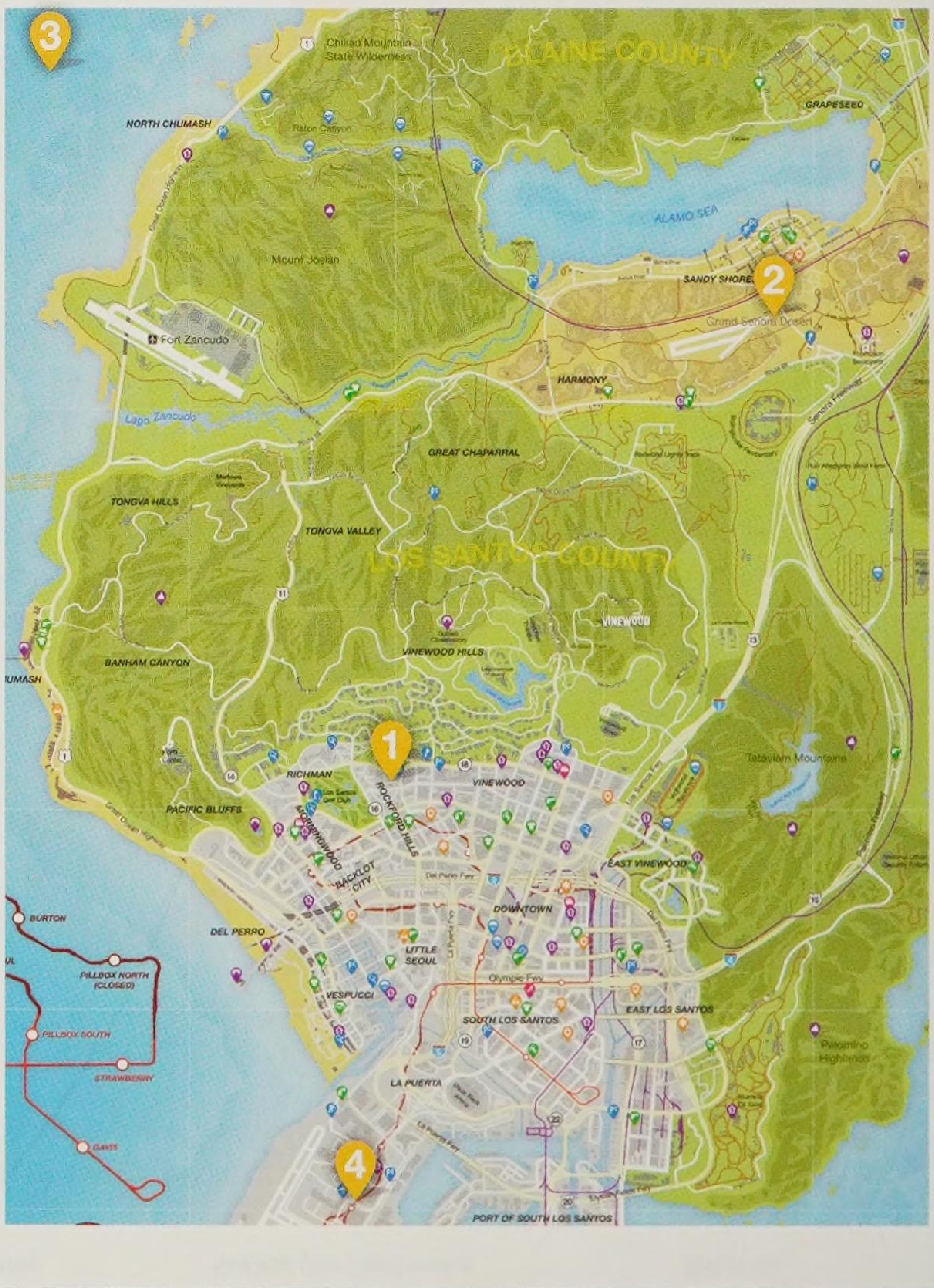
If you control Trevor after the opening cutscene, follow the yellow route, a long drive up to Trevor's airstrip ② in Sandy Shores. On the way, listen to Trevor reject Michael's phone offer to discuss the matter over beer and pizza. When you arrive at the airfield, climb aboard the Cuban 800 in the hangar.

> **Character In, Character Out**
>
> Whichever character (Michael or Trevor) you send to the **"M"** contact point to trigger "Bury the Hatchet" is also the character you control after the opening cutscene. The two guys take different routes from Michael's house to North Yankton.

Fly to North Yankton.

Taxi the plane out of the hangar, then take off and fly toward the yellow blip ③ over the water to the northwest. Reaching it triggers the cemetery cutscene. Skip down to that section below.




3
BLAINE COUNTY
NORTH CHUMASH
GRAPESEED
ALAMO SEA
Mount Josiah
SANDY SHORES
2
Fort Zancudo
HARMONY
Lago Zancudo
GREAT CHAPARRAL
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
BANHAM CANYON
VINEWOOD HILLS
1
RICHMAN
ROCKFORD HILLS
VINEWOOD
PACIFIC BLUFFS
BURTON
DEL PERRO
EAST VINEWOOD
DOWNTOWN
LITTLE SEOUL
VESPUCCI
SOUTH LOS SANTOS
EAST LOS SANTOS
LA PUERTA
4
PORT OF SOUTH LOS SANTOS

Michael: Go to the second level terminal entrance at Los Santos International Airport.

Trevor drives off in Michael's car. If you control Michael after the opening cutscene, run down the driveway to the street and jack a car. Follow the yellow route to Los Santos International Airport 4. Michael calls both Trevor and Agent Dave Norton on the way. Drive into the destination marker in the terminal parking lot.

Exit the car and follow the new yellow blip across the street and up the stairs to the second level terminal entrance. Reaching it triggers a scene: Michael boards an airliner, followed by Chinese agents who call him the "boyfriend."

Michael: Go to your grave in Ludendorff Cemetery.

When you regain control after the LSIA cutscene, Michael is driving a rental car down a North Yankton highway past a "Welcome to Ludendorff" sign—the same sign you saw in the prologue mission. Follow the yellow route down the highway, then through town to the church and cemetery. Listen to the echoes of his memory as he drives.

After the short cutscene of Michael's arrival, walk around the church past the lone vehicle in the parking lot and proceed through the Ludendorff Cemetery gate. Follow the yellow blip to the gravesite where Trevor labors with pick and shovel.

Watch the cemetery cutscene.

This is where the two character paths converge. Despite Michael's entreaty, Trevor continues his labor until he reveals the identity of the mystery soul resting in Michael Townley's grave. The revelation is not unexpected, but it spurs Michael and Trevor to draw weapons in a classic face-off. Before a resolution is reached, an armed agent representing none other than Mr. Wei Cheng interrupts the tense standoff and Trevor flees.

Fight to the car.

Now you control Michael, who must battle a small army of Cheng's men alone. Your goal is to fight across the graveyard, back to the parking lot, trying to reach your rental car (the blue radar blip) to escape. Solid crypts make the best cover; you can also hide behind gravestones, but enemy fire can shatter them. Target anything that moves! Use your radar to locate new threats after clearing an area. Note that the attackers continue to call Michael the "boyfriend."

After you nail the first two gunmen near the stairs, a van arrives carrying more. Be ready for new waves of attackers every few seconds. When multiple attackers threaten to overwhelm you, activate Michael's special ability and decimate the wave. When Michael finally reaches the car, he finds that it won't start—sabotaged by Trevor, no doubt. Cheng's men surround the vehicle and Michael has no choice but to surrender.

Watch for Flankers

Watch out for a few of Wei Cheng's men who try to slip around behind Michael in the graveyard. Monitor where the red blips are moving on your radar!

Fly back to San Andreas.

Now you automatically switch back to Trevor, flying his Cuban 800. Follow the yellow map blip that marks the location of his Sandy Shores Airfield 2. Trevor gets a call from Wei Cheng, head of the Chinese organization. He says he has Trevor's "lover" from the trailer: Michael De Santa. Trevor is most amused at the turn of events.

Trevor also gets a text from Lamar, who reports that he and Franklin are planning to steal the last car for "the rich dude," Devin Weston; Lamar wonders if Trevor wants to join them. When Trevor's plane approaches the map location marked by the yellow destination blip, the mission is successfully completed.

Mission Completion Stats: Bury The Hatchet

100%

● Mission Time	☑ Complete within 11:00
● Headshots	☑ Kill 20 enemies with a headshot
● Accuracy	☑ Finish with a shooting accuracy of at least 80 percent

Start up a car theft mission.

Once you complete "Bury the Hatchet," a new **"D"** icon appears on the map. Either Trevor or Franklin can travel to that contact point and trigger the last car theft mission, "Pack Man."

Pack Man

CONTACT POINT:

"D" (Devin)

MAIN OBJECTIVES:

- Collect the car and take it to Devin's garage.
- Go to the drop-off point.
- Keep the truck steady for Franklin.
- Defend the truck from the cops.
- Follow the truck to the drop-off point.
- Meet with Molly.

PREREQUISITES:

- Complete "Bury the Hatchet."

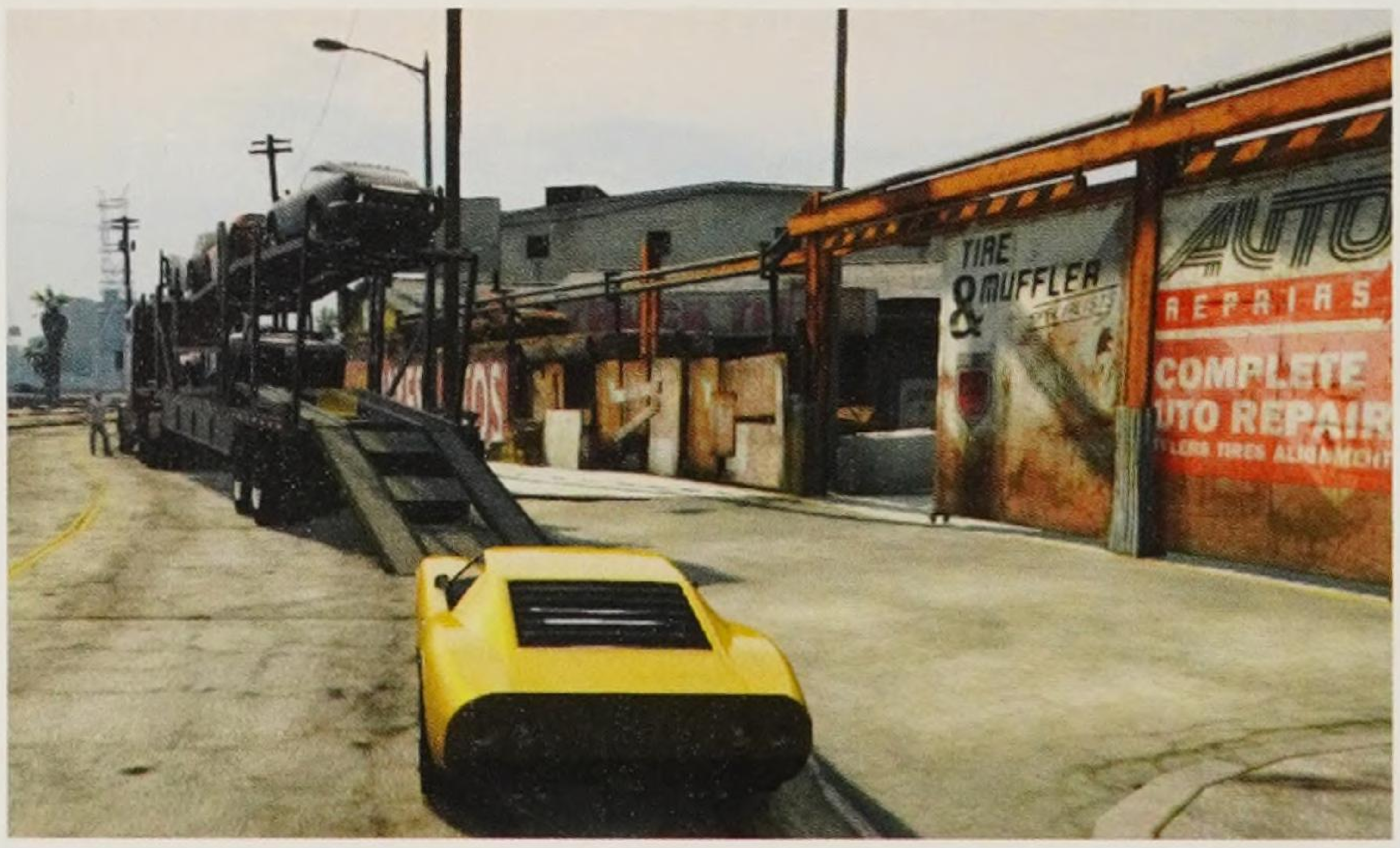
Mission Can Be Triggered By: Franklin, Trevor

After completing "Bury the Hatchet," send Trevor or Franklin to the new **"D"** icon at Lamar's house ① in Strawberry. When your active character arrives, Lamar automatically calls him. If it's Franklin, Lamar asks for help delivering the jacked car. If it's Trevor, Lamar asks him to pick up the MTL Packer (an auto hauler truck), then meet to load the last stolen car for Devin. The plan is to drive the vehicles up to Paleto Bay.

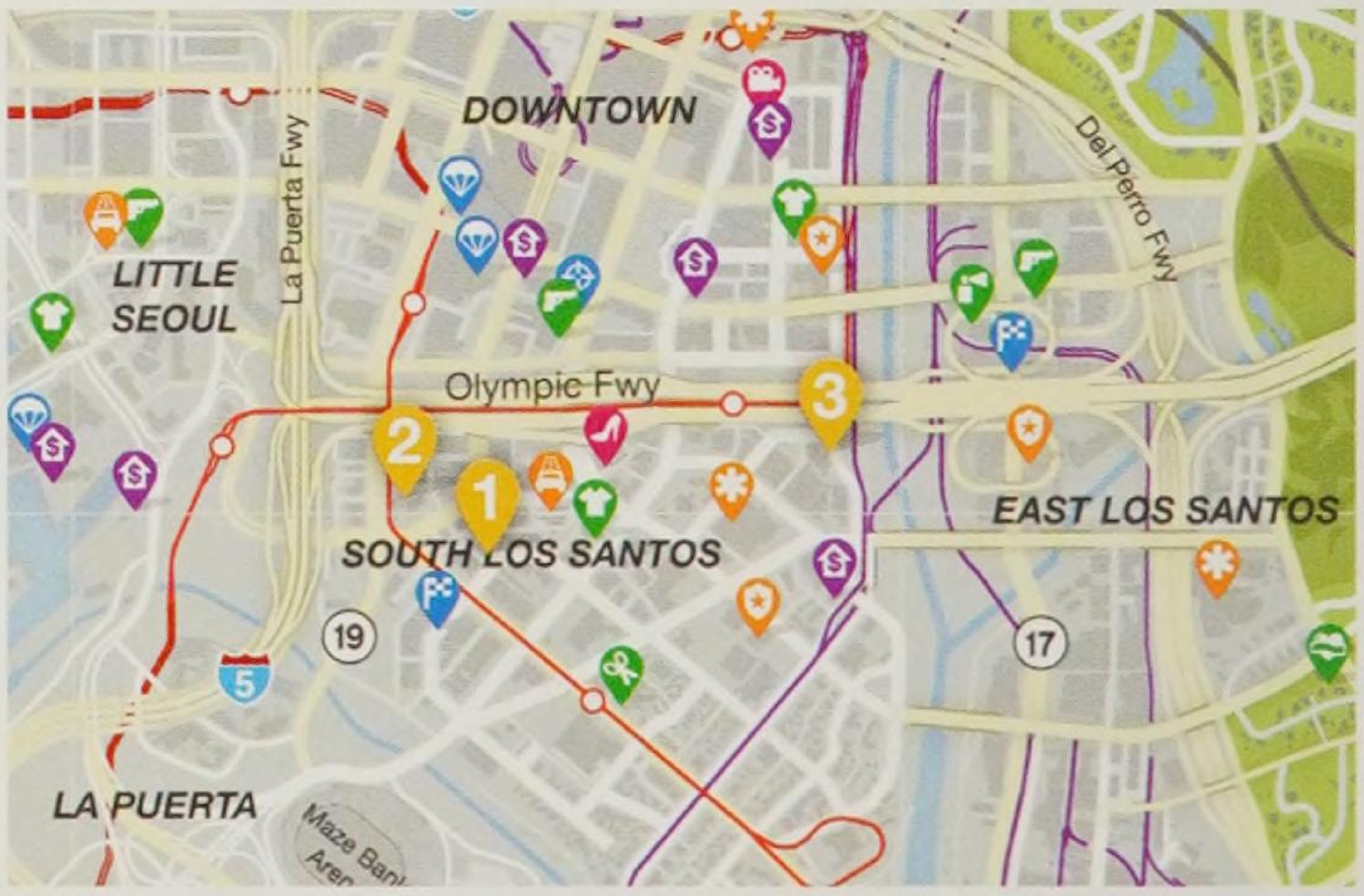
MISSION START

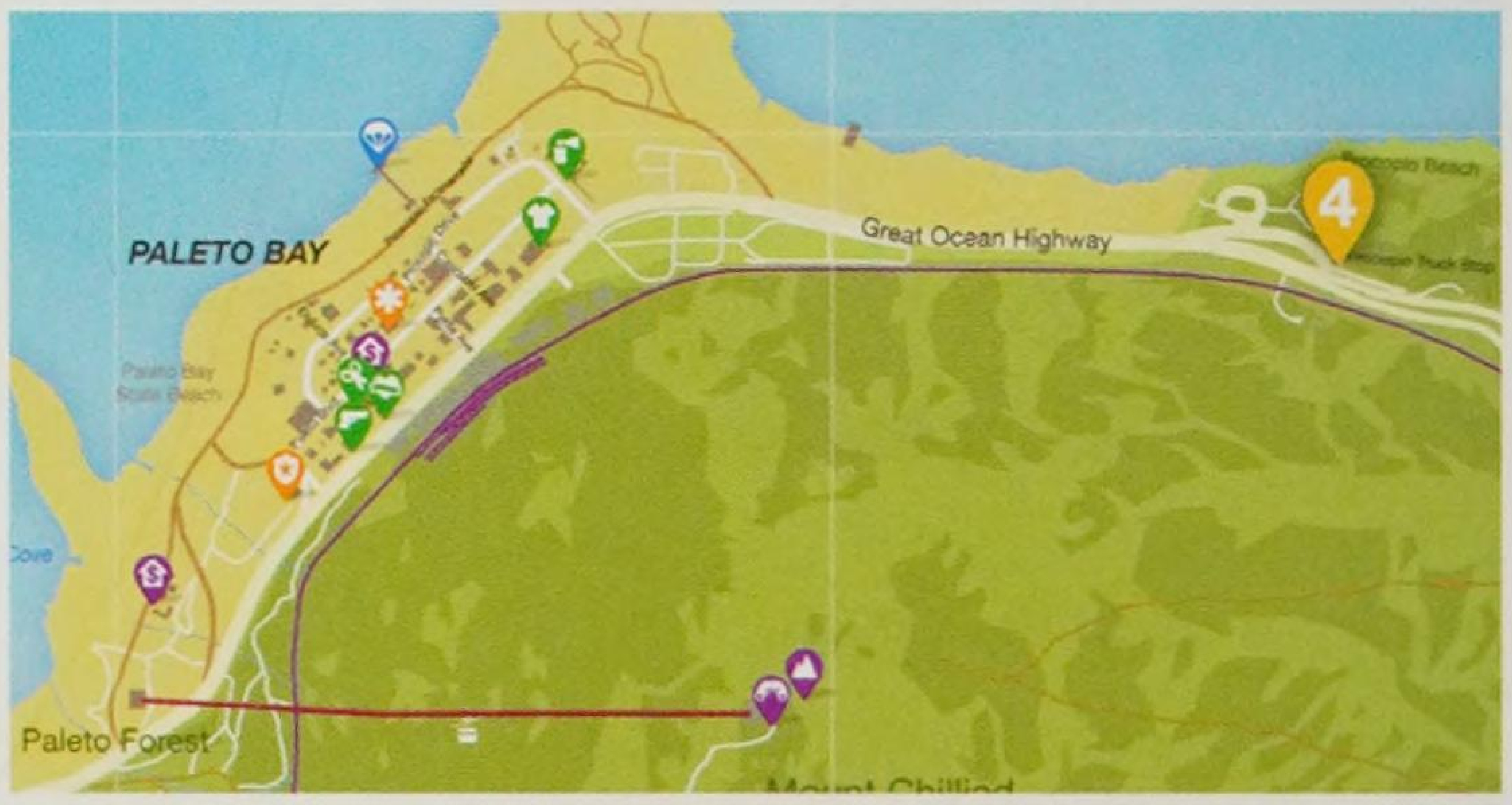
Collect the car and take it to Devin's garage.

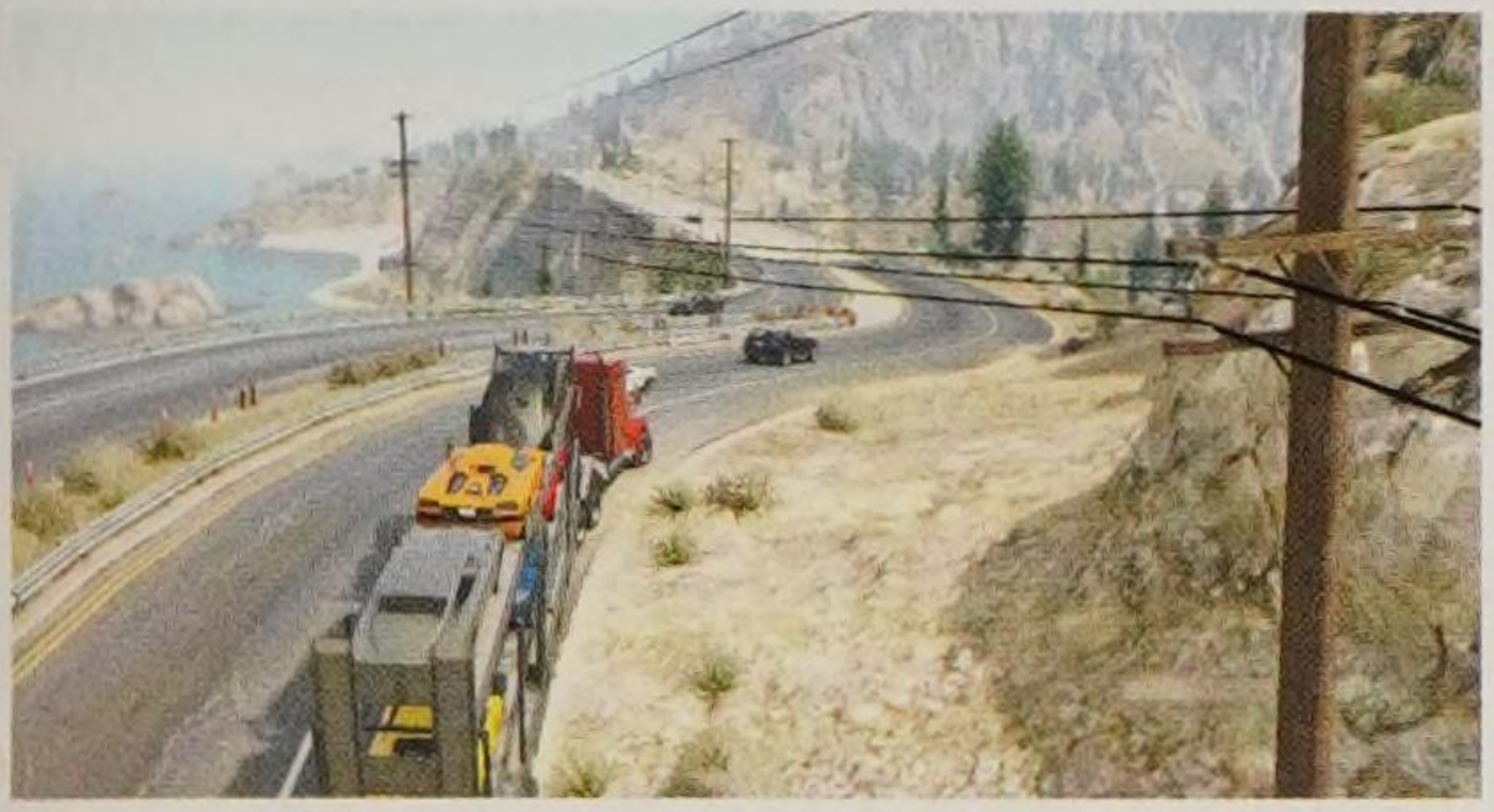
If you're controlling Trevor, you automatically switch to Franklin and a blue map blip appears, marking Lamar's location ② behind the nearby Glass Heroes auto repair shop. Go meet Lamar then drive the yellow Pegassi Monroe to Hayes Auto ③ on Little Bighorn Avenue. When you arrive, steer the car onto the back of the auto transport trailer that Trevor has loaded with the other stolen cars.


TIRE
& MUFFLER
AUTO
REPAIRS
COMPLETE
AUTO REPAIR

Steer the car onto the auto transport trailer that Trevor has loaded with the other stolen cars. This rendezvous officially triggers the mission, and "Pack Man" appears in the lower-right corner.

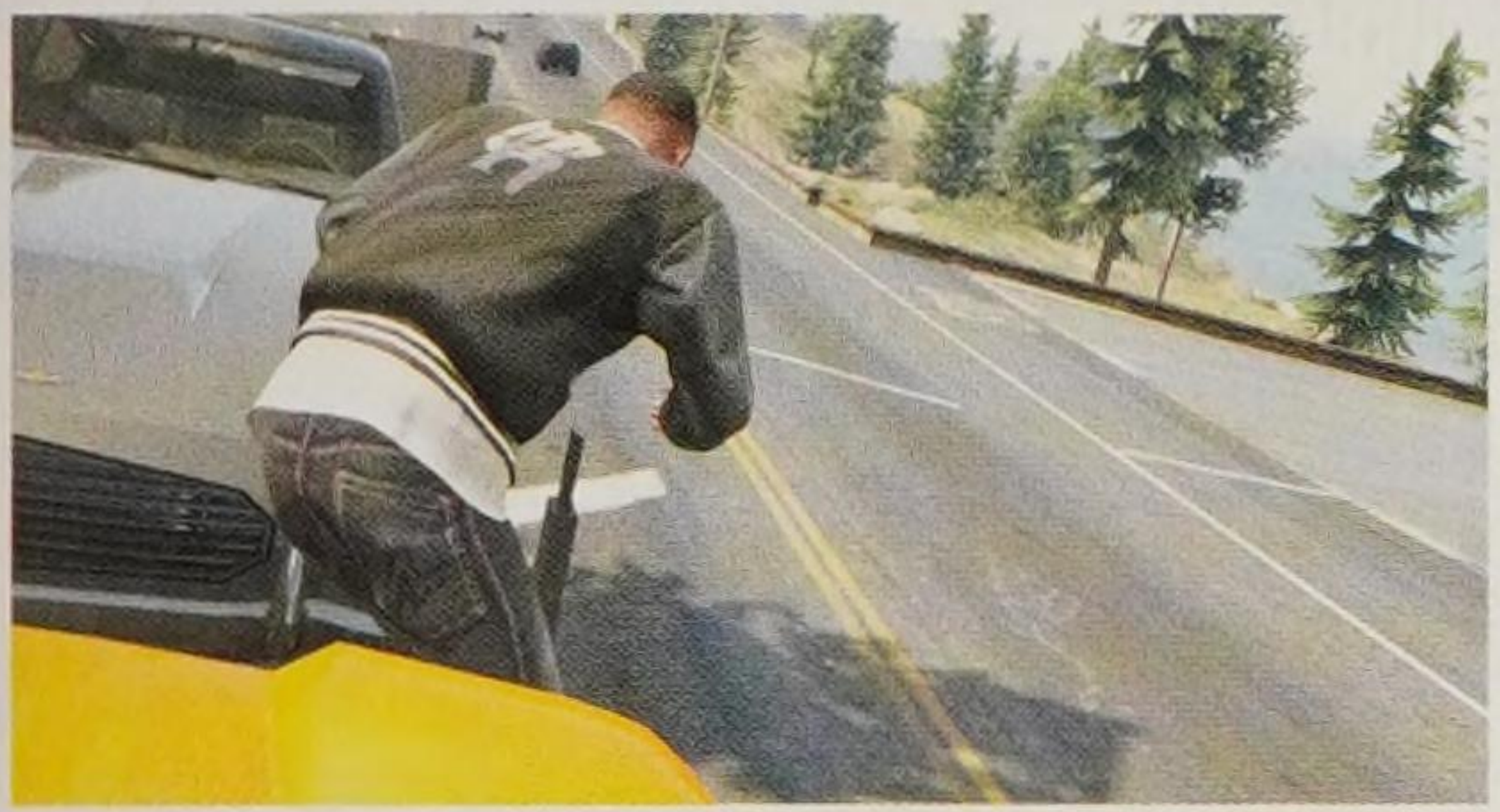

DOWNTOWN
LITTLE SEOUL
La Puerta Fwy
Del Perro Fwy
Olympic Fwy
1
2
3
EAST LOS SANTOS
SOUTH LOS SANTOS
19
17
5
LA PUERTA


PALETO BAY
Great Ocean Highway
4
Paleto Forest



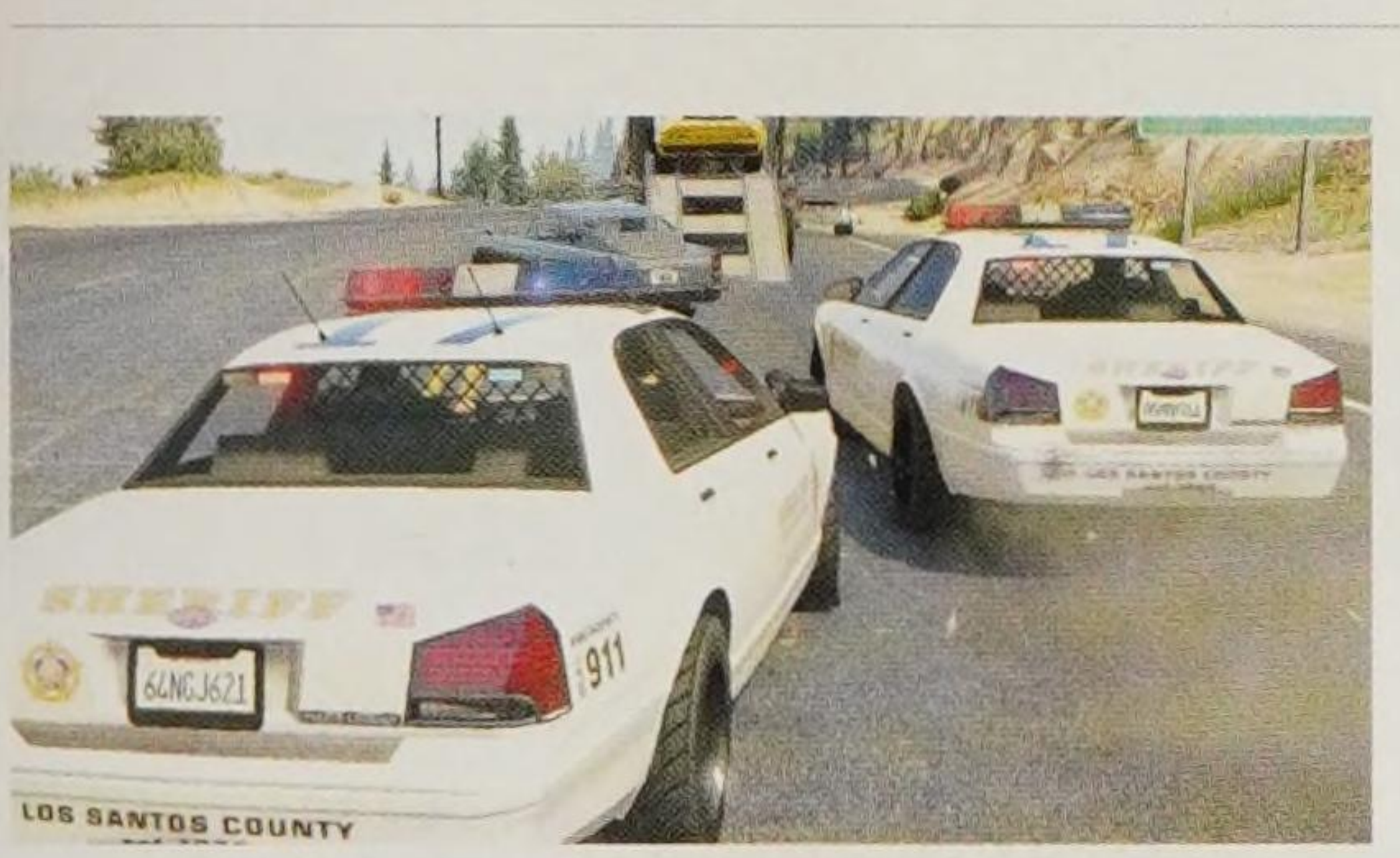
▶ Go to the drop-off point.

It's a long drive up to the marked destination near Paleto Bay. Follow the yellow route (or map your own) and listen to the amusing and illuminating conversation between Trevor and Lamar as Franklin snoozes. Be ready, though. At some point along the route, you hit a mission checkpoint that triggers a two-star Wanted Level and a police chase.



▶ Keep the truck steady for Franklin.

Franklin puts on a headset so he can communicate, then crawls out of the cab. Try to avoid collisions and wild swerves as Franklin slowly works his way down the trailer and climbs to the top rack. Eventually, he reaches the JB700, the "secret agent" car he swiped from the movie set back in the "Deep Inside" mission.



▶ Switch to Franklin and defend the truck from the cops.

Switch to Franklin once he's inside the JB700, and he backs the car off the trailer. Then start engaging the sheriff's units. The JB700 has twin guns mounted on its front fenders, and you may recall that it can drop tire-puncturing spikes, as well. Use the controls indicated onscreen to shoot cop cars ahead of you and drop spikes in front of cop cars behind you.

You can also ram cops off the road or use the standard drive-by shooting method. But note that taking out at least three cop cars using spikes is one of the mission's Gold Medal requirements.

▶ Follow the truck to the drop-off point.

When the last cop car is disabled, Franklin automatically calls Molly, Devin's assistant, and gets instructions to meet at the Procopio Truck Stop. Follow the auto hauler there. When you arrive, a new blue radar blip marks Molly's location.

▶ Meet with Molly.

Follow the blue blip to where Molly waits by her car in front of the diner. Approaching her triggers the mission-ending cutscene: Once again, the car theft crew doesn't get much to show for their efforts.

Mission Completion Stats: Pack Man

● Mission Time	☑ Complete within 12:00
● Not A Scratch	☑ Complete with minimal damage to the JB 700
● Shredder	☑ Take out 3 cop cars using the spikes

Move to the next mission.

Right after "Pack Man" ends, Franklin calls Lester to ask about Michael. Lester suggests he talk to Trevor, and says he'll send Trevor to meet Franklin. A new **"F"** map icon now appears as an active contact point for both Franklin and Trevor. Follow it to Franklin's house to trigger the next mission, "Fresh Meat."

Fresh Meat

CONTACT POINT:

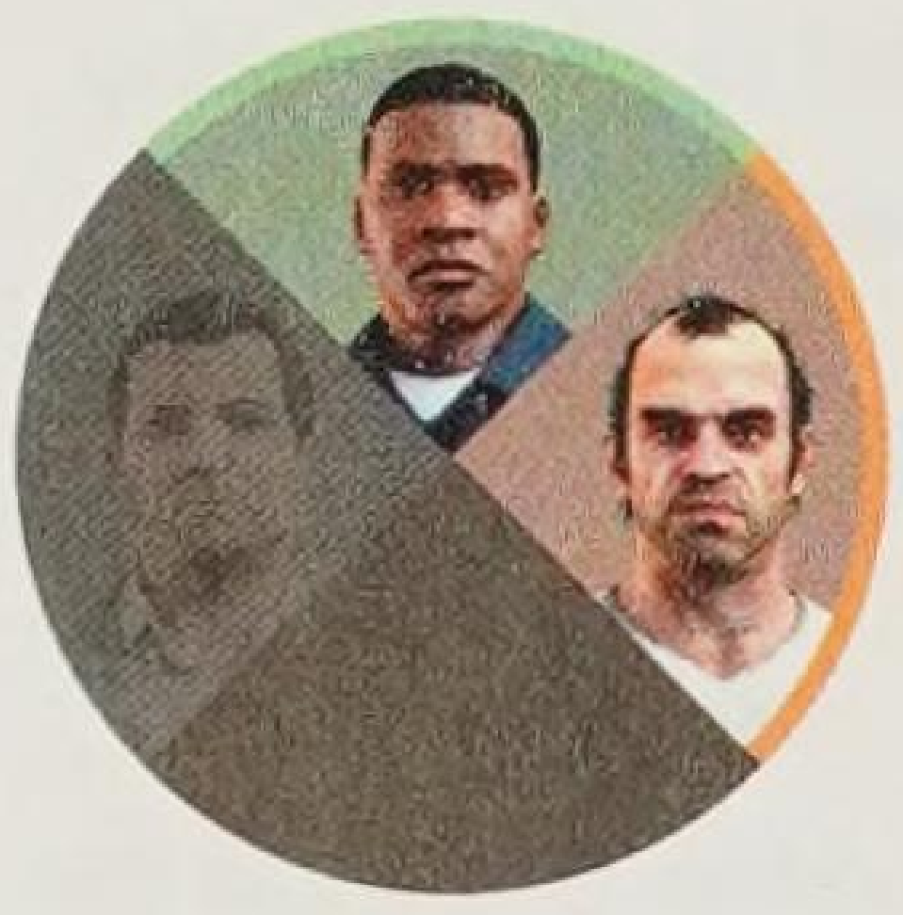
"F" (Franklin)

MAIN OBJECTIVES:

- *Find Michael's location.*
- *Find a way into the slaughterhouse.*
- *Rescue Michael.*
- *Escape from the slaughterhouse.*
- *Go to Michael's house.*

PREREQUISITES:

- *Complete "Pack Man."*



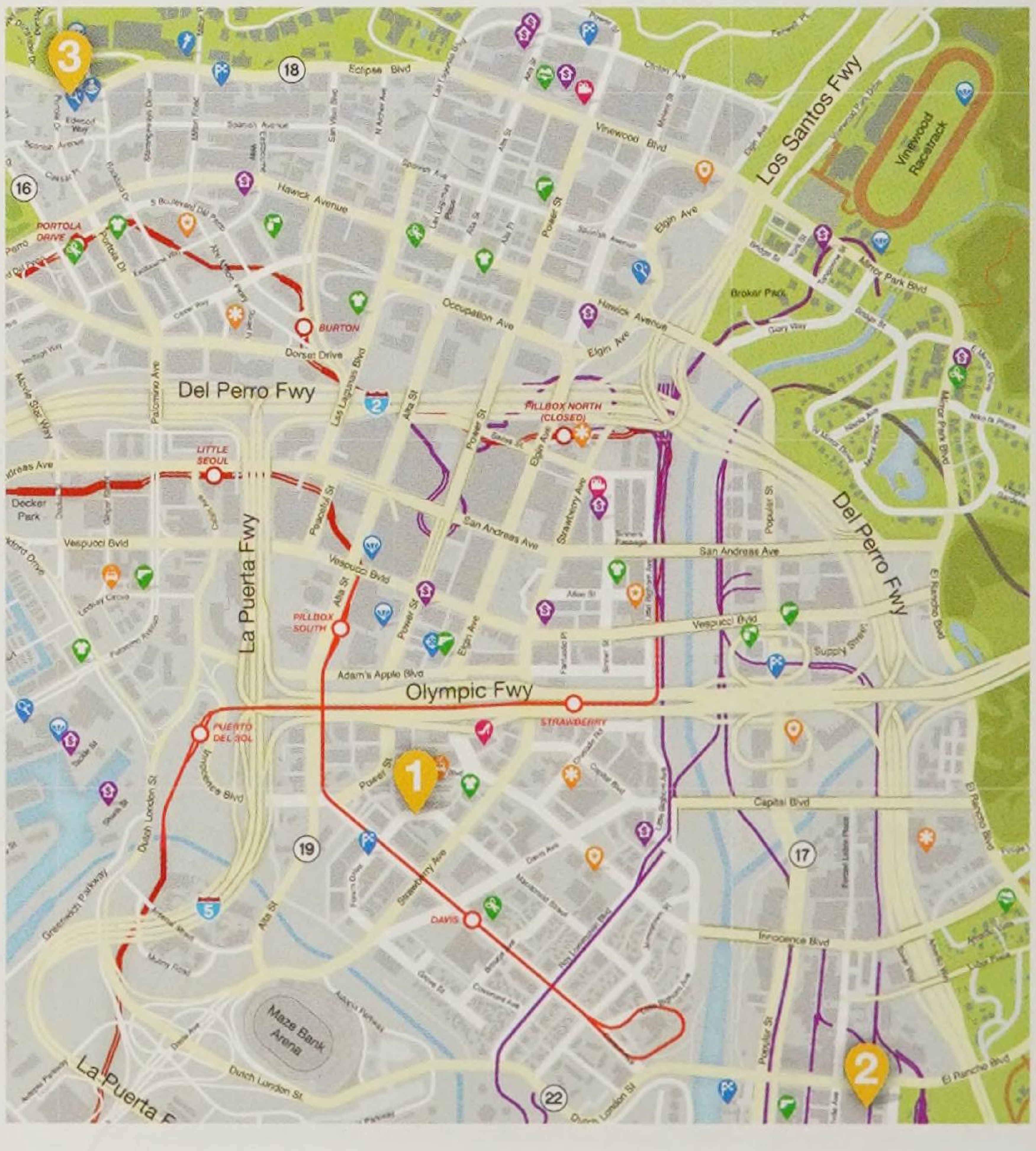
Mission Can Be Triggered By: Franklin, Trevor

Send Trevor or Franklin to the **"F"** icon marking Franklin's old crib in Strawberry ①. The cutscene is both amusing and intense: After Aunt Denise and her posse power-march away, you get a glimpse of Trevor's darkest side. When Franklin asks him about Michael, Trevor mentions the Chinese crew from Yangshan… and then leaves, refusing to help rescue his old partner. Franklin reports to Lester who sends him a Trackify phone app that can track the signal from Michael's cell. After the call, the scene automatically switches to Michael.

MISSION START

Now you see Michael's predicament. Hung upside down on a hook in a meatpacking plant somewhere in East Los Santos, Michael tries to convince Wei Cheng that kidnapping him was a mistake. But Cheng is not swayed and orders Michael killed.

No Frocks Beyond This Point


3
Los Santos Fwy
Vinewood Racetrack
Del Perro Fwy
La Puerta Fwy
Olympic Fwy
Del Perro Fwy
1
2
Maze Bank Arena
La Puerta F
BURTON
PILLBOX NORTH (CLOSED)
LITTLE SEOUL
PILLBOX SOUTH
PUERTO DEL SOL
STRAWBERRY
DAVIS
PORTOLA DRIVE
18
16
19
17
22

▶ Find Michael's location.

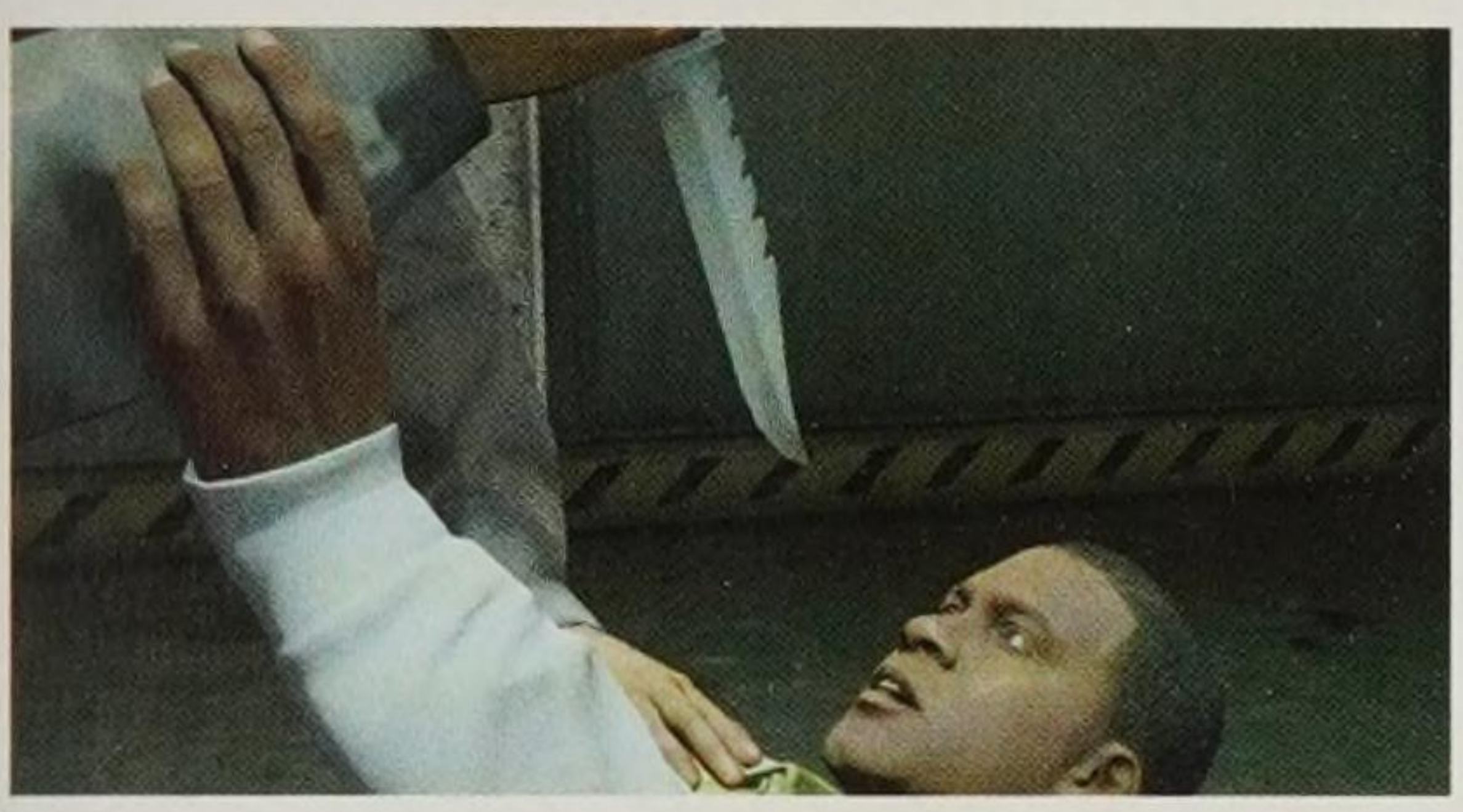
A timer bar appears onscreen, showing how much time Franklin has to find Michael's location; if the bar expires, Michael dies and you fail the mission. Switch to Franklin in his car. Open his cellphone, scroll to the Trackify app in the lower-right corner, and launch it. A red blip appears on the Trackify screen, showing Michael's location. Drive toward Michael by keeping the red dot centered on the vertical line rising from the white arrow, indicating your current location.

The app eventually leads you to the Raven Slaughterhouse ② in East Los Santos. If you arrive via the front entrance, you see Cheng's thugs standing guard by a pickup truck. (If you end up in the alley behind the facility, climb the nearby ladder and follow the long catwalk to the entrance.) Gun down the Triad thugs and head inside.

Rescue Michael.

The slaughterhouse is crawling with Cheng's men. Fight your way room to room, past bins full of cattle flesh, until you finally reach the chamber where Michael hangs from the meat hook. (On the way, look for the First Aid Kit on a shelf near the first "meat wash sink.") Shooting the enemy closest to Michael triggers a quick cutscene (and we do mean "cut" scene): Press the control shown onscreen and Franklin tosses Michael a pistol, then you automatically switch to Michael.

Michael may be upside-down, but he can still shoot. Activate his special ability to gun down Cheng's men through the doors in the next room, then swivel left and nail the two shooters who rush in from the flank. Remember to go for headshots in this mode; this refills Michael's ability bar faster and also helps fulfill a Gold Medal requirement.



Scout ahead with Franklin.

When the immediate area is clear, you automatically switch to Franklin. Push ahead into the next room where carcasses hang on rows of hooks. Fight your way around the corner to the left to trigger a cutscene: a knife-wielding attacker takes Franklin down!

Here you automatically switch to Michael, who still hangs from the hook. It's a long-range shot, but aim through the doorway at the distant pair until the targeting reticle turns red, then fire quickly. After nailing Franklin's assailant, Michael shoots through the chains binding his feet and falls to the ground.

Escape from the slaughterhouse.

Now you can switch back and forth between Michael and Franklin as you fight through the rest of the plant. The exit is marked as a yellow blip on your map, so keep working toward that destination. You want to use Franklin's driving ability for the getaway, so switch to Franklin *before* he reaches the garage door to the loading dock. (Once you arrive at the exit, you can't use the SWITCH display.) Run Franklin outside and hop in one of the two cars parked at the dock, wait for Michael to join you, and then drive away fast. Some of Cheng's men hop in the other car and give chase!

Go to Michael's house.

Start following the yellow route to the De Santa home in Rockford Hills. You can use Franklin's driving skills to lose Cheng's men or just riddle them with drive-by bullets. When their red blip finally disappears from your radar, continue on to Michael's house.

Pulling up to Michael's driveway triggers the mission-ending scene: Michael finally gives Franklin a sketchy account of what went down years ago in North Yankton. In regard to Trevor, each warns the other: "Watch your back."

Mission Completion Stats: Fresh Meat

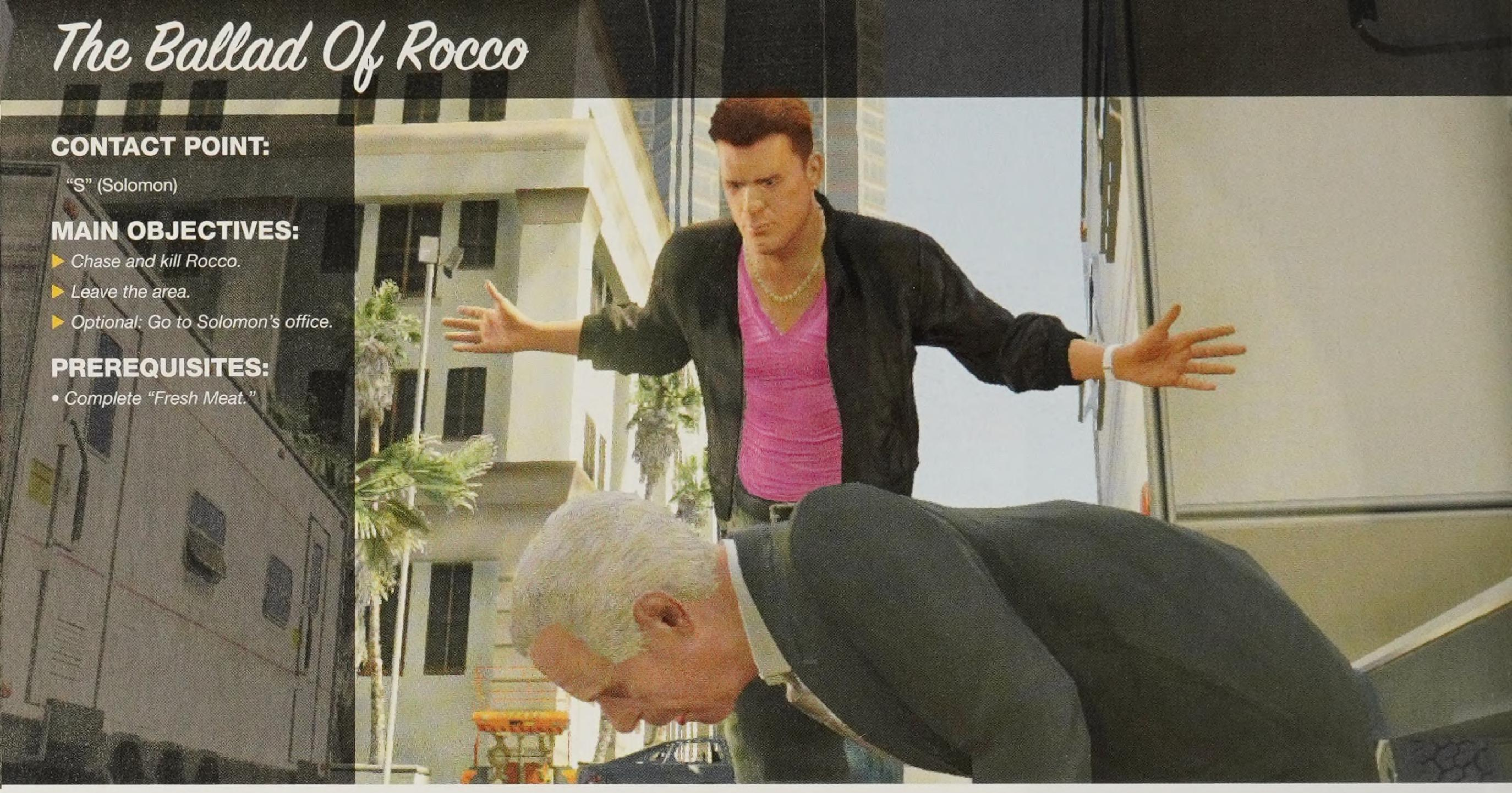
● Switch Limiter	☑ Don't switch more than 3 times
● Accuracy	☑ Finish with a shooting accuracy of at least 70 percent
● Headshots	☑ Kill 10 enemies with a headshot
● Swift Rescue	☑ Rescue Michael within 03:30
● Sense of Direction	☑ Don't use a map waypoint

Pick a new mission.

Completing "Fresh Meat" reopens Michael's strand of missions associated with Solomon. A Solomon icon—the capital letter "**S**"—now appears on your map. Direct Michael to pick up the next movie-related mission, "The Ballad of Rocco."

Lester texts Michael about yet another meeting requested by his FIB friends. This puts an **"L"** icon on the map at Lester's garment factory. Send Michael there to trigger "Cleaning Out the Bureau."

The Ballad Of Rocco



CONTACT POINT:

"S" (Solomon)

MAIN OBJECTIVES:

- *Chase and kill Rocco.*
- *Leave the area.*
- *Optional: Go to Solomon's office.*

PREREQUISITES:

- *Complete "Fresh Meat."*

Mission Can Be Triggered By: Michael

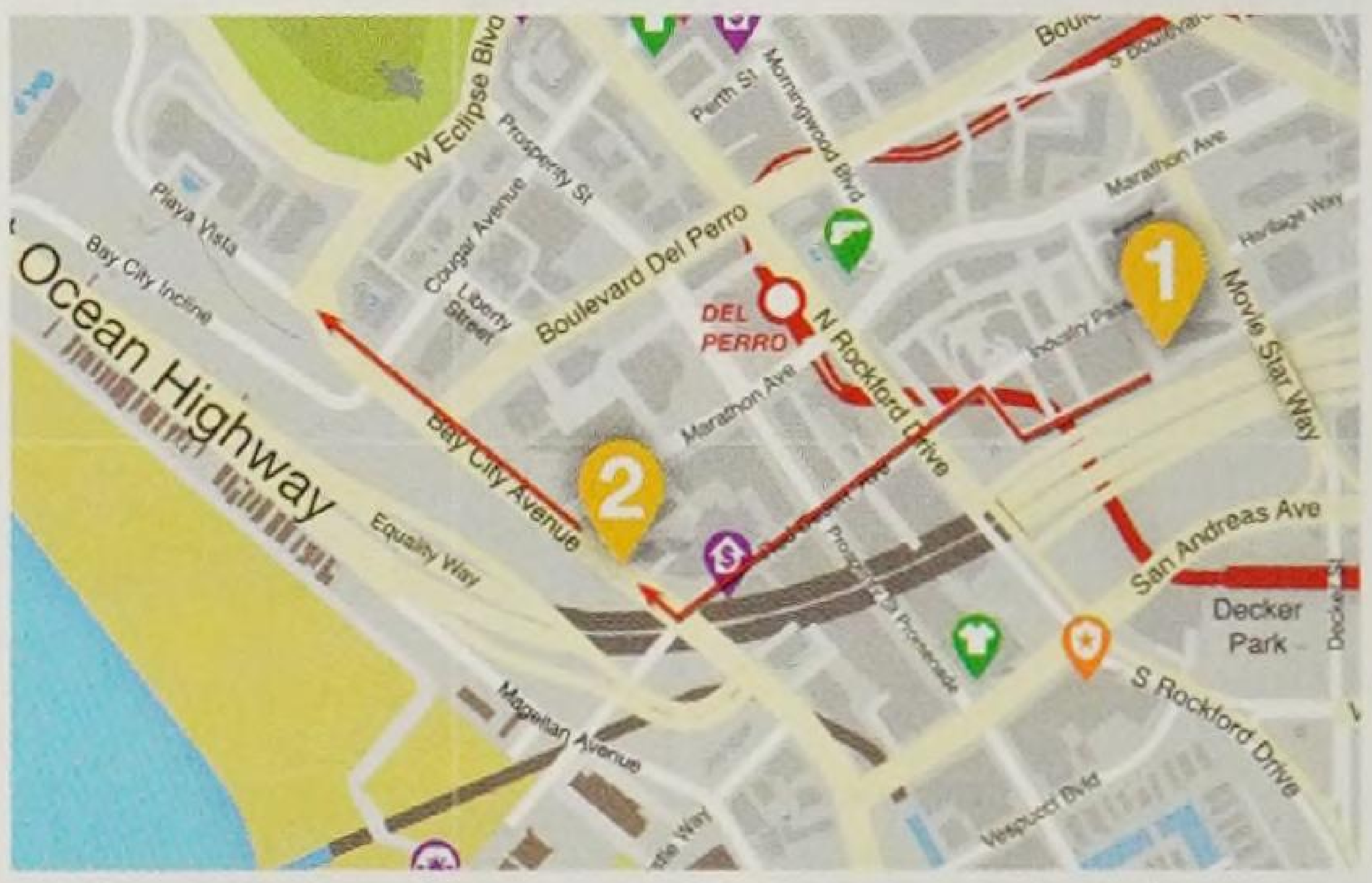
Send Michael to the **"S"** icon at the Richards Majestic studio lot ① to trigger a quick scene: Michael arrives to find Solomon being pummeled in the parking lot by Rocco Pelosi and one of his mob henchmen. When Rocco spots Michael, he flees in his car. Solomon asks Michael to "get those millennial ass-wipes."

MISSION START

Kill Rocco.

Quickly hop in the nearest vehicle and give chase to Rocco's red car, marked as the red blip on radar. Rocco leaves the studio, heading southwest on Red Desert Avenue, then turning right onto Bay City Avenue ②. Focus on closing the gap until you're near.

Once you get within range, open fire using drive-by shooting and/or try to ram the target. If Rocco's car gets disabled, watch out for his henchman, who emerges shooting while Rocco tries to sprint away. Gun down Rocco first, then turn your attention to the shooter.



Leave the area.

When the goons are terminated, drive away from the carnage. If your gun battle has triggered a Wanted Level, lose the cops. As you drive, Michael automatically calls Solomon to report that the mob meathead has been eliminated. Solomon invites Michael to the office to show him something.

Optional: Go to Solomon's office.

If you choose to visit Solomon, press the Select button indicated on your cellphone. This maps a yellow route on your GPS. Follow the yellow route back onto the studio lot ①. Climb the stairs of Solomon's building to the destination marker to trigger the ending cutscene: Solomon thanks Michael for his help and runs the credits of the new movie. Guess who's listed as Associate Producer? The new partners drink a toast as Solomon welcomes Michael to show business: "Nothing but make-believe will ever feel quite real again."

Mission Completion Stats: The Ballad Of Rocco

● Mission Time

☑ Complete within 03:00

Cleaning Out The Bureau

CONTACT POINT:

"L" (Lester)

MAIN OBJECTIVES:

- Drive to the FIB building.
- Wait for the janitor's car.
- Follow the janitor to his apartment.
- Drive back to the garment factory.
- Go to the office.

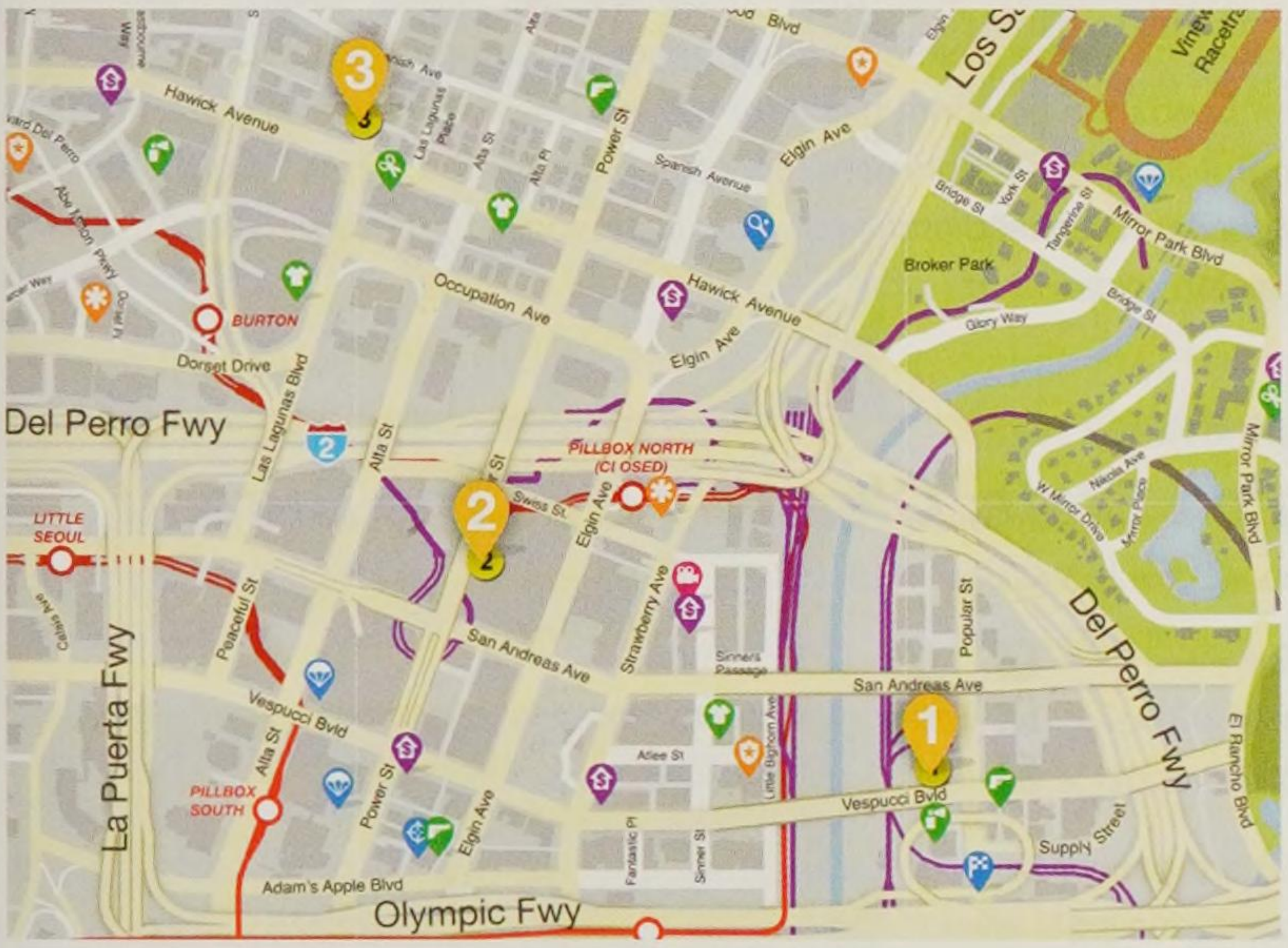
PREREQUISITES:

- Complete "Fresh Meat."

The Agency Heist

Mission Can Be Triggered By: Michael

Follow the **"L"** icon to Lester's textile factory. The "big score" heist is on hold for now, until Trevor is back on board. In the meantime, Agents Dave Norton and Steve Haines arrive with yet another favor to ask. Possible evidence of their recent transgressions exists in the FIB's database. They want Michael to delete the evidence, but Lester says it can only be done using the networked computers inside the FIB building. Your goals: Infiltrate the Bureau's West Coast headquarters, access its internal network, and destroy the evidence.



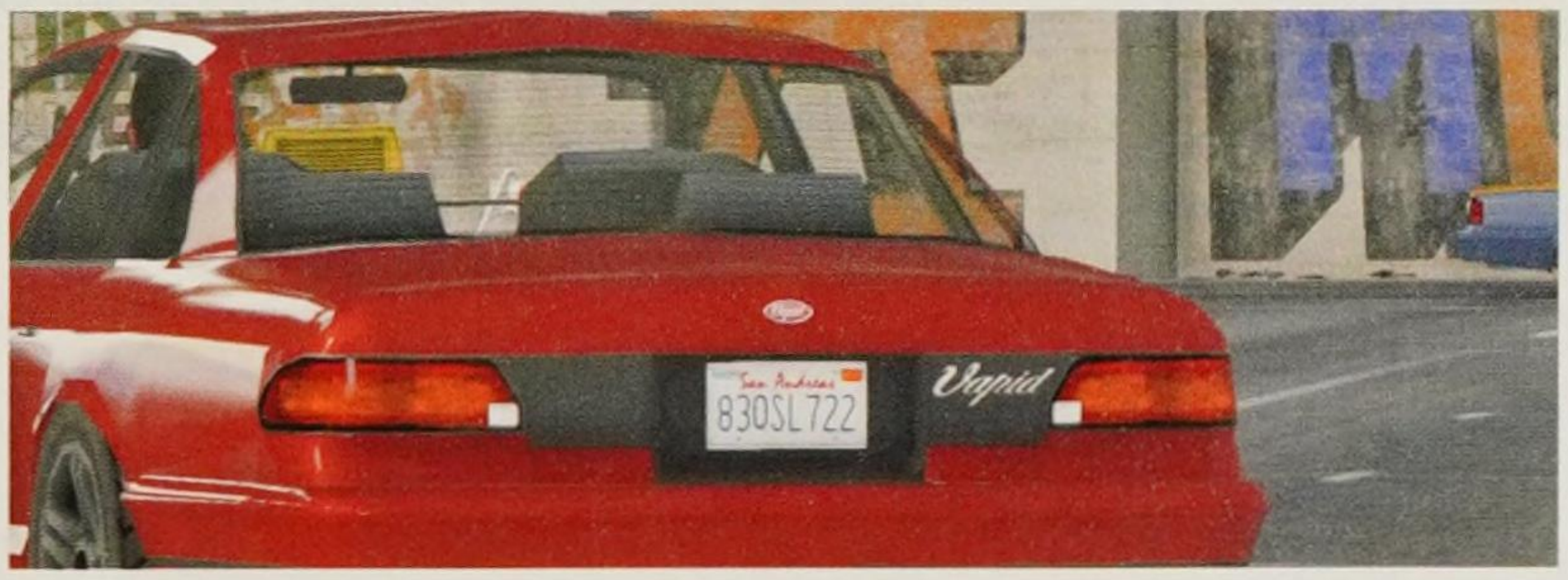
3
2
1
Hawick Avenue
Occupation Ave
Elgin Ave
Power St
Alta St
Spanish Avenue
BURTON
Dorset Drive
Del Perro Fwy
Las Lagunas Blvd
PILLBOX NORTH (CLOSED)
Swiss St
LITTLE SEOUL
Peaceful St
San Andreas Ave
Strawberry Ave
Sinners Passage
Popular St
Del Perro Fwy
Vespucci Blvd
Allee St
PILLBOX SOUTH
La Puerta Fwy
Adam's Apple Blvd
Olympic Fwy
Fantastic Pl
Sinner St
Supply Street
El Rancho Blvd
Mirror Park Blvd
Broker Park
Glory Way
Bridge St
Los Santos
Vinewood Racetrack

▶ Drive to the FIB building.

Get in your car with Lester and follow the yellow route to a spot near the parking lot entrance 2 of the FIB headquarters, just off Power Street. On the way, Lester hacks a temp-worker database and finds a janitor named Harvey Molina on an FIB contract. He's about to clock off work. The plan is to "turn him" and acquire his building pass. Lester learns that Molina's car has the license plate 83QSL722.

▶ Wait for the janitor's car.

When you arrive at the destination marker, the view switches to inside your car. Watch the cars exit the parking lot, and check out each license plate. None of the first three cars is the janitor's, but you need to examine all of their license plates in order to fulfill a Gold Medal requirement. The fourth car is a red Vapid with the plate number you seek, 83QSL722. That's Harvey Molina.



San Andreas
83QSL722
Vapid

Follow the janitor's car.

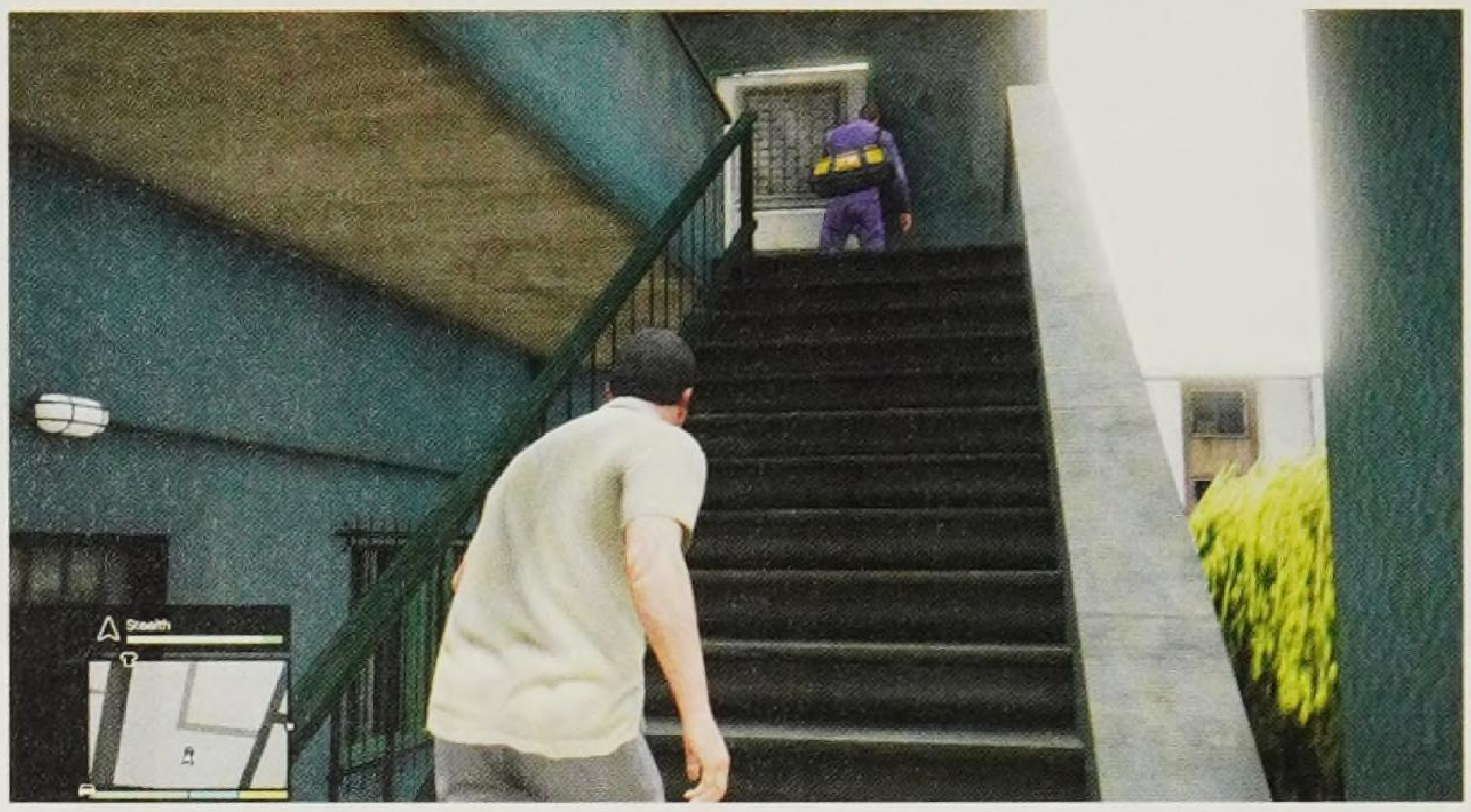
Start following the red Vapid (the blue radar blip), remaining a fair distance back so you don't spook Molina. If he stops, pull over and wait a few car lengths behind. Don't lose him, though! Press the button shown onscreen to toggle your focus on the janitor's car if you lose sight of him.

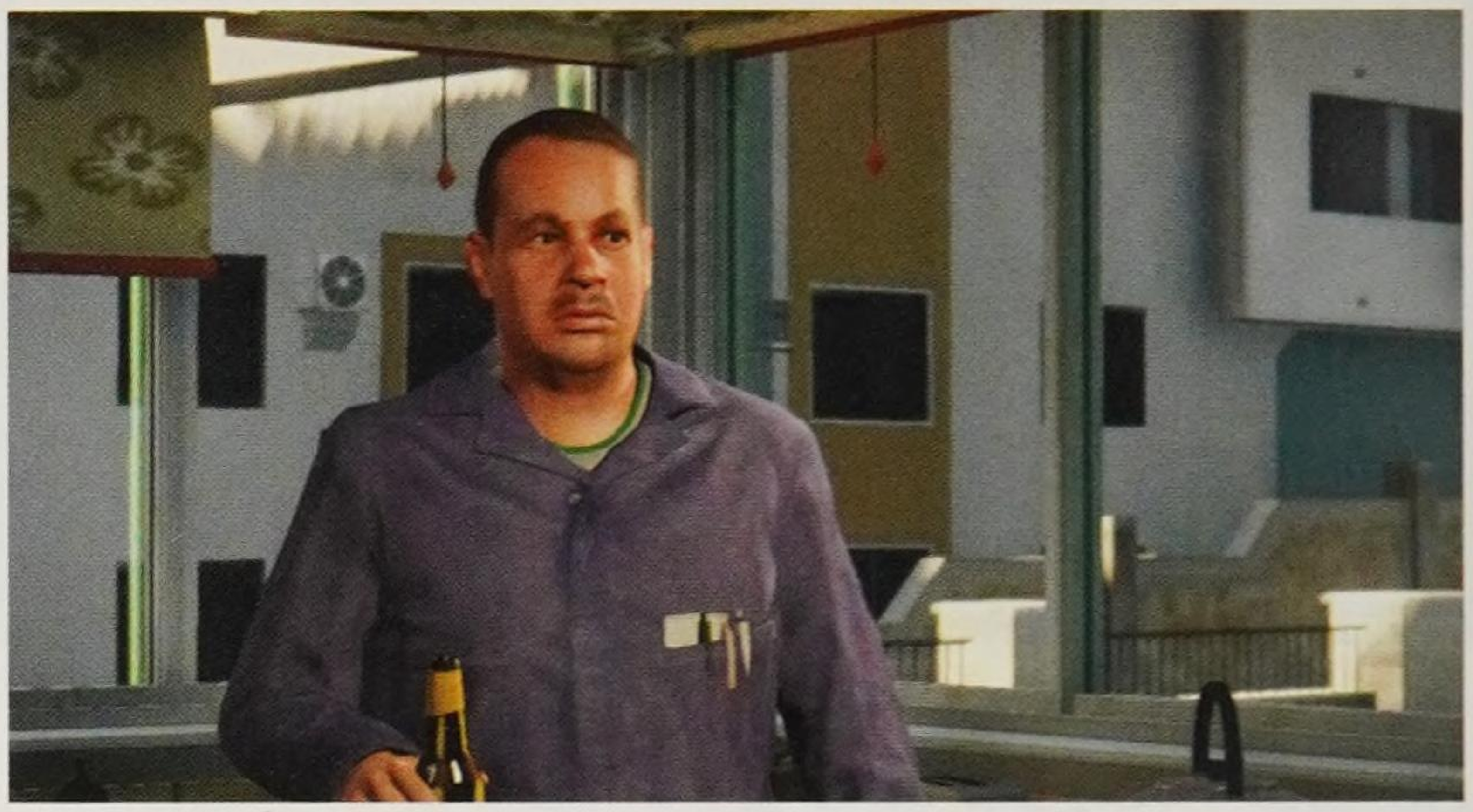
Molina travels up Alta Street, turns left onto Spanish Avenue, then left again onto Las Lagunas Boulevard where he pulls into an apartment complex. Take Lester's advice: Drive past him and park just down the block. Pull into the destination marker 3 in front of the next building.

▶ Follow the janitor into his apartment.

Get out and move carefully up the hill toward Harvey Molina's place. The fellow (the blue blip) has an unsatisfying exchange with a woman named Marilyn, then exits the parking area to the right. Follow Harvey at a distance as he climbs upstairs to his apartment door, right at the top of the first staircase. Don't get too close. Let the janitor enter his apartment, then follow him in.

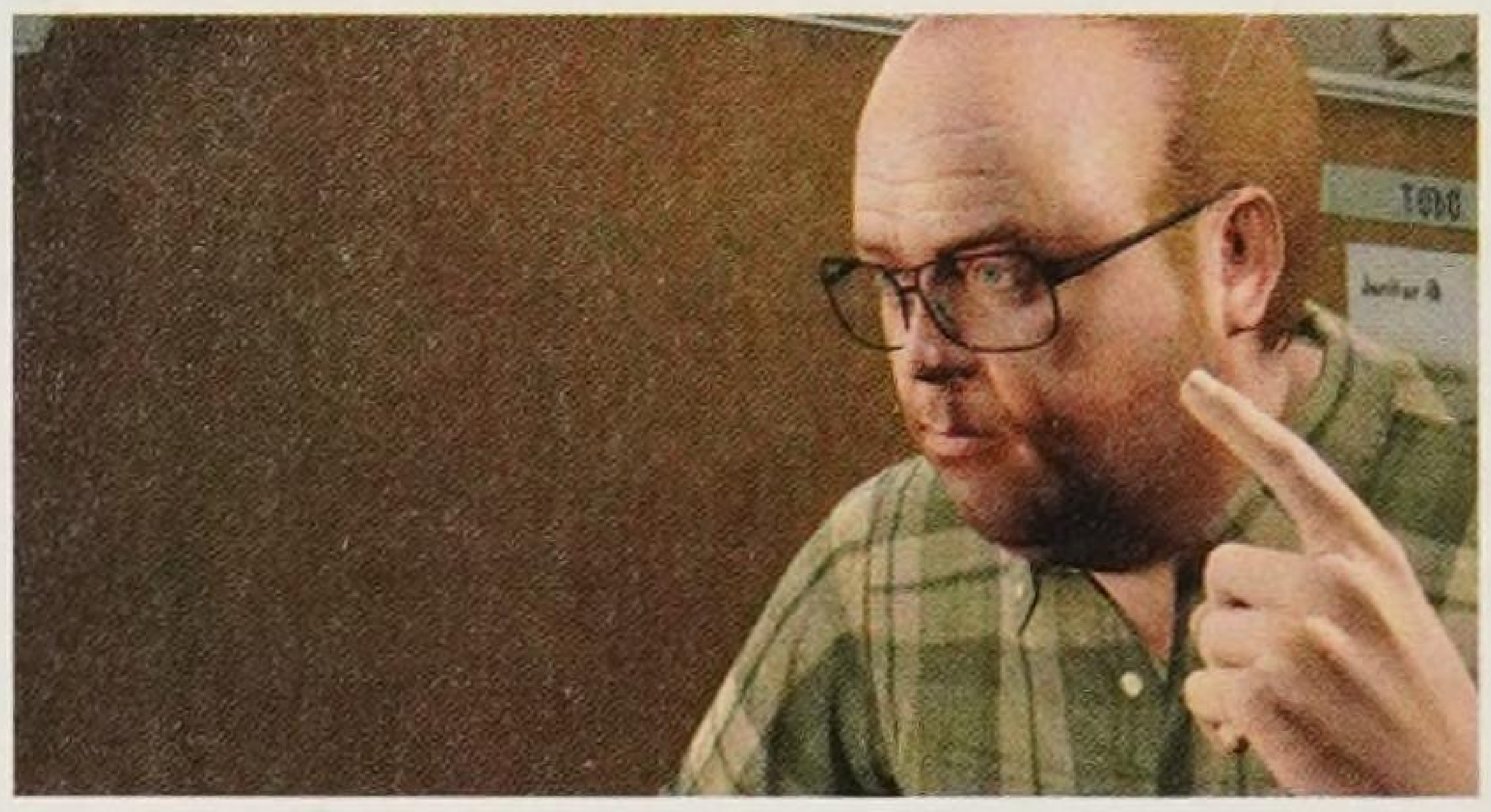
Entering the apartment triggers a cutscene: Michael borrows Harvey's bag with his ID and overalls and strongly suggests that he take a vacation. Harvey is more than willing to comply.





▶ Get back in your car and drive to the garment factory.

Return to your car, parked out on Las Lagunas, and follow the new yellow route back to Lester's factory 1 in La Mesa. On the way, Lester reports that Franklin is heading to the factory office, too.



▶ Go to the office.

When you arrive at Lester's factory, climb the stairs and enter the office to trigger a cutscene: Franklin is there, waiting. Lester needs the blueprint plans for the FIB office so he can bypass its sophisticated security system. But the digital copies are too well hidden, so he wants Franklin to acquire a hard copy from the Los Santos-based architect, Chip Peterson. After Franklin exits, Michael also leaves and the mission ends.

Mission Completion Stats: Cleaning Out The Bureau

● Eagle Eye	☑ Check all license plates
● He Missed a Spot	☑ Follow the janitor without being spotted
● Cleaned Out	☑ Complete within 09:00

Check in with Michael's family.

Completing "Cleaning Out The Bureau" opens new missions associated with Michael's family. A new blue **"M"** now appears on his map. Michael can follow it to his Rockford Hills house and trigger "Reuniting the Family."

Architect's Plans

CONTACT POINT:

N/A (Franklin's text)

MAIN OBJECTIVES:

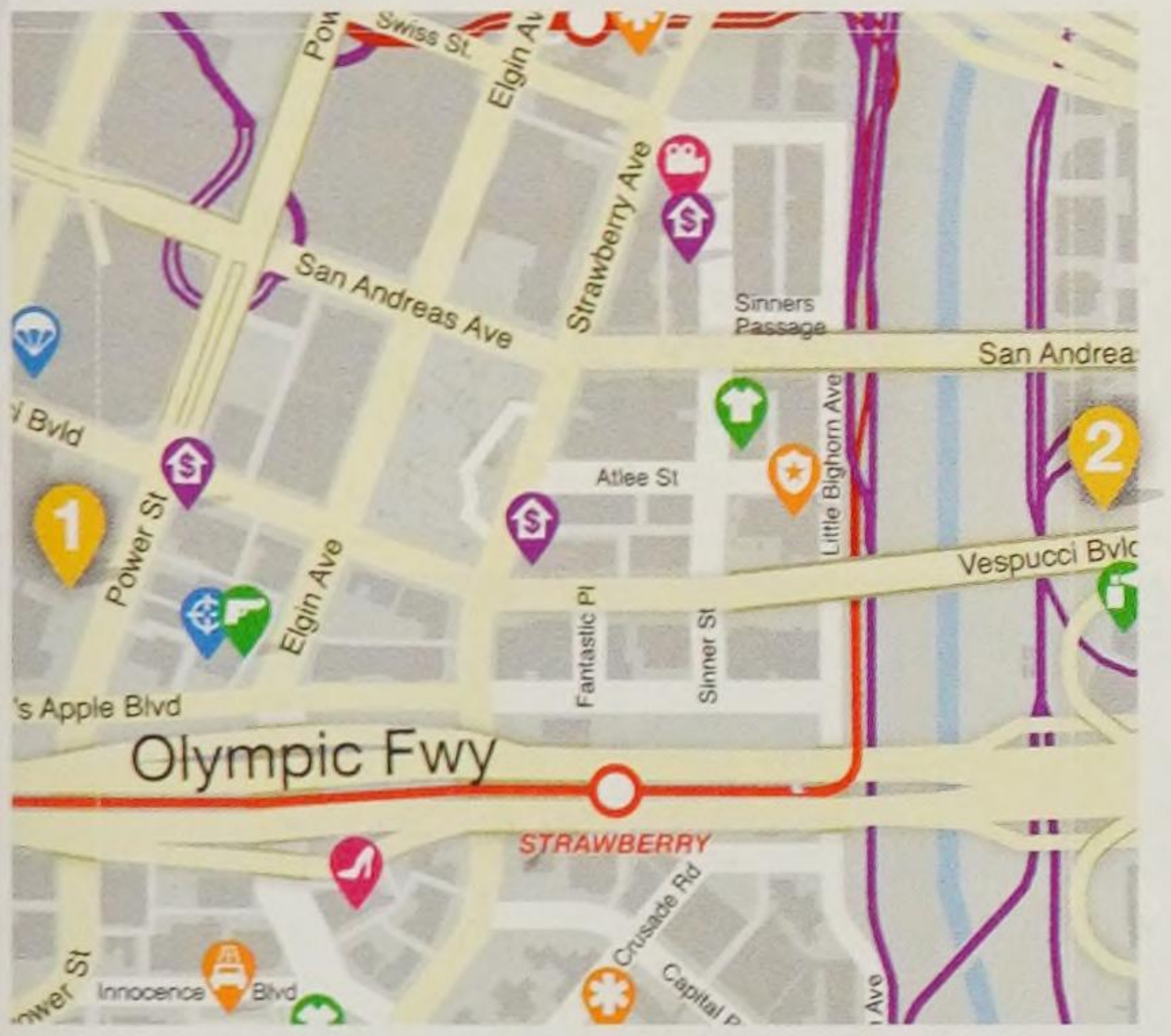
- *Follow the architect.*
- *Acquire the architect's briefcase.*
- *Leave the site.*
- *Return to the garment factory office.*
- *Make planning board selections.*

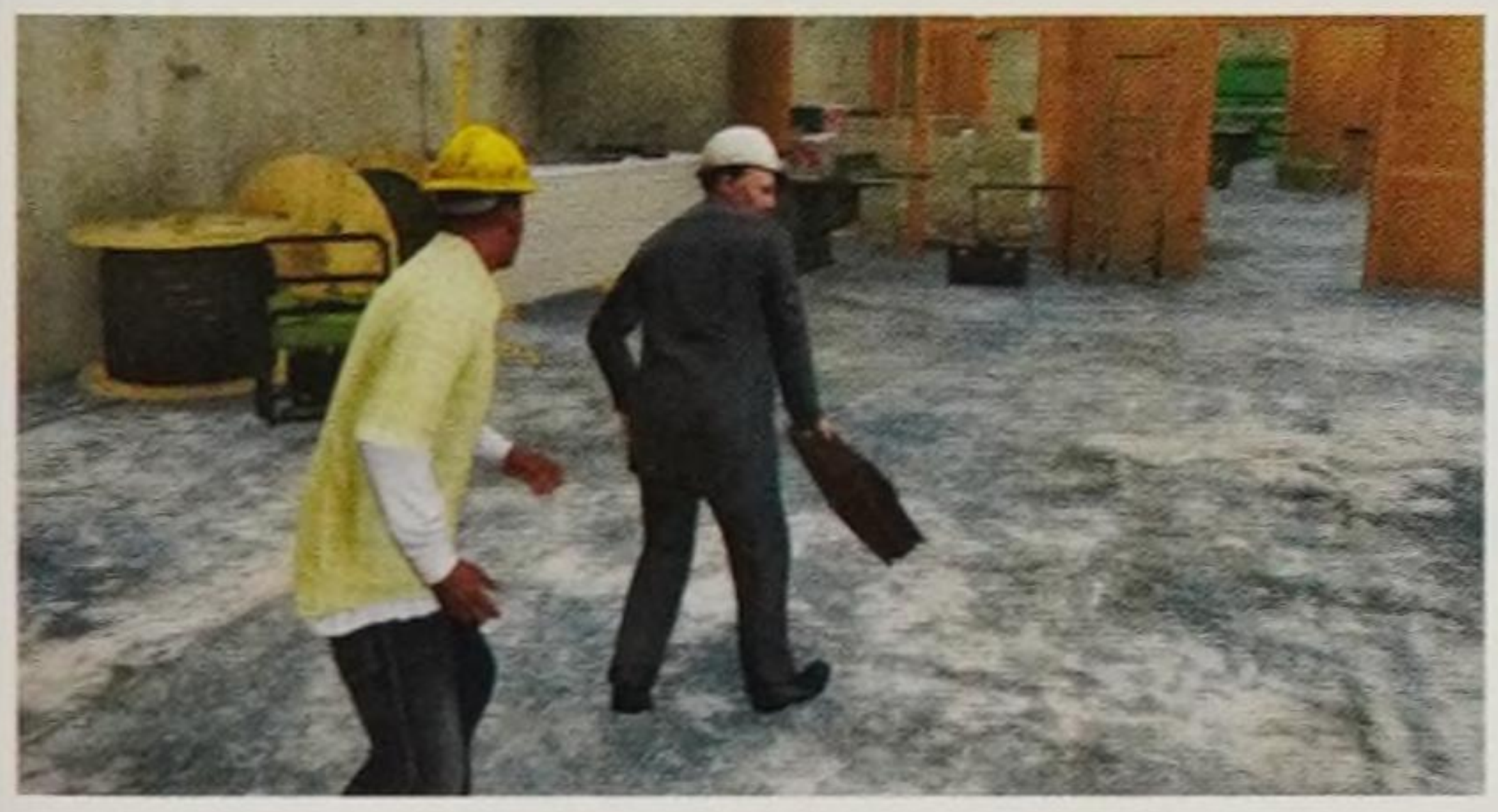
PREREQUISITES:

- *Complete "Cleaning Out The Bureau."*

Mission Can Be Triggered By: Franklin

This mission automatically becomes available a couple of minutes (in real time) after completing "Cleaning Out The Bureau." (After all, Franklin needs some time to hunt down Chip Peterson, the FIB building architect.) Franklin sends Michael a text about that Chip Peterson thing." Switch to Franklin, who is at the Power Street entrance 1 to the downtown high-rise construction site (the same one he visits in "The Construction Assassination"). He calls Michael with a quick report. The architect is in his red car a short distance away.


Swiss St
Elgin Av
Strawberry Ave
San Andreas Ave
Sinners Passage
San Andreas
Atlee St
Little Bighorn Ave
Vespucci Blvd
1
2
Power St
Elgin Ave
Fantastic Pl
Sinner St
's Apple Blvd
Olympic Fwy
STRAWBERRY
Crusade Rd
Capital
Innocence Blvd
Ave



Follow the architect.

Start walking toward the architect's red car. As you pass the parking booth, a foreman tosses Franklin a hard hat. The architect exits his car and starts walking through the site, carrying a briefcase with his building plans. Walk a respectable distance behind him. (Listen to the amusing snatches of on-site conversation as you go.)

Follow the architect all the way to a pair of orange elevator cages. He gets in one cage and rides up. Hurry into the other cage and activate it to follow.

Get the architect to give up the briefcase.

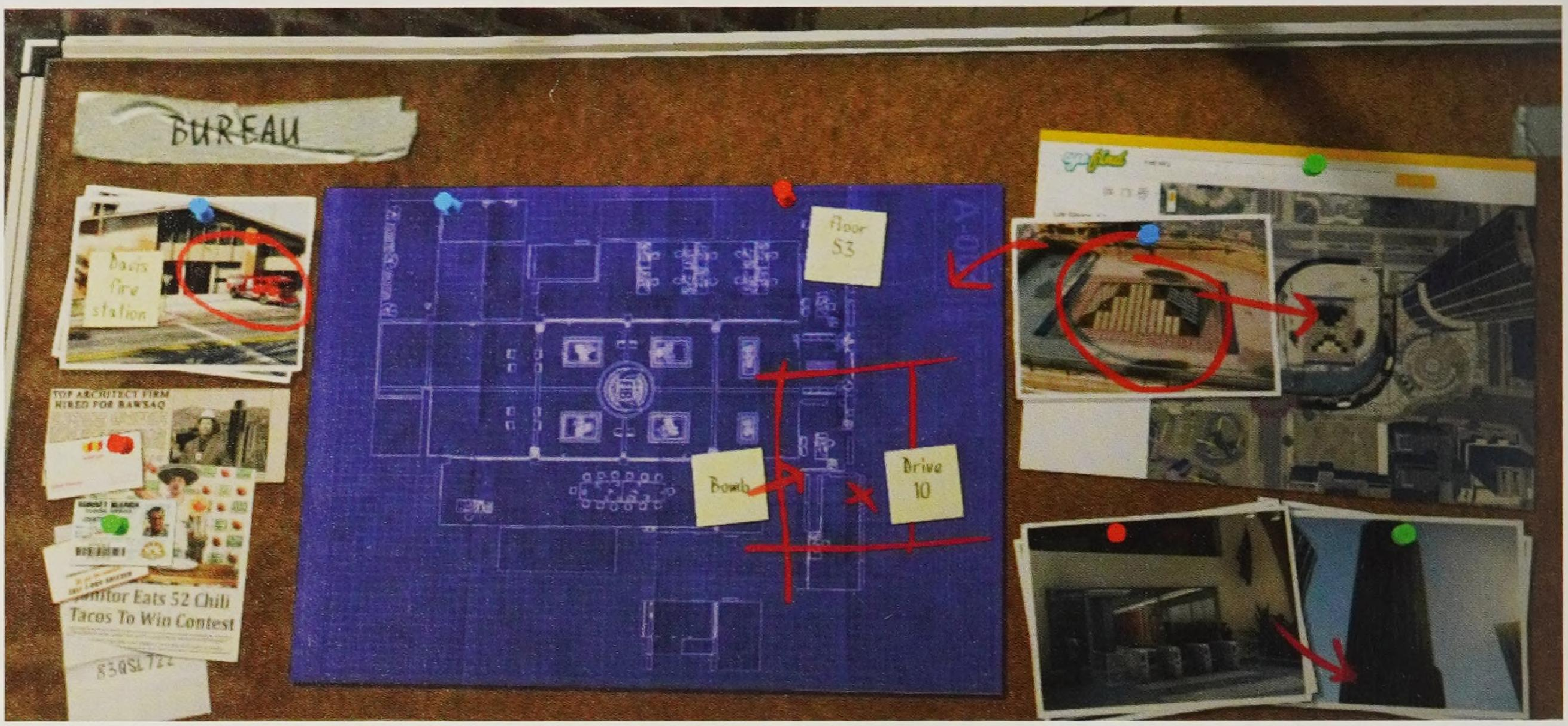
At the top, follow the architect across the floor until you get a new onscreen prompt. Wait until you're around the corner and the other workers can't see you. Then rush up behind the architect and bump or punch him. You can also hold him at gunpoint. Chip drops his briefcase.

Pick up the blueprints and leave the site.

Quickly snag the briefcase, then run back to the elevator cages and ride back down to ground level. The construction workers are hostile red blips on your radar now, so sprint! Guys chase you across the construction site as you run back to your car and speed away. (Make this exit from the site within 45 seconds to fulfill the mission's lone Gold Medal requirement.)

Lose the cops, then go to the garment factory.

Your robbery also triggers a two-star Wanted Level, so you'll have to lose the cops with standard evasion maneuvers. When you get clear, follow the yellow route back to Lester's factory and head upstairs to the destination marker just outside the office. Franklin hands the blueprints to Lester, who pins them up on the planning board.


BUREAU
Davis fire station
TOP ARCHITECT FIRM HIRED FOR BAWSAQ
...tor Eats 52 Chili Tacos To Win Contest
538SL7...
Floor 53
Bomb
Drive 10

Watch the planning session.

Lester presents the options. The more complex choice is the "Fire Crew" approach: Hijack a fire truck and gear; use the janitor's ID to enter the FIB building; mop your way to critical locations and plant firebombs; detonate the bombs to trigger a fire alarm; use the hijacked fire truck and dress as firemen to get unhindered access inside the building; then steal the containment drive where all of the Bureau's high-security files get shifted in an emergency, such as a fire.

The other option, the "Roof Entry" approach, is simpler but more muscular: Make an aerial drop onto the FIB building's roof, work your way down to a computer terminal, and hack into the system from there, on site.

Pick an approach and crew.

Choose an approach and select the crew you want. You need two gunmen for "Fire Crew." For "Roof Entry," you need a hacker, a gunman, and a driver. When you're finished, a last cutscene plays: Franklin exits while Michael and Lester briefly discuss Trevor's impact on the Union Depository gig. Finally, Michael leaves the office and the mission ends.

Mission Completion Stats: Architect's Plans

● Quick Getaway

☑ Leave the construction site within 00:45

Take your pick of missions.

If you selected the "Roof Entry" approach during the planning sequence for "The Bureau Raid," Lester texts shortly afterwards to say he's ready to roll. A new "**H**" icon now appears on your map back at Lester's warehouse. Go there to trigger the roof-entry version of "The Bureau Raid."

If you selected the "Fire Crew" approach, however, Lester texts to make suggestions for acquiring an LSFD fire engine. Either Michael or Franklin can complete the heist setup mission, "Fire Truck." You also need to acquire and place a getaway vehicle.

Also, if you're following our walkthrough, Michael still has an **"M"** icon on his map. You can follow this to his house and trigger, "Reuniting the Family."

Getaway Vehicle

CONTACT POINT:

N/A

MAIN OBJECTIVES:

- *Acquire a suitable vehicle.*
- *Park the getaway vehicle in a discreet spot.*

PREREQUISITES:

- *Complete "Architect's Plans."*

The "Fire Crew" Approach

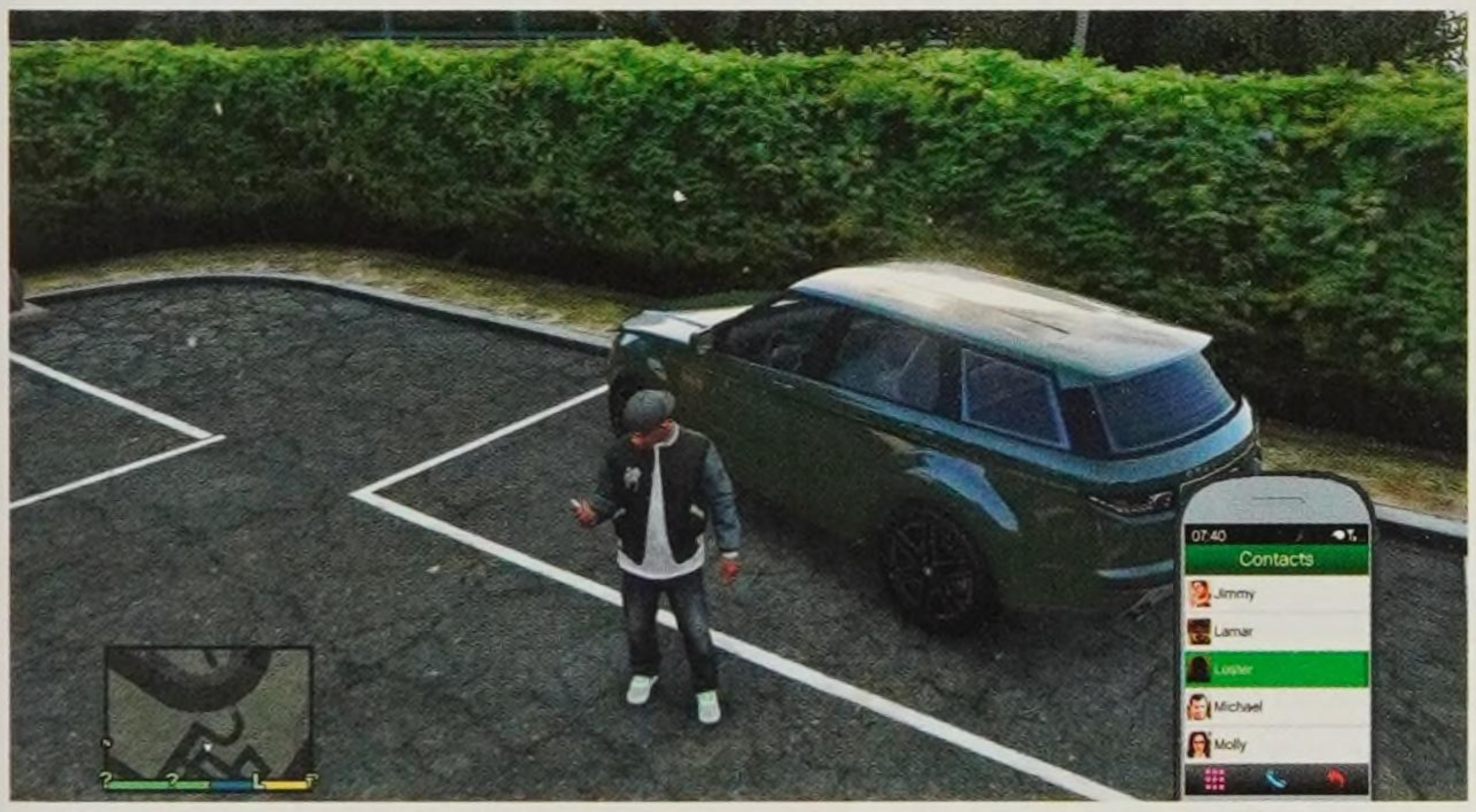
Mission Can Be Triggered By: Michael, Franklin

Michael or Franklin can acquire a getaway vehicle at any time. It cannot be one of their personal vehicles: Michael's Tailgater or Franklin's Buffalo. And once acquired, the vehicle must be stashed in an alley or some other inconspicuous location. You can't just park it on the street.

MISSION START

▶ Carjack a four-door vehicle.

After "Architect's Plans," the game judges the usability for getaway purposes of every vehicle that your character enters until you actually pick one, find a suitable location, and mark the spot. You must jack a car with enough seats for your heist crew of four.



▶ Hide the getaway car in a discreet location.

Once you choose a getaway car, stash it in a secluded alley or parking area off the street, preferably behind a building. Whenever you stop the getaway car for a few seconds, the game tells you if the spot is discreet enough or too public for placement. For example, you cannot park it by your heist planning area or near a law enforcement agency.

When you find a good spot that works, bring up your cellphone, scroll to Lester's name in your Contacts list, and then select "Mark Getaway Location." Now your GPS can map a route to the getaway vehicle later in the heist.

Fire Truck

CONTACT POINT:

Text from Lester

MAIN OBJECTIVES:

- *Steal a fire truck.*
- *Lose the cops.*
- *Go to the garment factory.*

PREREQUISITES:

- *Select "Fire Crew" option during planning for The Bureau Raid.*

The "Fire Crew" Approach

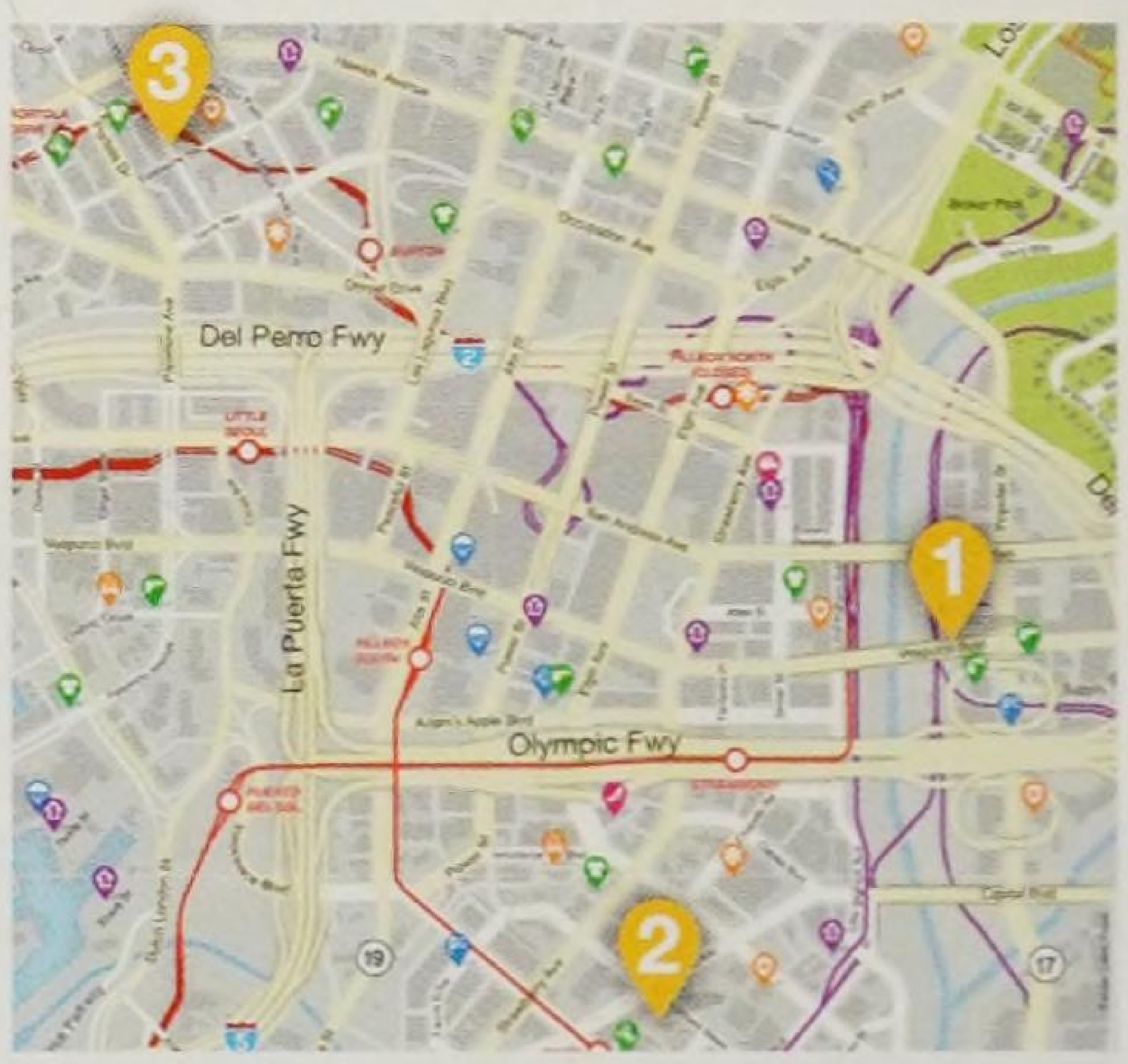
Mission Can Be Triggered By: Michael, Franklin

A short time after you complete the planning board scene and choose the "Fire Crew" option, Lester texts Michael and Franklin to make suggestions about acquiring an LSFD fire engine: "Fake an emergency call or find one at a station." Either Michael or Franklin can complete this mission, but Franklin's special driving ability can make it easier.

MISSION START

Steal a fire truck.

You can steal a fire truck from any of the Los Santos area fire stations. Not far from Lester's factory ① is the Davis Fire Department ②. Up near Michael's house in Rockford Hills is the LSFD Headquarters station ③. Just approach the fire truck, pull a weapon on any firefighters nearby so they cower, then jack the truck. But to earn the mission's Gold Medal you must call the "911 Emergency Services" number in your cellphone's Contacts list and then summon the fire department to your location. When they arrive, steal the truck and flee.



Lose the cops.

As you might expect, stealing a fire department vehicle triggers a Wanted Level. It's not easy to outrun the cops in the lumbering fire truck, but Franklin's special ability allows you to cut tight corners and dodge through traffic more easily.

Go to the garment factory.

Once the Wanted Level disappears, drive the fire truck along the yellow route back to Lester's factory and park it in the tunnel ① beneath the Vespucci Boulevard overpass. Get out of the truck to complete the mission. Your character automatically calls Lester to report the delivery, and Lester says the heist will be ready to roll. Now a blue **"H"** icon pops onto the map.

Mission Completion Stats: Fire Truck

● What Is Your Emergency?	☑ Call 911 to contact the fire department
● Not a Scratch	☑ Deliver the Fire Truck with no damage

The Bureau Raid (Fire Crew)

CONTACT POINT:

"H" (The Bureau Raid)

MAIN OBJECTIVES:

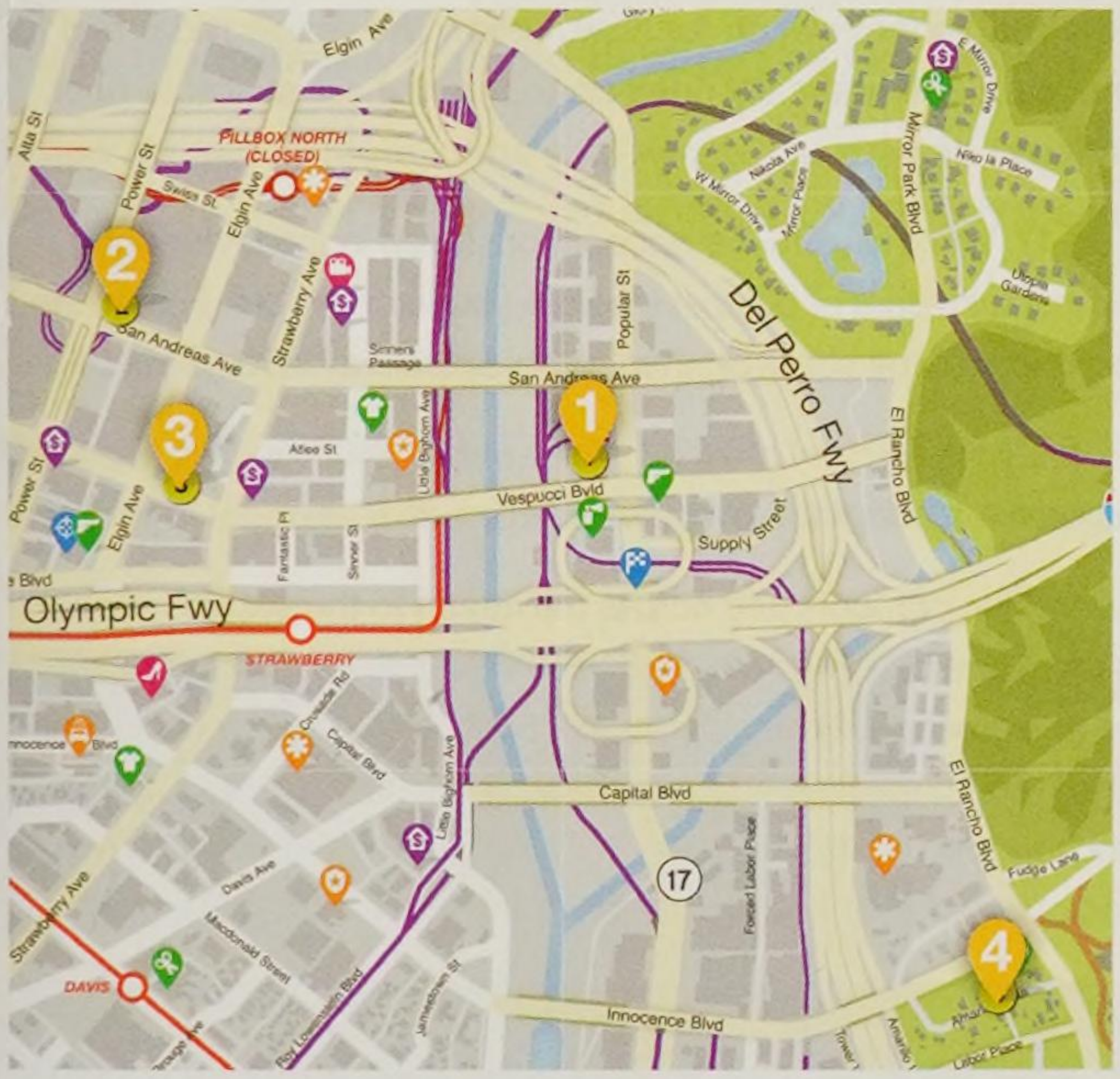
- ▶ *Get in the FIB building.*
- ▶ *Get past the turnstile to the elevators.*
- ▶ *Mop the floors and plant bombs.*
- ▶ *Exit the building.*
- ▶ *Franklin: Pick up Michael at Pillbox Hill.*
- ▶ *Detonate the C4.*
- ▶ *Get to the top floor.*
- ▶ *Blow the door open and get the containment drive.*
- ▶ *Work your way down to Floor 50.*
- ▶ *Rappel down the elevator shaft.*
- ▶ *Drive the fire truck to Lester's house.*

PREREQUISITES:

- *Select the "Fire Crew" approach on the heist planning board and complete "Getaway Vehicle" and "Fire Truck."*

Mission Can Be Triggered By: Michael

Send Michael to follow the **"H"** icon to Lester's garment factory ① and climb the stairs to the office. Michael helps Lester douse his offices with gasoline for arson as they discuss the FIB gig. The explosives Michael will place in the Bureau HQ must trigger an emergency LSFD response without blocking access to the server or threatening the building's structural integrity.

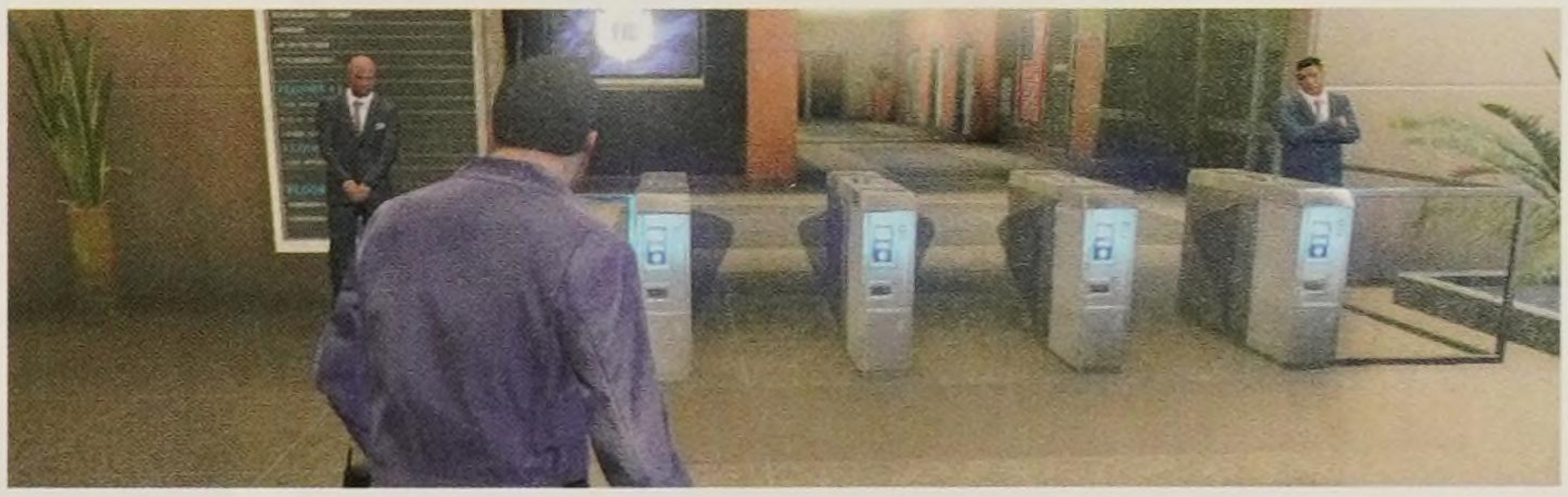


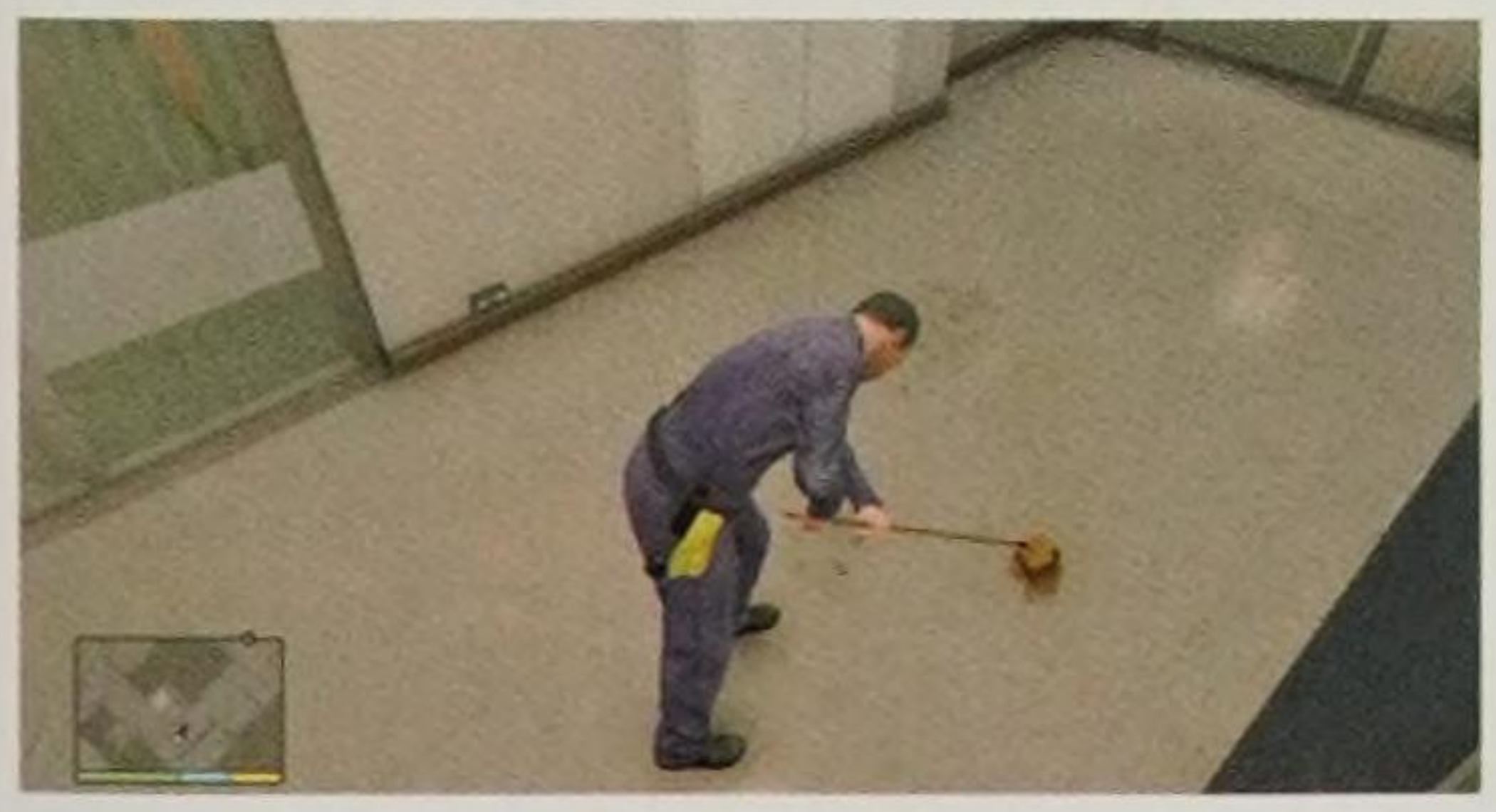
Elgin Ave
PILLBOX NORTH (CLOSED)
Alta St
Power St
Swiss St
San Andreas Ave
Strawberry Ave
Sinners Passage
Popular St
Del Perro Fwy
Mirror Park Blvd
El Rancho Blvd
Vespucci Blvd
Supply Street
Olympic Fwy
STRAWBERRY
Capital Blvd
Innocence Blvd
Davis Ave
DAVIS
Fudge Lane
Nikola Ave
Nikola Pl
Mirror Place
1
2
3
4
17

▶ Go to the FIB building and enter.

Exit Lester's factory, get in your car, and follow the yellow route downtown to the destination marker ② on San Andreas Avenue, outside the FIB HQ building. Follow the new yellow blip through the building's front entrance and proceed to the turnstile. Michael automatically shows his ID card to the guard.

Walk through the turnstile and continue down the corridor to the elevator. When you reach it, the door opens and Michael enters; he automatically presses the floor button and rides up to the 49th floor—the FIB's Communications division.



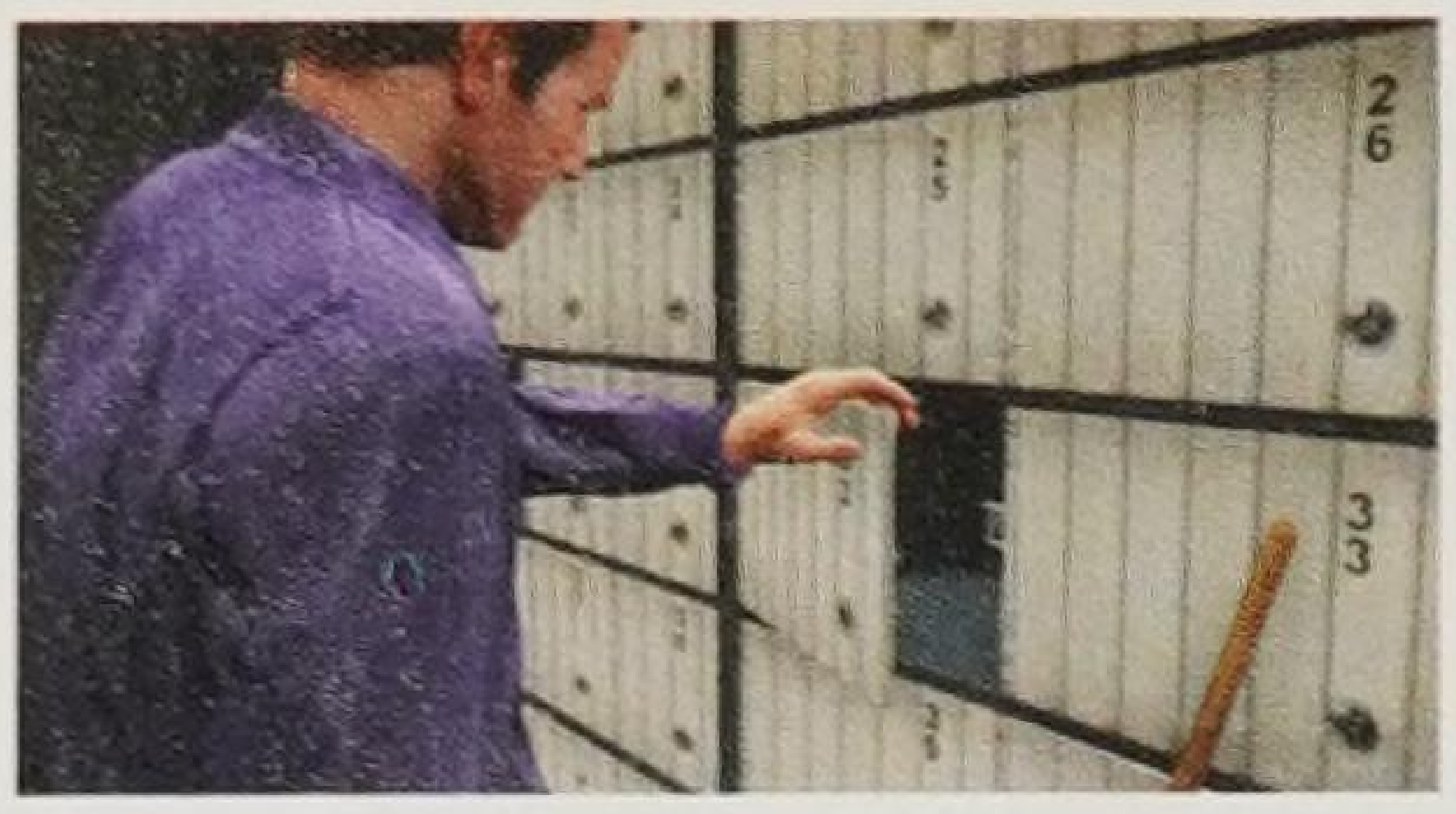


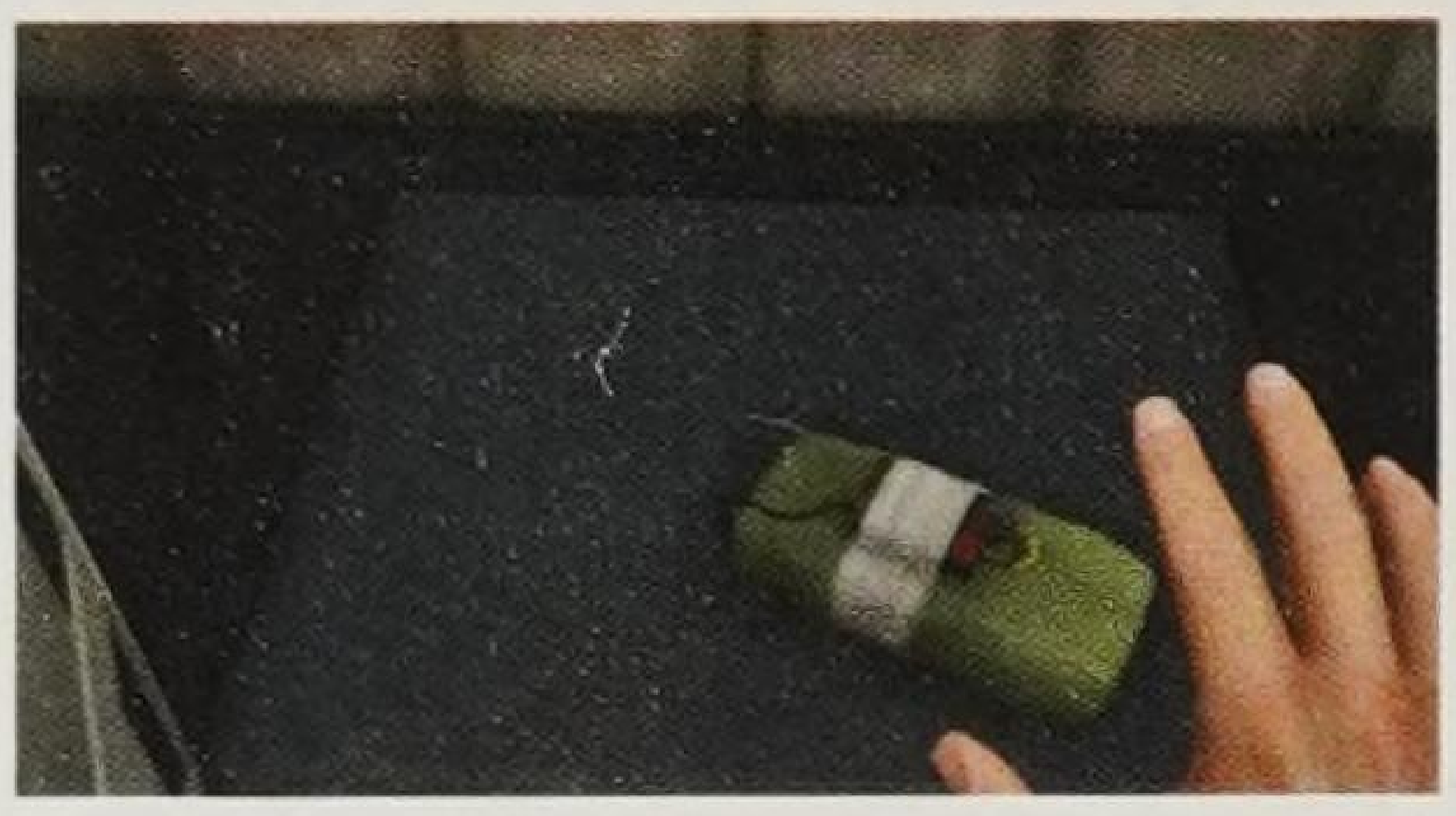
▶ Mop the office floors.

Go into the maintenance closet directly across from the elevator and grab the mop (the green radar blip). Exit the closet, turn right, and go through the security door; Michael automatically uses the janitor's ID passcard to open it. Then go down the hall to the dirty floor spots (marked as red radar blips). Press the buttons indicated onscreen to drop the bucket, mop the dirty spots, and clean the mop when prompted.

▶ Plant a bomb in the locker.

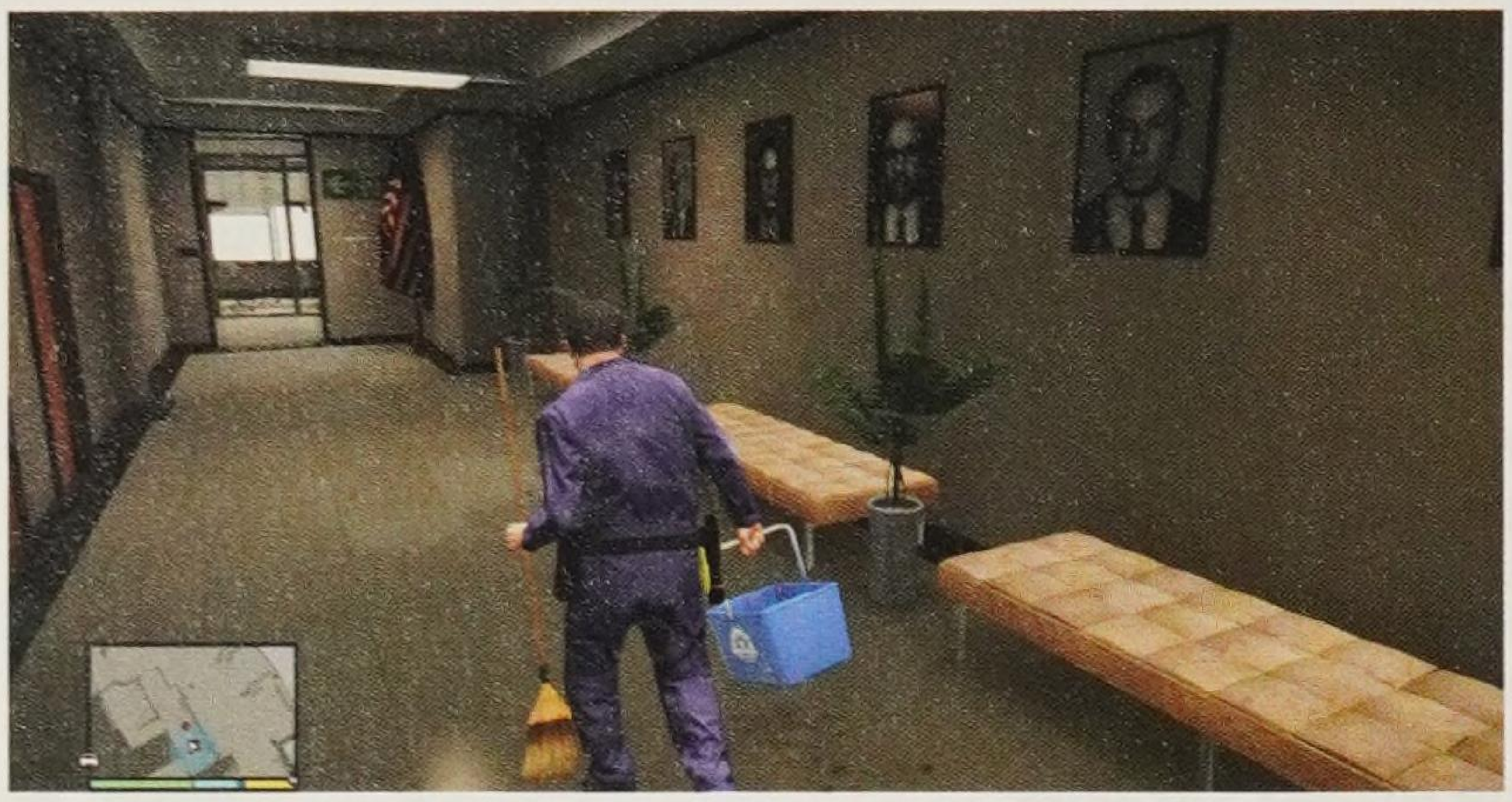
After the first round of mopping, approach the nearby locker marked as the yellow radar blip (locker number 32). Michael automatically places a firebomb in the locker and closes it.





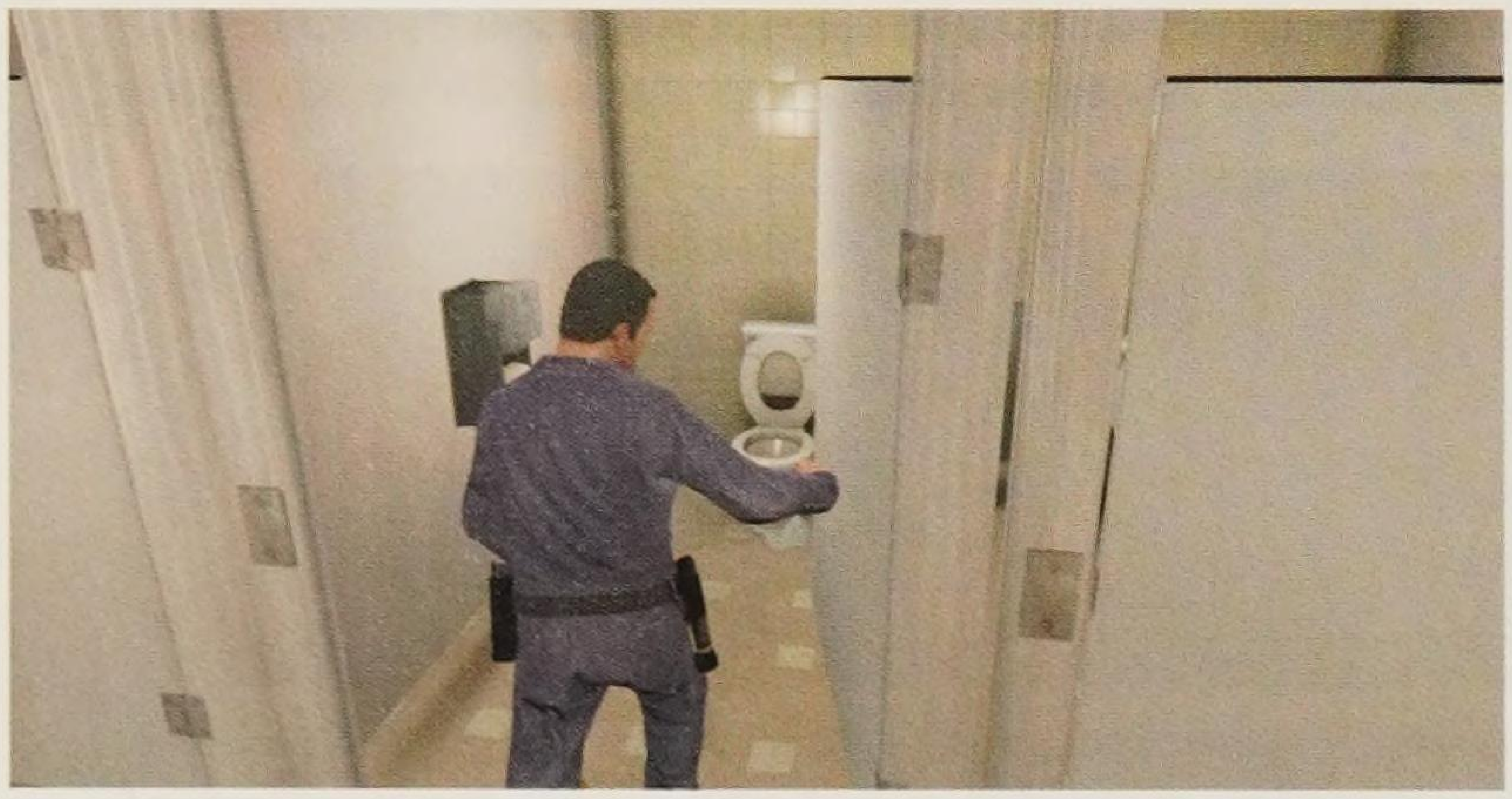
Pick up the bucket and mop the next dirty hallway.

Approach the bucket (green blip) and press the button indicated to pick it up. Follow the yellow blip down the corridor, then turn left through the doorway just past the copy machine. Here you find more dirty spots to mop. Repeat the same process used before to clean all spots marked as red blips on radar. Whenever you're prompted that the mop is dirty, return to the bucket to clean it. As you move along the corridors, you can pick up the bucket and move it with you to reduce trip time.



Plant a bomb in the restroom.

After you finish mopping away the red radar blips, follow the yellow blip into the men's restroom just down the hall. Inside, enter the third stall on the right to trigger a scene: Michael plants a bomb behind the toilet. Exit the restroom.



Replace the mop and bucket.

Pick up the bucket you left in the corridor and continue along the hallway until you end up back at the maintenance closet (yellow blip). Simply approach the closet door: Michael replaces the cleaning materials.

▶ Exit the building.

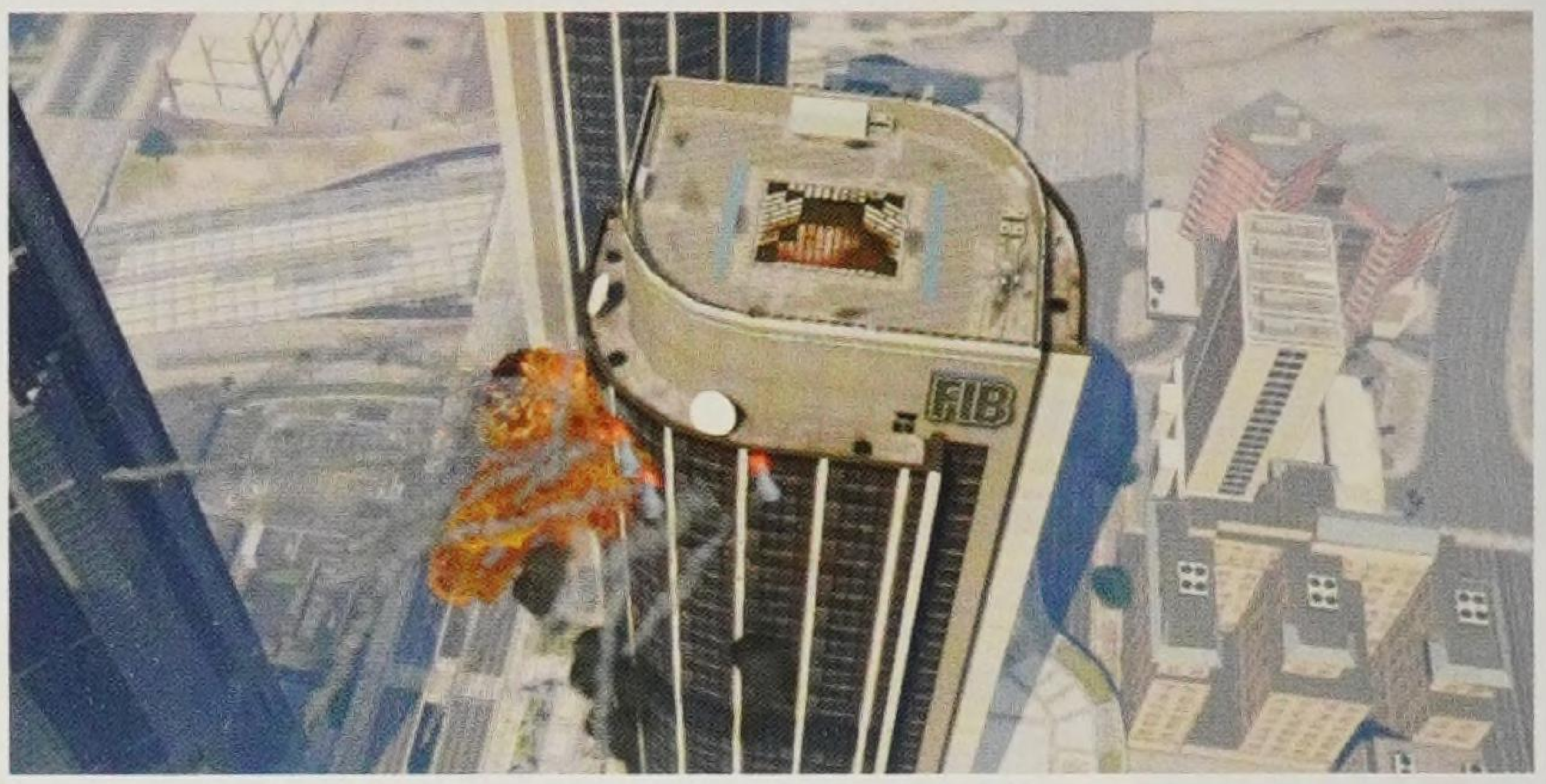
Cross the hall to the elevator and ride it down to the main lobby on the ground floor. Turn right and exit the building. Go to the destination marker next to your car on the street. Michael calls Franklin to report that the charges are set. Here you automatically switch to Franklin in the fire truck.

Pick up Michael at Pillbox Hill.

As Franklin, drive the yellow route to find Michael waiting at Legion Square ③ on Pillbox Hill. He automatically hops into the truck when you arrive.

▶ Use your phone to detonate the C4.

Bring up your cellphone and select the Contacts list. Scroll down the list to "Detonate" and select it to trigger an explosive cutscene. The FIB's 49th floor blows out!



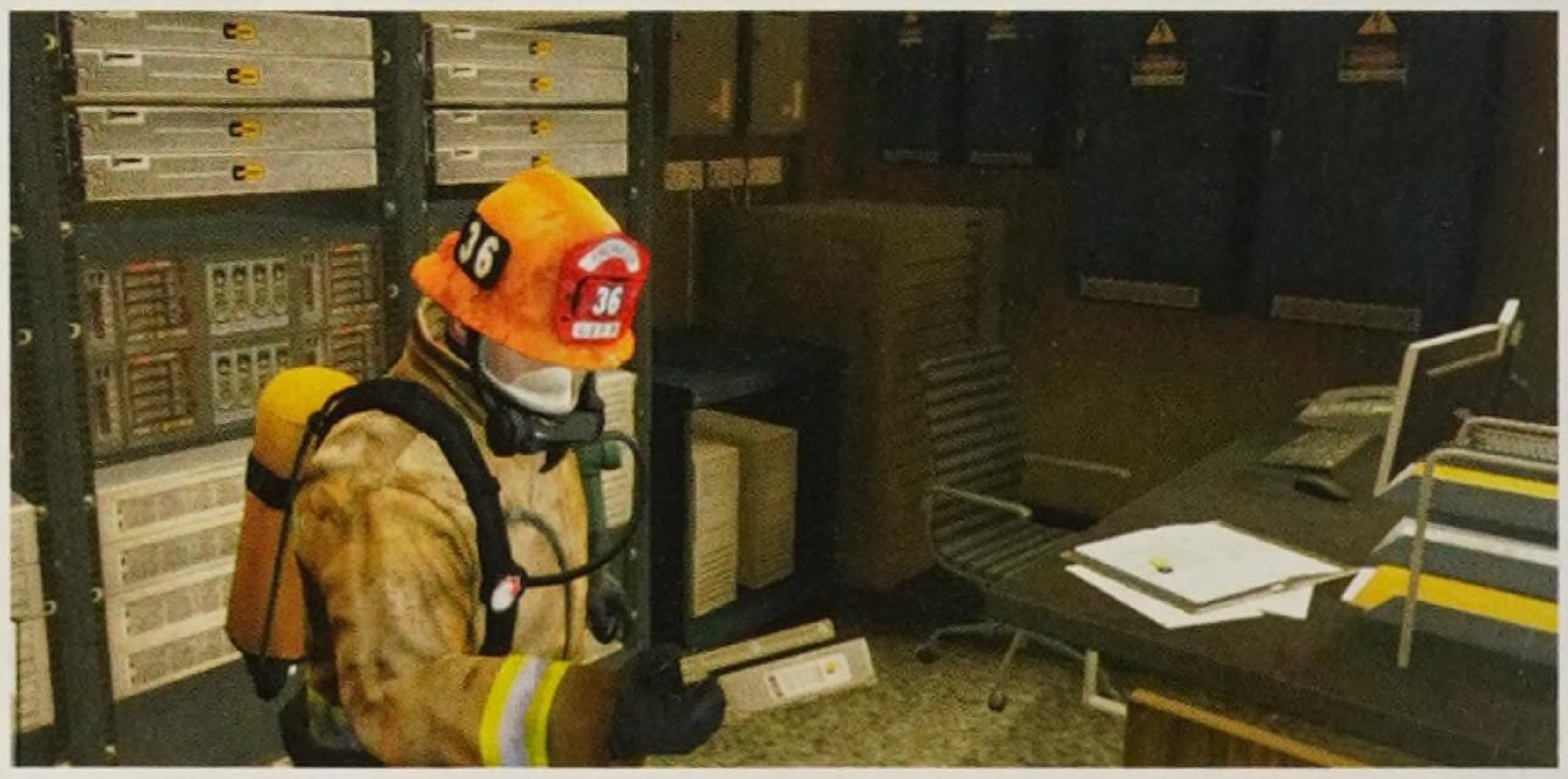
▶ Drive to the FIB building and go to the top floor.

Drive the fire truck along the yellow route to the FIB building ②. When you arrive, hop out and run with the team into the main entrance. You're still playing as Franklin and cannot switch for now. Follow the yellow radar blip to the elevators. The team automatically rides up to the highest available floor, Floor 47: Legal Affairs.

When you arrive on 47, an oxygen meter appears onscreen in the lower-right corner. Now you must take care of business before your air runs out. Follow the team down the corridors to the stairwell, then climb all the way up to Floor 53.

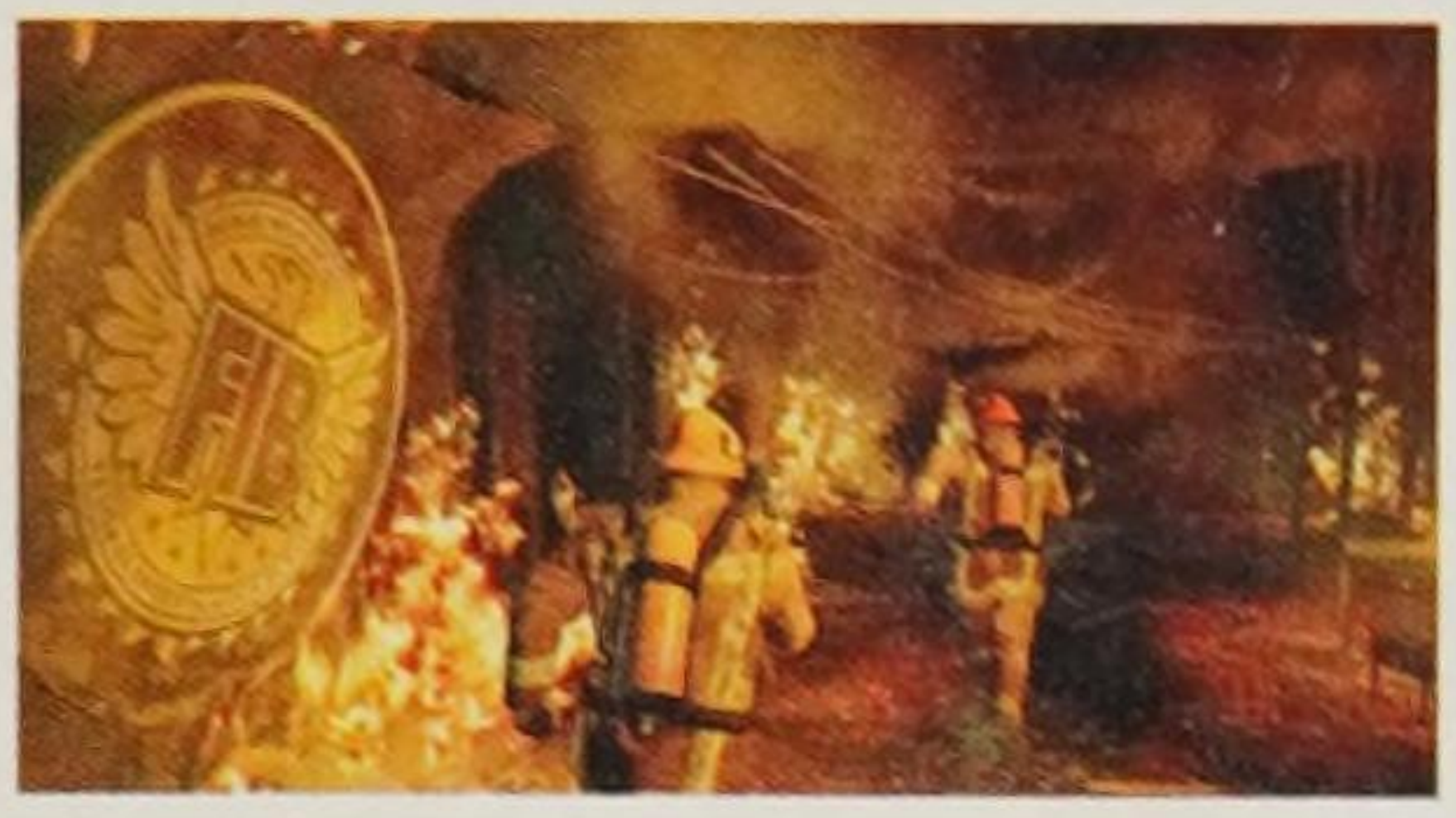
Blow the door open and grab the drive.

Follow the team along the corridors and across the atrium to the secure communications room (the big blue radar blip) where the FIB's servers and containment drive (the green radar blip) are located. Bring up your weapon wheel, select Sticky Bombs, and place one on the Communications door. Step back and detonate the bomb to blow the door open. Enter the now-accessible room and approach the bank of equipment to pull out the containment drive (green blip).

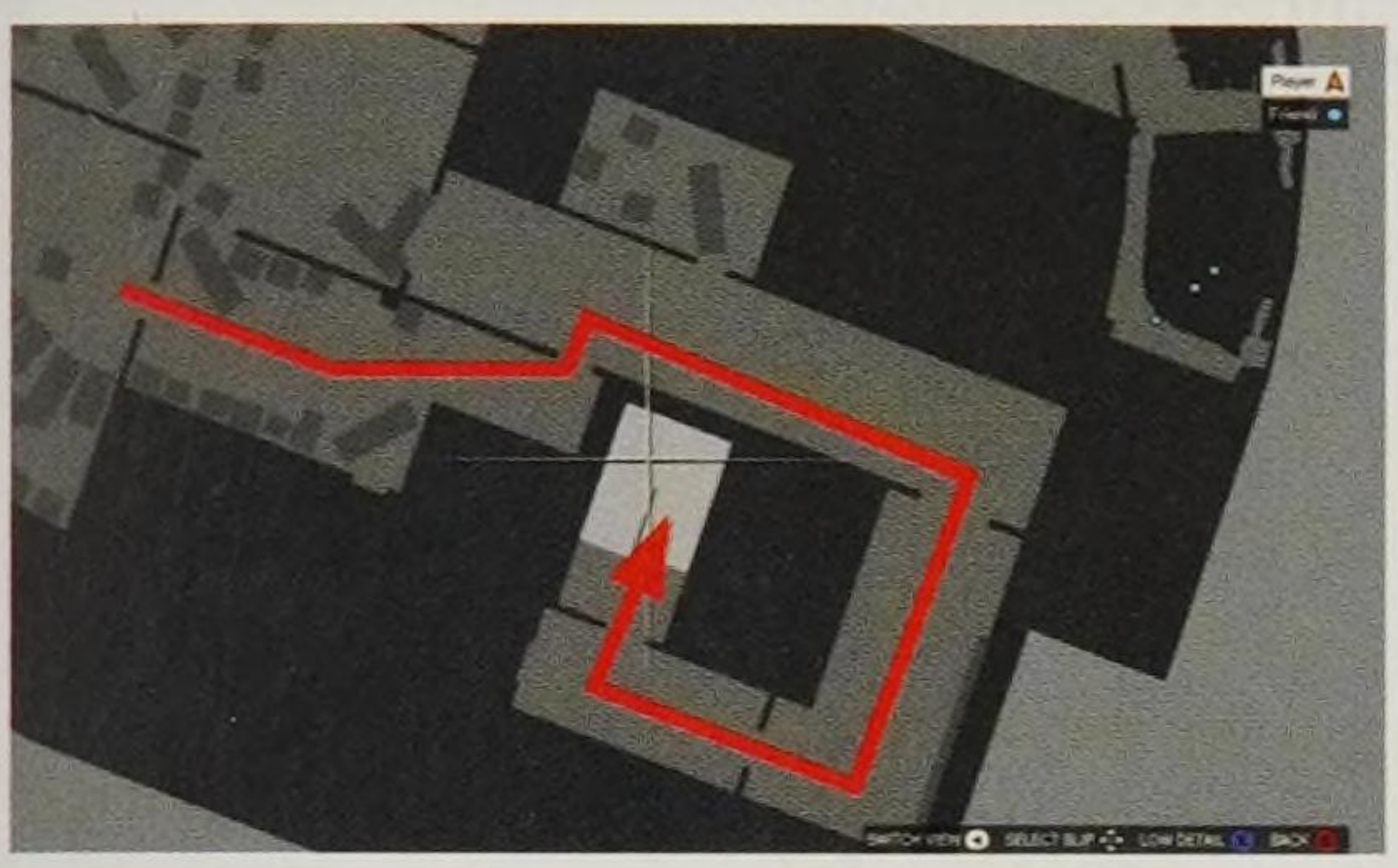


Follow Michael and your crew down to Floor 51.

Follow Michael, who wears the white fire helmet, as he leads the team downstairs. Unfortunately, you get only one floor down when the stairs collapse below. Michael detours through the door to Floor 52. Keep following your crew.



Soon you reach a locked door. Stand back as Michael smashes it open with a fire axe, unleashing a backdraft that knocks people down. Follow your remaining crew across the burning floor to the section of collapsed floor and hop down to Floor 51. On the lower floor, another backdraft blows off a door and knocks out Franklin.



GET DOWN TO FLOOR 50.

When Franklin regains consciousness, the crew is gone. You can see their blue blips on radar, with the down arrows indicating they're below you. You can also see red blips ahead. Wield a weapon and move through the burning rooms, nailing the FIB agents who attack. Bring up your Menu map to scout the route you must follow to reach the staircase. (We marked it in red on our screenshot.) Then hustle to the stairs, watching out for more hostile agents en route, and descend to Floor 50.

Now you're on the same floor as your team. Move toward the blue radar blips. Move around the right side of the burning desk to reach your guys. When you join them, they climb up a section of collapsed floor. Climb up after them. Now you're back on Floor 51! But you quickly drop back down to 50 through another collapsed floor.

▶ Rappel down the elevator shaft.

Follow your team through the smoke and fire to the yellow blip that marks the elevator's location. Michael and crew automatically pry the door open to reveal the open shaft below.

Each team member automatically grabs a cable, then lowers himself over the edge into the elevator shaft. Use the controls shown in the upper corner to rappel down. Keep dropping all the way to the bottom of the shaft. Now you're on the building's basement level.

Get to the fire truck.

Follow your crew to the stairwell and climb up one floor to ground level. Turn right and move through the turnstiles, then out of the front entrance. Run to the fire truck and get in with the full crew.

Go to the getaway car and destroy the fire truck.

Follow the yellow route to the spot where you stashed the escape car in the "Getaway Vehicle" mission. Plant a Sticky Bomb on the fire truck and detonate it to destroy the truck.

▶ Go to Lester's house.

Drive the yellow route that leads to Lester's house in East Los Santos. Your arrival at the destination marker triggers the mission-ending cutscene: the crew celebrates with some of Lester's noxious moonshine. Then Michael heads out for what he hopes is a final meeting with their FIB handlers.

Mission Completion Stats: The Bureau Raid (Fire Crew Approach)

● Mission Time	☑ Complete within 18:00
● Out of Breath	☑ Escape with 40 percent oxygen remaining
● You Missed a Spot	☑ Complete the mopping section within 03:00
● Abseiler	☑ Abseil down the elevator shaft within 00:30

Set up a meeting with Agent Norton.

After you complete "The Bureau Raid," Michael automatically phones Agent Dave Norton to report the job done. Dave wants a debriefing at the Kortz Center, and Michael agrees. This puts a blue "**B**" icon on Michael's map. Send him there to trigger "The Wrap Up."

The Bureau Raid (Roof Entry)

CONTACT POINT:

"H" (The Bureau Raid)

MAIN OBJECTIVES:

- *Go to the government facility.*
- *Fly the chopper to the jump zone.*
- *Parachute onto the FIB roof.*
- *Get in the server room and hack the computer.*
- *Hold off the FIB while the data downloads.*
- *Rappel down the FIB building.*
- *Destroy the helicopter gunship.*
- *Escape in the van and lose the cops.*
- *Drive to Franklin's house.*

PREREQUISITES:

- *Select the "Roof Entry" approach on the heist planning board.*

The "Roof Entry" Approach

Mission Can Be Triggered By: Michael or Franklin

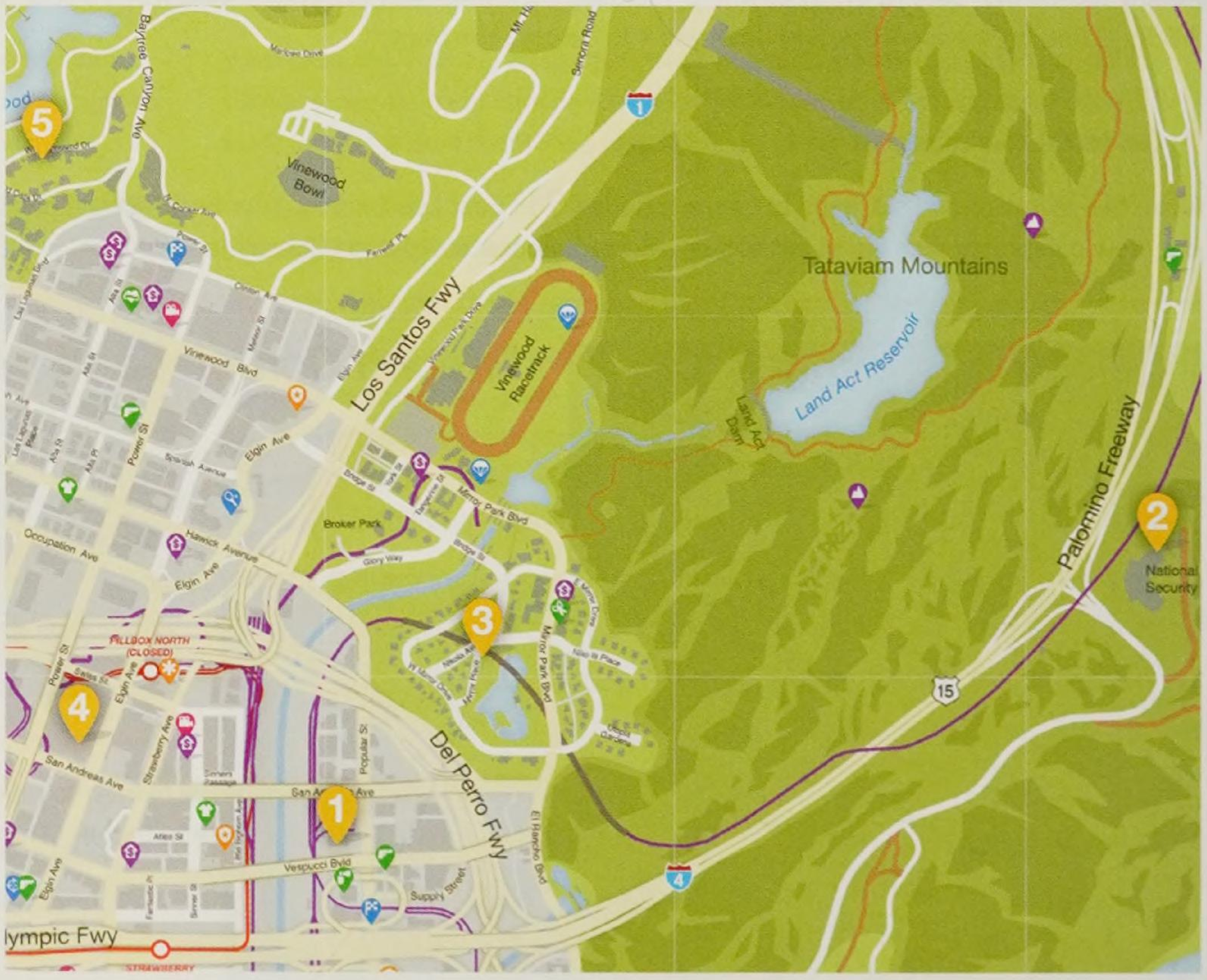
You can send Michael or Franklin to follow the **"H"** icon to Lester's garment factory 1 and climb the stairs to the office. (Franklin arrives later than Michael, so we recommend sending Michael to get the full cutscene.) Lester has doused his offices in gasoline, ready for a light. After a last look around, the crew heads out.

MISSION START

Go to the government facility.

As Michael or Franklin, walk downstairs into the parking lot and get in a car. When both guys are in the vehicle, follow the yellow route northeast to the National Office of Security Enforcement (NOOSE) facility 2. On the way, Michael explains the plan: Fly a chopper over the FIB building, skydive through the rooftop skylight, then hack the computer system.

When you reach the government facility, drive through the security checkpoints and pull into the destination marker in the parking lot to trigger a time-change cutscene. (This is a night mission.)

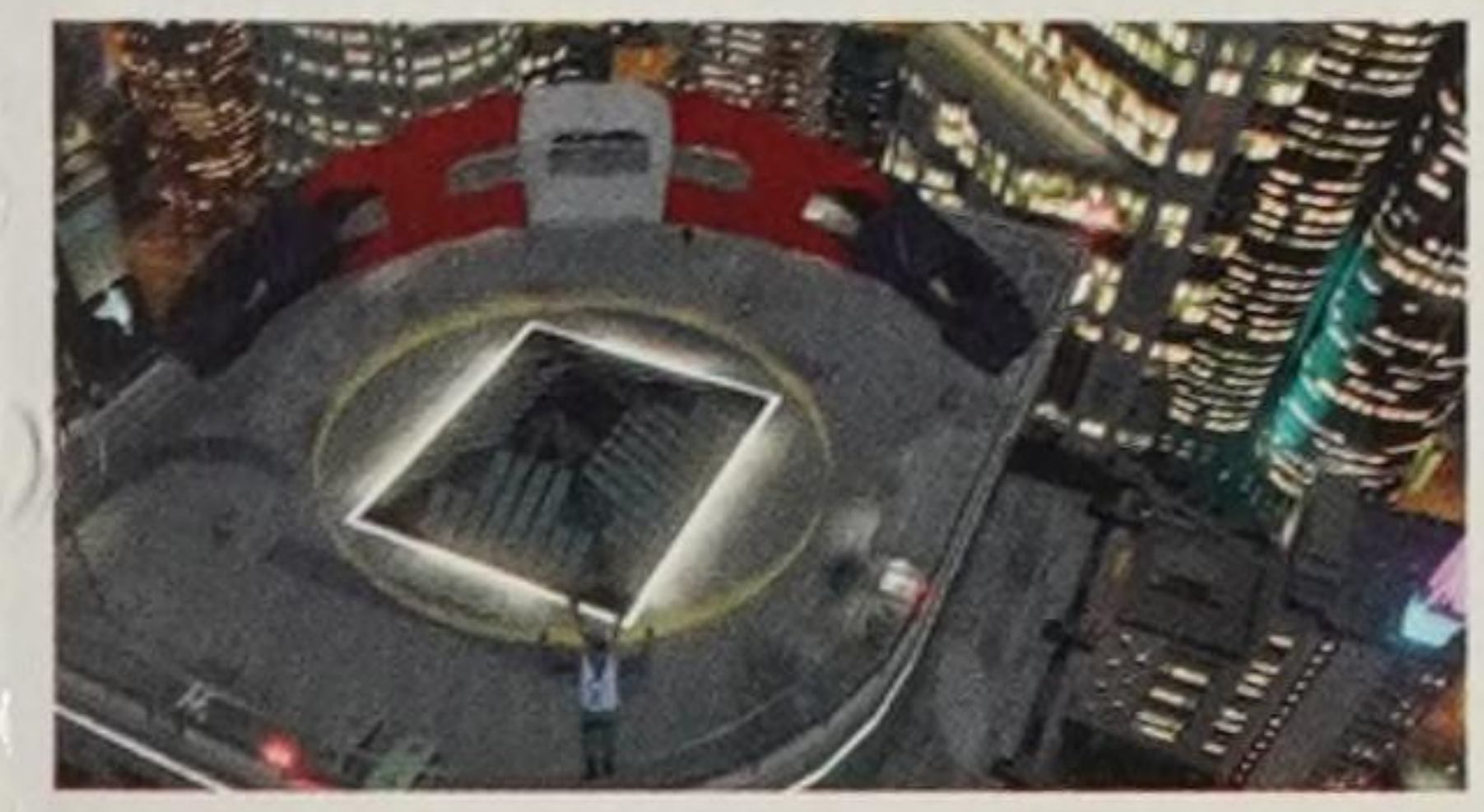

5
Vinewood Bowl
Tataviam Mountains
Land Act Reservoir
Land Act Dam
Los Santos Fwy
Vinewood Racetrack
Palomino Freeway
2
National Security
Vinewood Blvd
Elgin Ave
Power St
Occupation Ave
Broker Park
Mirror Park Blvd
3
FELLBOX NORTH (CLOSED)
4
15
San Andreas Ave
Del Perro Fwy
El Rancho Blvd
1
Vespucci Blvd
Supply Street
lympic Fwy

Fly the chopper to the jump zone.

Get in the Maverick helicopter, lift off, and get to the proper jump altitude by following the yellow radar blip up to the yellow ring in the sky ③. You must get high enough so that you can skydive onto the FIB roof. Reaching the jump zone triggers a cutscene: Michael hands off the stick to the co-pilot, puts on a parachute, and joins Franklin and the selected gunman at the door. After the others jump, press the button indicated to get Michael out, too.

Land on the FIB building rooftop.

Freefall for a few seconds toward the glittering high-rises of downtown Los Santos, then open the chute and use the controls to glide toward the FIB building's rooftop ④. The landing zone is glowing with a big yellow destination marker, so it's easy to target. (One Gold Medal requirement is to land perfectly inside the yellow zone.) Landing triggers a quick cutscene: The team removes a section of the skylight glass and drops inside.



Go to the server room.

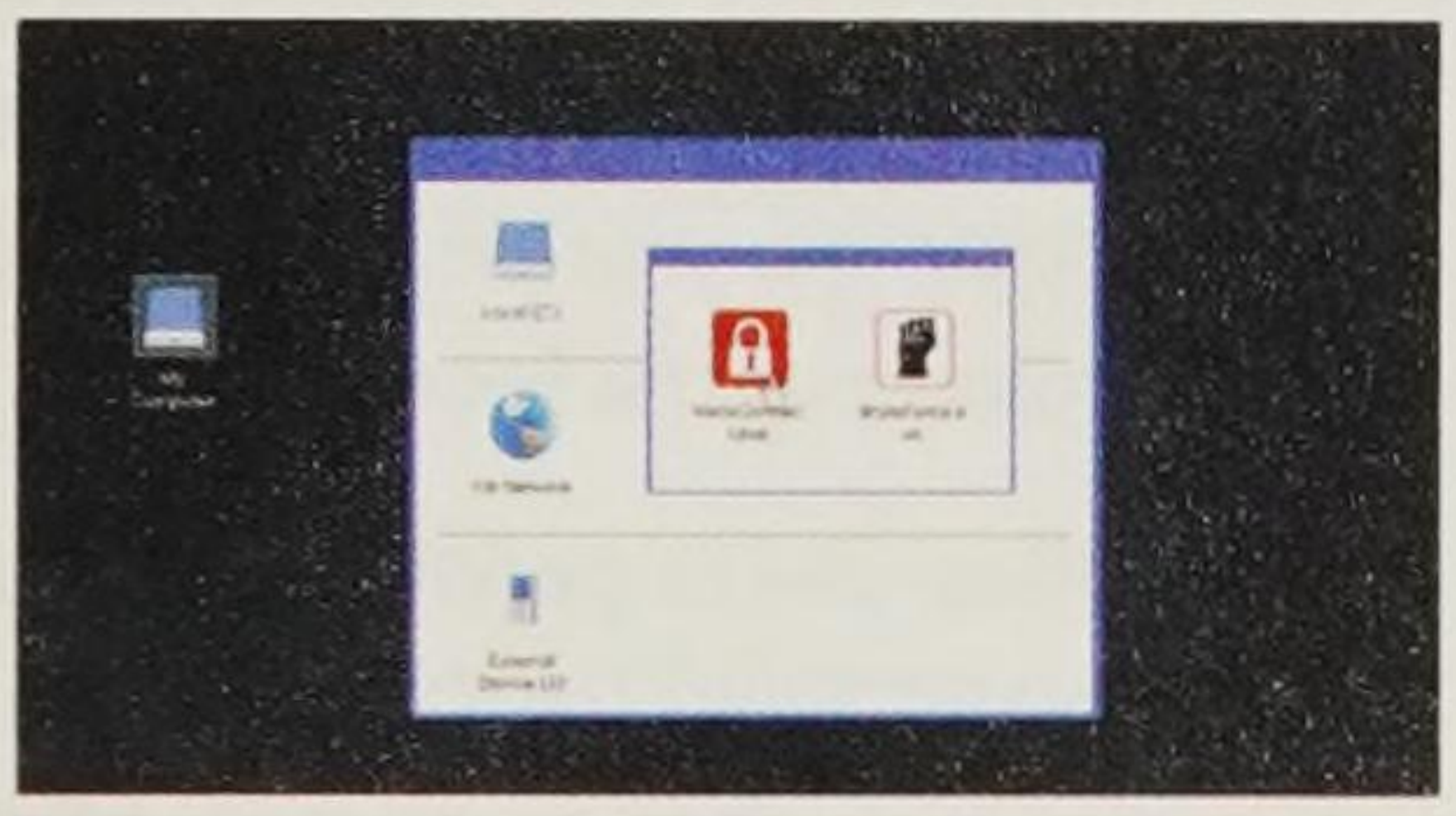
Follow the yellow radar blip across the floor to the server room (under the Communications sign). Michael automatically wields a Sticky Bomb. Place it on the door, then step back and detonate the bomb. Enter the now-accessible room to trigger a scene: Michael hustles to the terminal as the alarm goes off. Your hacker crewmember starts talking Michael through the sequence as he boots the computer.

Hack the computer terminal.

Now you see the FIB computer's interface. Use your control stick to move the pointer-cursor over icons and press the Action button to "click" on things. Follow the verbal instructions from your hacker: Click on My Computer, then select External Device (J:) to bring up your two hack programs. Click on the HackConnect.exe icon to run the connector program.

HACK THE CONNECTOR CODE.

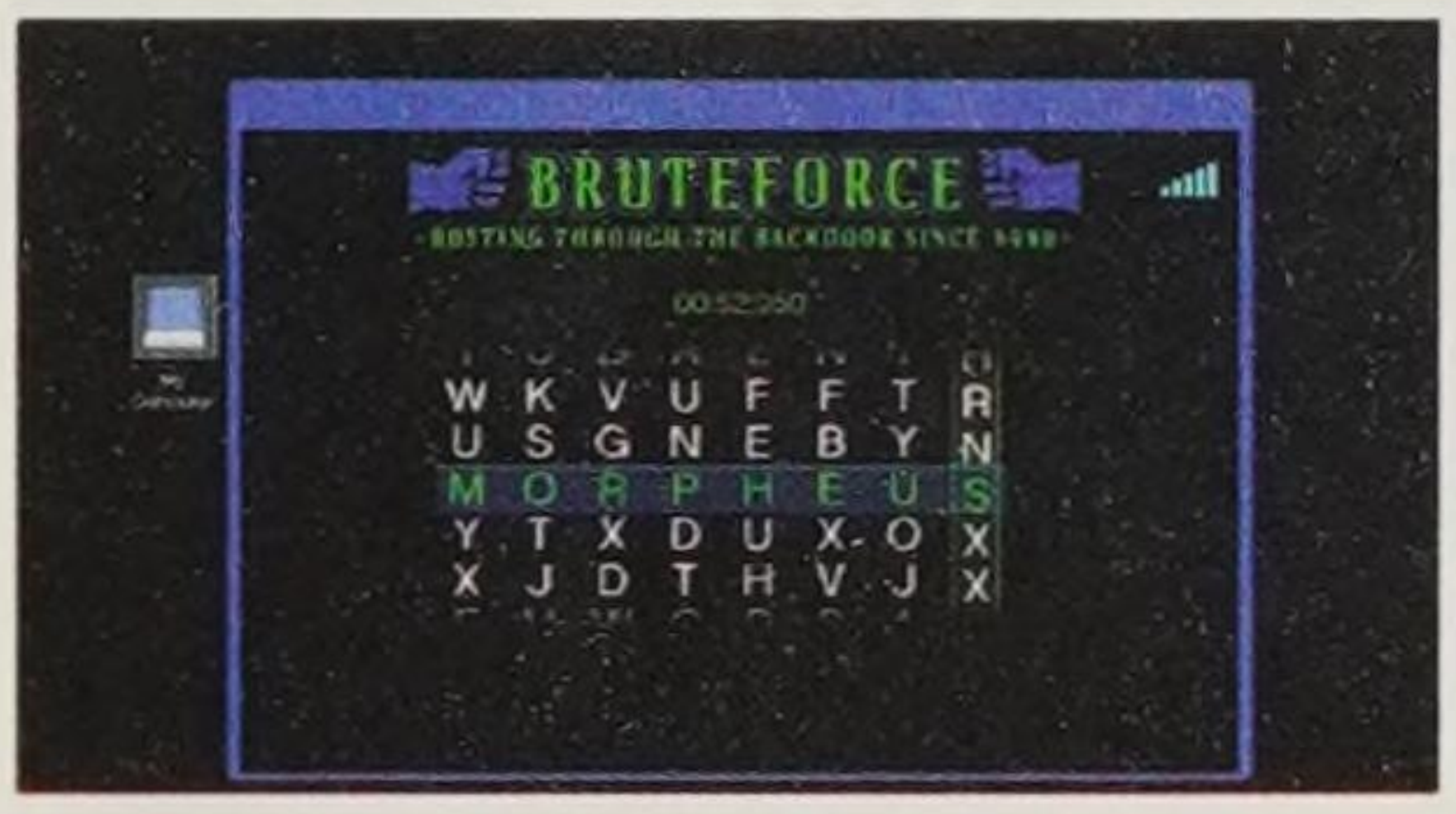
Now you get a numerical code screen. The idea is to highlight four numbers in the square field of numbers to match the red four-number sequence listed at the top. Use your control stick to move the red highlighting over the field of numbers until you find the exact four-number match for the sequence at the top. Check our screenshots for examples.



HACK THE PASSWORD.

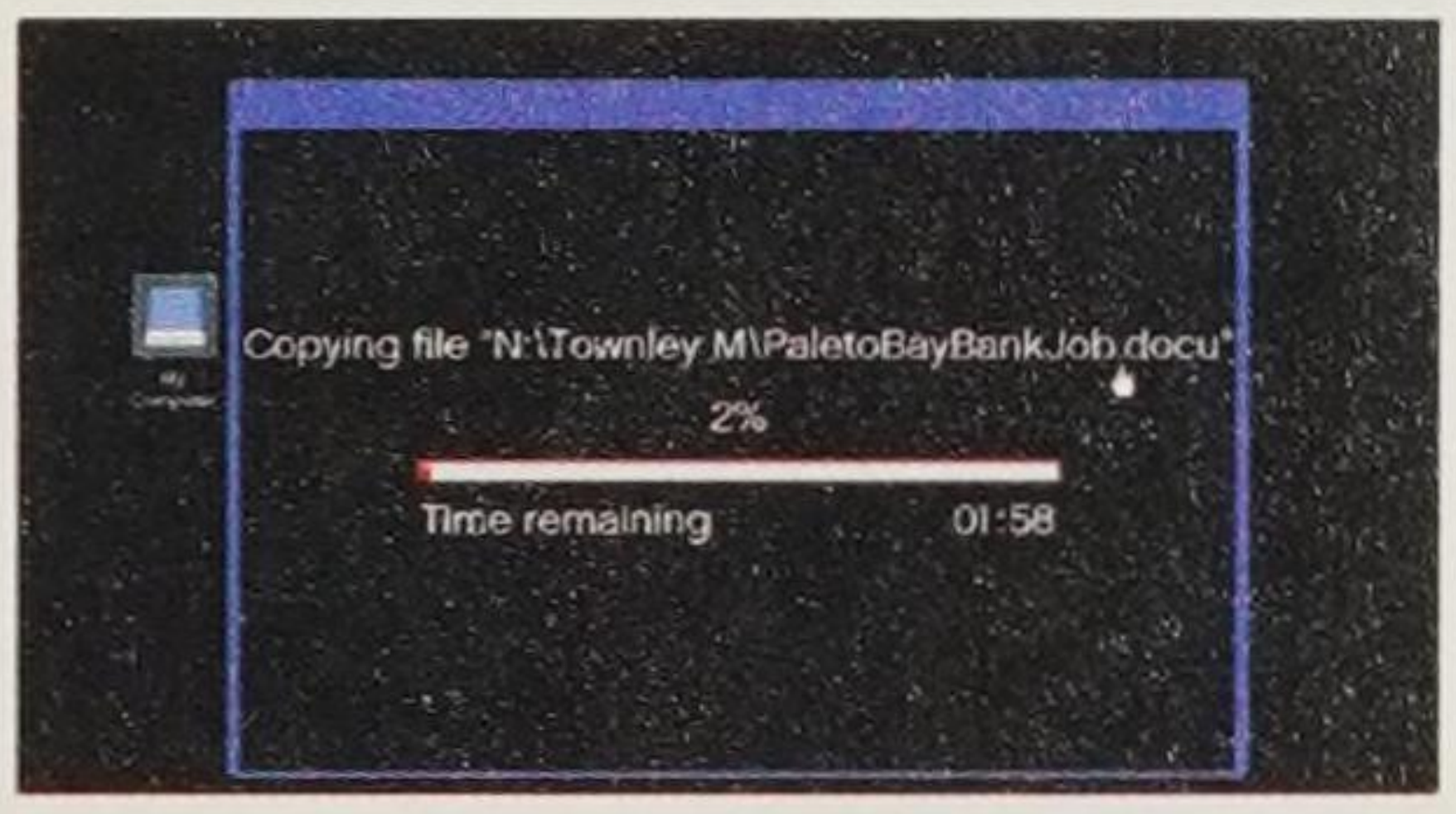
Next, click on the BruteForce.exe icon to bring up another code screen. This time, press the Action button when the red letter in the green-highlighted vertical column scrolls down into the blue-highlighted horizontal row. This locks that red letter into place and turns it green. The green highlight shifts right to the next column. Repeat the process until all letters are locked into place across the blue-highlighted row, spelling a password. (See our screenshot for an example.)

Finally, click on the Down&Out.exe icon to start copying all of the data from the Bureau server regarding the illegal activities involving Michael and his FIB associates. The screen indicates that the download will take about two minutes. After that, the hack program will erase the original files from the Bureau database. Unfortunately, angry FIB agents are now responding to the alarm you tripped.



BRUTEFORCE

W K V U F F T R
U S G N E B Y N
M O R P H E U S
Y T X D U X O X
X J D T H V J X



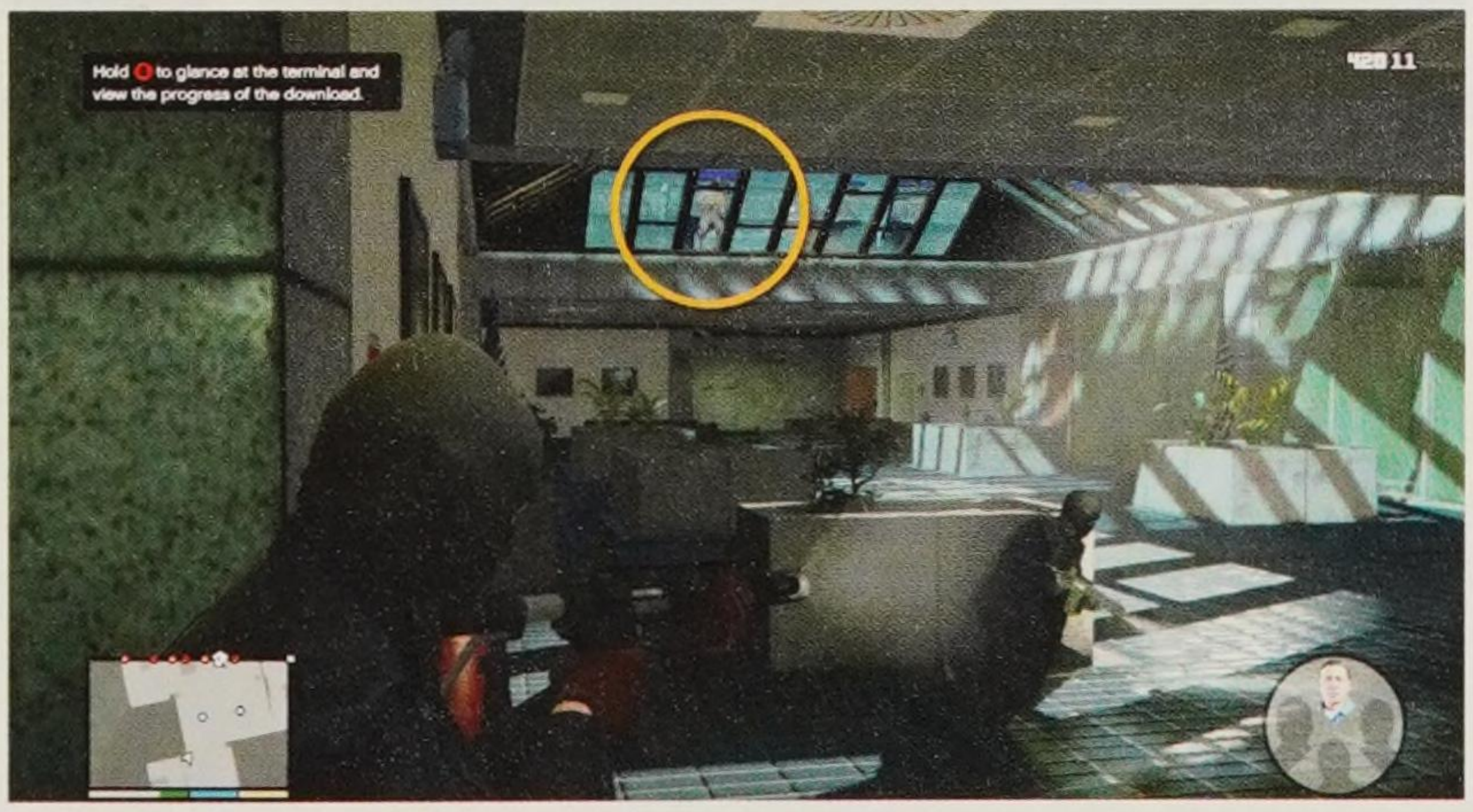
Copying file "N:\Townley M\PaletoBayBankJob.docu"

2%

Time remaining 01:58

Hold off the FIB while the data downloads.

Start picking off the FIB agents attacking across the atrium floor. Watch for enemies shooting down through the skylight glass (circled in our screenshot) from the roof, too. Keep an eye on those red radar blips! Here you can switch back and forth between Michael and Franklin for better firing angles. You can also press the button shown in the upper-left corner to check the download progress on the computer terminal.



Hold ● to glance at the terminal and view the progress of the download.

Michael's Ability

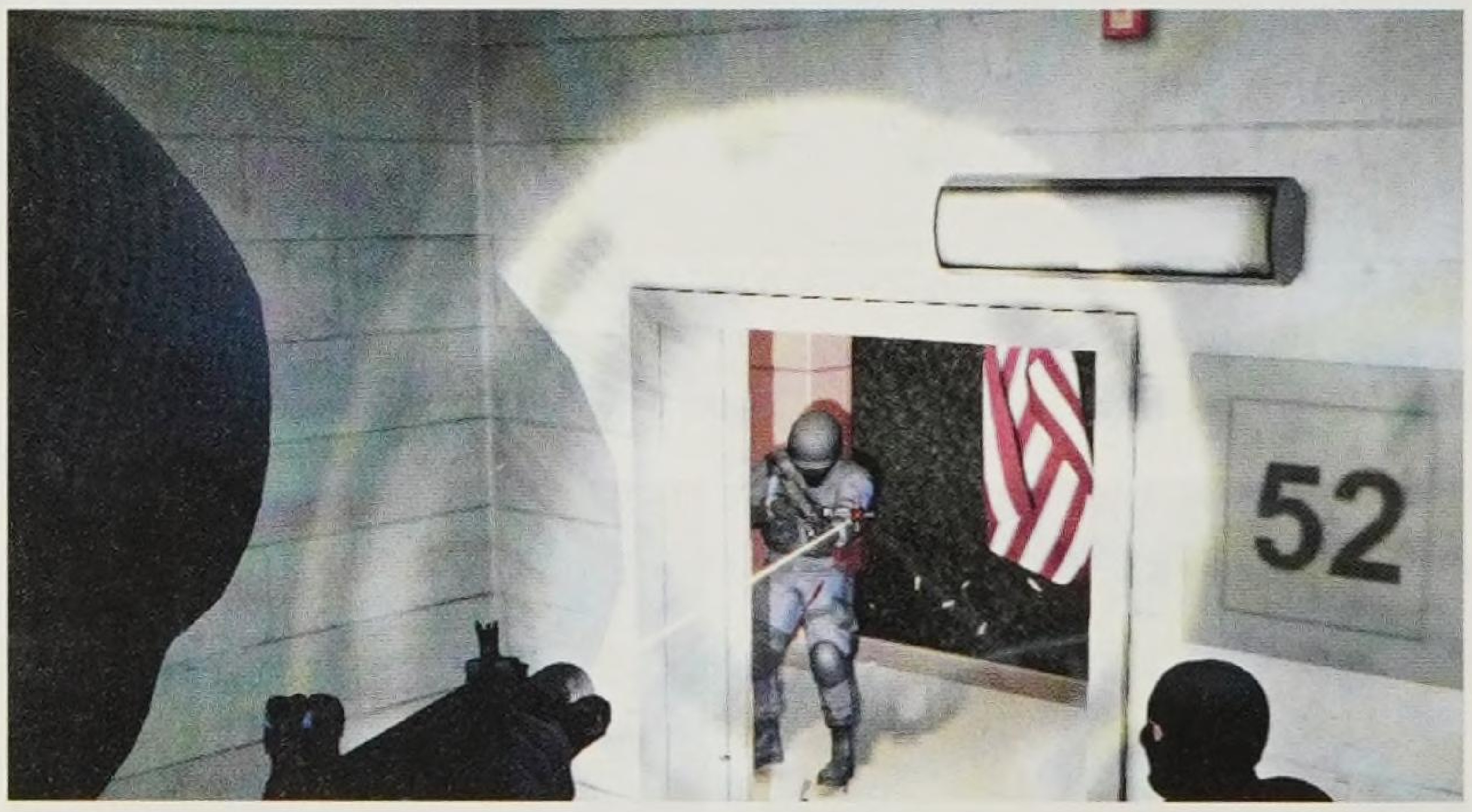
Don't forget to activate Michael's time-slowing special ability whenever you spot multiple red blips up ahead on your radar.

After a minute or so, your escape helicopter drops in for the getaway pickup. This triggers a cutscene: As the pilot lowers to the FIB roof, an FIB chopper slings a rocket into your bird. It spins out of control and slams right into the FIB building, tearing up the floor just below you. An airlift is now no longer possible.

Keep fighting off FIB gunmen in the atrium until the data erase is complete. Michael grabs his cellphone, then orders the crew to escape. A new destination is marked as a yellow blip on your map and radar.

Escape the FIB building.

Now LSPD tactical teams are rushing upstairs in response to the crisis. Follow your team across the floor and fight through a pair of doorways to the stairwell. Descend one flight to Floor 52 where more cops and federal agents are waiting.

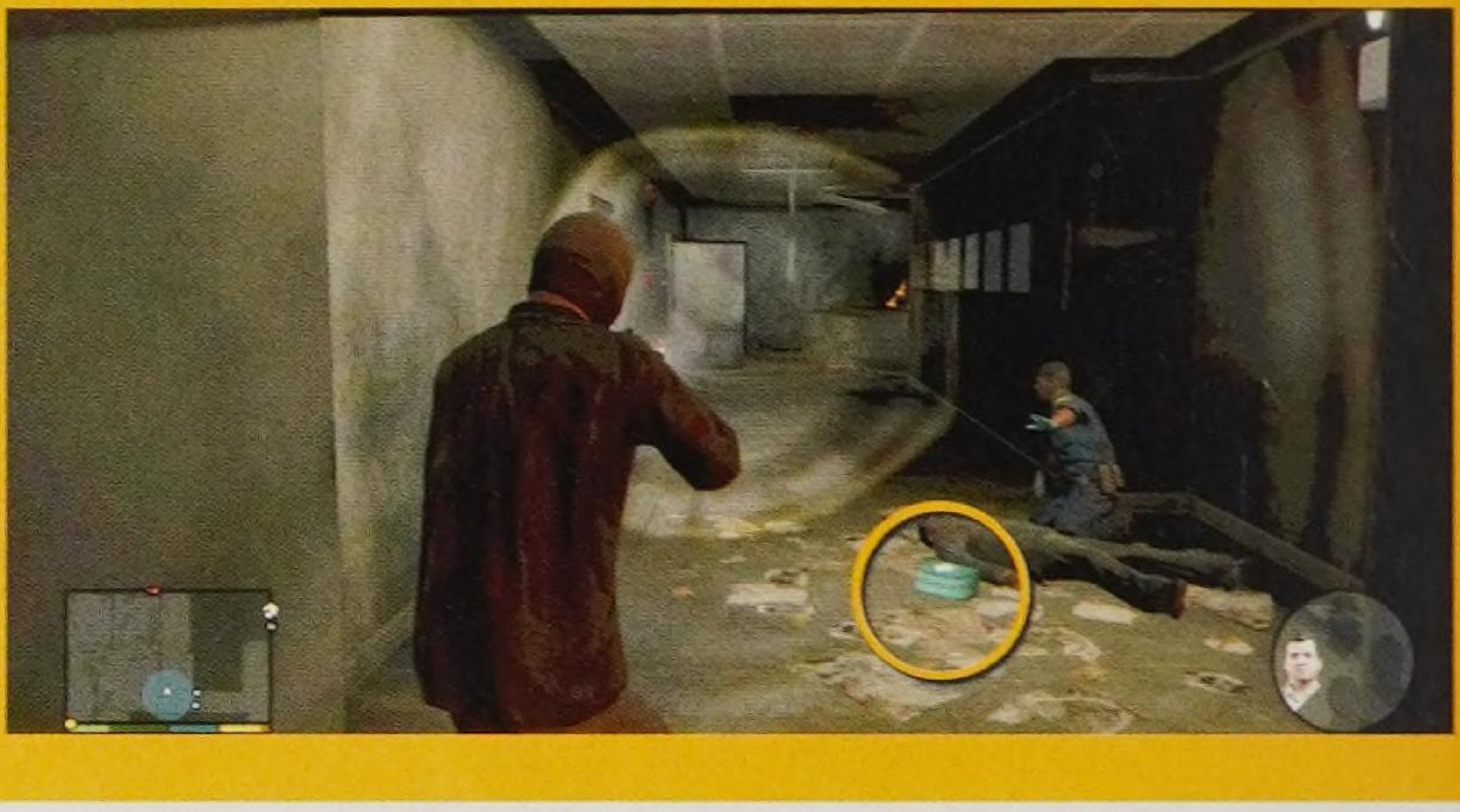


GET DOWN TO FLOOR 51.

Battle your way across shattered Floor 52 until you reach the chopper carcass and trigger a quick cutscene: Franklin wants to rappel from here, but Michael says it's too high—the wind will tie the cables in knots. After the crew slides down the collapsed section to Floor 51, fight through the wreckage to the next stairwell.

For Your Health

As you work across Floor 51, don't miss the First Aid Kit next to a paramedic working on a fallen FIB agent in the corridor.

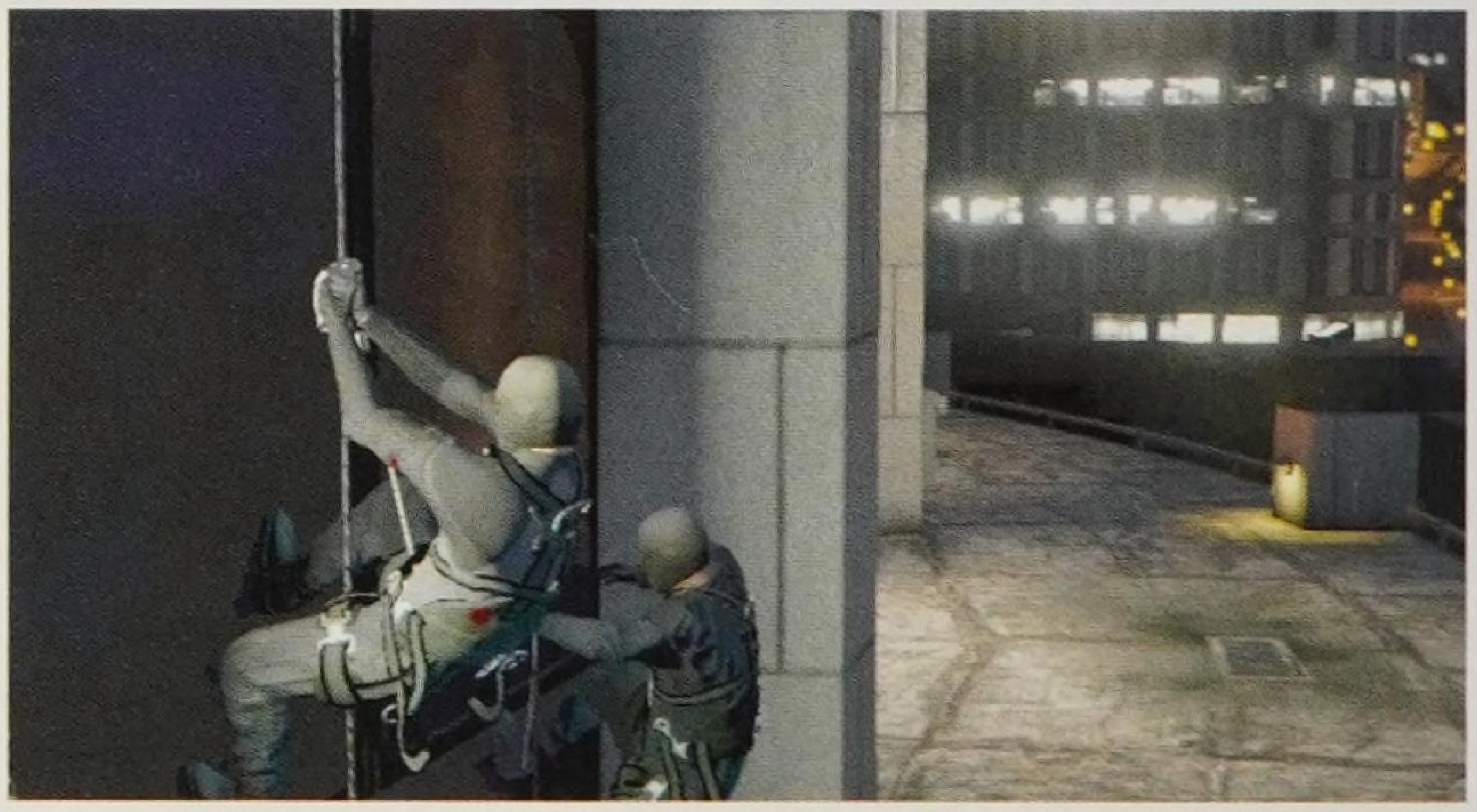


GET TO THE EXIT POINT ON FLOOR 50.

Descend the stairs to Floor 50. Move carefully through the next door and take cover before turning the corner. Two FIB gunmen are posted on either side of the next doorway up the hall. Draw them out, then withdraw to cover and pick them off. Move through their doorway and turn right to trigger a cutscene: The crew sets up their rigs for rappelling while Michael learns that many law enforcement units are swiftly approaching on the ground.

▶ Rappel down the FIB building.

Use the controls shown onscreen to rappel down the building as fast as you can. As you drop, emergency vehicles arrive below, as well as the Bureau chopper hovering above the plaza. When you reach the balcony, you're still well above the ground, and the chopper opens fire on your team.



▶ Destroy the helicopter gunship.

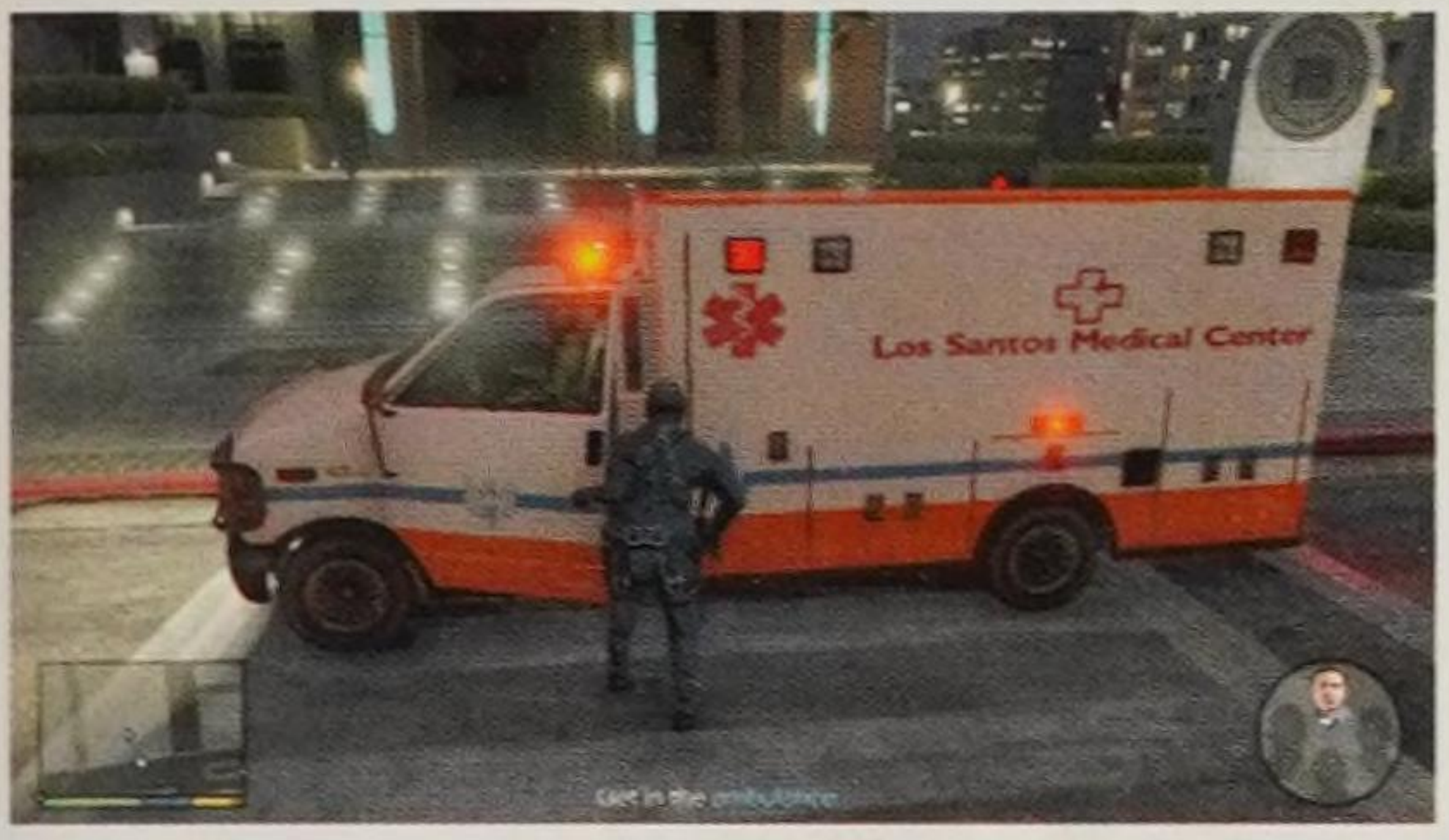
Switch to a high-powered Assault Rifle and target the pilot of the attacking FIB chopper. When you nail him, the chopper banks hard and hits the ground. Now a new yellow destination blip appears on radar, just up ahead. Proceed along the balcony to the destination marker. Here you automatically set another rig for rappelling.

Rappel to the ground and get to the pick-up point.

Rappel down the lower part of the building. Cops and other first responders are arriving all around the plaza now. When you reach the ground, a new yellow blip marks your next destination. To reach it, you must fight furiously across the plaza to the street. Your getaway sequence changes depending on how skilled the driver is that you selected for the team.

Poor Driver: Get in the van and lose the cops.

If you chose a low-skill driver during the planning board crew selection:



▶ Get in the van and lose the cops.

When you hit the destination marker, your driver reports that his arrival has been delayed by the police lockdown. Fight off police tactical teams that launch assaults until your van arrives. Before you hop in the van, switch to Franklin so you can use his special driving ability for the next phase.

You start with a nasty four-star Wanted Level. Use standard evasion techniques and rely on Franklin's driving skill and special ability to cut tight corners and avoid collisions. Remember to get under bridges and overpasses to cut off the LSPD chopper's view of your escape vehicle. Change cars if you can't get out of the cop vision cones.

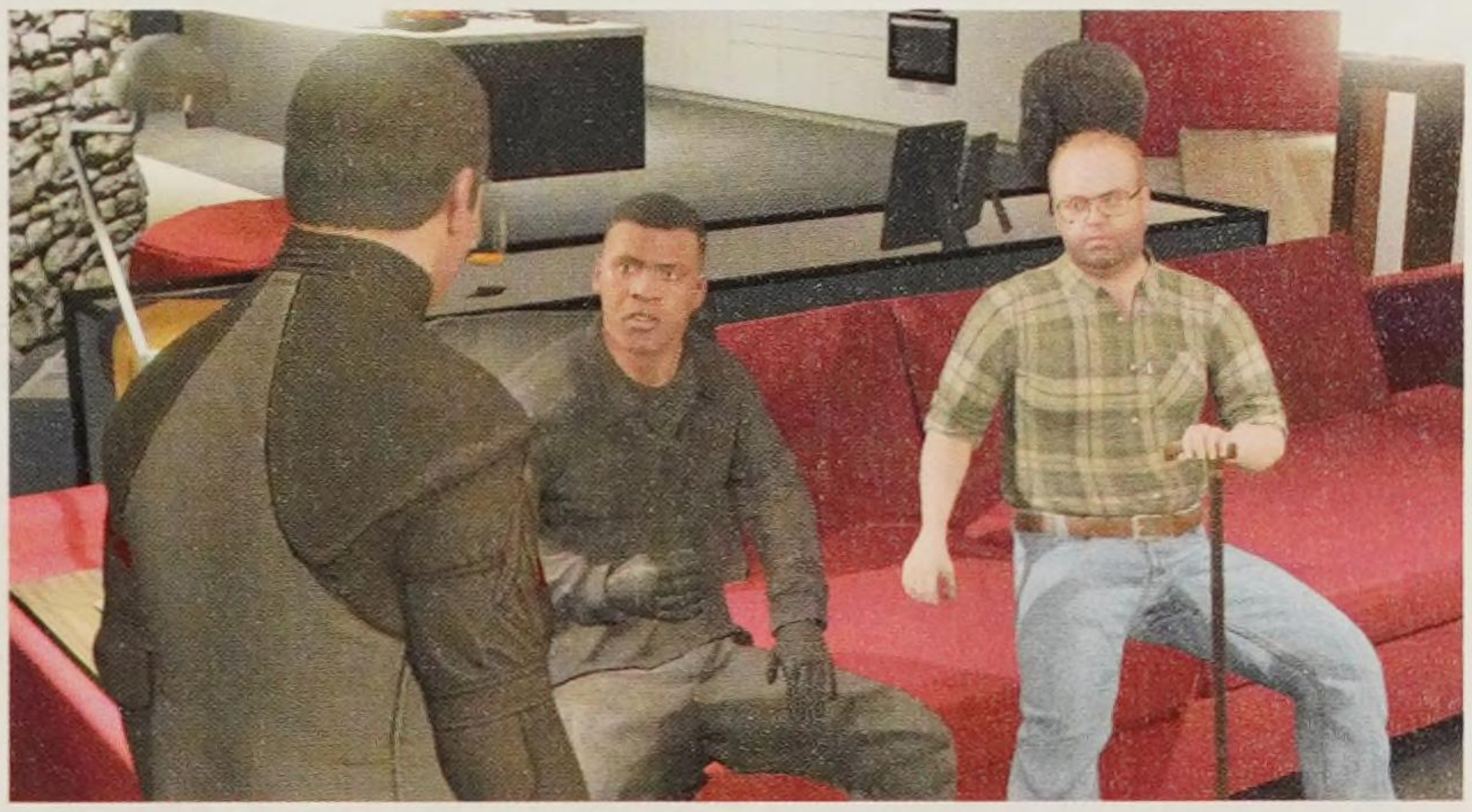
Good Driver: Escape in the ambulance.

If you chose a high-skill driver during the planning board crew selection:

When you reach the yellow destination blip, you find an ambulance waiting with its emergency lights flashing. Sprint to the vehicle and get in. Then drive casually away from the FIB building, undetected by the arriving swarm of law enforcement units!

▶ Go to Franklin's house.

Follow the yellow route to Franklin's house 5 up in the Vinewood Hills. Reaching the destination mark in his driveway triggers the mission-ending scene: Lester awaits the conquering heroes and the crew has a congratulatory drink of Franklin's liquor. Then Michael heads out for what he hopes is a final meeting with Agents Steve and Dave of the FIB.



Mission Completion Stats: The Bureau Raid (Roof Entry Approach)

●	No Innocents	☑ Don't kill any innocent civilians
●	Headshots	☑ Kill 20 enemies with a headshot
●	Accuracy	☑ Finish with a shooting accuracy of at least 70 percent
●	Hacker	☑ Hack the system within 00:45
●	Mission Time	☑ Complete within 19:00
●	Perfect Drop	☑ Land perfectly on the main section of the roof

Set up a meeting with Agent Norton.

After you complete "The Bureau Raid," Michael automatically phones Agent Dave Norton to report the job done. Dave wants a debriefing first at the Kortz Center, and Michael agrees. This puts a blue "**B**" icon on Michael's map. Send him there to trigger "The Wrap Up."

The Wrap Up

KORTZ
LIBERTY CITY TALES

CONTACT POINT:

"B" (Federal Investigation Bureau)

MAIN OBJECTIVES:

- *Meet with Dave.*
- *Escape the Kortz Center via the balcony.*
- *Shoot the pilot.*
- *Get downstairs to the courtyard.*
- *Defend Dave.*
- *Steal a vehicle from the parking lot.*
- *Escape to the rendezvous point in Morningwood.*

PREREQUISITES:

- *Complete "The Bureau Raid."*

Mission Can Be Triggered By: Michael

Send Michael to follow the **"B"** icon to the Kortz Center 1 on the hilltop north of Pacific Bluffs. When you arrive, you see an overview of the main building. Then Michael steps out of his car at the entrance to the center's Low Rotunda.

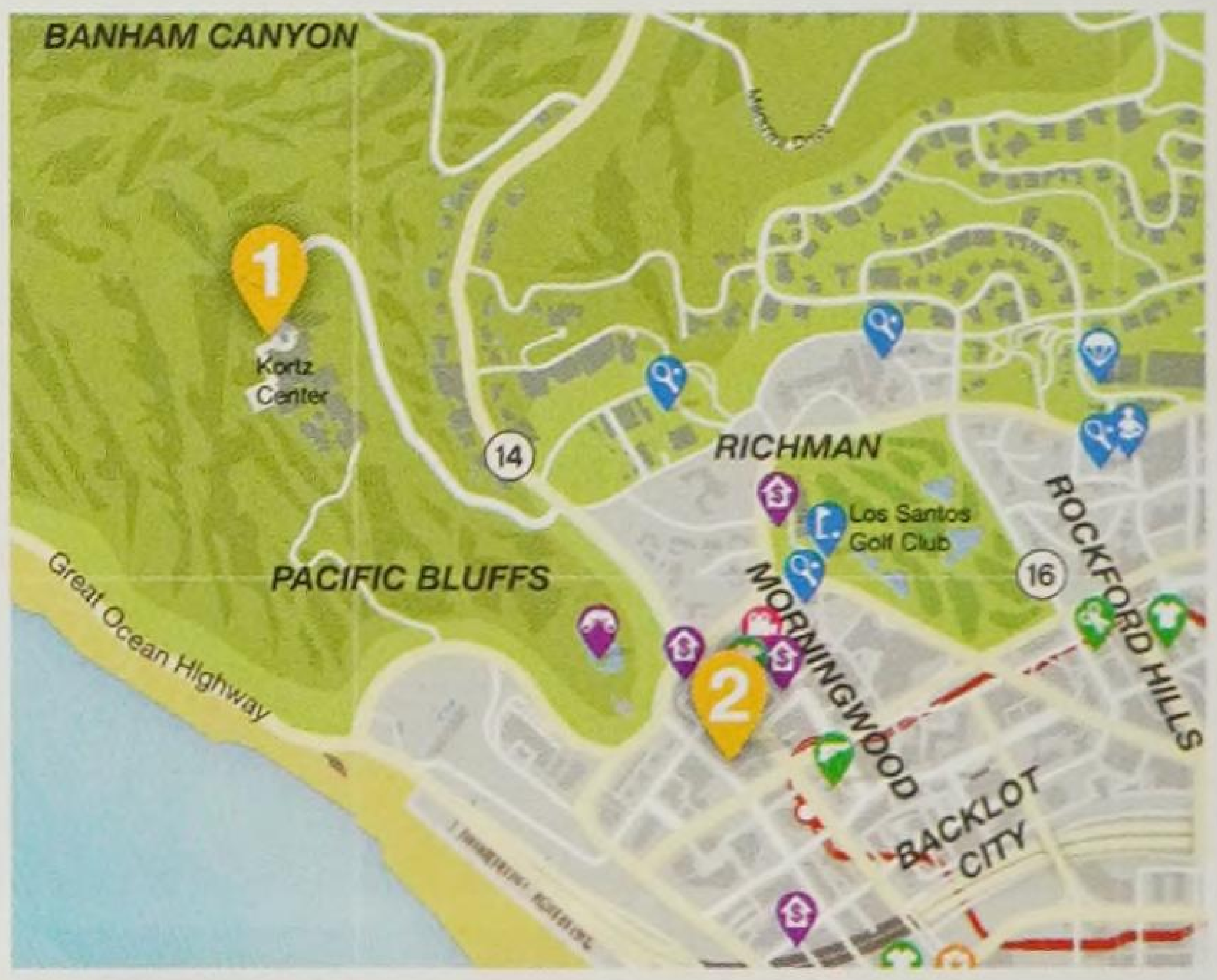
MISSION START

Meet with Dave.

Go through the Low Rotunda entrance and proceed around the closed admission booth to the big central courtyard. Move past the long pool and the fountain sculpture, then climb the Bell Building stairs on the courtyard's left side.

At the top of the stairs, move directly across the upper courtyard to find Agent Norton reading a newspaper at the railing. Approach Dave to trigger one of the truly great cutscenes in the history of gaming: Dave and Steve have another "problem" for Michael to clean up… but this time, Mike makes a stand.

Then the tuna really hits the fan. First, the IAA shows up; then the FIB arrives; then Merryweather. It's a weaponized standoff for the ages! When the stalemate inevitably blows up, Michael ends up in cover behind a planter with all hell breaking loose around him.

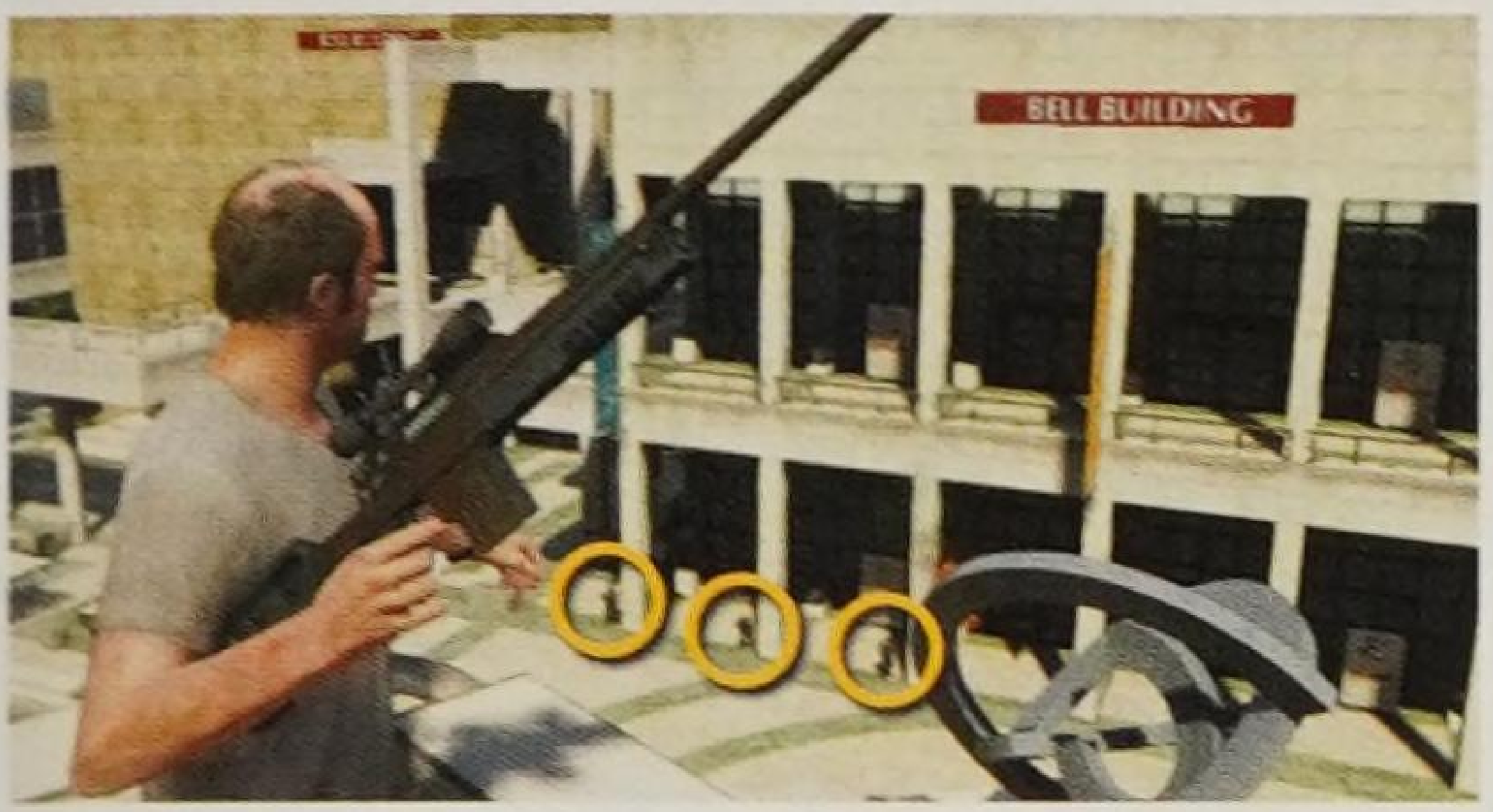


Escape the Kortz Center via the balcony.

Michael is stuck in the midst of a turf battle between heavily armed factions of the United States national security community. (As Michael puts it, "The shadow war just stepped into the light.") Steve quickly disappears and Dave sprints to the far staircase, so consider all targets hostile—shoot anything that moves, before it shoots you. Listen for directions and requests from Dave. And use your radar to track enemy movements, making liberal use of Michael's special ability.

Move around the initial area using the planters and columns as cover in the wild firefight. As you clear this area, Dave announces that you're cut off; a fallen helicopter blocks the path to the nearby staircase. Michael must use the stairs at the other end of the building to meet Dave down in the courtyard by the fountain. Work your way along the balcony to the right of the burning chopper.

Reaching the first corner of the balcony triggers a cutscene: A rocket-firing Merryweather chopper drops in over the courtyard, ready to incinerate Michael as he hides behind a pillar. The situation looks grim… but then you suddenly switch to another character in a high perch on the Biranda Building.



▶ Shoot the pilot.

Now you control Trevor wielding a Sniper Rifle. Target the chopper's pilot in your scope and nail him to save Michael. The next objective is to help Dave fend off attackers below.

Kill the rogue agents.

After the first chopper crashes, use Trevor and the Sniper Rifle to pick off the helmeted FIB tactical team members fanning out across the area below to attack Dave. First, shoot the three hiding behind the columns of the Bell Building (circled in our screenshot). Then swing to the left to find more agents pushing up the center of the courtyard.

Dave is fighting his way down the courtyard on ground level; Michael is moving along the upper walkway of the Bell Building over on the opposite side of the courtyard from Trevor. Watch out for shooters on the Moseley Building balcony to Trevor's left; Merryweather gunmen will start to target Trevor from there. You can switch back and forth between Trevor and Michael to get better shots at the various targets.

Also be ready for a second Merryweather chopper to drop in above the Low Rotunda. Snipe the pilot immediately.

▶ Get downstairs to the courtyard.

When the area below is clear, Dave pushes forward to a stone bench at the end of the long pool in the courtyard, marked by a yellow destination blip on the map. This is your next destination. Again, you can guide either Trevor or Michael to the spot; whichever guy you're *not* controlling will make his own way out. If you're playing as Trevor, be sure to swap out your Sniper Rifle for a better short-range weapon before proceeding downstairs. Be ready to face gunmen as you descend.

▶ Defend Dave.

Your destination in the courtyard is a rendezvous with Dave at one end of the long pool. Now you must help Dave fight off a brutal wave of attackers. Use your character's special abilities to help clear the area. Don't abandon Dave or you fail the mission! One more enemy chopper drops in over the courtyard. Shoot it down to reach another mission checkpoint.

▶ Steal a vehicle in the parking lot.

Now a new yellow blip appears. Follow Dave (the blue blip) out of the courtyard to the parking lot outside the Kortz Center. When you reach the lot, jack any vehicle you find; Dave takes off separately. As you leave, Trevor sets up a rendezvous point with Michael.

Lose the enemy helicopter.

As you pull out of the Kortz Center parking lot, another missile-firing chopper drops down to chase you. Shoot it down to achieve a Gold Medal requirement. This is a tough, quick-firing bird, so keep moving as you return fire. If you have an RPG in your arsenal, by all means, use it to blast the chopper out of the sky!

▶ Proceed to Morningwood.

Now follow the new yellow route out of the hills and down into Morningwood. Travel to the destination marker in the alley ② behind the Vinewood Pawn & Jewelry shop at the corner of Boulevard Del Perro and Prosperity Street to trigger the mission-ending scene: Trevor and Michael meet up and call Lester, finally taking the last step toward the legendary big score.

Mission Completion Stats: The Wrap Up

100%

● Mission Time	☑ Complete within 07:00
● Headshots	☑ Kill 18 enemies with headshots
● Buzz Off!	☑ Shoot down the pursuing helicopter

Reuniting The Family

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- *Go to the Bean Machine.*
- *Go to the tattoo parlor.*
- *Go to Dr. Friedlander's office.*
- *Drive the family home.*

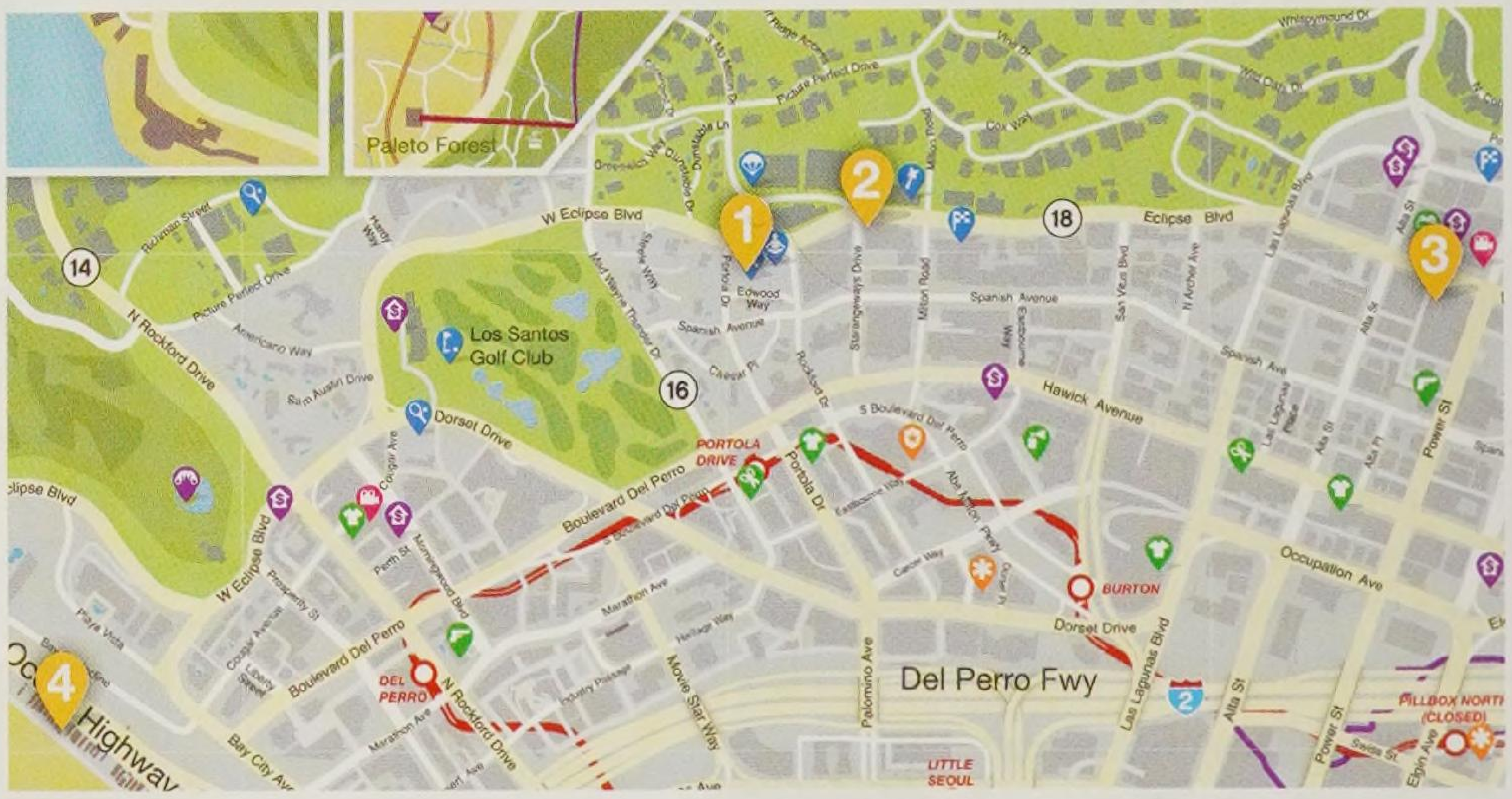
PREREQUISITES:

- *Complete "Cleaning Out The Bureau."*

Mission Can Be Triggered By: Michael

Send Michael to the **"M"** at his Rockford Hills home ① to trigger a cutscene: Jimmy returns home and Michael decides it's time to start pulling the De Santas back together again. First stop: Pick up Amanda at the coffee shop.

MISSION START


Paleto Forest
W Eclipse Blvd
Eclipse Blvd
Los Santos Golf Club
Dorset Drive
Boulevard Del Perro
Portola Drive
Burton
Del Perro
Del Perro Fwy
Little Seoul
Pillbox North (Closed)
Highway
1
2
3
4
14
16
18

▶ Go to the Bean Machine.

Go outside, get in a car with Jimmy, and drive the yellow route a short distance to the Bean Machine coffee shop ② on Eclipse Boulevard. Exit the car and approach Amanda and Fabien sitting at an outside table. Fabien isn't very respectful to the De Santa menfolk, which is always a mistake. After showing Fabien the value of a good screenplay, Michael begs his wife for another chance, and Amanda agrees, as long as they meet on "neutral ground": Dr. Friedlander's office.

▶ Go to the tattoo parlor.

Next stop: Tracey. Get back in the car with Jimmy and follow the new yellow route to the destination marker in front of the Blazing Tattoo shop ③. Approach the shop's entrance to trigger the scene: The De Santa boys eavesdrop as Lazlow explains what Tracey must do in order to get another shot at his show.

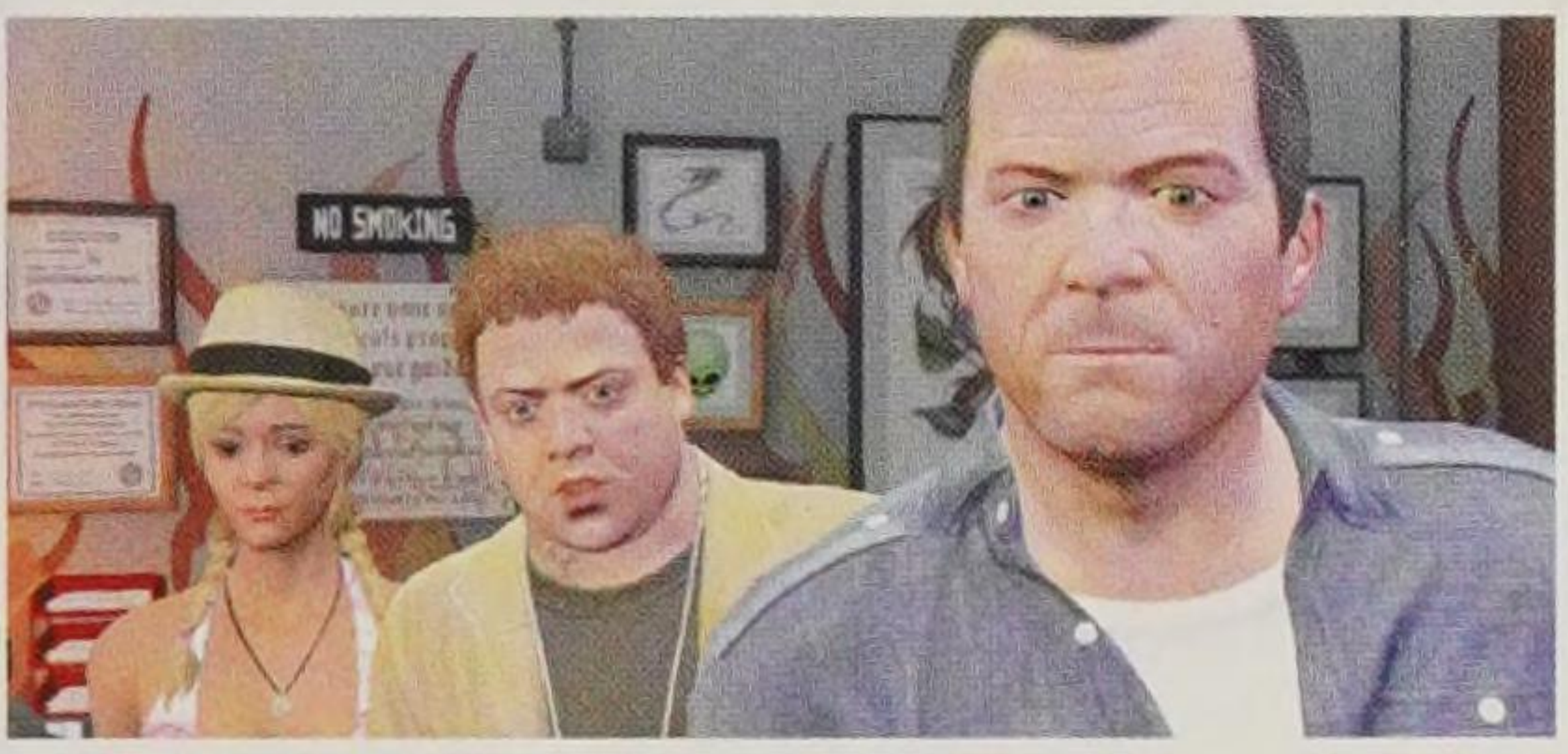
When control returns, pierce Lazlow's brow, nose, and ear. After Michael tears off the shirt, tattoo Lazlow's chest or back (your choice) by moving the control stick in the series of directions indicated onscreen. Finally, after Michael picks up the scissors, press the button shown to cut off Lazlow's ponytail. When the fun ends, Michael makes a few show-related demands of his own.

▶ Go to Dr. Friedlander's office.

Get in the car with Jimmy and Tracey, then follow the yellow route to Dr. Friedlander's office ④ in Pacific Bluffs. Listen to the family banter en route. When you pull into the destination marker, you trigger a long cutscene that includes a therapy session full of raw emotion and some serious phone surfing.

▶ Drive the family back home.

After the session, Amanda agrees to move back to the house with Michael. Get in the car with the family and drive the yellow route back to the De Santa home ①. Listen to the family talk of new starts and renewed purposes, then pull into the destination marker in the driveway to deliver everyone home and end the mission.



Mission Completion Stats: Reuniting The Family

● Mission Time ☑ Complete within 10:30

Be ready for new family missions.

Completing "Reuniting the Family" is a prerequisite for a pair of optional family-related missions triggered by phone calls for help from Michael's children… similar to "The Good Husband" mission, when Michael saved Amanda from being arrested. Michael will get a call from Jimmy, who's been kidnapped; and from Tracey, who's being followed by a stalker. You can choose whether or not to help them.

Michael also picks up another mission for Solomon Richards, as well. Follow the new blue **"S"** icon on his map to Solomon's office at the studio lot to trigger "Legal Trouble."

Finally, if you've completed both "The Wrap Up" and "Reuniting the Family," a new green "**F**" icon appears on Franklin's map at his swanky safehouse on Whispymound Drive in the Vinewood Hills. Go there and approach the telescope in Franklin's living room to trigger a new mission, "Lamar Down."

Doting Dad

CONTACT POINT:

Phone call from Tracey

MAIN OBJECTIVES:

- *Go to Tracey.*
- *Look for the stalker.*
- *Stop the stalker's car and deal with him.*
- *Take Tracey home.*

PREREQUISITES:

- *Complete "Reuniting the Family."*

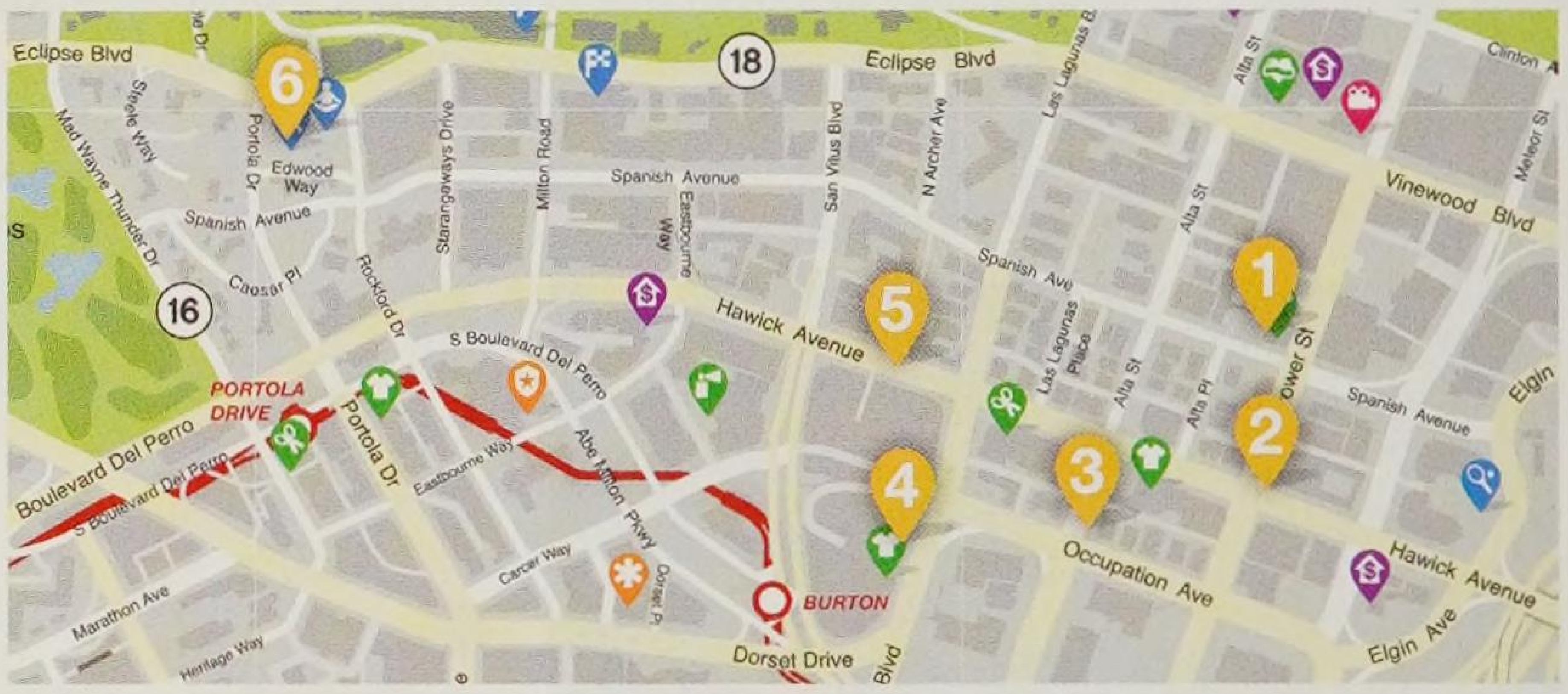
Mission Can Be Triggered By: Michael

This is an optional mission—it's not technically part of the main story nor does it count toward 100% completion of the game. After completing "Reuniting the Family," Michael gets a phone call from his daughter, Tracey, who is being followed by a stalker. You can choose to help her or not. If you do, Tracey reports that she's at Vinewood Plaza. When the phone conversation ends, a blue blip on the map marks Tracey's location ①.

MISSION START

Go to Tracey.

Follow the blue route to Tracey's location at the Vinewood Plaza ① on Spanish Avenue. When you arrive, get into Tracey's yellow Weeny Issi. Tracey says she last saw the stalker in a purple convertible just around the corner at the Hawaiian Snow store. A new yellow destination blip marks this location ②.


Eclipse Blvd
18
Eclipse Blvd
6
Steele Way
Portola Dr
Edwood Way
Mad Wayne Thunder Dr
Spanish Avenue
Caesar Pl
16
Strangeways Drive
Milton Road
Spanish Avenue
Eastbourne Way
San Vitus Blvd
N Archer Ave
Las Lagunas B
Alta St
Clinton
Meteor St
Vinewood Blvd
Spanish Ave
1
5
Hawick Avenue
Rockford Dr
S Boulevard Del Perro
PORTOLA DRIVE
Boulevard Del Perro
S Boulevard Del Perro
Portola Dr
Eastbourne Way
Abe Milton Pkwy
Las Lagunas Place
Alta St
Alta Pl
Power St
Spanish Avenue
Elgin
2
3
4
Occupation Ave
Hawick Avenue
Elgin Ave
Carcer Way
Dorset Pl
BURTON
Marathon Ave
Heritage Way
Dorset Drive
Blvd

Look for the stalker.

Follow the yellow route to the location at the corner of Power and Hawick. Tracey doesn't see the stalker and suggests another spot, a motel opposite the big downtown construction site. Follow the new yellow route to the new destination ③. Again, Tracey doesn't see the creep anywhere.

Next, Tracey suggests checking out the Cluckin' Bell in Rockford Plaza ④. Follow the yellow route again to the new destination: No luck. Tracey directs Michael to turn around and head back up the hill, then around the corner, near the Croq a Hoop store ⑤. This time, the stalker's purple vintage convertible shoots past Tracey's Issa. He's on to you!

Stop the stalker's car and deal with him.

Chase the stalker's car. You can open fire drive-by style and nail the driver. Another quick way to deal with him is to immediately toss a Sticky Bomb at his convertible and detonate it before he gets too far away. But the method that leaves Tracey the happiest with her father is to halt the stalker's car without harming him—shoot out its tires, for example—and then chase him away on foot. Let him go after a few seconds.

Take Tracey home.

After dispatching the stalker, drive Tracey back to the De Santa home in Rockford Hills ⑥. Pull into the destination marker in the driveway to end the mission.

Legal Trouble

CONTACT POINT:

"S" (Solomon)

MAIN OBJECTIVES:

- *Go to the airport and find Molly.*
- *Chase after Molly.*
- *Pick up the film reel.*
- *Lose the cops.*

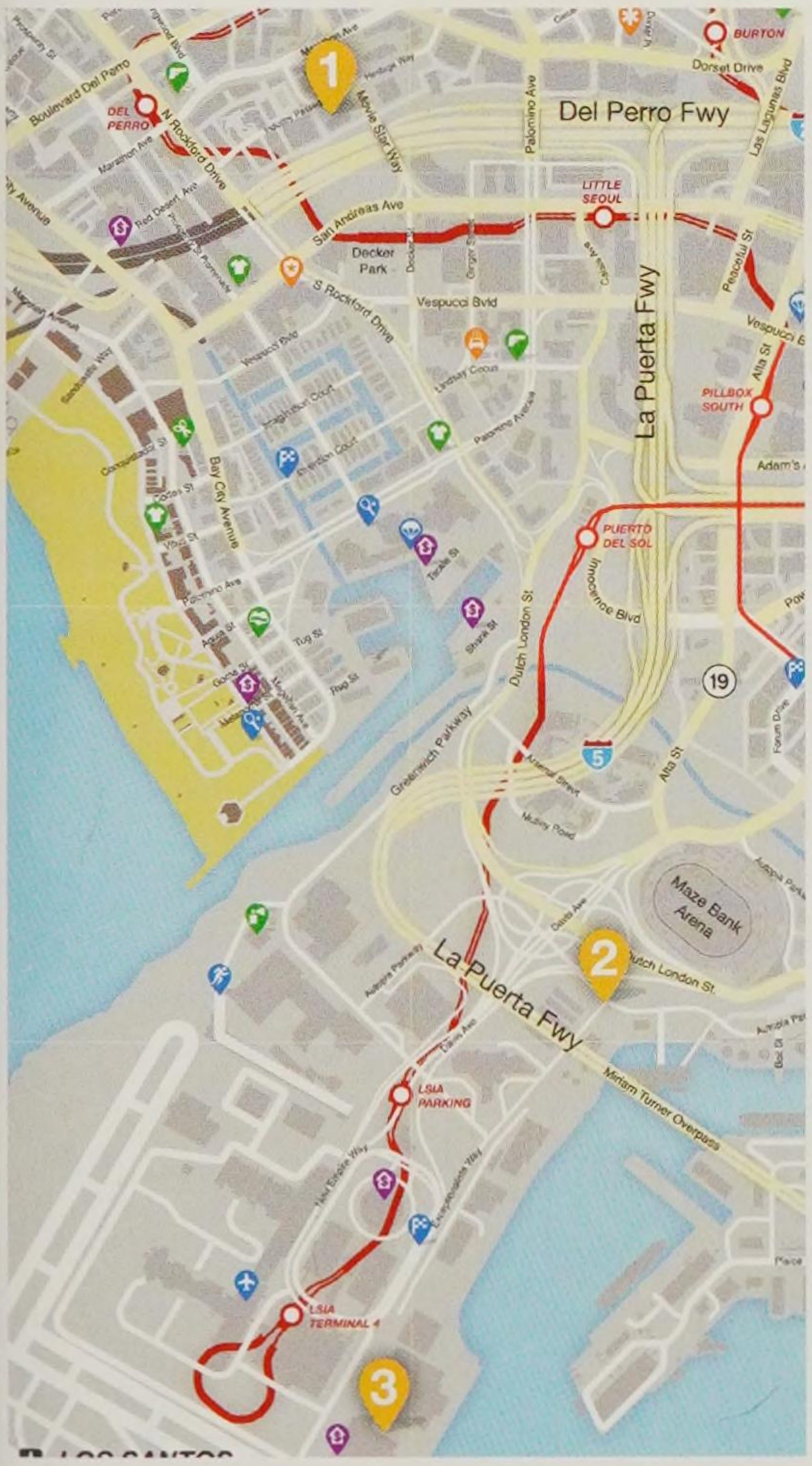
PREREQUISITES:

- *Complete "Reuniting The Family."*

Mission Can Be Triggered By: Michael

Send Michael to the **"S"** map icon, marking the location of Solomon Richard's office ① on the movie lot. Climb the stairs to trigger the cutscene: Devin Weston and his assistant, Molly, have shut down production on Solomon's "Meltdown" movie and are demanding the footage. The reason: An insurance scam that will cost Solomon his studio and, of course, further enrich Devin. After Molly departs with the reel, Michael finally pushes back on Devin and rushes out to retrieve the film.

MISSION START



▶ Go to the airport and find Molly.

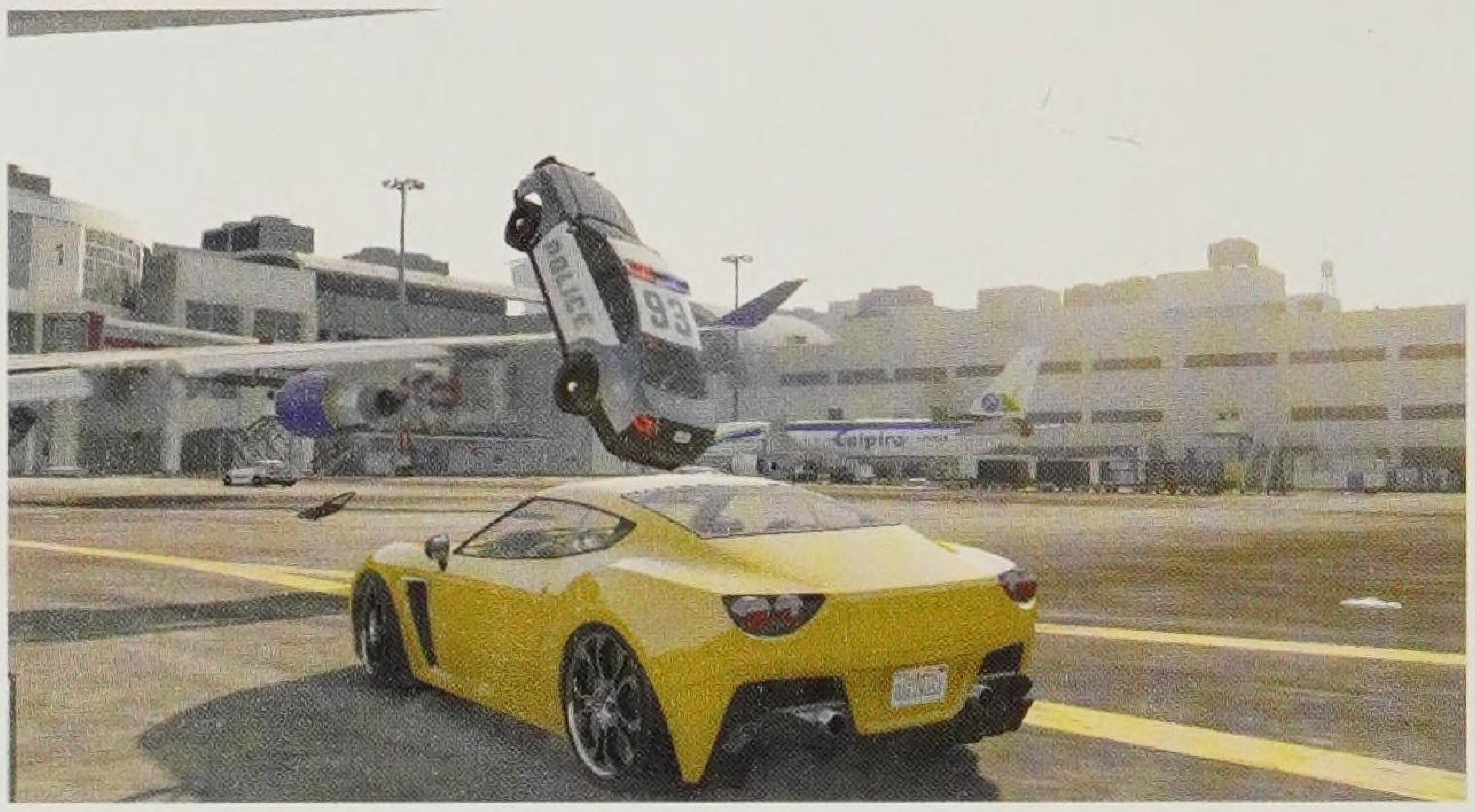
Follow the yellow route to the destination marker at the entrance ② to Los Santos International Airport. When you get close, look for Molly's red car, now marked as a blue blip on the radar.

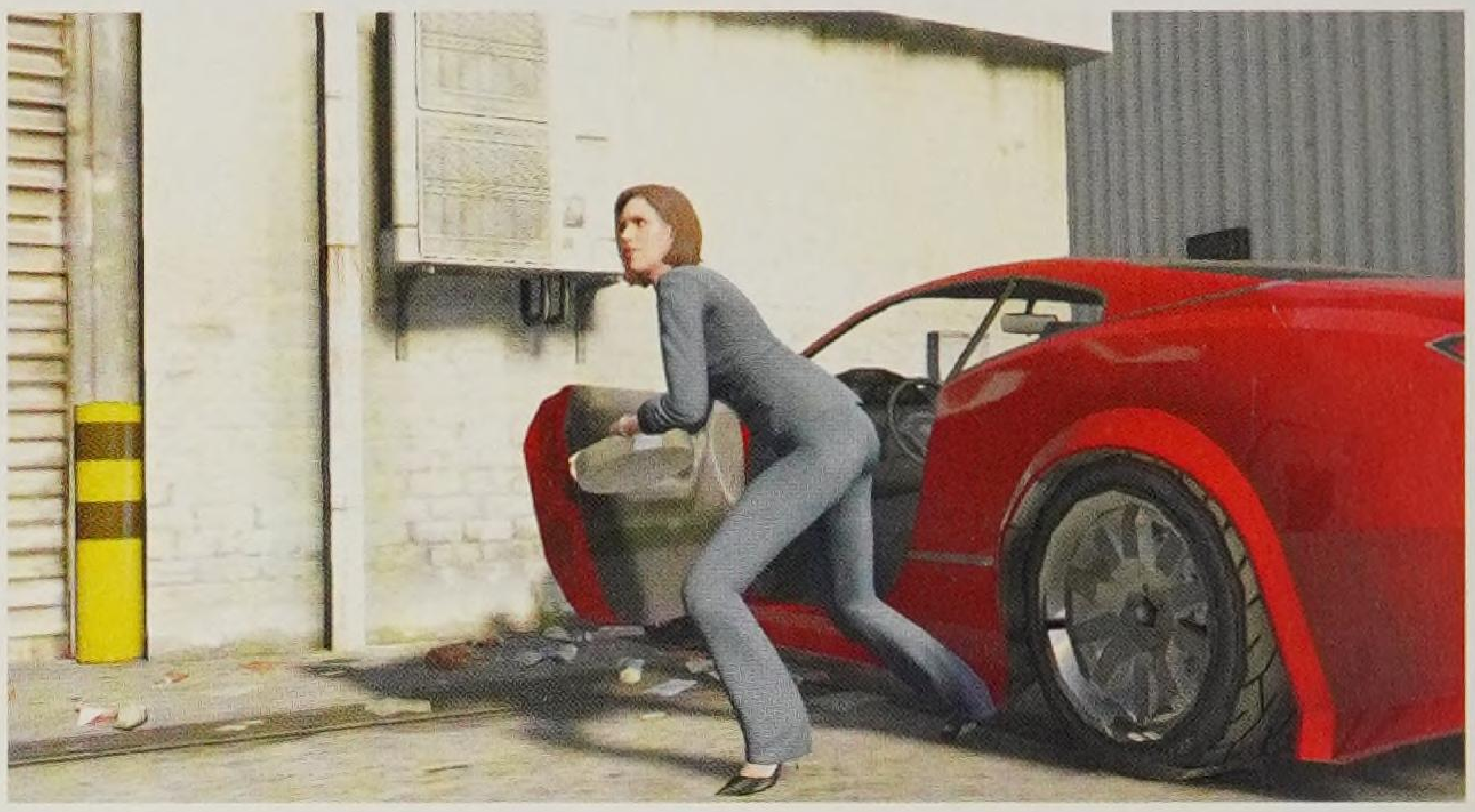
▶ Chase after Molly.

Stay on Molly's tail as she veers sharply toward the airport and LSPD police cruisers suddenly join the chase. You can toggle your view to the Weazel News camera in the helicopter above you. (View the chase through this Weazel News camera for at least 15 seconds to accomplish a Gold Medal requirement.)

Stay in the chase as it leads through the LSIA runway checkpoint and speeds onto the tarmac. Veer to the left when you see the big Ron gas tanker ahead. A cop car slams into the truck and explodes! Avoid jet engines and stay with Molly as she cuts through tunnels under the terminal buildings. She speeds along a runway under a landing jetliner, then corners hard around the Devin Weston Jet Charter hangar.

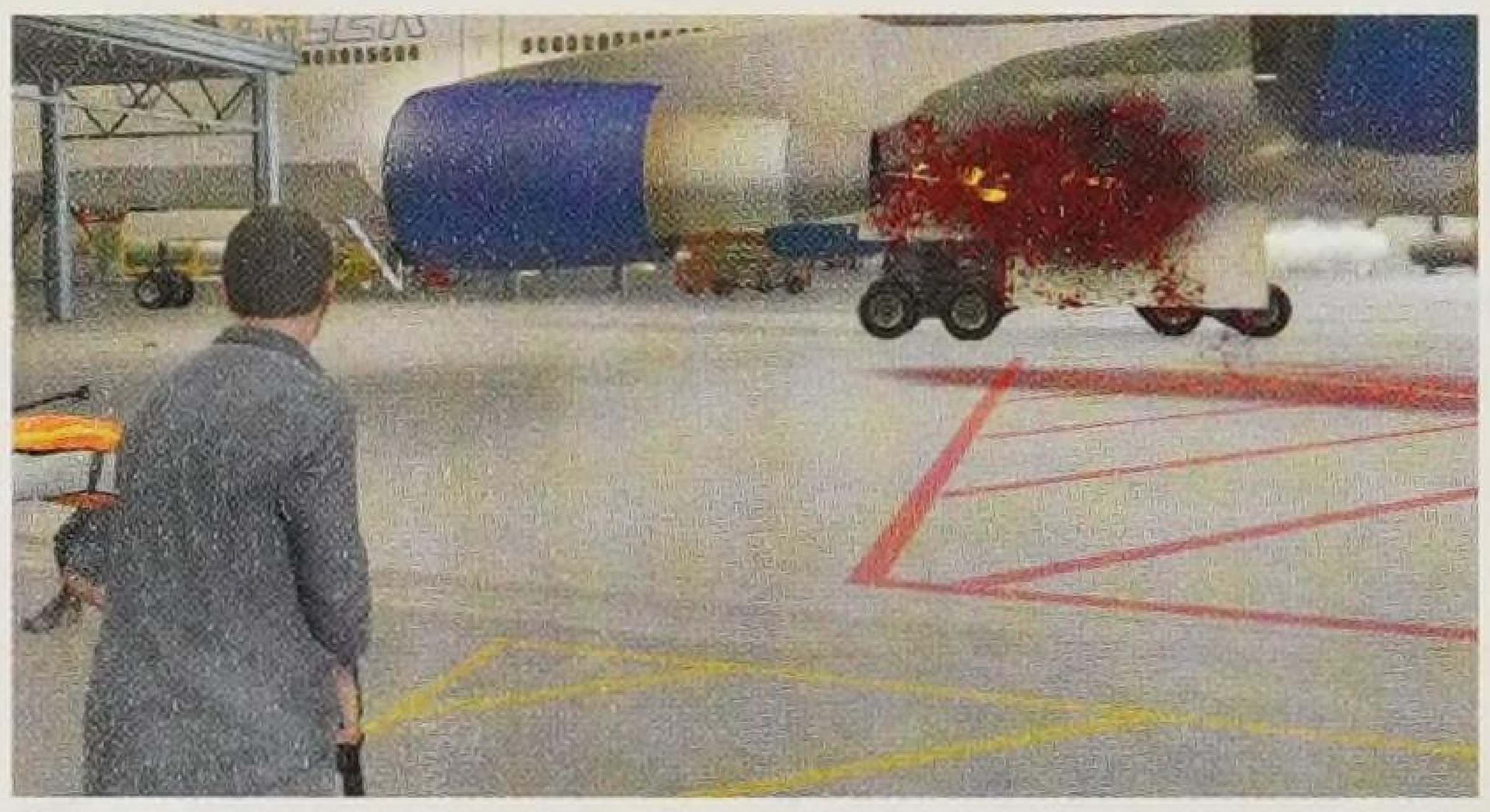
Molly finally stops and sprints into a side door 3 with the reel. Park and chase her inside. Push through the double doors to the left, sprint down the corridors past the soft drink vending machines and equipment, and emerge into the hangar just in time to see Molly's unfortunate encounter with an Air Herler jet's left engine.





▶ Pick up the film reel.

Fortunately for Michael, the accident stalls the engine. Retrieve the film reel canister (green blip on radar) from the ground where Molly dropped it. Hurry! You have a three-star Wanted Level and several cops are closing in on the hangar.



▶ Lose the cops.

The easiest way to escape here is to veer underneath the big airliner's wing and sprint through Molly's viscera, directly to the private jet in the same hangar. Hop aboard and taxi out onto the runway. Then take off and fly away! You lose the police pursuit in just a few seconds and complete the mission.

Mission Completion Stats: Legal Trouble

● Mission Time	☑ Complete within 05:30
● Floor It	☑ Reach top speed in any vehicle
● Clean Escape	☑ Lose the Wanted Level within 02:00
● News Hound	☑ View the Weazel News camera for 00:15

Lamar Down

CONTACT POINT:

"F" (Franklin)

MAIN OBJECTIVES:

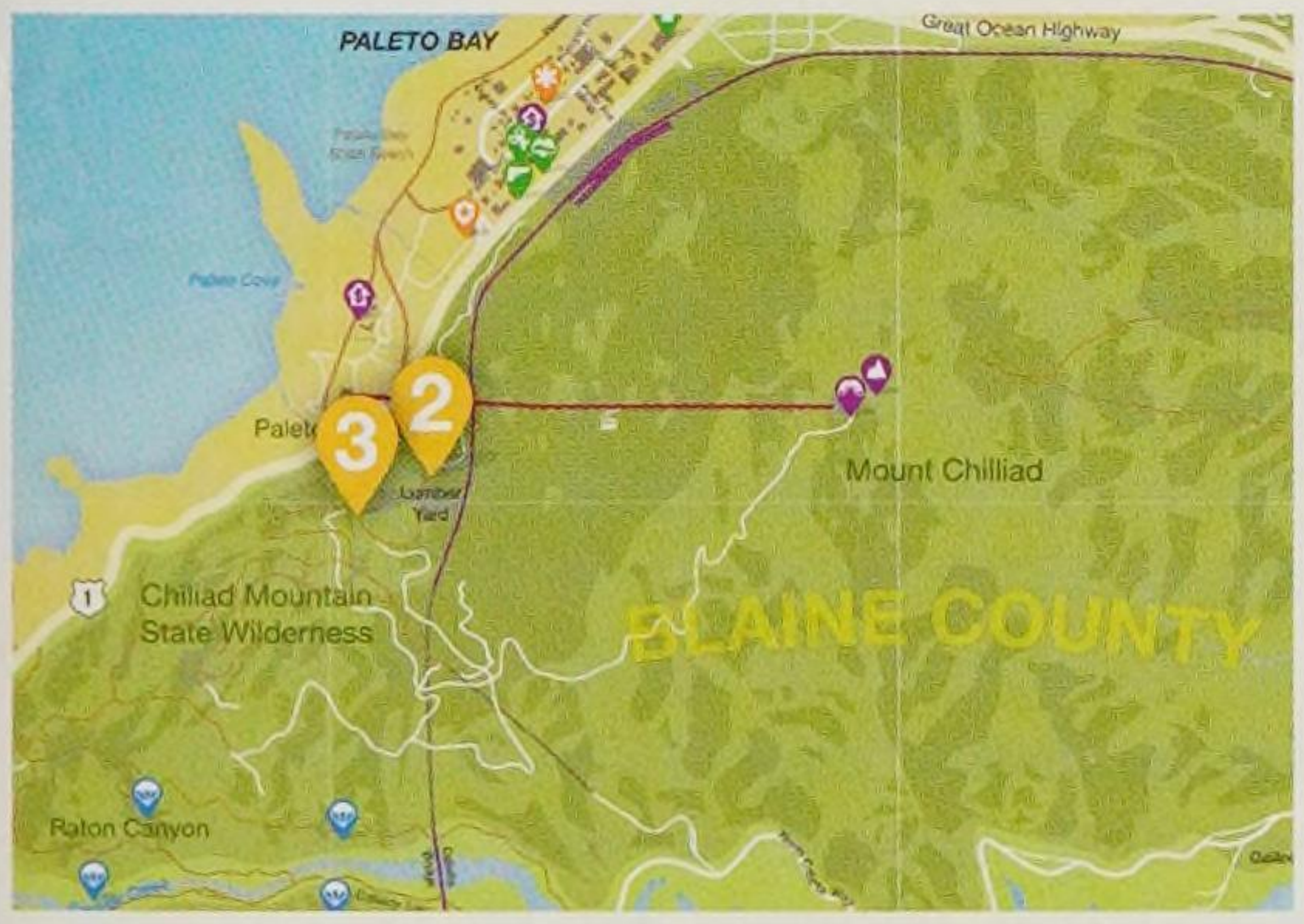
- Go to the sawmill.
- Get into assault positions.
- Franklin: Drive the bulldozer into camp.
- Trevor: Storm the front entrance.
- Michael: Protect Franklin and Trevor.
- Find Lamar.
- Lead Lamar to the sawmill exit.
- Get Lamar back to his house.

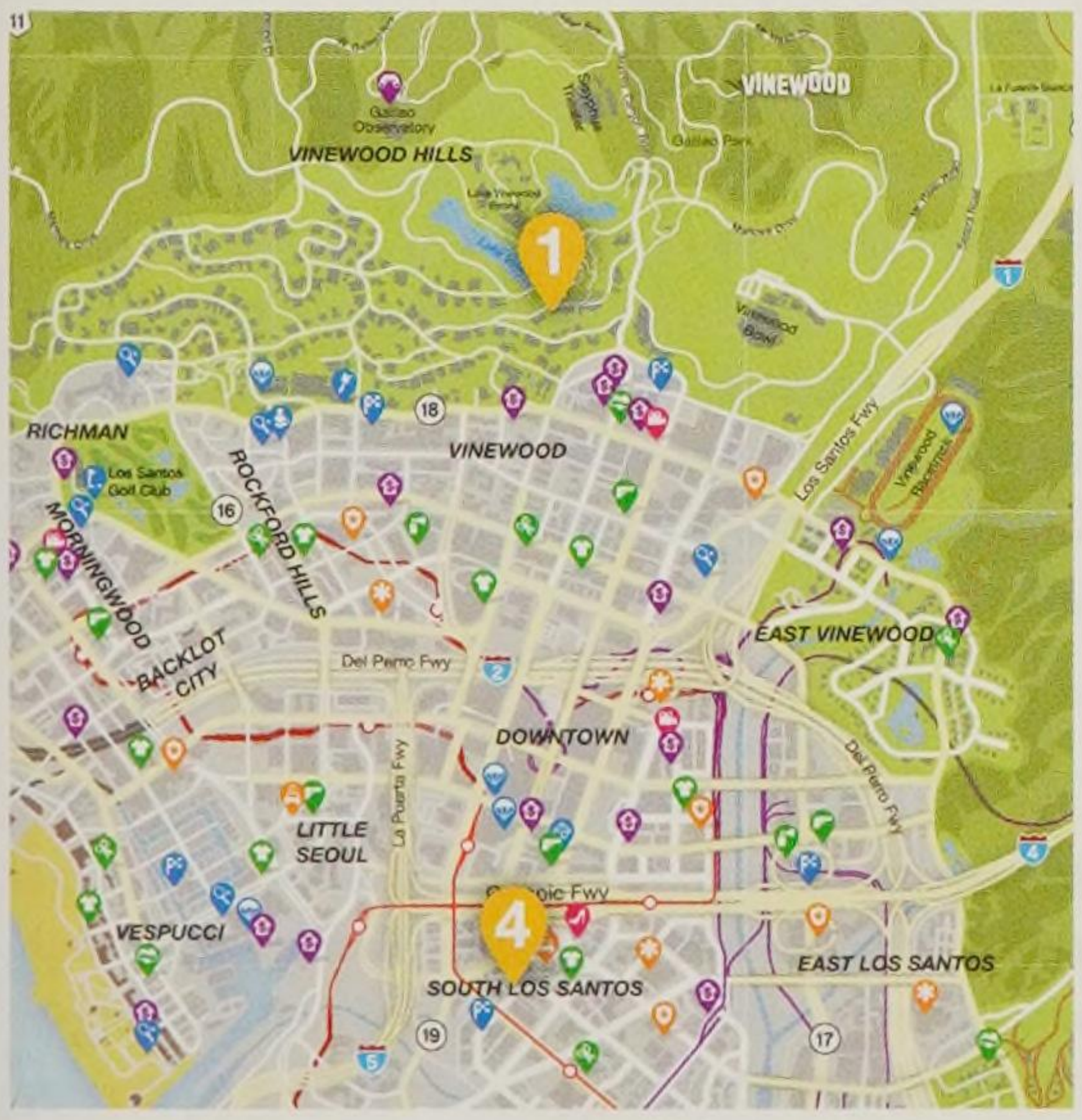
PREREQUISITES:

- Complete "Reuniting the Family" and "The Wrap Up."

Mission Can Be Triggered By: Franklin

After completing both "Reuniting the Family" and "The Wrap Up," a green **"F"** icon appears on Franklin's map at his house ① in Vinewood Hills. Send Franklin there and enter the living room to trigger a scene: Franklin's ex-girlfriend, Tanisha, shows up with news that Lamar is in big trouble. Stretch has betrayed him to the Ballas! Tanisha says to look for Lamar at a sawmill near Paleto Bay.


PALETO BAY
Great Ocean Highway
2
3
Mount Chilliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
Raton Canyon

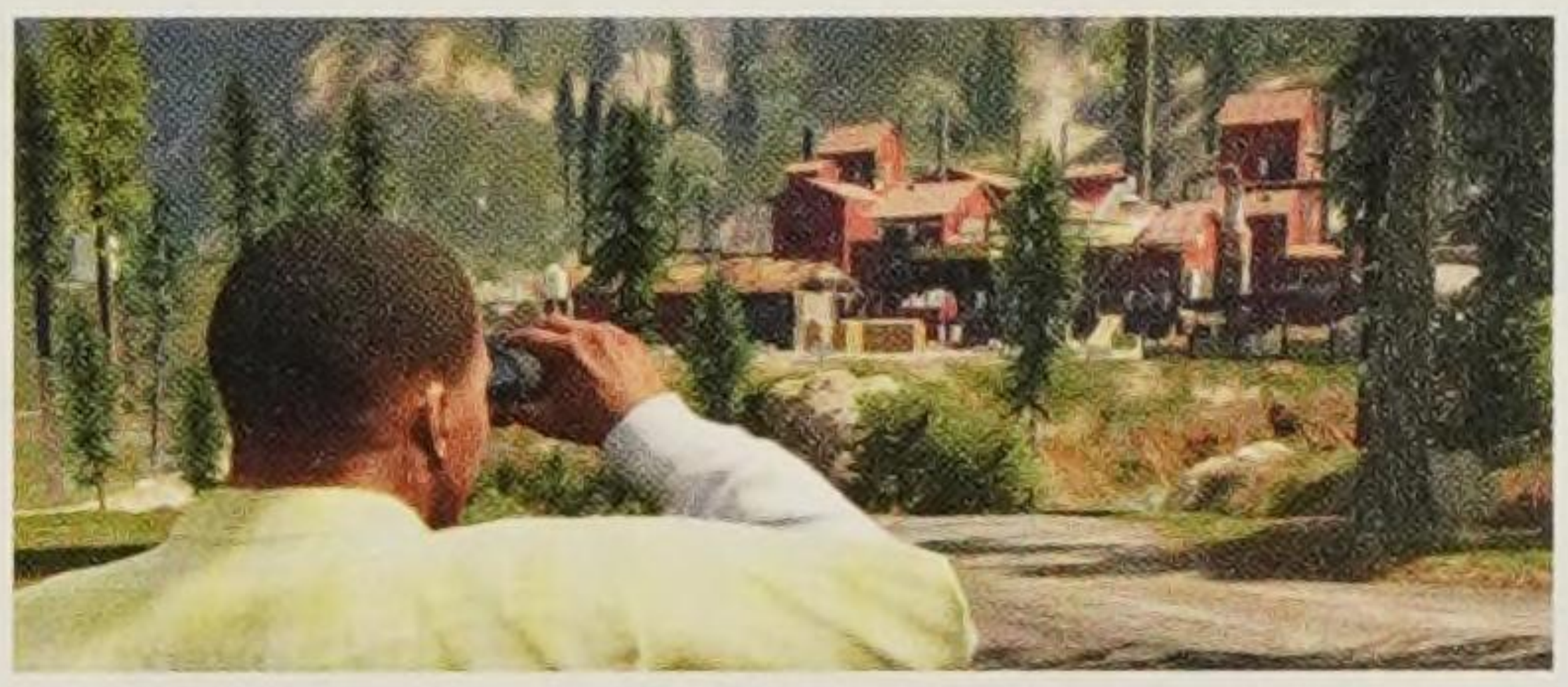

VINEWOOD HILLS
VINEWOOD
1
RICHMAN
ROCKFORD HILLS
MORNINGWOOD
BACKLOT CITY
EAST VINEWOOD
Del Perro Fwy
DOWNTOWN
LITTLE SEOUL
VESPUCCI
4
SOUTH LOS SANTOS
EAST LOS SANTOS

MISSION START

Go to the sawmill.

Follow the yellow route north toward the sawmill ②. As you travel, Franklin calls Lester for advice and learns that the Ballas have a big marijuana growing, packing, and shipping operation based at the sawmill. This implies a heavy Balla presence at the plant, so Franklin asks Lester to get Michael and Trevor to join him, too.

Arrival at the destination marker triggers a scene: Michael and Trevor are waiting and ready to help. Using binoculars, Franklin spots the captive Lamar. Then as Michael deploys to a high sniper perch behind the camp, he points out three separate entry points that now appear as yellow blips on your map.

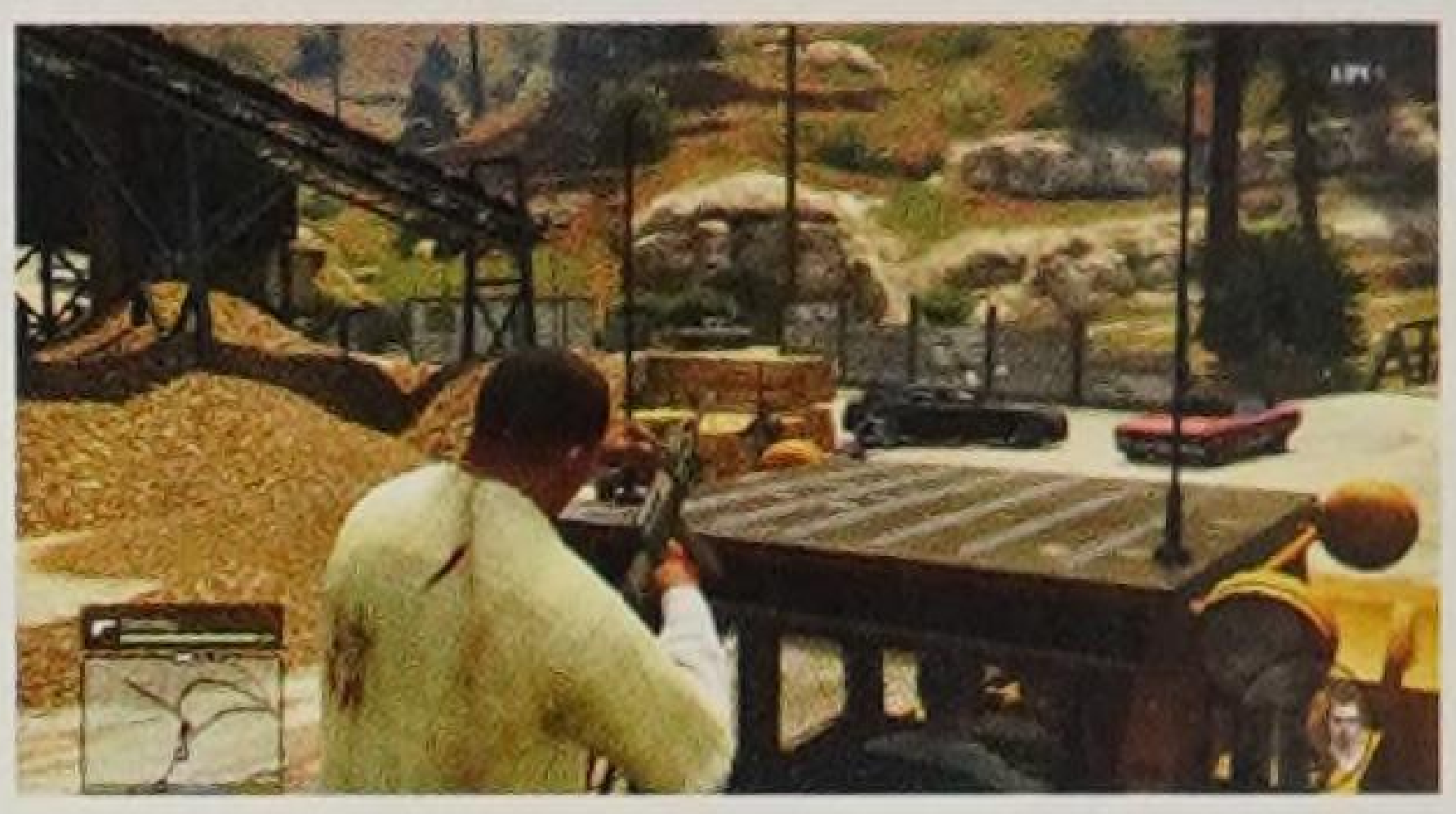


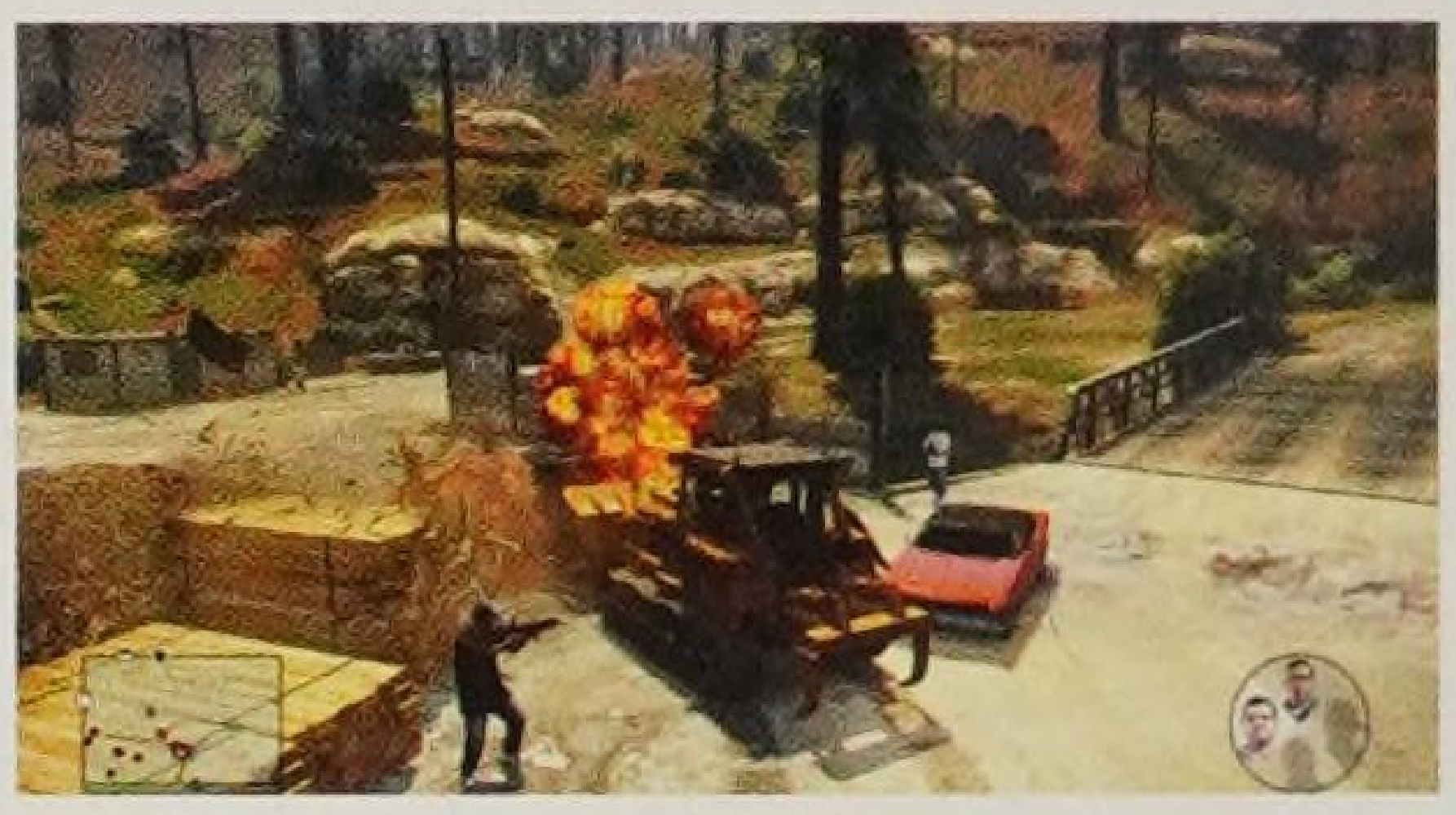
Get into assault positions.

You can send Trevor and Franklin to whichever entry points you want, but we suggest using our deployment plan. Remember that you can switch between all three characters at will during any phase of the assault.

DEPLOY TREVOR TO THE CAMP'S FRONT ENTRANCE.

Michael notes that the camp's front entrance is likely the most heavily guarded entry point. Thus, it's a perfect assault position for Trevor and his special rage ability. Direct Trevor down the road to the right from your starting point and step into the yellow destination marker at the fork. Then press the button indicated onscreen to confirm Trevor's position. You automatically switch to Franklin.





DEPLOY FRANKLIN TO THE BULLDOZER.

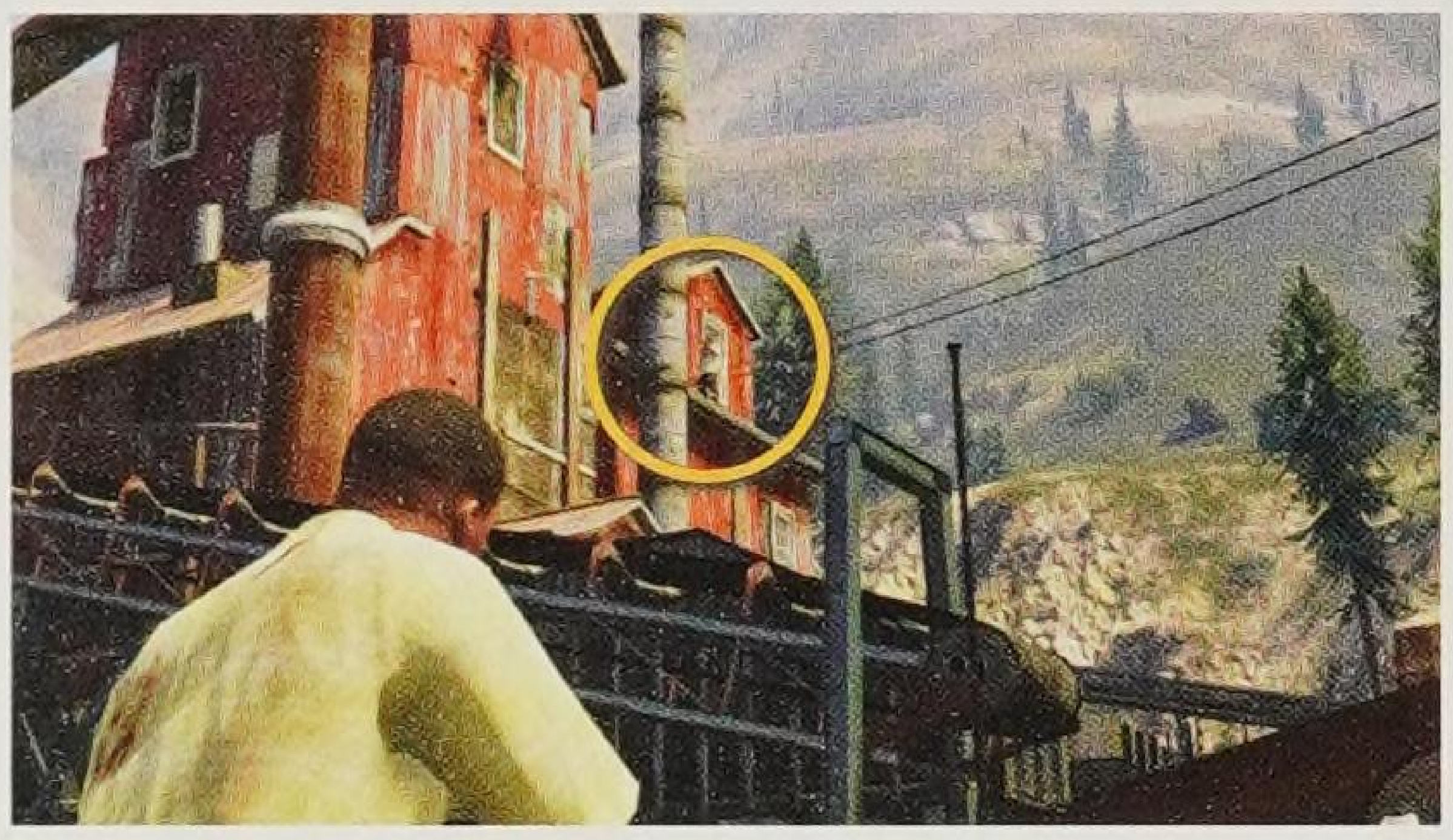
Send Franklin left down the hill from your starting point to the bulldozer ③. The big machine is a beast—it can smash through car barricades, and its shovel blade provides great protection from Balla gunfire. Franklin can unleash drive-by fire at enemy gangsters in the lumber stacks on the right and descending the stairs and ramps from the mill buildings on the left.

FOCUS ON TREVOR EARLY.

Switch to Trevor to launch the assault. Rush at clustered Ballas in Rage mode and thin their ranks quickly. Meanwhile, Franklin bulldozes through cars and turns the corner to climb the hill. A Balla starts firing an RPG from a high perch on the sawmill. Have Trevor nail him immediately! When Trevor's rage expires, switch to Michael up on the bluff behind the Ballas.

PROTECT FRANKLIN AND TREVOR.

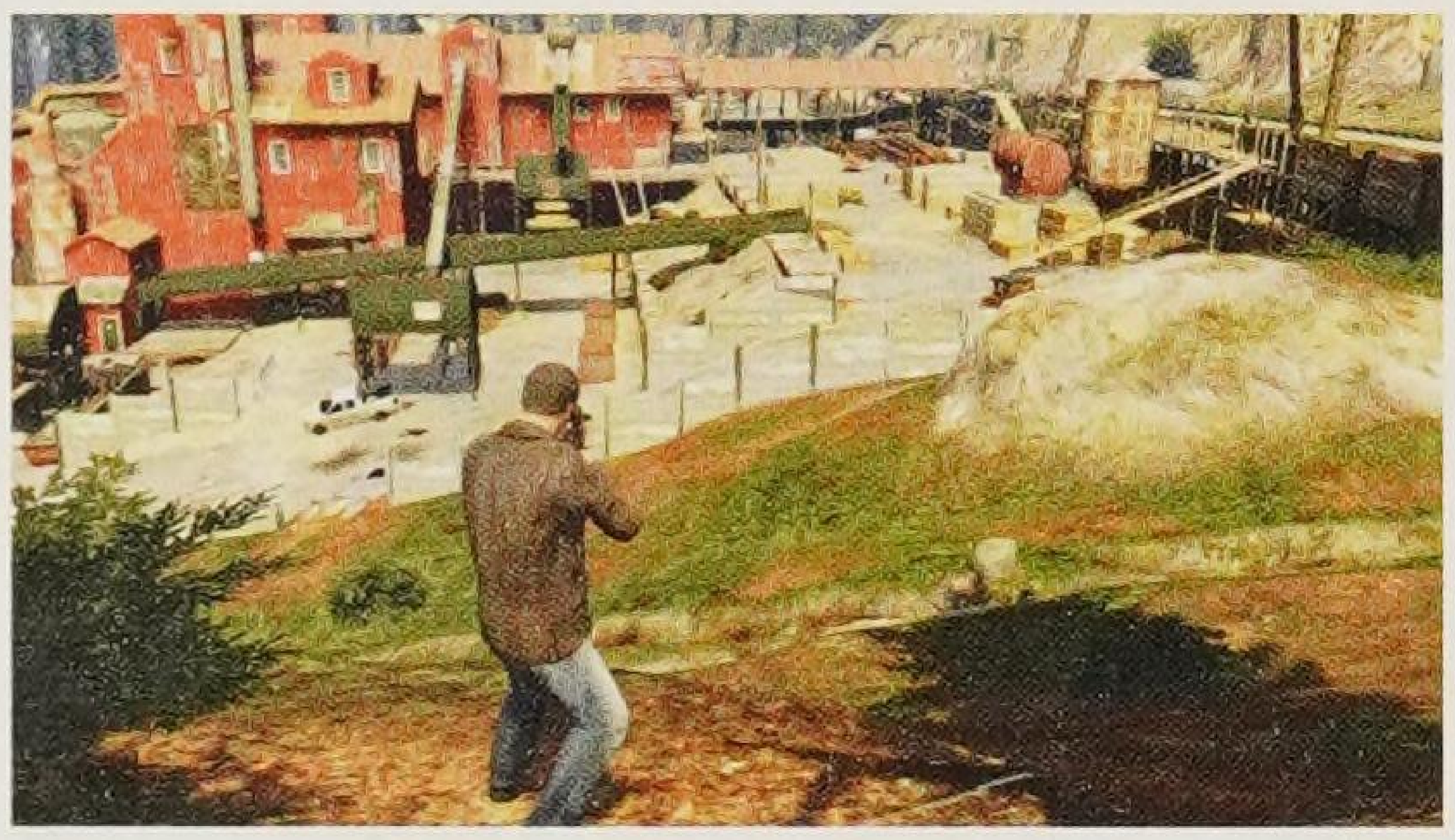
Michael's position lets him strike the Ballas' unprotected flank. Use his special ability together with the riflescope to get a nice series of headshots. Zoom in and pick off unsuspecting gunmen taking cover from Trevor and the oncoming bulldozer. Look for shooters up on the raised walkway against the red sawmill building, too.



▶ Find Lamar.

When Franklin finally abandons the dozer, start to switch freely between all three characters to find the best shooting angles. A new yellow blip marks Lamar's location on radar, but note that a cluster of red blips marking Ballas gunmen is fanned out en route. Push Trevor toward this cluster and activate his special Rage ability to tear through the gang.

Hurry to reach Lamar! One last gangster (circled in our screenshot) is ready to assassinate him. Take out that gunman before he can fire at the helpless Lamar. When this potential assassin is eliminated, approach Lamar. He's a bit disoriented, but he picks up a weapon and starts following you.



▶ Lead Lamar to the sawmill exit.

Start leading Lamar out of the camp as a new yellow blip marks the exit from the sawmill. Unfortunately, a new wave of Ballas spreads out across the yard, blocking your way. Some rush your position from the left while others approach from the road above the sawmill to the east—you can see this clearly if you open your Menu map. Look for the Ballas at the top of the retaining wall along the east side of the sawmill camp.

Protect Franklin, Trevor, and Lamar.

As Trevor and Franklin lead Lamar through the lumber stacks, more carloads of Balla gunmen arrive and rush up the hill. Switch to Michael to nail exposed targets from the flank and behind. But eventually the Ballas wise up and start moving on his position. When you can, switch Michael's Sniper Rifle for another weapon as gangsters try to rush the hill where he's camped. You can also switch back to Trevor and pressure the distracted Ballas before they can overwhelm Michael.

▶ Get Lamar back to his house.

When the area is finally clear, you automatically switch to Franklin. Hop in one of the abandoned Balla vehicles and wait for Lamar to join you. Then drive the yellow route back to Lamar's house ④ in Franklin's old Strawberry neighborhood. When you arrive, watch the ending cutscene: Lamar and Franklin pointedly discuss the essences of friendship and loyalty. When Franklin finally extricates himself from the unpleasant conversation, the inescapable FIB appears with one last request.

Mission Completion Stats: Lamar Down

● Headshots	☑ Kill 18 enemies with a headshot
● Three Way	☑ Kill an enemy with all 3 characters
● Accuracy	☑ Finish with a shooting accuracy of at least 70 percent
● Mission Time	☑ Complete within 13:30

Finish up your movie business.

Completing both "Legal Trouble" and "Lamar Down" unlocks a final mission for Michael associated with the movie he produced with Solomon Richards. Follow the "**M**" icon to trigger "Meltdown."

Meltdown

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

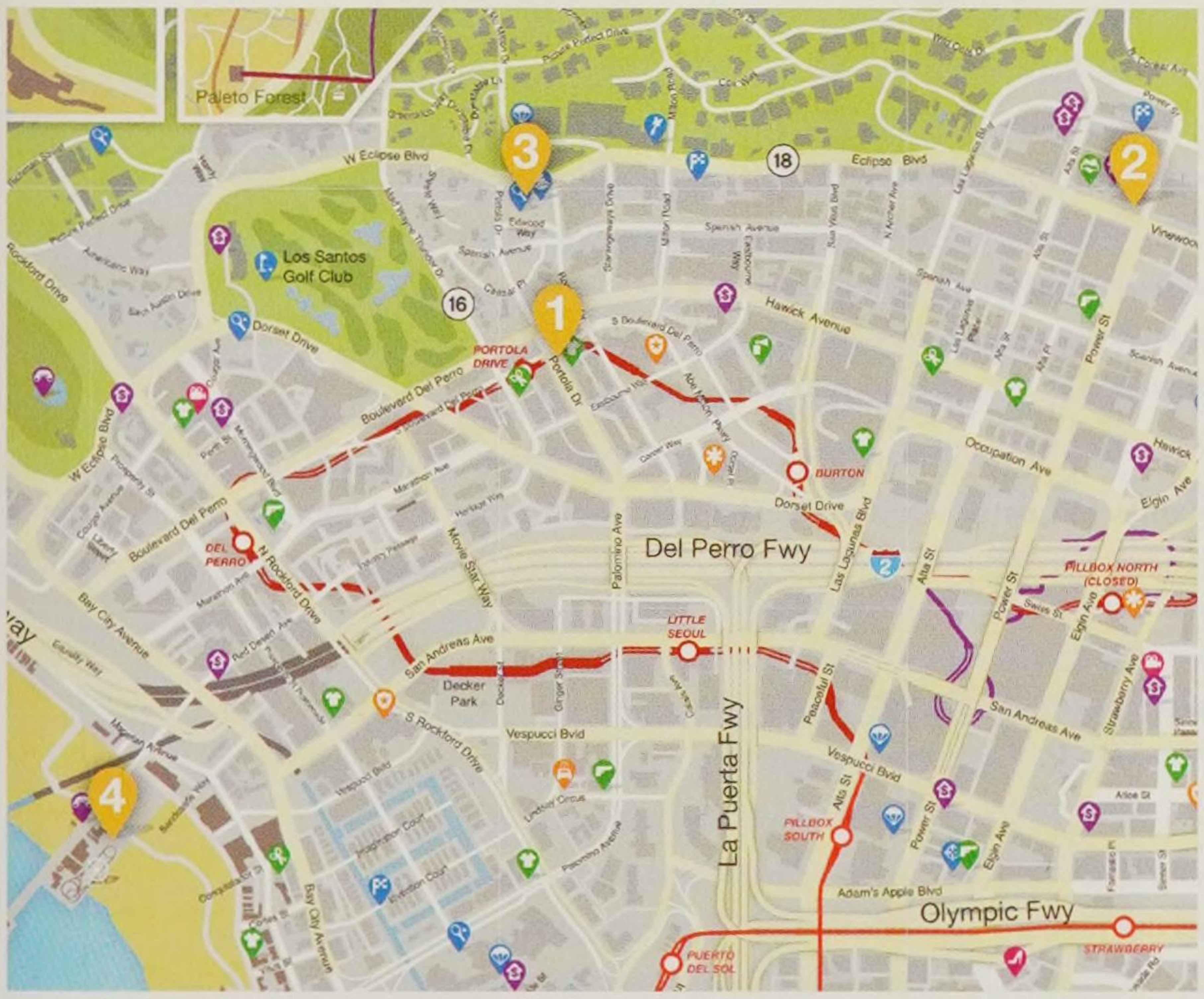
- *Buy a tuxedo at Ponsonbys.*
- *Get in the limousine.*
- *Go to the red carpet.*
- *Save your family!*
- *Kill the hostage takers.*
- *Clear the house of Merryweather.*

PREREQUISITES:

- *Complete "Legal Trouble" and "Lamar Down."*

Mission Can Be Triggered By: Michael

Once Michael finishes helping his friends Solomon in "Legal Trouble" and Franklin in "Lamar Down," he's ready to take a victory lap at the premiere of the movie he helped produce, *Meltdown*. To attend, however, Michael must be dressed properly. Send him to the **"M"** icon, marking the location of Ponsonbys, a posh Rockford Hills clothing shop ① on Portola Drive. As you arrive, Jimmy texts that he'll be there soon with a ride.



▶ Buy a tuxedo for the *Meltdown* premiere.

Enter Ponsonbys and turn right to find the suit rack against the far wall. Approach the rack and press the button shown to browse suits. Then purchase the tuxedo. This triggers a cutscene: Michael exits the store where Jimmy is waiting.

▶ Get in the limousine.

Go to the nearby limousine (the blue radar blip) and get in the back. The driver automatically drives the De Santa men to the *Meltdown* premiere at the storied Oriental Theater ② on Vinewood Boulevard.

▶ Go to the red carpet.

Walk to the yellow destination marker on the red carpet leading into the theater to trigger the cutscene: Amidst all the hoopla of the premiere, Michael is surprised to find Devin Weston amongst the moviegoers. But when Devin makes a vaguely sinister comment about Michael's wife being "stuck at home," Michael gets the message.

▶ Save your family.

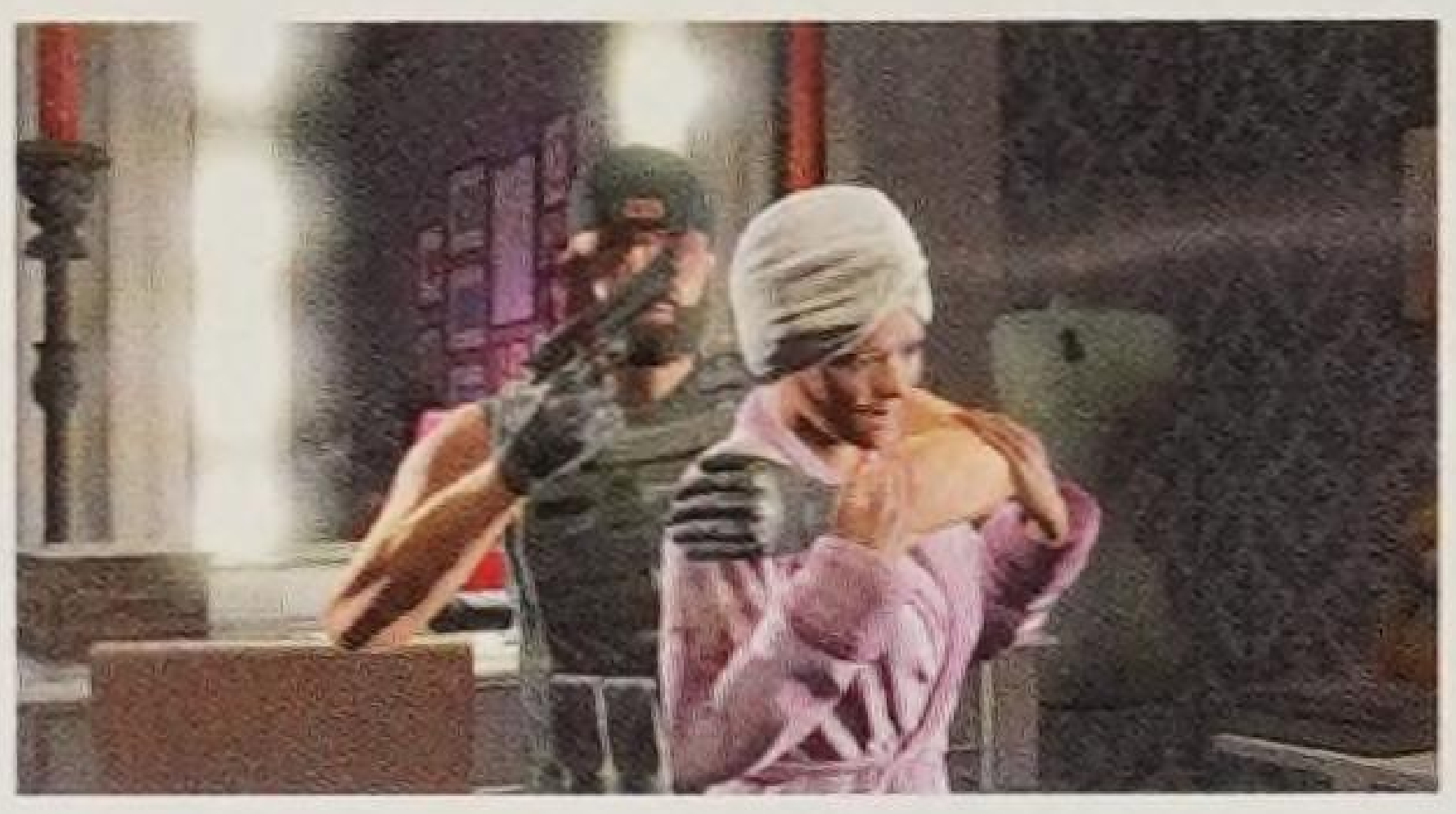
DRIVE HOME IN LESS THAN TWO MINUTES.

As you leave the gala, Devin texts that Michael has two minutes to sacrifice himself for his family, and a countdown timer appears in the lower-right corner. Sprint to the curb and carjack the fastest looking vehicle. Wait for Jimmy to join you, then peel out and get to full speed (a Gold Medal requirement) as you follow the blue route to Michael's house ③. The house is not far away, so if you drive efficiently (no accidents) along the route, you can arrive home with plenty of time to spare. The timer ends the moment Michael steps inside the house.

Kill the hostage takers.

Walk in the front door, wielding a weapon. Amanda struggles with a Merryweather goon on the staircase directly ahead. Activate Michael's special ability and nail the cretin with a headshot. Quickly deactivate the ability to save some of the ability bar for the next shot.

Follow Amanda upstairs to Tracey's room where another mercenary goon holds Michael's daughter hostage. Wait just a second until the thug's head emerges from behind Tracey's, then quickly activate Michael's special ability. Nail the Merryweather gunman with a headshot. (Plugging both hostage takers with headshots is another Gold Medal requirement.)



Clear the house of Merryweather.

Now comes a brutal, difficult battle. At Devin Weston's request, Merryweather has deployed a large platoon of its mercenary soldiers to the De Santa estate. Move to the top of the staircase and take cover against the wall as gunmen start climbing the stairs.

Now move halfway down the stairs. When a grenade explodes in the entry foyer, quickly retreat back upstairs and take cover. Then methodically shoot the gunmen rushing upstairs one by one from the front door. Keep using Michael's special ability to get headshots—it's the secret to survival, as well as earning the mission's Gold Medal.

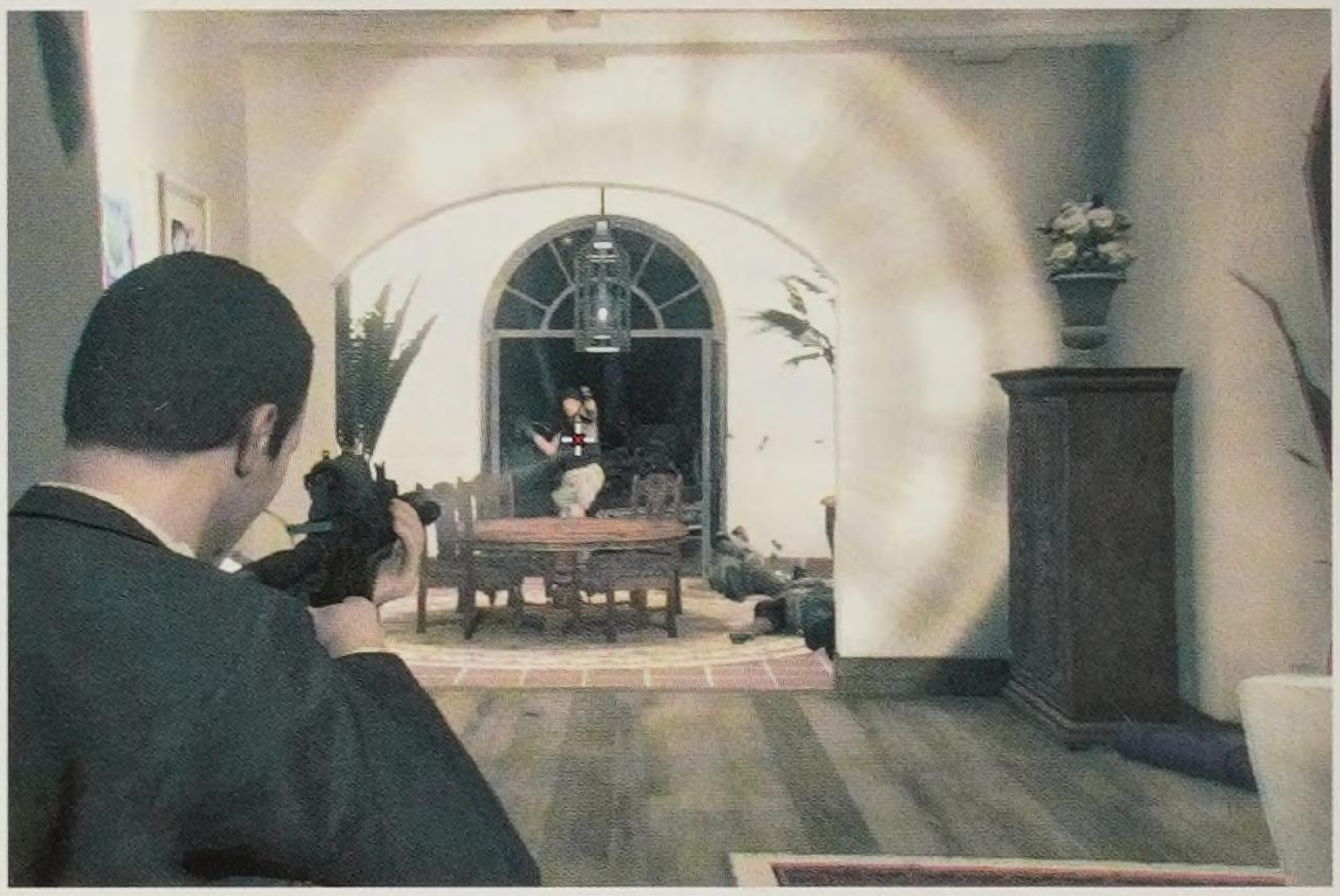
When gunmen cease to enter the front door, creep carefully downstairs and swivel to nail a thug posted in the living room. Now you must switch your attention back and forth between the front and rear of the house. First, scour the Merryweather scum from your living room, kitchen, and dining room.

Fallen Doesn't Mean Dead

Don't be fooled if you shoot a Merryweather mercenary and he drops—he may not be dead yet! Each merc wears bulky body armor that provides impressive durability. Pump a few extra bullets into every fallen Merryweather gunman.

Clear the outside Merryweather.

Next, take the fight to the hostiles outside. When the back rooms are clear, two more jeeploads of attackers arrive out front. Fight your way around the outside of the mansion. Use your radar to hunt down the red blips and avoid getting flanked or tagged from behind.



Go to your family.

When you finally clear the grounds, you get a new onscreen prompt. Follow the blue blip upstairs to the bedroom level to trigger a cutscene: One last cagey Merryweather bastard gets the drop on Michael and prepares to slay him. But suddenly the lights go out. Your point of view then switches to someone wearing night-vision goggles. The mystery character sneaks up on the blinded mercenary and clocks him with a smoke-coolant device. The family is finally safe.

The scene cuts to the Del Perro Pier 4 where Michael reports the evening's events to Lester via phone. The two decide that the Union Depository gig is still on, but Devin Weston will have hell to pay for this violation of Michael's family.

Mission Completion Stats: Meltdown

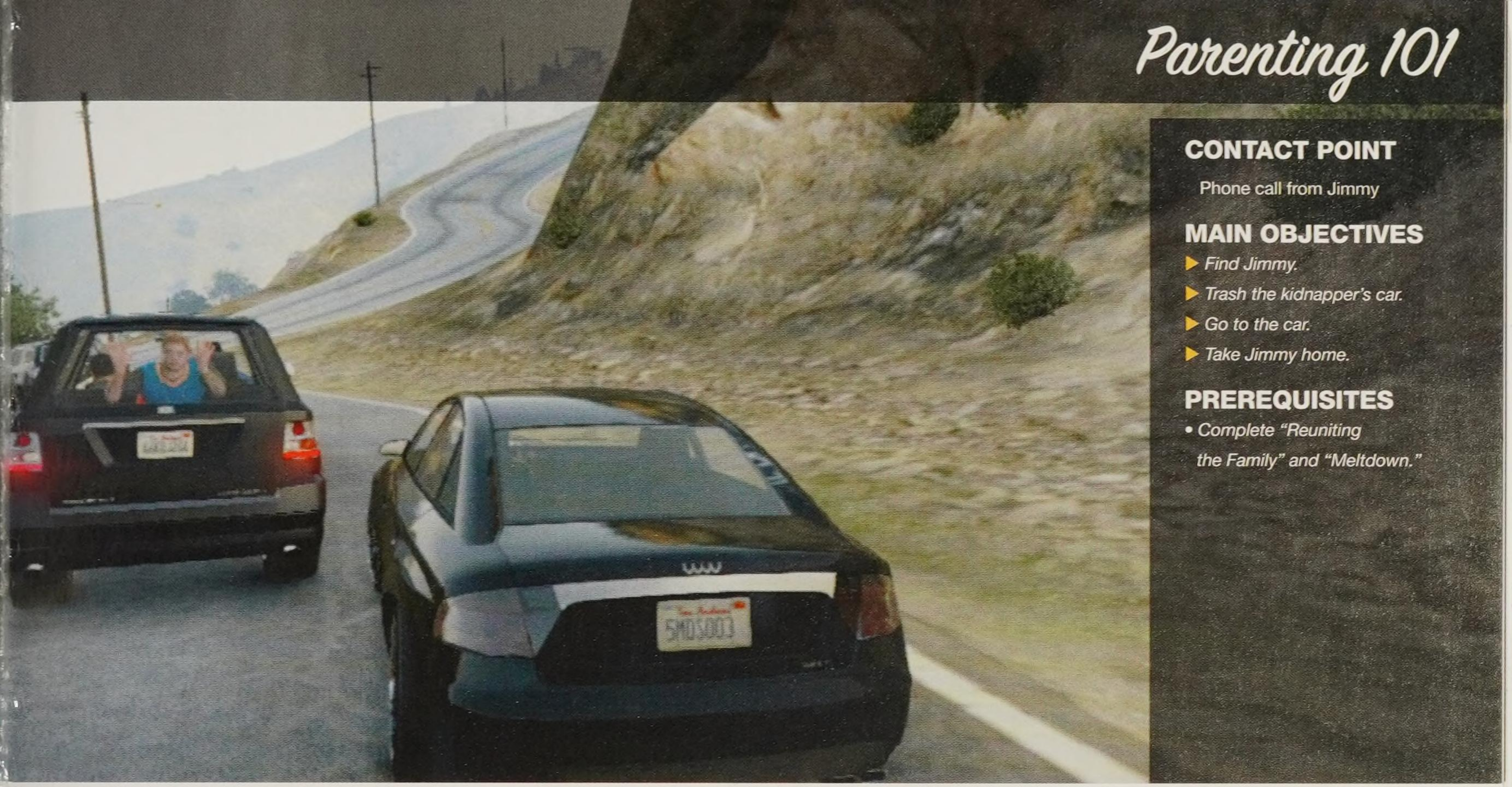
100%

● Mission Time	☑ Complete within 06:30
● Pedal to the Metal	☑ Reach top speed in any vehicle
● Tier One Operator	☑ Kill 12 enemies with a headshot
● Headshot Rescue	☑ Rescue Amanda and Tracey with a headshot

Get ready for the big one.

Completing "Meltdown" reopens the strand of missions associated with the finale heist. A new "**H**" (The Big Score) icon now appears on every character's map. Follow it to the Vanilla Unicorn, Trevor's strip club, to trigger the heist planning sequence.

Parenting 101



CONTACT POINT

Phone call from Jimmy

MAIN OBJECTIVES

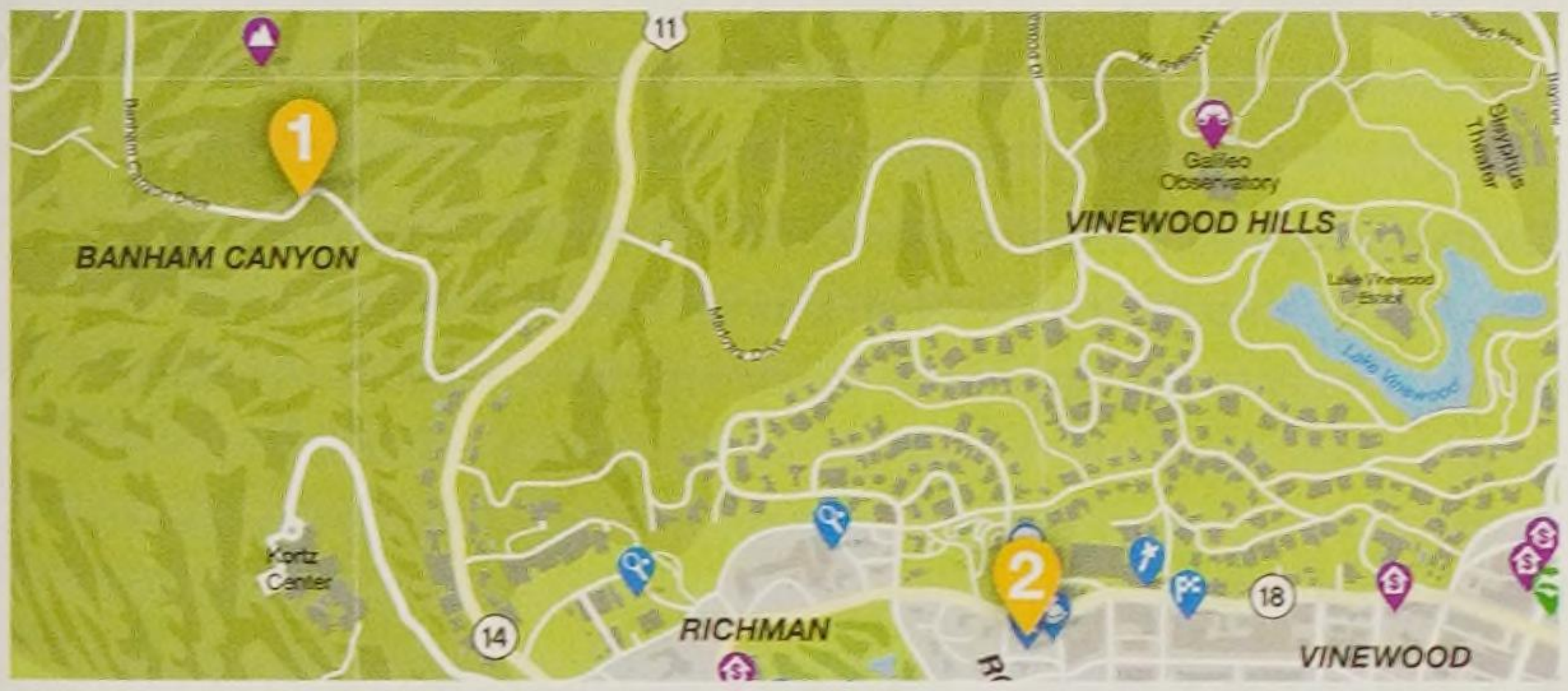
- *Find Jimmy.*
- *Trash the kidnapper's car.*
- *Go to the car.*
- *Take Jimmy home.*

PREREQUISITES

- *Complete "Reuniting the Family" and "Meltdown."*

Mission Can Be Triggered By: Michael

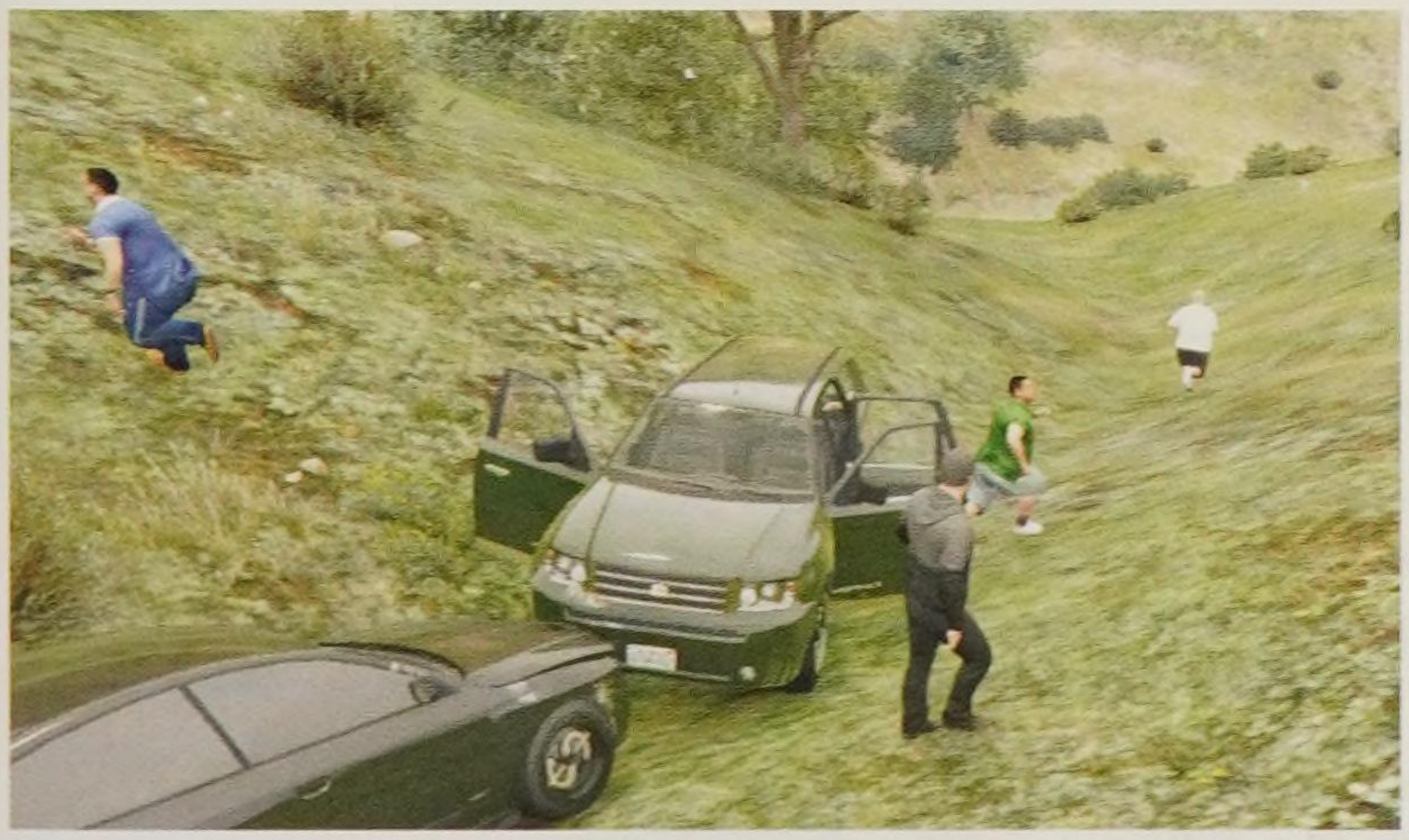
This is an optional mission—it's not technically part of the main story nor does it count toward 100% completion of the game. After you complete both "Reuniting the Family" and "Meltdown," Michael gets a surreptitious phone call from his son, Jimmy, who has been kidnapped as punishment for trolling a celebrity on the Internet. Jimmy manages to impart the information that he's up Banham Canyon in a charcoal color Landstalker. You can choose to help him or not. If you do, a blue blip marks Jimmy's location ①.



Find Jimmy.

This mission features a chase on the winding turns of Banham Canyon. So before you head up into the hills, consider jacking a turn-hugging speedster like the Pegassi Infernus. Then follow the blue route up Banham Canyon Drive.

On the way, you get another call from Jimmy, who fills in more of the story. When you spot the charcoal Landstalker, its blip turns from blue to red on your radar and starts moving. You can see Jimmy waving in the rear window. The chase is on!



Trash the kidnappers' car.

This is somewhat tricky because you must halt the Landstalker without hurting Jimmy or killing the kidnappers. So you can't just pump the car full of bullets or sling a Sticky Bomb on it. Here's where a fast, agile vehicle is helpful. Chase down the car and target the Landstalker's rear tires.

Go to the car.

When you hit a tire and the Landstalker finally stops, let the kidnappers run away, then move directly to the car. When Jimmy gets out, return to your car and wait until Jimmy gets in, too.

Take Jimmy home.

Follow the yellow route back to the destination marker in the driveway of the De Santa house ② in Rockford Hills to complete the mission.

Planning The Big Score

CONTACT POINT:

"H" (The Big Score)

PREREQUISITES:

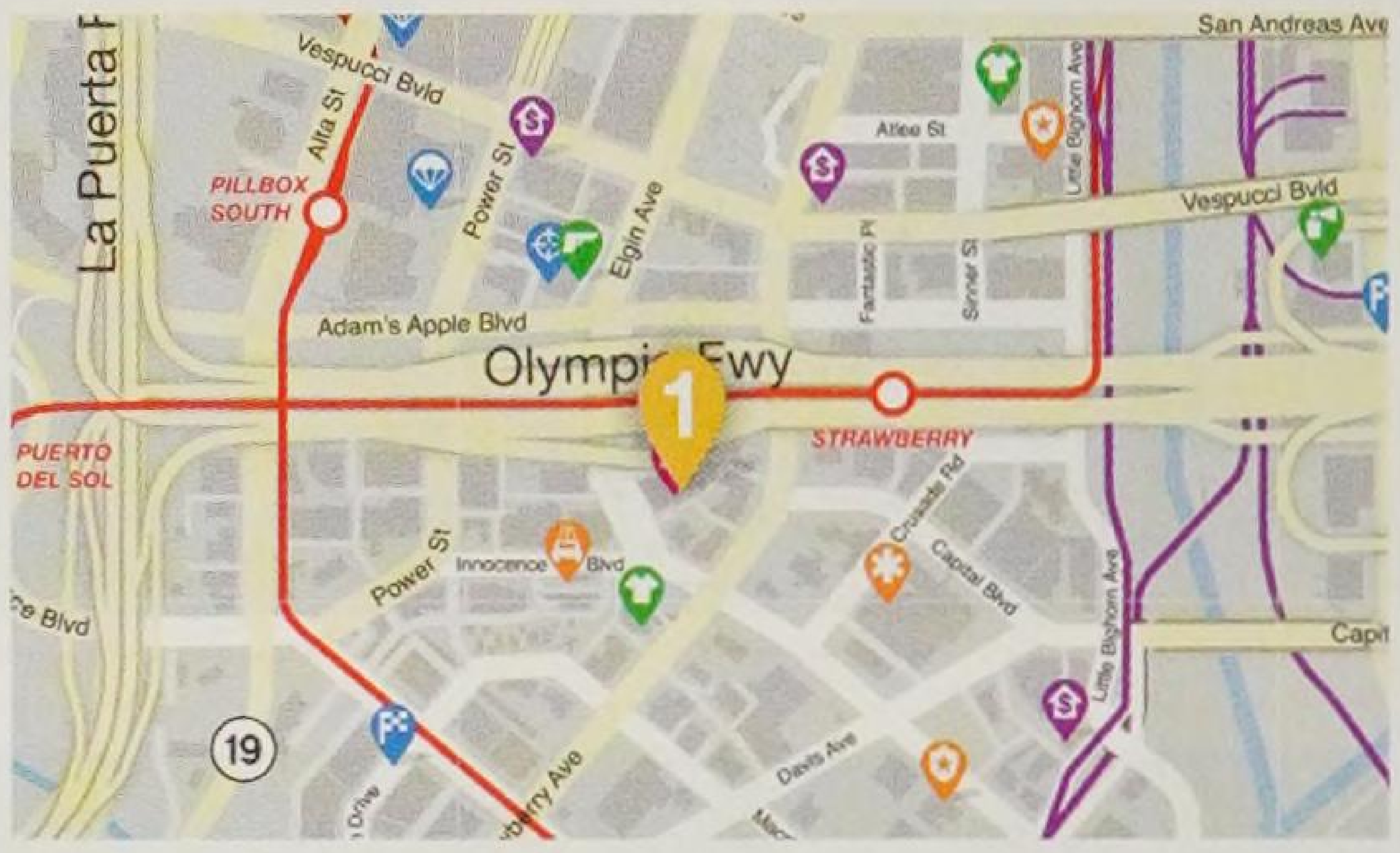
- *Complete "Meltdown."*

APPROACH
A
B

The Big Score

Mission Can Be Triggered By: Michael, Franklin, Trevor

The game's climactic heist begins with a planning sequence that is not technically a "mission"—it has no official mission name, you don't pass it, and it doesn't count toward 100% completion. But it starts in the manner of a standard mission. You send a character to a contact point to trigger an introductory cutscene.



At the end of "Meltdown," Michael and Lester decide to move forward on the Union Depository gig—the big one. You can send any one of the main characters to the **"H"** map icon at the Vanilla Unicorn strip club 1. To reach it, enter the club, go through the Premium Lounge curtain, and turn right at the dressing rack to reach Trevor's office. There you trigger the cutscene: the crew gathers with Lester to plan the score. Trevor's mistrust of Michael is worse than ever, but Lester presents his overview anyway. As usual, he sees two options.

Choose your approach.

APPROACH
TRAFFIC CONTROL
B
HELI LIFT

OPTION A: SUBTLE

The first approach involves hijacking the Depository's armored cars using police stingers (also called "spike strips") that puncture tires. After you take the crews hostage and replace the tires, the team infiltrates the facility, then loads the score into Gauntlet muscle cars with their suspensions modified to haul heavy gold tonnage. To aid the escape, you must hack into the transportation grid, manipulating it to delay the pursuit.

OPTION B: OBVIOUS

The second approach calls for a distraction in front of the Depository while an excavation team uses a tunnel bore machine to drill into the vault. The City of Los Santos is excavating a new section of its Metro subway network next door, providing a good starting place for the drilling effort. You need helicopters for this getaway as well, plus a getaway car modified for escape purposes, and a train to land the gold on.

Choose your crew.

If you select Option A: Subtle, you need a bigger crew—two drivers, two gunmen, and a hacker. One gunman enters the bank with the team to help load the gold into the modded Gauntlets. The second gunman helps hijack the armored vans and brings the hostages to a safehouse. One driver goes into the bank with the team, then takes the wheel of a getaway Gauntlet. The other driver helps hijack the armored vans and takes charge of replacing the tires torn apart by the police stingers. Finally, the team's hacker will manipulate the traffic system.

If you select Option B: Obvious, a smaller crew will do—two gunmen and a driver. The driver actually pilots one of the two getaway helicopters, carrying half the gold take. One gunman hits the lobby with Michael to create the distraction. The other gunman joins Franklin in the driller, burrowing in and then loading up the gold.

Wait for the word on prep.

When the planning board session ends, head outside to a vehicle. Lester texts with news on the first prep mission for the approach you selected, which puts an **"HS"** (Heist Setup) icon on the map.

Stingers

CONTACT POINT:

"HS" (Heist Setup)

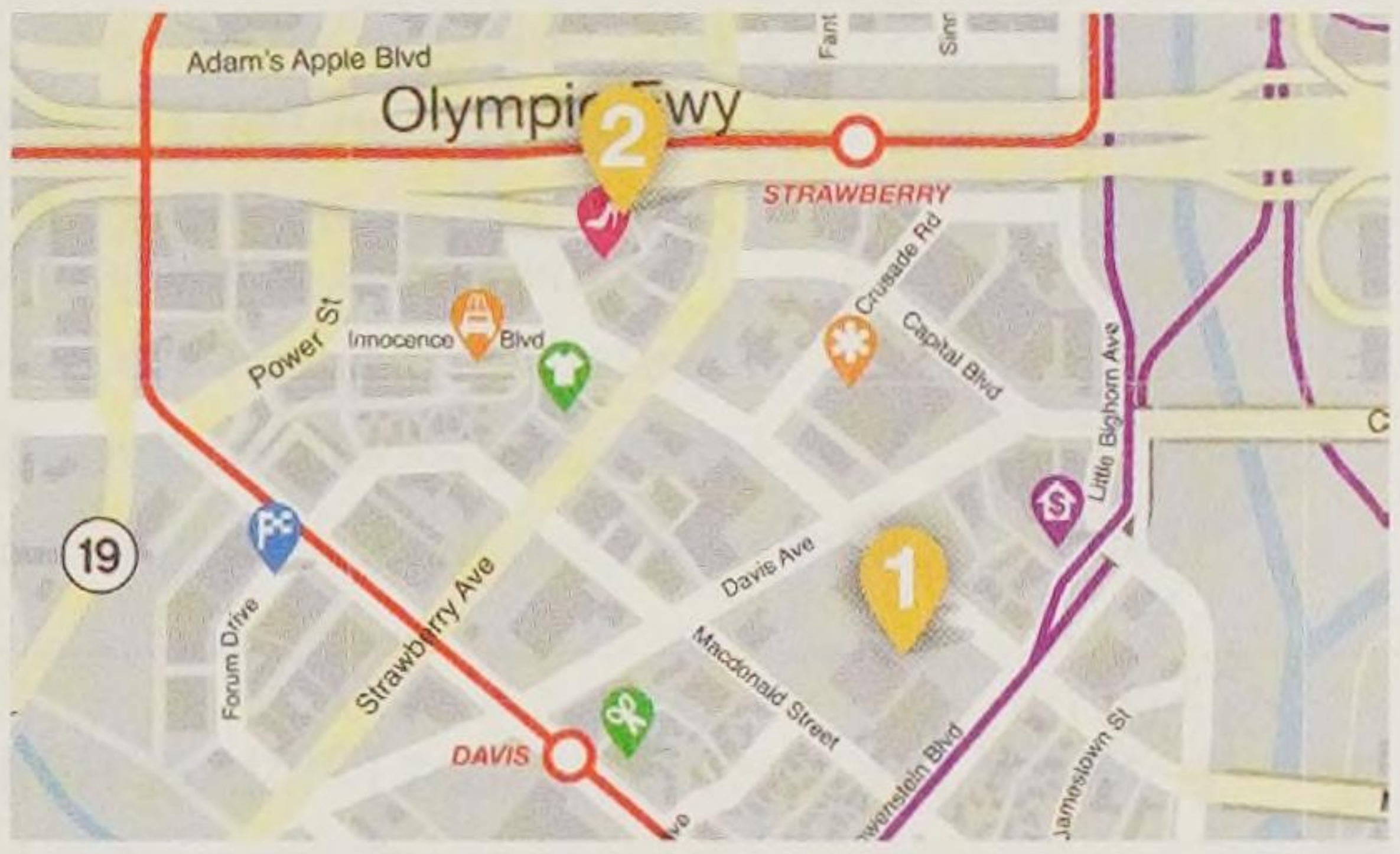
MAIN OBJECTIVES:

- *Steal the police van.*
- *Lose the cops.*
- *Take the police van to the hiding place.*

PREREQUISITES:

- *Select the "Subtle" approach on the planning board for "The Big Score."*

The "Subtle" Approach



Mission Can Be Triggered By: Michael, Franklin, Trevor

Shortly after completing the planning board session, Lester texts the crew that he's found some stingers in the rear carpark of the Davis Sheriff's Station ① in South Los Santos. Send any one of your three characters to the **"HS"** icon at that location. When you get close, the icon changes to a blue blip, marking the location of a police van loaded with the stingers.

Steal the police van.

Work your way around to the station compound's back wall, which separates the police lot from the tall City of Davis Courts Building next door. Use a bench to climb over the wall and drop down next to the Police Transporter van (the blue radar blip). A cop guarding the lot is just around the corner to the left, chatting on his phone. Don't let him see you! Get in the van and drive it through the gate onto the street.

Lose the cops.

If the guard spots you before you exit, he triggers a Wanted Level. Take evasive maneuvers to shake the police pursuit. Medal requirements include delivering the Police Transporter van in less than two minutes without damaging it. Needless to say, running from the cops makes it hard to accomplish these goals.

Take the police van to the hiding place.

Once the Wanted Level disappears, follow the yellow route to the destination marker under the freeway overpass ② behind the Vanilla Unicorn strip club. Exit the police van to complete the mission. Your character automatically calls Lester to report the acquisition, and Lester tells you what the next step is.

POLICE
"Obey & Survive"

Mission Completion Stats: Stingers

● Escapee	☑ Steal the Police Transporter and escape within 02:00
● Not a Scratch	☑ Deliver the Police Transporter with no damage

Gauntlet (1-3)

CONTACT POINT:

Email from Lester

MAIN OBJECTIVES:

- *Steal the first Gauntlet and take it to LS Customs.*
- *Prepare the Gauntlet for the gold heist.*
- *Deliver the getaway vehicle to the lockup.*
- *Steal, prep, and deliver the second Gauntlet.*
- *Steal, prep, and deliver the third Gauntlet.*

PREREQUISITES:

- *Select the "Subtle" option during the heist planning board session.*

Mission Can Be Triggered By: Michael, Franklin, Trevor

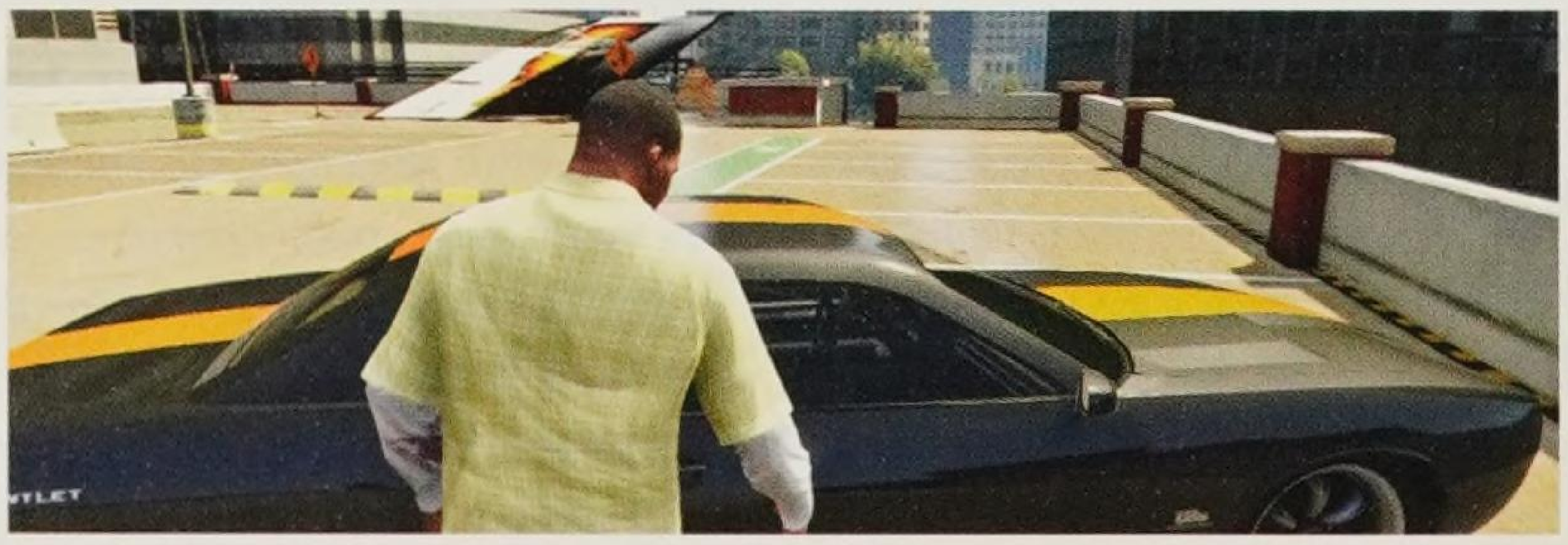
This mission is actually three mini-missions, each with its own Mission Passed screen and medal requirements. Shortly after you get Lester's text about the police stingers, he forwards photos via email showing the locations of three Gauntlet muscle cars. You must steal and modify all three for getaway purposes.

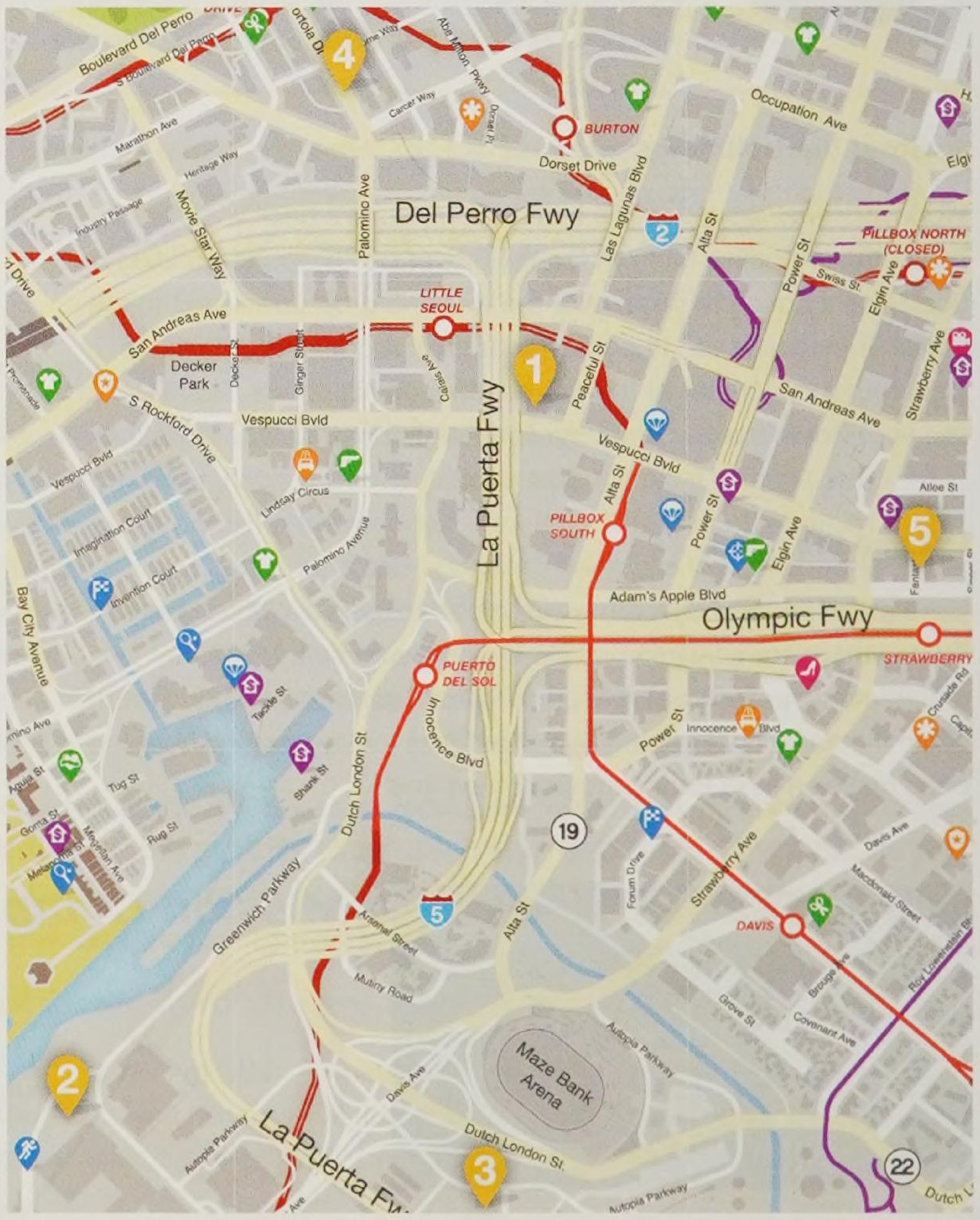
MISSION START

Steal the first Gauntlet (Pillbox Hill).

Open Lester's "Car locations" email and scroll down to the first photo. It shows a multistory parking garage somewhere downtown in Pillbox Hill. Head to that neighborhood, refer to the section of map shown in Lester's email, and search until you find the garage... or you can just look at our mission map and go to the spot marked 1 on Vespucci Boulevard and Peaceful Street, next to the La Puerta Freeway overpass.

Pull into the parking garage and drive up the ramps all the way to the roof level. You find the yellow-striped Gauntlet parked in a handicap-only parking space. Carjack the vehicle and exit the garage.




Boulevard Del Perro
BURTON
Dorset Drive
Occupation Ave
Del Perro Fwy
Palomino Ave
Movie Star Way
Las Lagunas Blvd
Alta St
Power St
PILLBOX NORTH (CLOSED)
Elgin Ave
LITTLE SEOUL
San Andreas Ave
Decker Park
Ginger St
S Rockford Drive
Vespucci Blvd
Peaceful St
La Puerta Fwy
PILLBOX SOUTH
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Innocence Blvd
Bay City Avenue
Dutch London St
Strawberry Ave
DAVIS
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Maze Bank Arena
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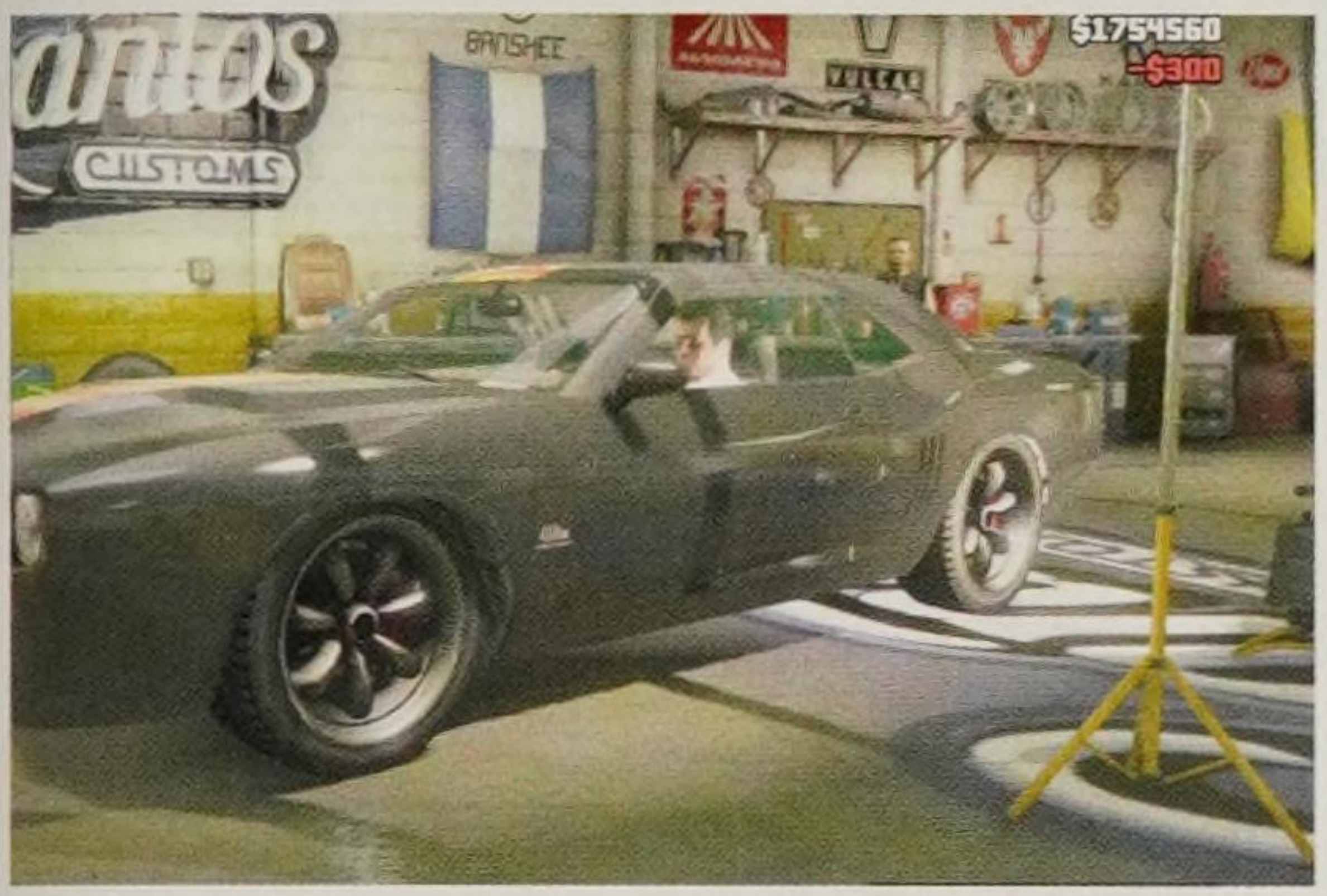
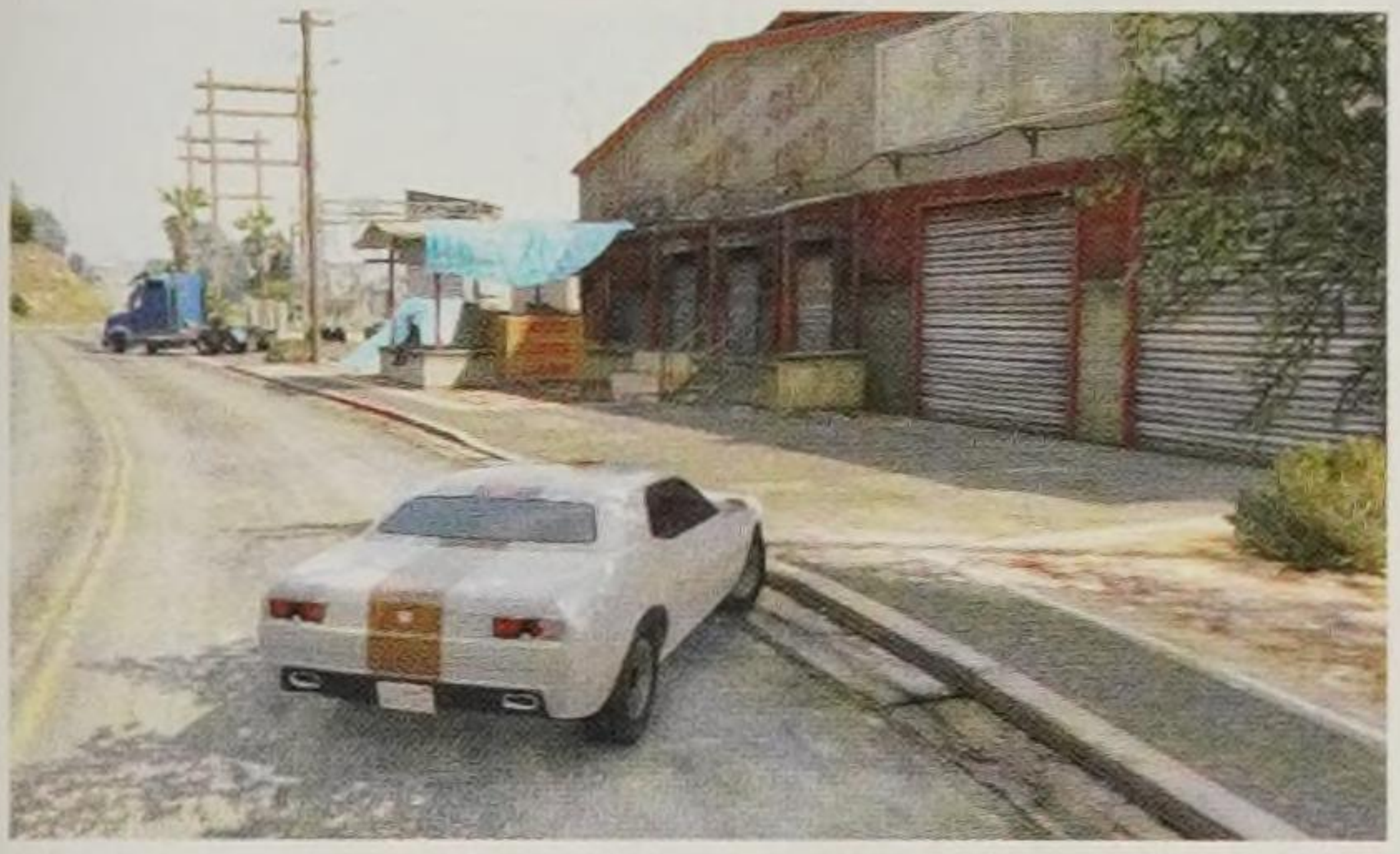


Take the getaway vehicle to Los Santos Customs.

Drive the Gauntlet along the yellow route to Los Santos Customs ②, off of Greenwich Parkway down by the Los Santos International Airport. When you reach the shop, drive up to the blue garage door and it opens automatically. Then pull the Gauntlet into the garage.

Purchase the vehicle mods required for the job.

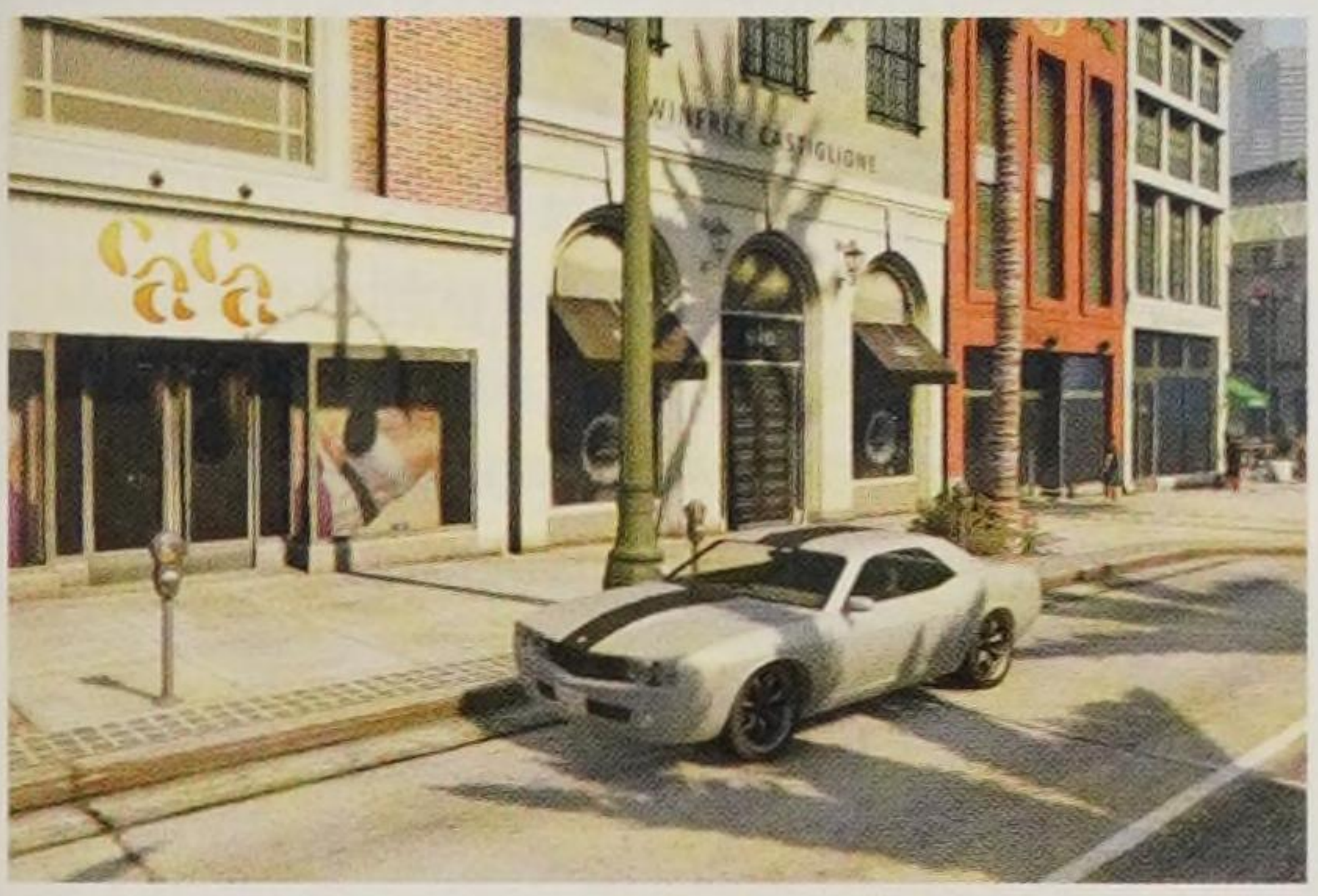
Repair any damage to the car by selecting that option from the Los Santos Customs menu. Then select the "Gold Preparation" category and purchase "Heist Prep" from the options. The shop automatically makes the modifications. To complete the medal requirement, spend a total of $17,000 modifying the Gauntlet. Consider giving it a Turbo boost and adding Armor for durability.



▶ Take the getaway vehicle to the lockup.

Once the Gauntlet is modified for the heist, exit the garage and follow the new yellow route. It leads to an abandoned auto repair garage ③, off of Autopia Parkway just south of the Maze Bank Arena. (Drive carefully to avoid damage and fulfill a Gold Medal requirement.) Pull up to the garage door, which opens automatically, then drive the Gauntlet inside. Get out of the car and exit the garage to complete the mission.

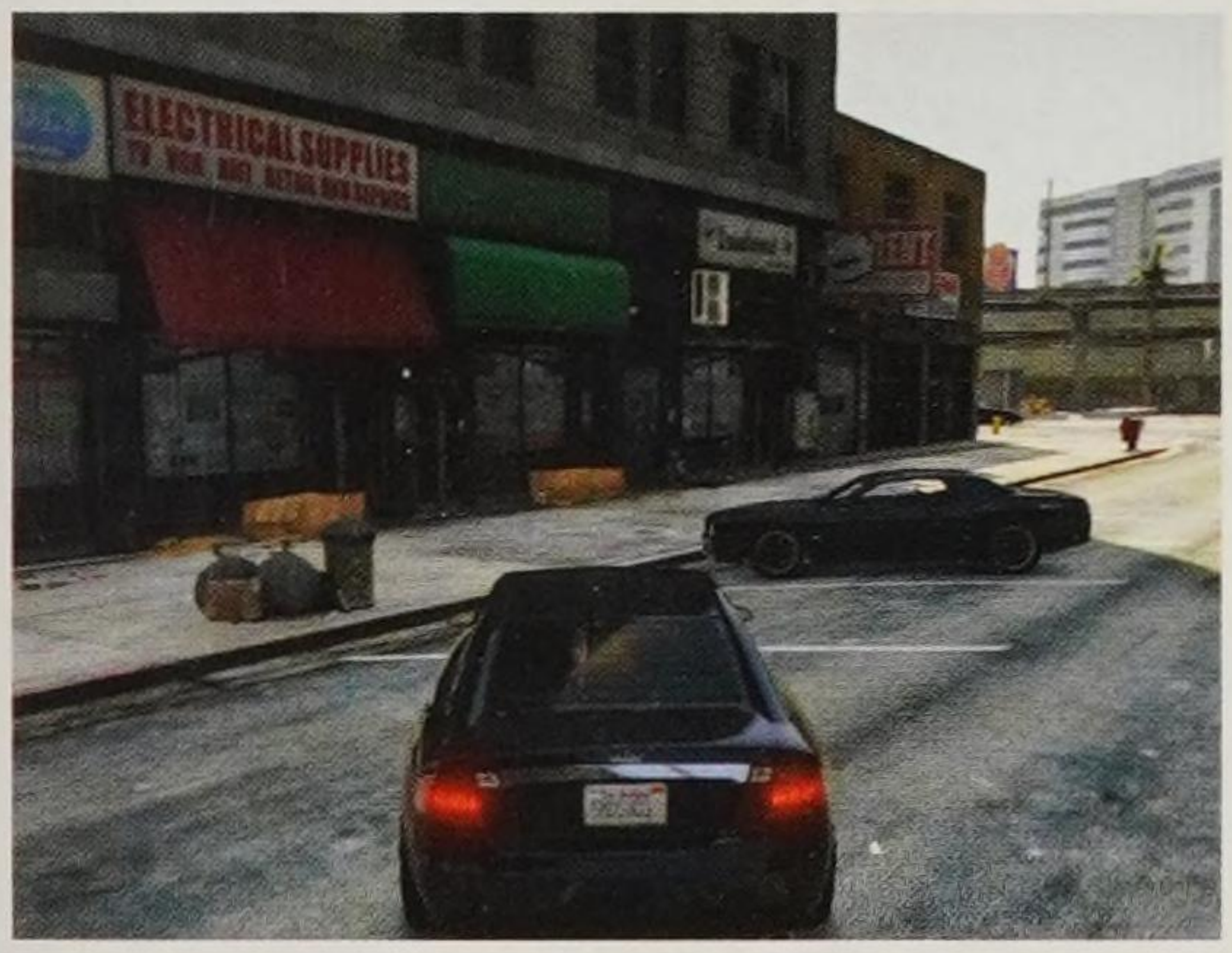
Here you get a Mission Passed screen for "Gauntlet—Pillbox Hill." We include the other two Gauntlet theft/mod missions in this same walkthrough because the process is exactly the same for each (although their locations are different), and you get the same Mission Passed screen after each one.



▶ Steal, modify, and deliver the second Gauntlet (Rockford Hills).

Open Lester's "Car locations" email again and scroll down to the second photo. It shows an upscale shopping area on a street in Rockford Hills. As before, you can head to that neighborhood, use the map section shown in Lester's email, and search until you find the street… or you can just look at our mission map and go to the spot marked ④ on Portola Drive. The Gauntlet is parked on the street in front of the CaCa and Winfrey Castiglione shops.

Carjack the Gauntlet, take it to Los Santos Customs ②, and modify it for the heist as you did the first Gauntlet. Again, spend at least $17,000 to complete the medal requirement. Then take it to the lockup ③ and store it with the other car.



▶ Steal, modify, and deliver the third Gauntlet (Mission Row).

Open Lester's "Car locations" email again and scroll down to the third photo. It shows a location in the Mission Row district somewhere near the Templar Hotel. Head to that neighborhood, use the map section shown in Lester's email, and search until you find the spot… or use our mission map and go to the location marked ⑤ on Fantastic Place off of Adam's Apple Boulevard, in a seedy district full of pawn, bail bonds, and payday loan shops.

Find the Gauntlet in a diagonal parking space in front of a row of small stores, including a Family Pharmacy and an Electrical Supplies shop. Carjack the vehicle, take it to Los Santos Customs ②, and modify it for the heist as you did the other two Gauntlets. Then take it to the lockup ③ and store it in the garage. After you acquire the third stolen Gauntlet, your character automatically calls Lester to report that you've got a full fleet of modded muscle cars ready for the job.

Mission Completion Stats: Gauntlets (3)

● Mapped	☑ Deliver the Gauntlet pictured in the email
● Not a Scratch	☑ Deliver a Gauntlet with no damage
● Pimped Out	☑ Spend $17,000 modifying the Gauntlet

The Big Score (Subtle Approach)

CONTACT POINT:

"H" (The Big Score)

MAIN OBJECTIVES:

- *Get to the tunnel entrance before 8:00 a.m.*
- *Drop the stinger in the tunnel.*
- *Go to the depository.*
- *Follow the manager.*
- *Follow Trevor.*
- *Keep the roads clear for the vans.*
- *Defend the crew from Merryweather.*
- *Follow the other Gauntlets.*
- *Drive the Gauntlet onto the truck.*
- *Go to Michael's house.*

PREREQUISITES:

- *Complete "Stingers."*

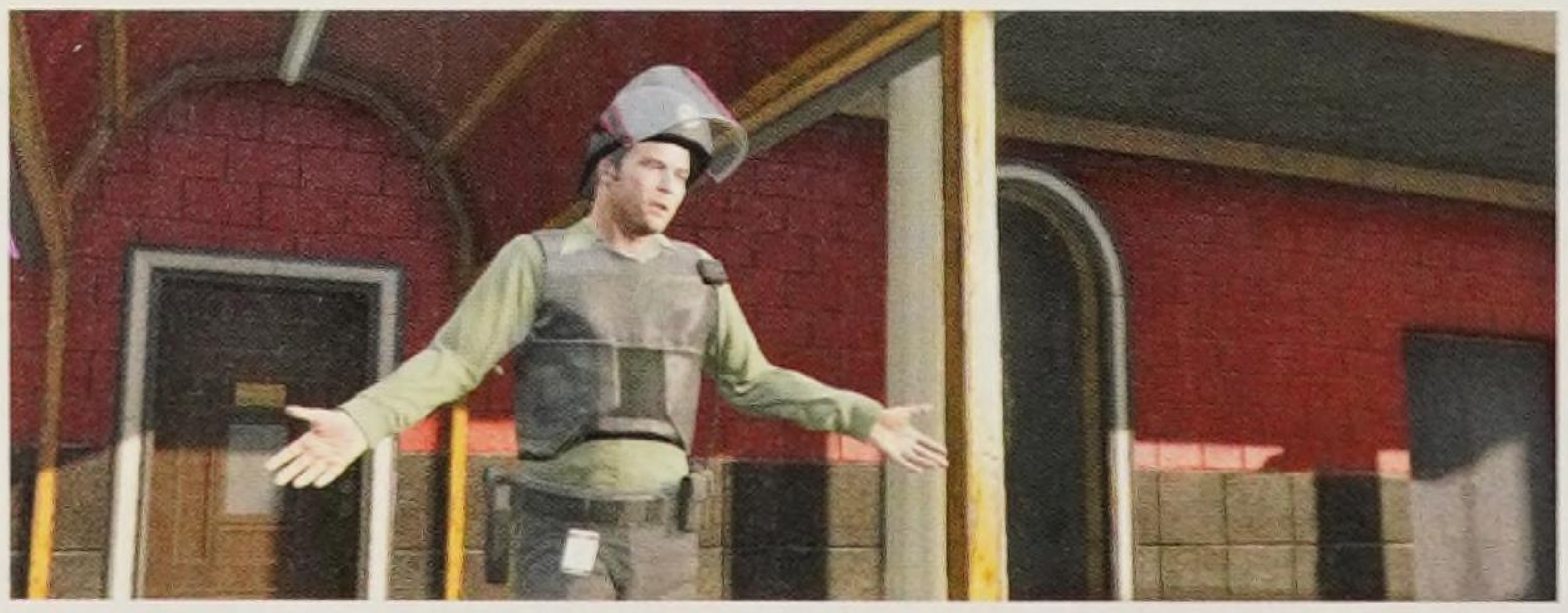
Mission Can Be Triggered By: Michael, Franklin, Trevor

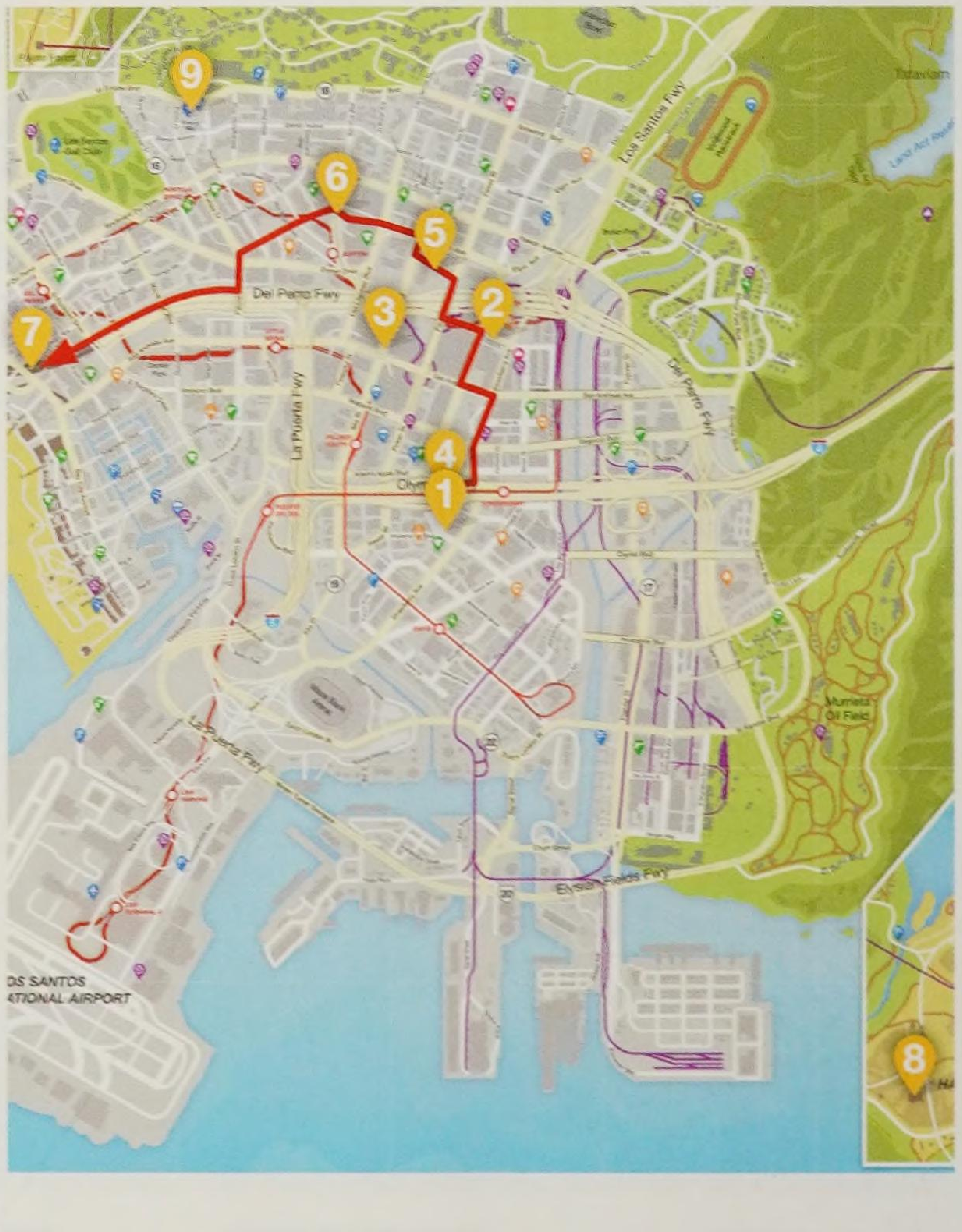
Follow the **"H"** icon with any character to the entrance of the Vanilla Unicorn ①. (We recommend using Trevor to see the full cutscene.) Enter and approach the Premium Lounge entrance curtains to trigger the meeting: the guys gather with Lester and the network hacker who will control the traffic grid. Then Michael and Trevor suit up in their Gruppe 6 guard uniforms and head for the tunnel rendezvous with the Union Depository's armored vans.

MISSION START

Get to the tunnel entrance before 8:00 a.m.

When the cutscene ends, you control Michael and a clock appears in the lower-right corner. This displays the in-game time, starting at 7:00 a.m. Each in-game minute is about a second in real time, so you have roughly 60 seconds to reach the tunnel entrance—plenty of time. Drive carefully and avoid accidents as you follow the yellow route to the destination marker in the tunnel ②. Soon after you arrive, Michael spots the targeted vans approaching the tunnel entrance behind you.

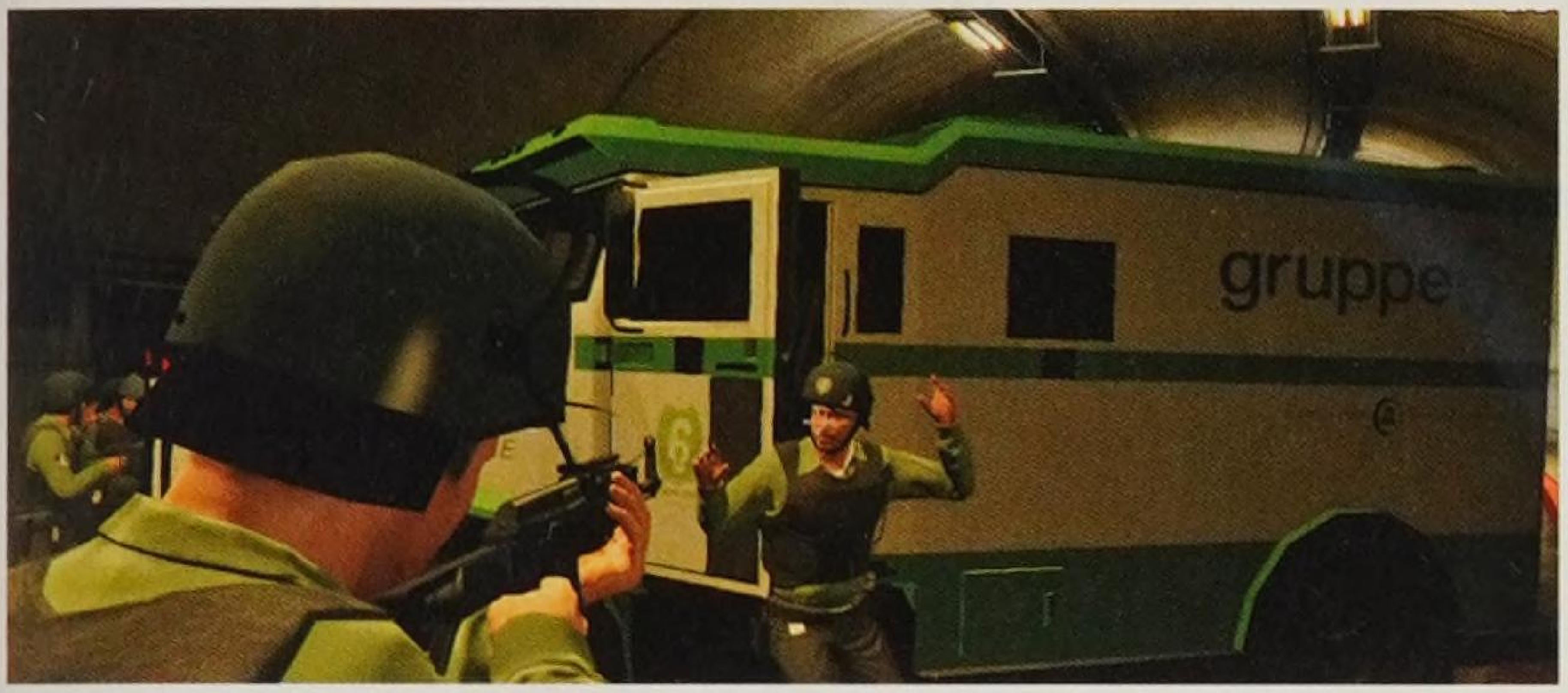




▶ Drop the stinger in the tunnel.

Press the button indicated onscreen to drop the police stinger, a spike strip for puncturing tires. Then drive forward several feet to give security vans room to run over the stinger. Wait until both vans hit the spikes and skid to a halt.

Exit your vehicle and approach the driver's side of the nearest van. March the driver at gunpoint over to the others gathered nearby. Then watch the cutscene: the repair crew arrives to replace the punctured tires and Michael orders one of the Gruppe 6 guards, a fellow named Casey, into the armored van with him.

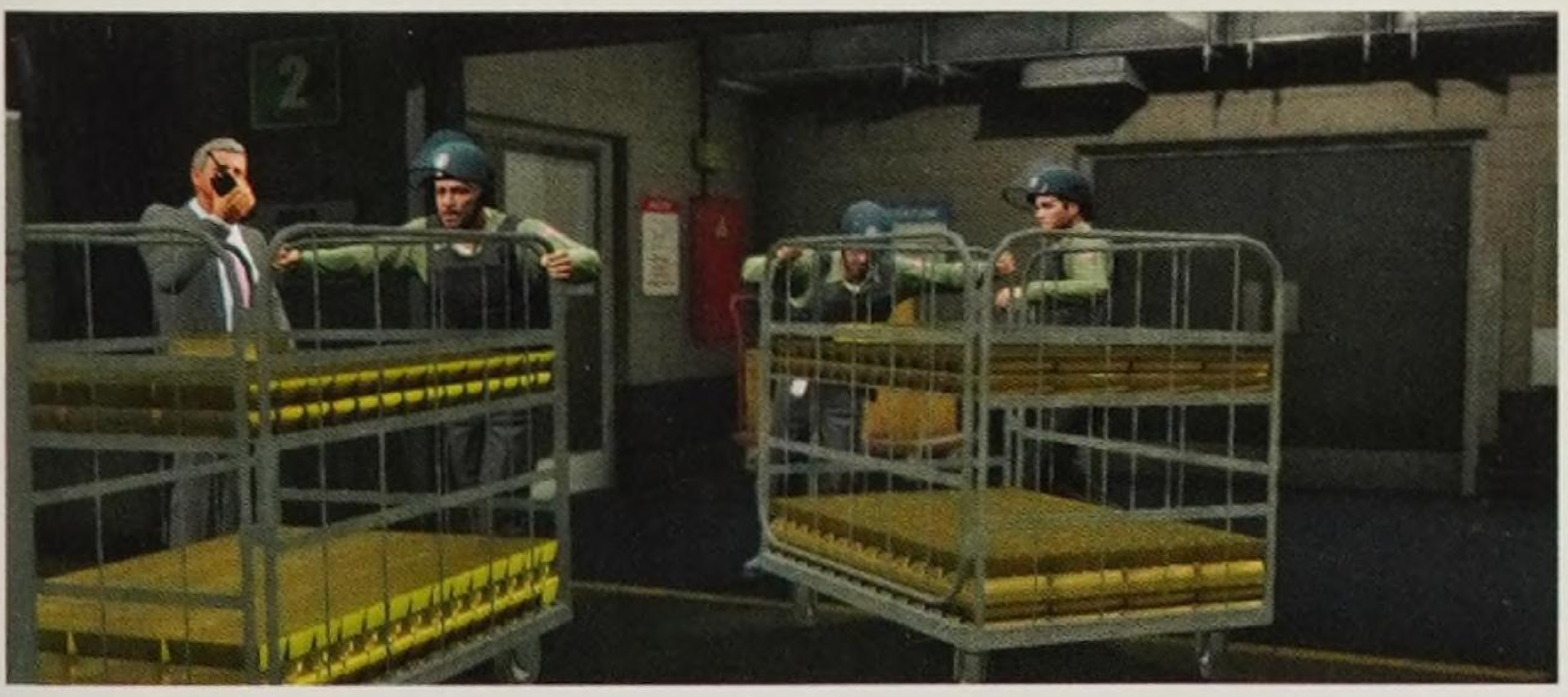


▶ Go to the depository.

When the scene ends, you control Michael again as he drives one of the Gruppe 6 vans. Follow the yellow route through the tunnel and left onto Alta Street. Then turn left into the nearby underground entrance 3 to the Union Depository. Pulling into the destination marker at the entrance triggers another tense cutscene: the gate guard waves the team through, thanks to Casey's ID. Then a bank manager meets the team for another ID check.

▶ Follow the manager.

Walk behind the manager into a heavy-duty freight elevator and ride to the underground vault level. When you arrive, the manager leads you to the main vault door and Casey opens it. Continue down the corridor to the rooms with the gold bars. Follow Trevor and Casey as they each push a cart loaded with gold out of the vault and back to the freight elevator. After the ride back up to garage level, follow the carts out to the armored vans. When the gold is loaded aboard, Trevor and Casey get in one van. Direct Michael to the other van and get in.



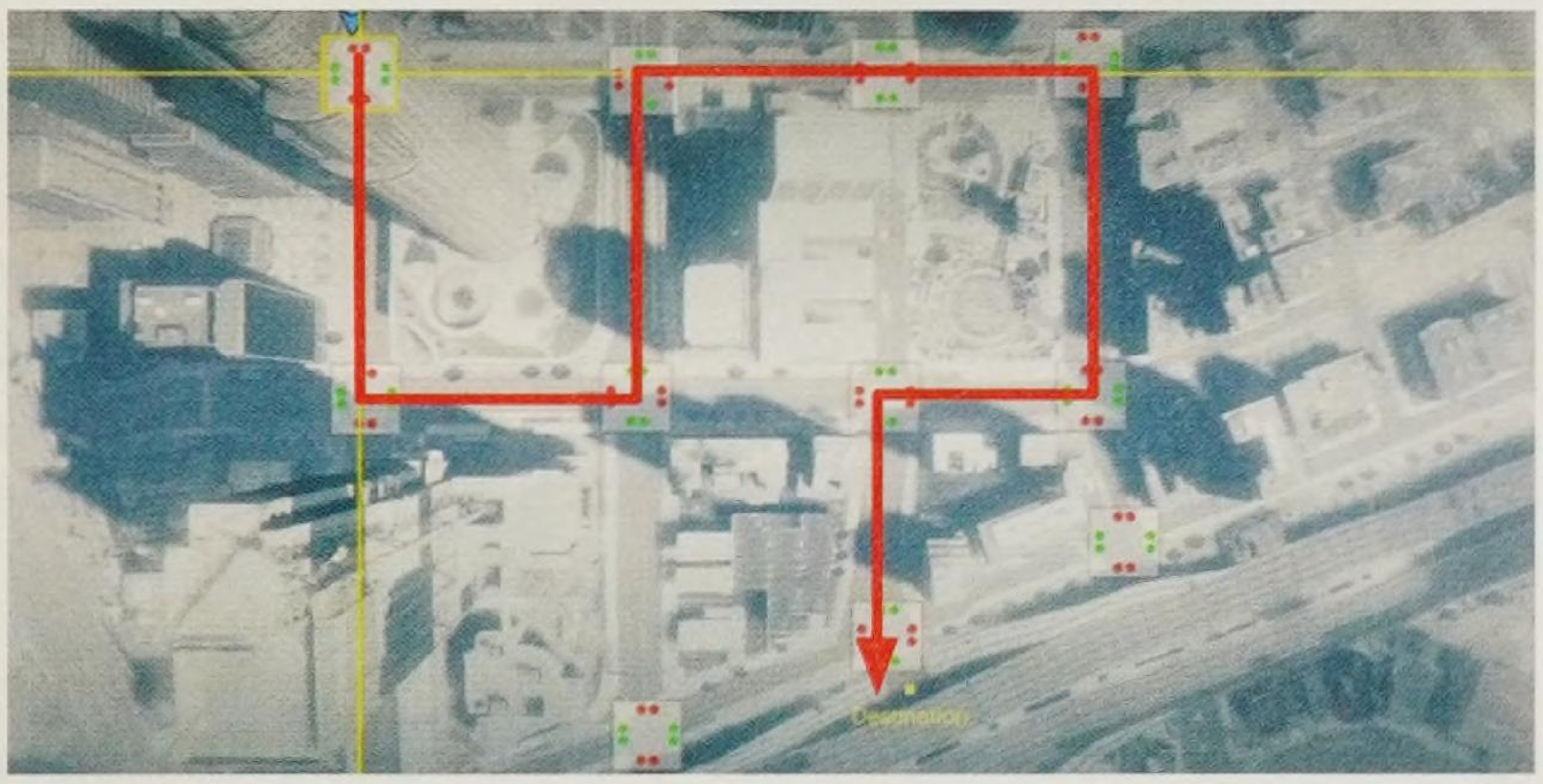
▶ Follow Trevor.

Trevor drives the first van. Follow him as he exits the garage to the parking lot, then onto Power Street. As he turns right on San Andreas Avenue, Lester reports via radio that numerous law enforcement units are heading your way. But your team has hacked the traffic grid and Franklin can use it to route trouble away from you. Here you're prompted to switch to Franklin.

▶ Keep the roads clear for the vans.

Franklin is set up under the Olympic Freeway overpass 4 with a laptop connected to the city's traffic light controls. On the overhead map that appears, you see the lights at each intersection—red in one direction, green in the other. The vans driven by Michael and Trevor are the two blue arrows in the upper-left corner, halted at a red light. Their Destination (marked in yellow) at the map's bottom is just a few blocks away, where Franklin waits under the freeway with the modded getaway Gauntlets.

Move the yellow selector box over the intersection where Trevor and Michael sit, then switch the signals so they can proceed south. A Merryweather van then appears four blocks to the east, the first of several that will enter the grid. These hostiles are marked as red arrows. Your goal is simple: Keep your gold-filled vans (the blue arrows) moving toward their destination. Meanwhile, you want to either halt the Merryweather vehicles (the red arrows) or route them out of your blue team's path. Check our screenshot to see the route (the red line) that Michael and Trevor take in the armored vans.



As the blue arrows move, keep switching the traffic lights from red to green in the direction they're traveling at each intersection. Scout ahead, though: If Michael and Trevor pass through an intersection where a Merryweather van is halted by a red light in the other direction, the bad guys will spot them. So if you see Merryweather units stopped at an intersection on your team's route, switch the lights there to let the hostiles pass through *before* your guys get there, and then switch them back so your guys can pass through.

When the vans finally arrive safely at the destination point, watch the cutscene: Franklin joins Michael, Trevor, and the other crewmembers in loading gold bars from the vans into the modded Gauntlets. But suddenly, Merryweather gunmen arrive! The hired crewmmembers keep loading gold into the Gauntlets while Michael, Trevor, and Franklin deploy to fight the mercenaries.

▶ Defend the crew from Merryweather.

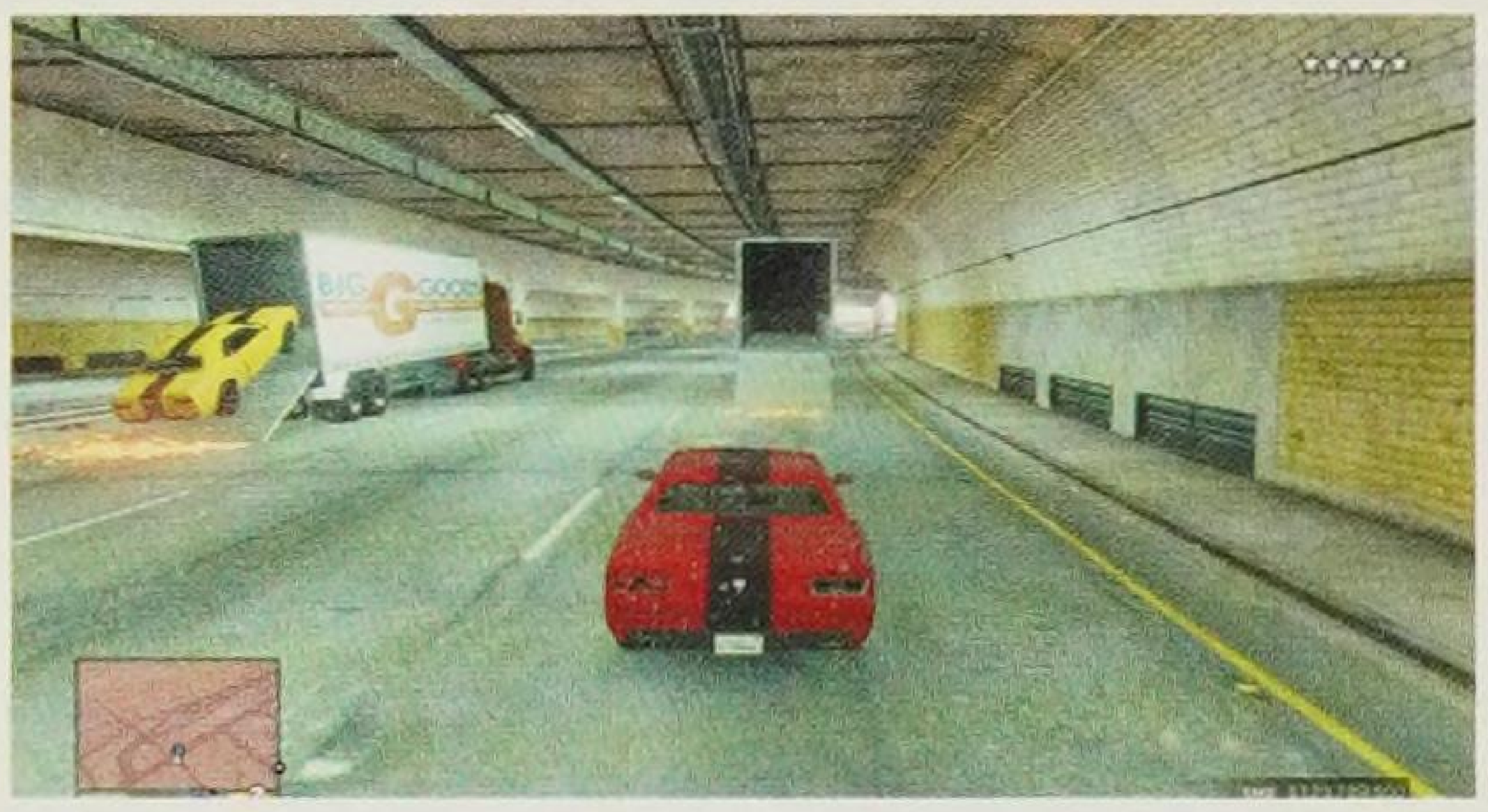
Switch between all three of your main characters to get the best shots in this fight. Use Trevor's rage and Michael's time-slowing abilities to tear through the mercenaries, and try tossing Grenades or Sticky Bombs to detonate arriving Merryweather vehicles. You can eliminate entire carloads of attackers by blowing up a Merryweather car before its gunmen hop out (or even shortly thereafter). Also look for gas cans to target.

▶ Follow the other Gauntlets.

It's a long, tough battle, but clearing the Merryweather gunmen from the debris-clogged area under the freeway triggers another cutscene: Finally, the four Gauntlet trunks get fully loaded with gold, two tons apiece. The three main characters each hop in a Gauntlet with the hired driver in the fourth, then all four cars take off down Strawberry Avenue... where a ferocious five-star Wanted Level has been triggered.

You automatically control Franklin for this chase, so his special driving ability is available. But this isn't like other police pursuits where you can freelance and lose the cops. Here you must keep pace with your partners in their Gauntlets, and follow their pre-planned route. If you lose track of the other cars, you fail the mission. (Check out the route, marked as the red line on our mission map.)

Watch out for certain events unleashed along the route. After a few blocks, your crew cuts across the high-rise construction site ⑤ between Power and Alta. A couple blocks later, you dash underneath the Rockford Plaza mall, where you make a spectacular stunt jump off the overpass and land in the intersection of San Vitus and Cancer Way ⑥. As you land the jump, get ready to swerve left to avoid an exploding Ron gasoline tanker truck. Then the route veers down to the Del Perro Freeway with LSPD choppers joining the pursuit.



▶ Drive the Gauntlet onto the truck.

Inside the long tunnel ⑦ on the Del Perro, look for two semi trucks hauling Big G Goods trailers. The trailers' rear doors hang open with the ramps dragging, so you can drive inside. Your partners drive into the trailer on the left; drive your Gauntlet into the trailer on the right. The ramps close, hiding the cars.

This triggers a cutscene: A short time later, after dropping off the gold at a lockup ⑧ in Blaine County, the three main characters hop in a car to go meet Lester.

▶ Go to Michael's house.

Follow the yellow route down to Michael's house ⑨ in Rockford Hills where Lester is waiting. It's a long drive, and Trevor still has much grievance to air with Michael. Can the friendship ever be repaired? When you arrive, even the sweet smell of gold is soured by Trevor's anger and paranoia. The confrontation nearly gets out of hand as even Franklin and Lester get sucked into the blame game and recriminations. Finally, Franklin decides to clear his head and makes a tactical retreat, ending the mission.

Mission Completion Stats: The Big Score *("Subtle" Approach)*

● Headshots	☑ Kill 20 enemies with a headshot
● Signal Man	☑ Perform less than 10 traffic light changes
● Accuracy	☑ Finish with a shooting accuracy of at least 60 percent

Take control of Franklin.

Complete "The Big Score" and you automatically control Franklin. You can switch to Michael or Trevor for side activities, but they have no more story missions available at this point. A new green "**F**" icon appears on Franklin's map. Follow it to Franklin's safehouse on Whispymound Drive in Vinewood Hills to trigger a disturbing meeting with Devin Weston.

Getaway Vehicle

CONTACT POINT

N/A

MAIN OBJECTIVES

- *Acquire a suitable vehicle.*
- *Park the getaway vehicle in a discreet spot.*

PREREQUISITES

- *Complete "Architect's Plans."*

The "Obvious" Approach

Mission Can Be Triggered By: Michael, Franklin, Trevor

You can acquire a getaway vehicle at any time. It cannot be one of your characters' personal vehicles: Michael's Tailgater, Trevor's Bohdi, or Franklin's Buffalo. And once acquired, the vehicle must be stashed in an alley or some other inconspicuous location.

MISSION START

▶ Carjack a four-door vehicle.

After the planning board session for "The Big Score," the game judges the getaway usability of every vehicle that your current character enters until you select a suitable one and then call Lester. You must acquire a car with enough seats for your heist crew, so get a four-door vehicle.

Call Lester.

Once you choose a getaway car, bring up your cellphone, scroll to Lester's name in your Contacts list, and then select "Getaway vehicle ready."

Optional: Mod your getaway car.

If you have plenty of cash on hand, visit a mod shop and upgrade everything on your getaway vehicle: engine, brakes, suspension, bulletproof tires, and so on. You might as well have a hot ride for your escape.

▶ Place the getaway vehicle in the underground parking lot.

After you report to Lester, follow the new yellow route to the underground parking garage in the Arcadius Business Center, directly across from your heist target, the Union Depository.

Sidetracked

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

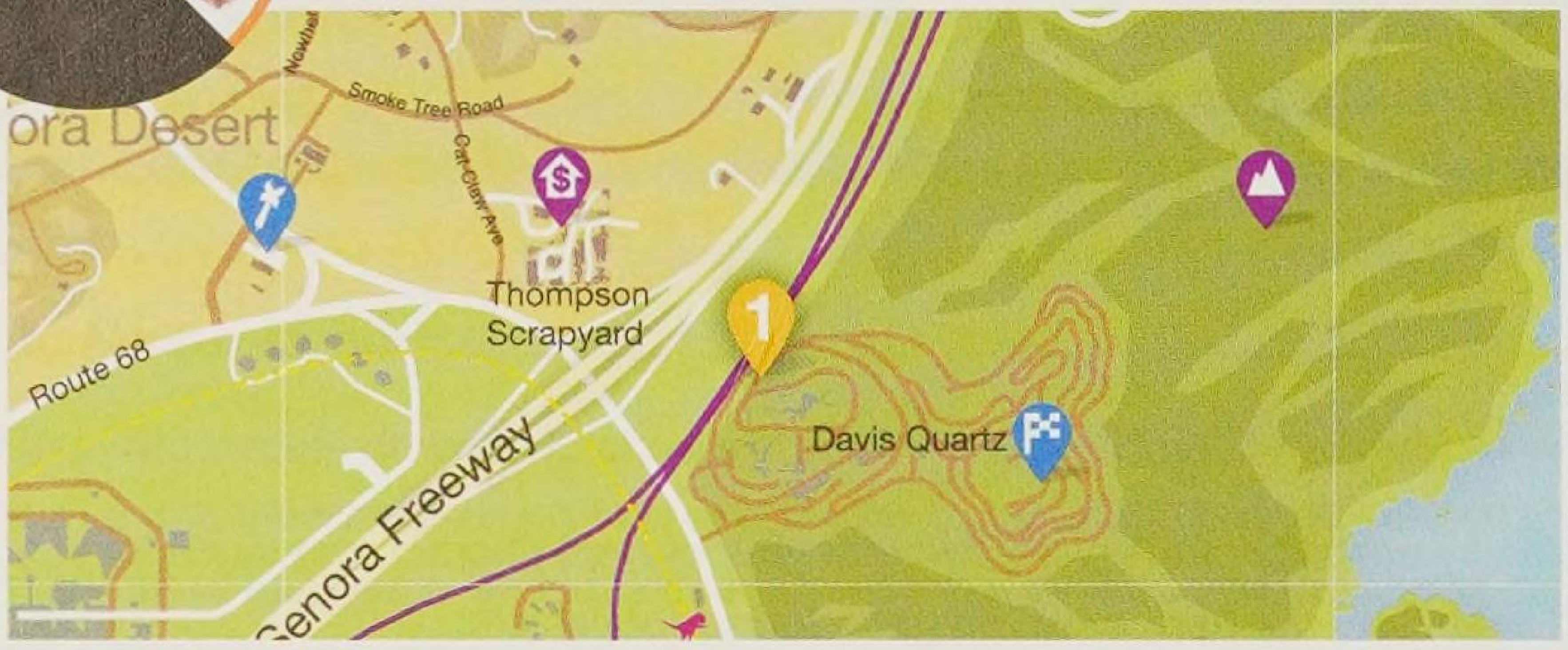
- *Incapacitate the railway workers.*
- *Use the signal box to switch the tracks.*
- *Wait for a train to stop in the sidings.*
- *Fly the freight engine to Trevor's airfield.*
- *Fly a flatbed car to Trevor's airfield.*

PREREQUISITES:

- *Select the "Obvious" approach on the heist planning board.*

The "Obvious" Approach

Mission Can Be Triggered By: Michael, Franklin, Trevor

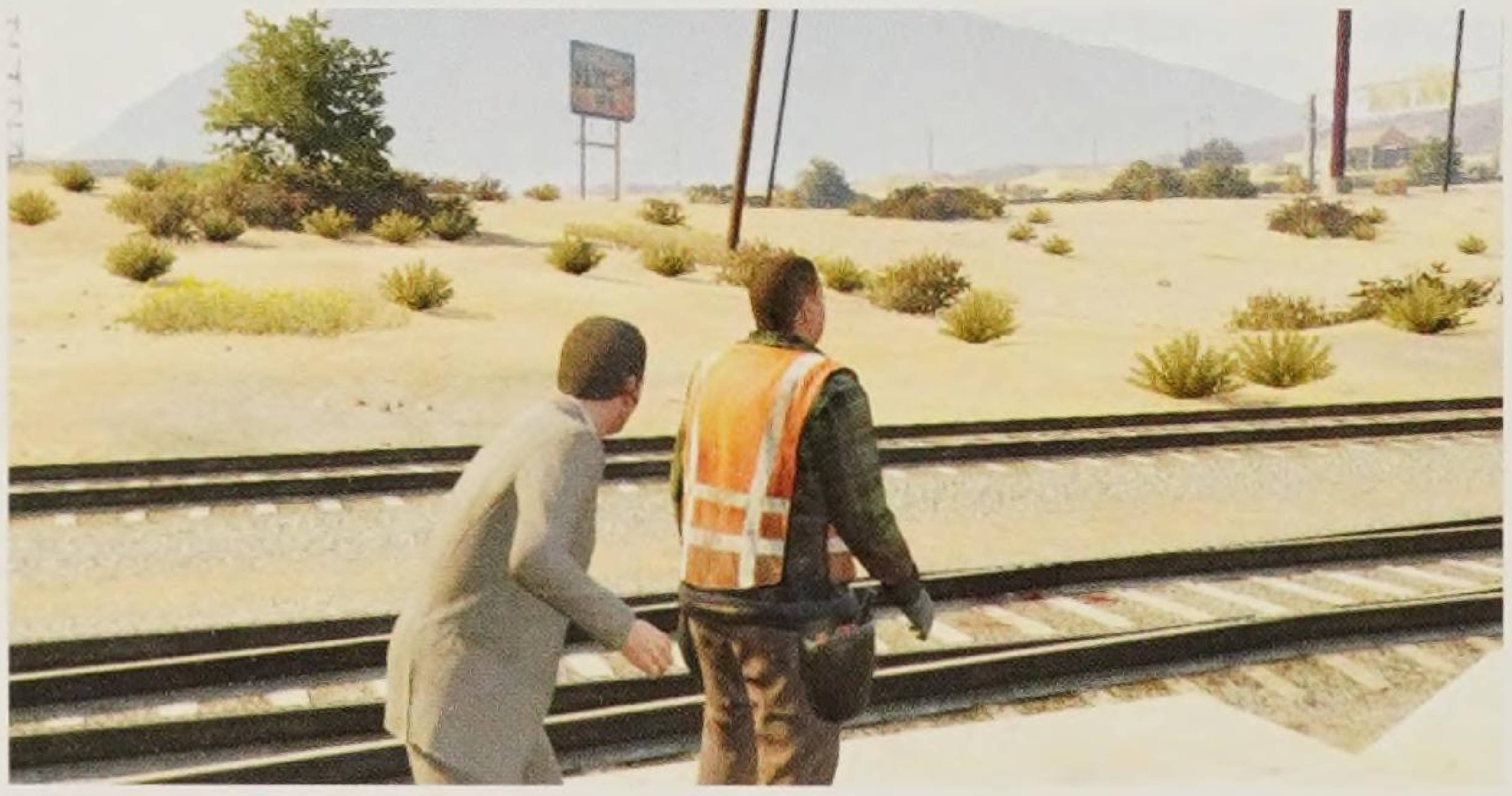


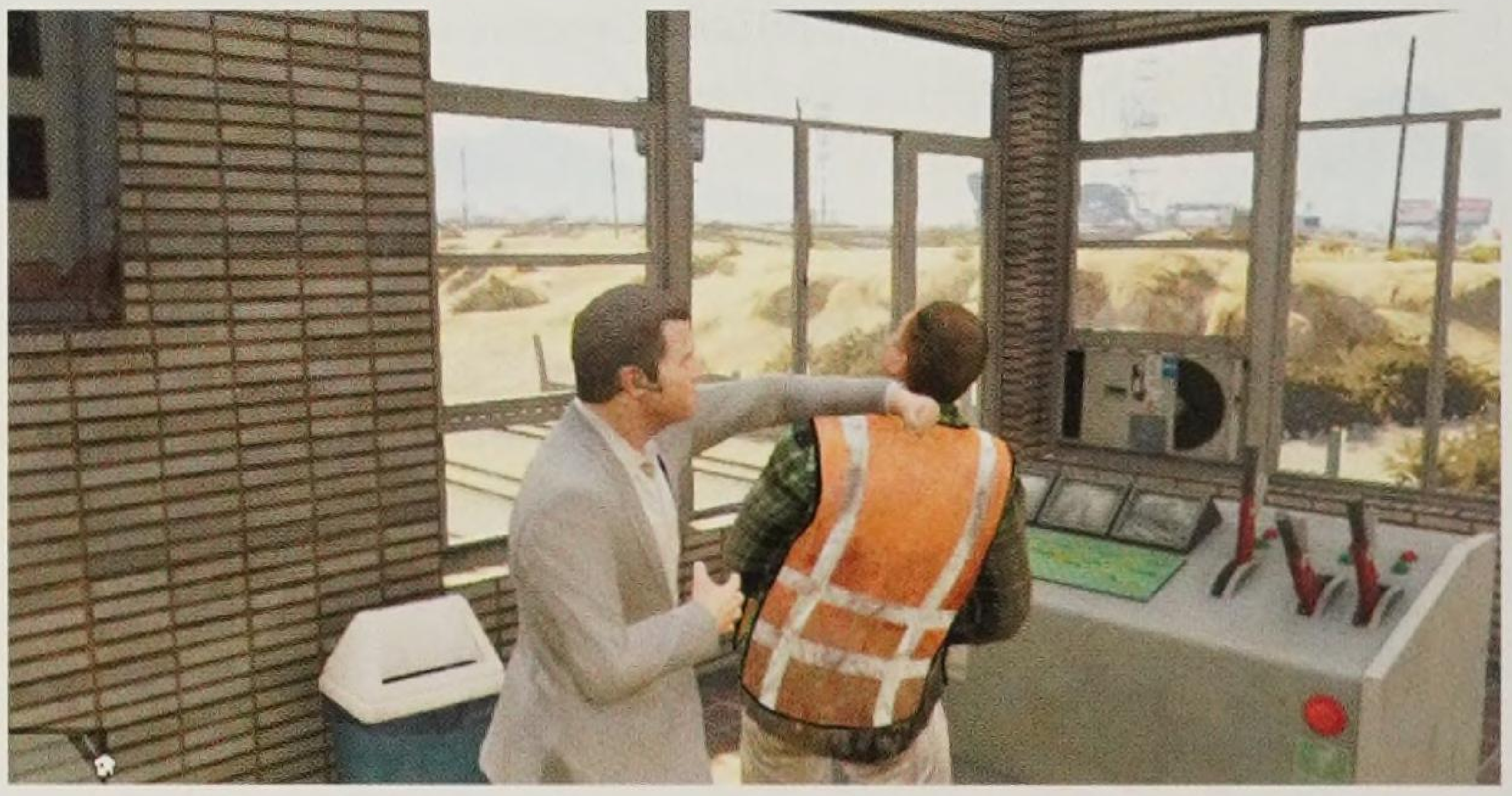
Shortly after you select the "Obvious" approach in the planning board session, Lester texts the crew with news that he's sourced a sky crane helicopter to pick up the locomotive and flatbed car that you need. Send any one of your three characters to the **"HS"** icon that marks the location of the switching station at the Davis Quartz fields 1 across the county line to the northeast. When you get close, the map icon changes to two red blips marking the locations of the railway workers at the station. Your character automatically calls a partner to fly in the sky crane.

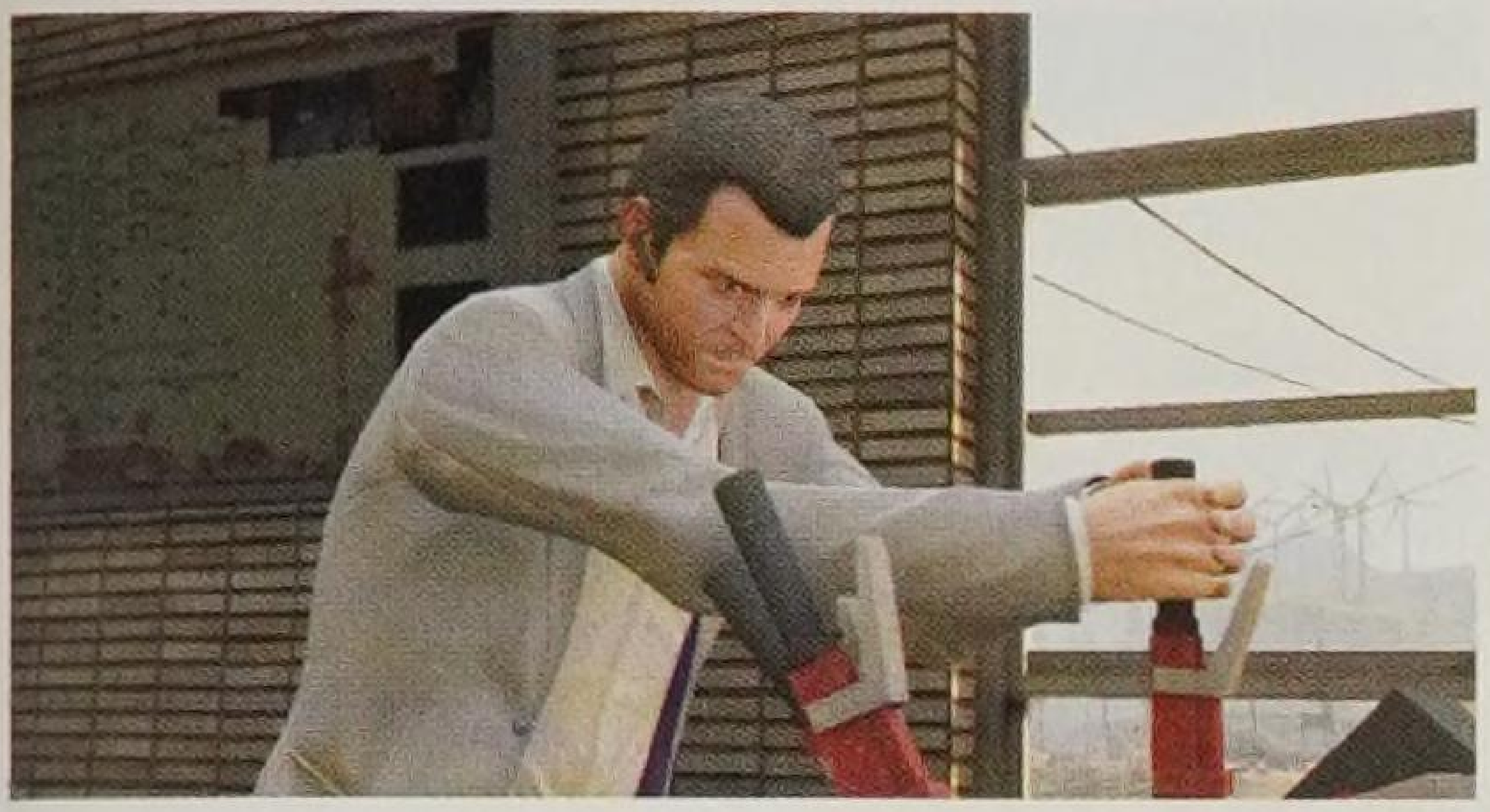
MISSION START

▶ Incapacitate the railway workers.

The station features a raised signal room with a control box used to switch trains from the main track onto a siding. Use stealth to take out the station workers. First, activate Stealth mode and sneak up behind the switchman down on the platform. Don't let him see you or he'll sound an alert. Knock him out, then creep upstairs to the signal room. Perform a stealth attack on the switchman at the signal box to KO him, too.

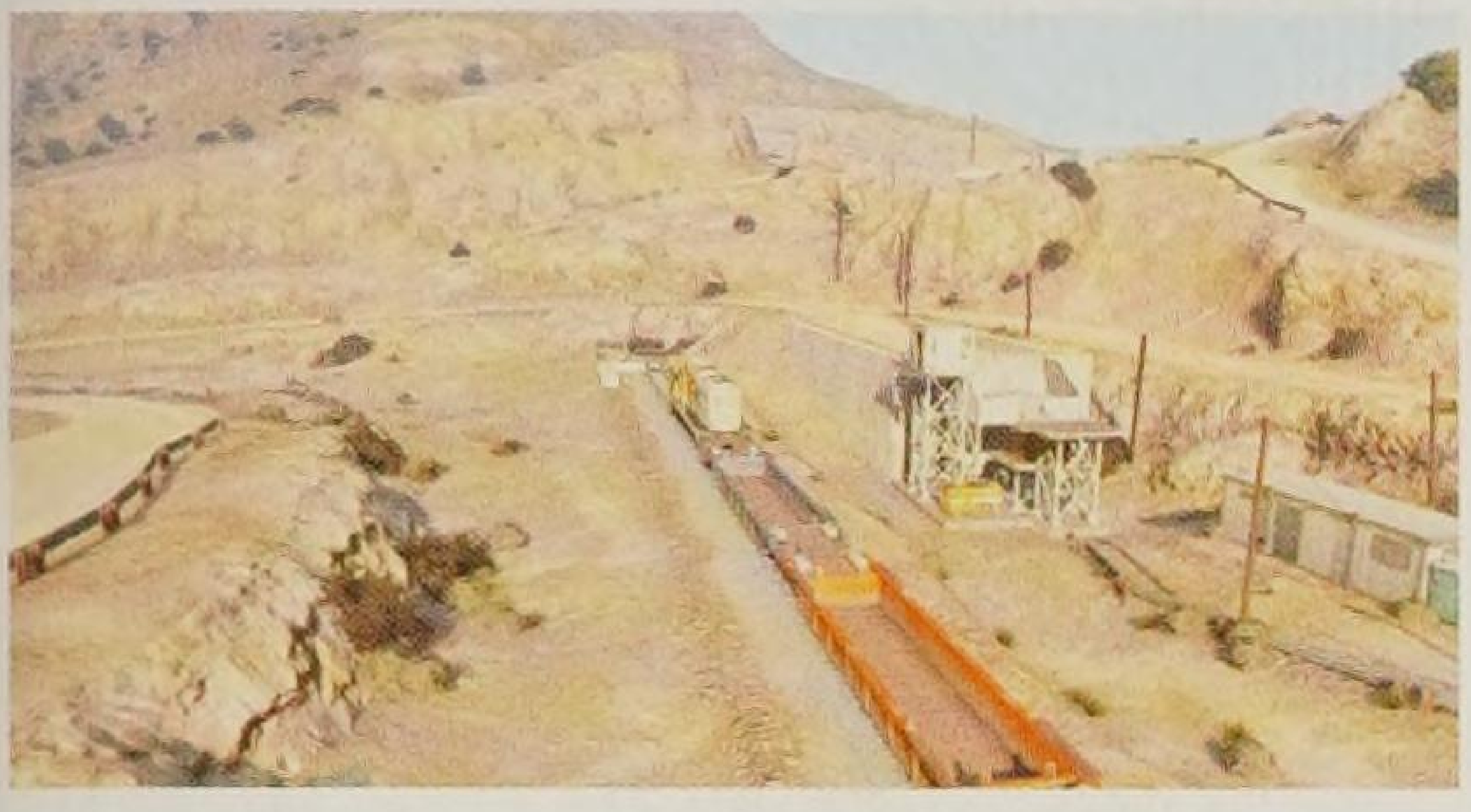






Use the signal box.

Approach the signal box and press the button indicated onscreen to change the sidings. Your character pulls the lever that switches the rails, leading trains from the main track to the siding.



Wait for a train to stop in the siding.

Check your radar. The blue blip indicates an approaching train. Wait until the train appears, then switch to Trevor as the locomotive rolls to a stop.

Pick up the freight engine.

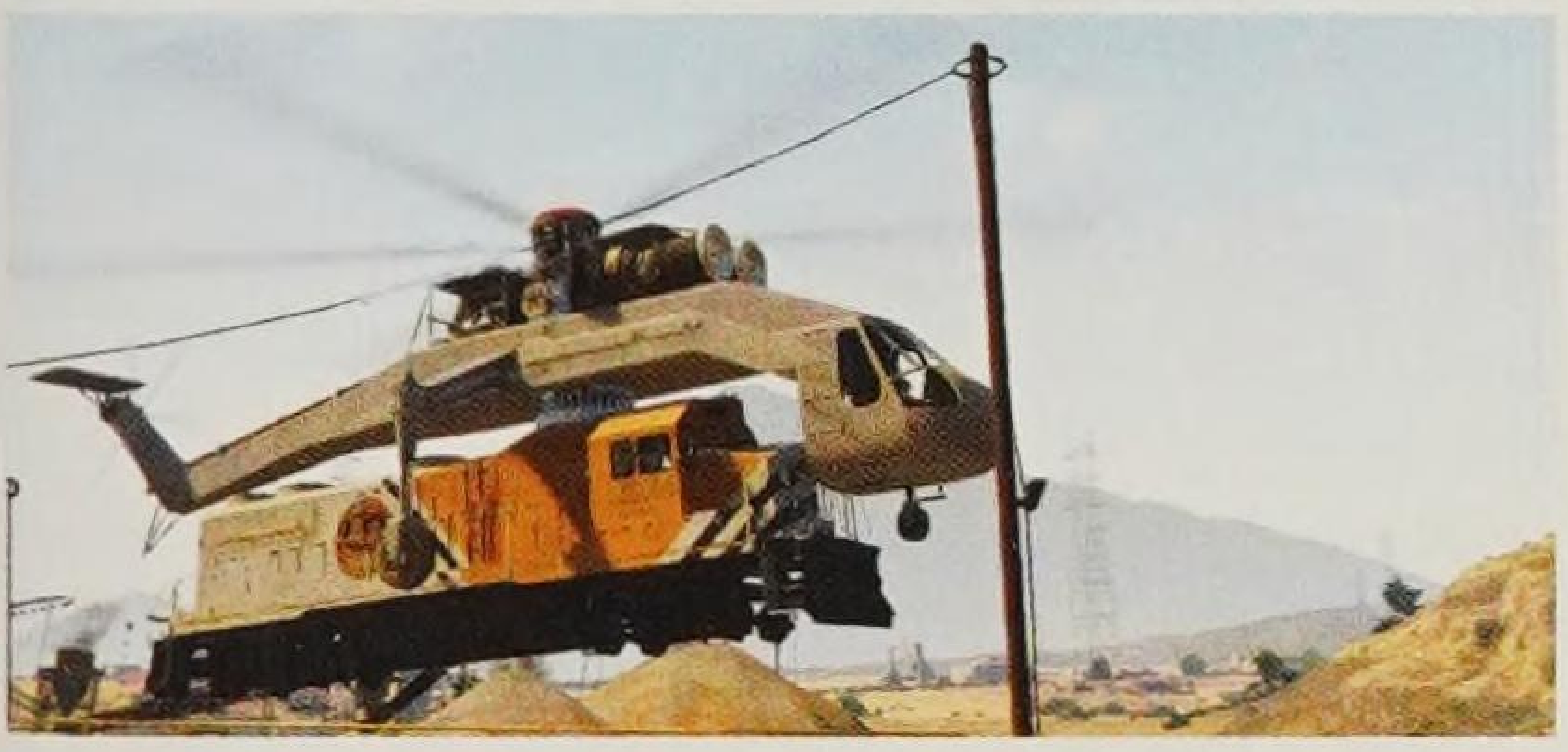
Fly the sky crane helicopter directly over the train engine in the siding and lower onto it. Press the button indicated to activate a powerful electromagnet that picks up the engine.

Take the freight engine to Trevor's airfield.

Fly toward the yellow blip marking Trevor's airfield. Then lower the engine over the trailer and press the button to deactivate the magnet and release the engine. It's tricky flying, so be patient.

Repeat the process with a flatbed carriage.

Now fly back to the siding and use the sky crane's electromagnet to pick up one of the flatbed cars (the blue radar blips). Bring it back to Trevor's airfield and release it onto another truck trailer to complete the prep mission.



Mission Completion Stats: Sidetracked

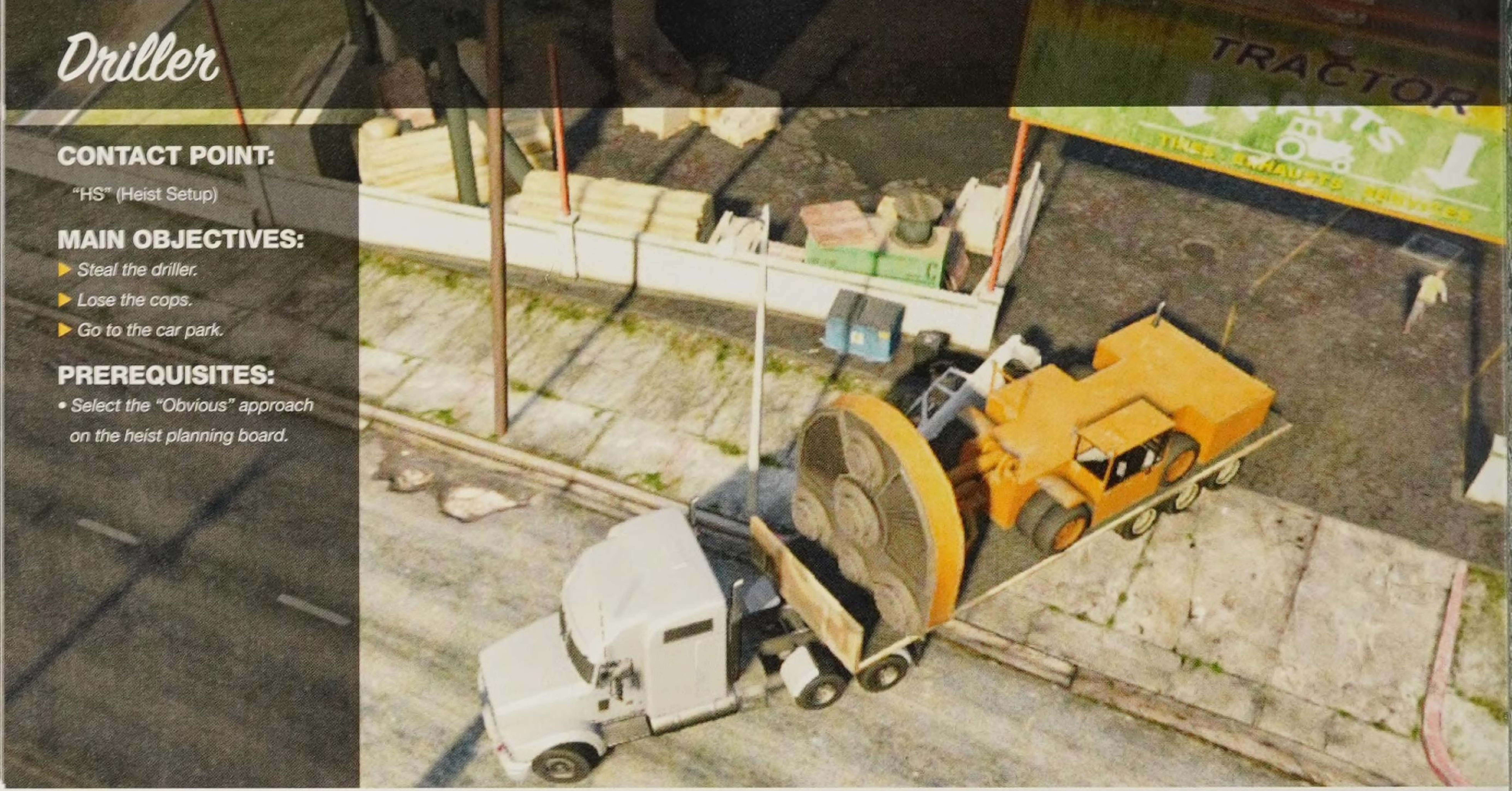
● Time	☑ Complete within 04:30
● Undetected	☑ Steal the train without being detected

Get a driller or head back to the Vanilla Unicorn.

If you complete "Sidetracked" before you complete "Driller," check Lester's text about the arrival of a tunnel driller at a Tractor Parts depot in East Los Santos and go complete that heist setup mission next.

But if you've already completed "Driller," your character automatically calls Lester to report the successful train job and a new **"H"** icon appears on the map at Trevor's strip club. Now you're finally ready for "The Big Score."

Driller


TRACTOR PARTS
TIRES · EXHAUSTS · SERVICES

CONTACT POINT:

"HS" (Heist Setup)

MAIN OBJECTIVES:

- *Steal the driller.*
- *Lose the cops.*
- *Go to the car park.*

PREREQUISITES:

- *Select the "Obvious" approach on the heist planning board.*

The "Obvious" Approach

Mission Can Be Triggered By: Michael, Franklin, Trevor

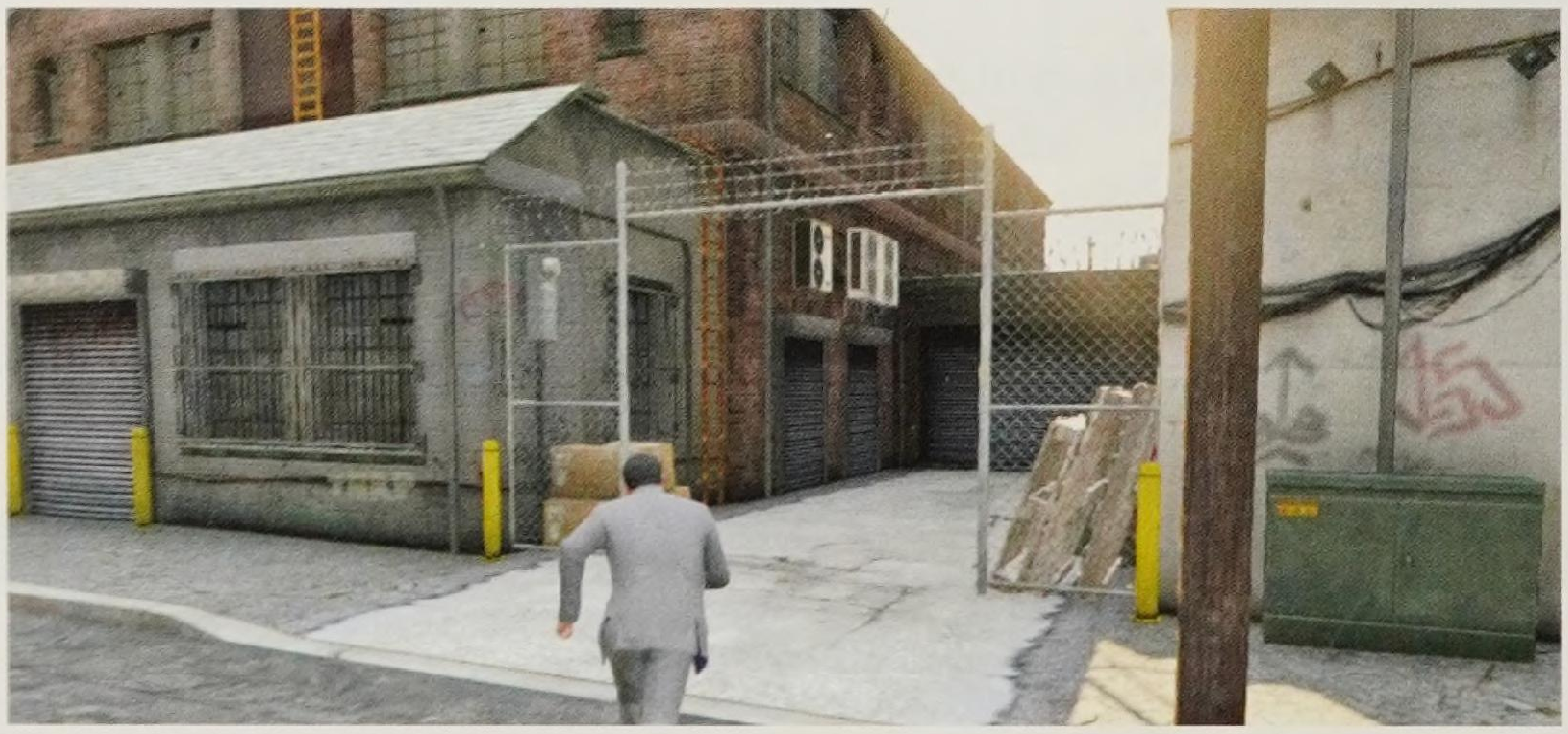
Shortly after the planning board session, Lester texts the crew with news that the tunnel driller has arrived at the Tractor Parts depot in East Los Santos 1. Send any one of your three characters to the **"HS"** icon at that location off of Popular Street. (We recommend Franklin for his special driving ability if you trigger a Wanted Level.) When you get close, the icon changes to a blue blip marking the location of the driller, conveniently located on a flatbed trailer attached to a semi truck for hauling.

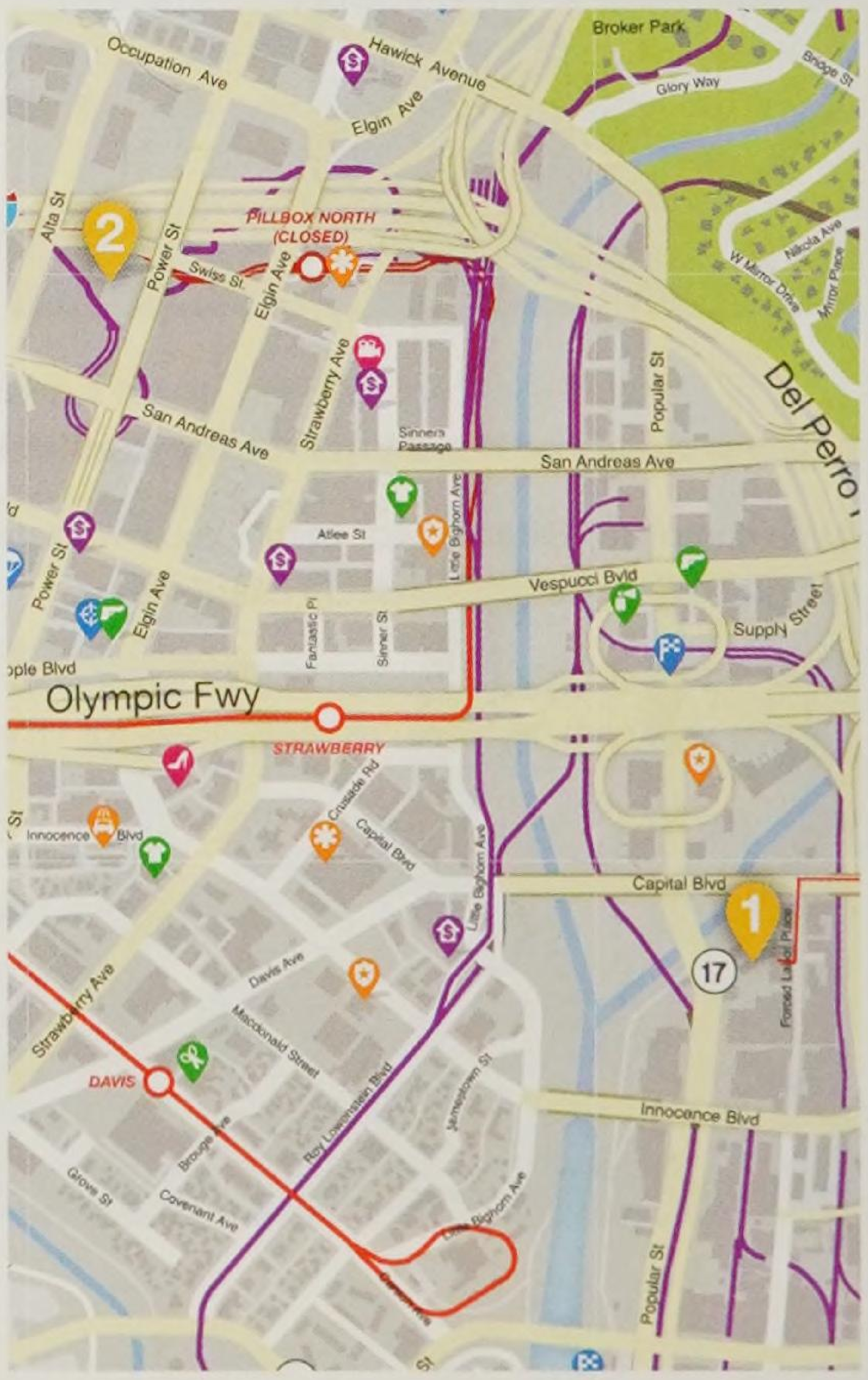
MISSION START

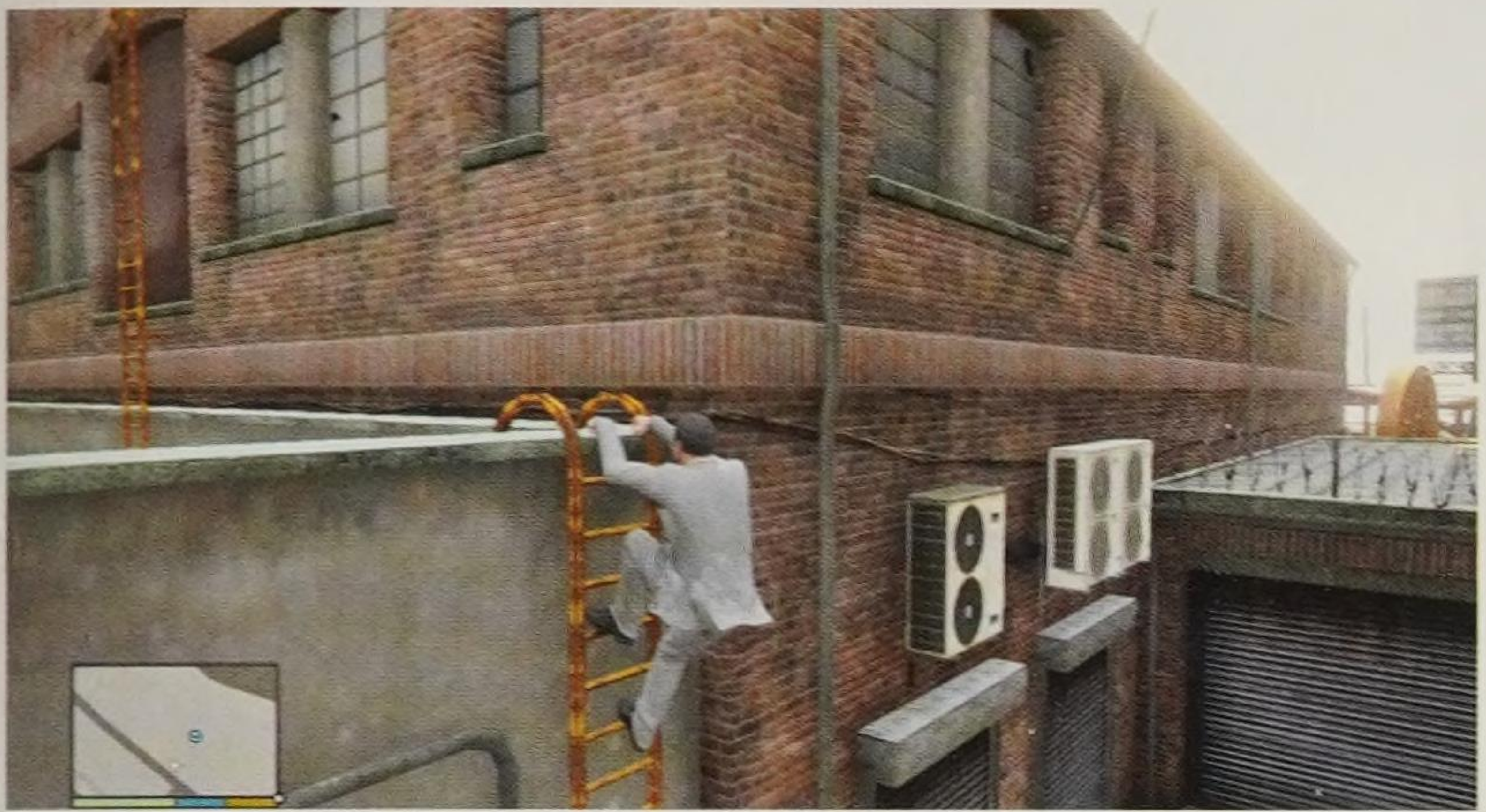
▶ Steal the driller.

The truck with the driller is in a yard with two entrances, each with a security guard posted. A number of workers mill about in the yard, as well. You can run through either entrance and sprint directly to the truck cab, then hop in and drive away. But if you take this approach, the guards give chase and call the cops, triggering a two-star Wanted Level.

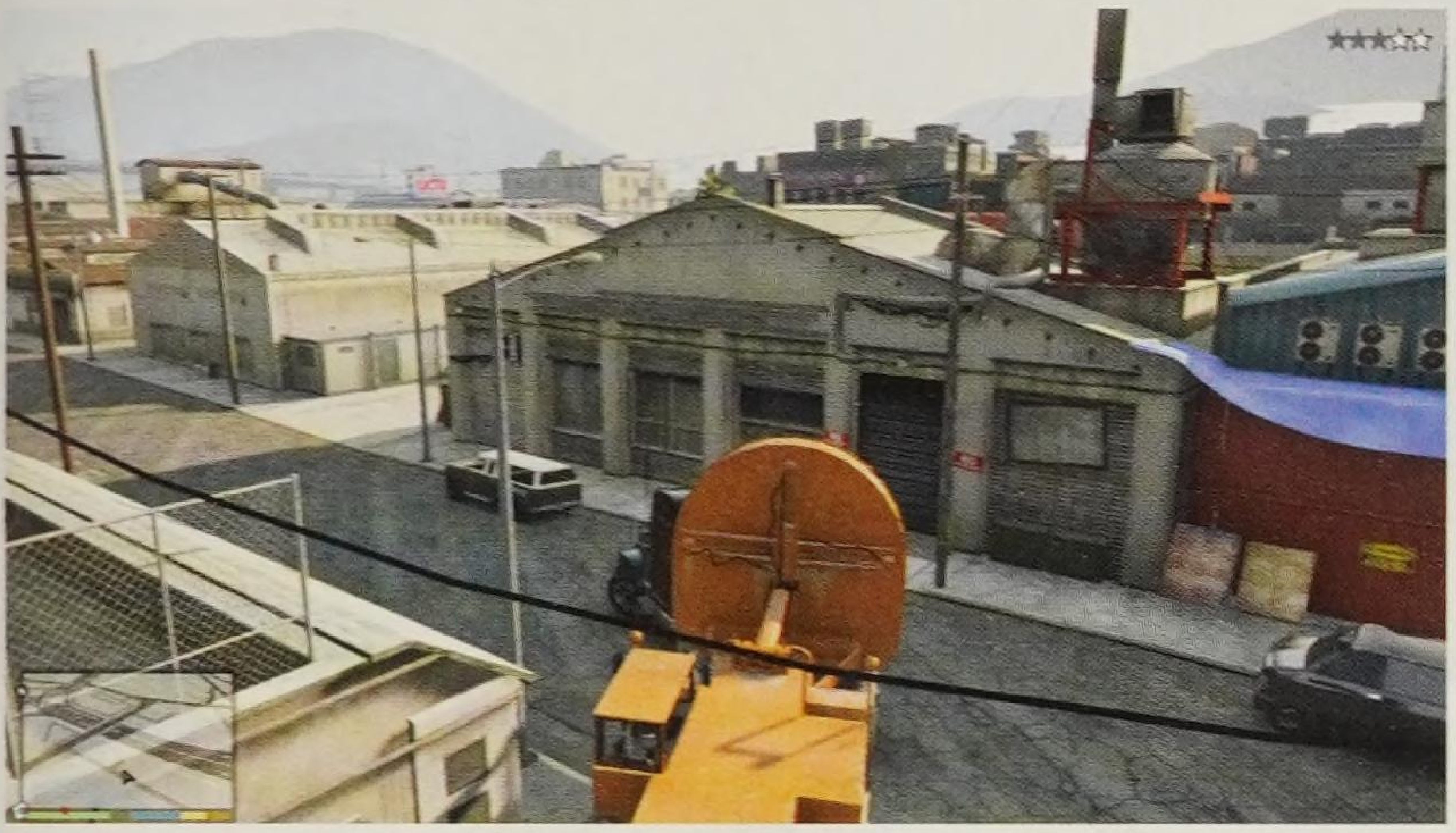
One of the Gold Medal requirements is to steal the truck without being detected. To take a stealth approach, drive to the east side of the Tractor Parts yard and park on Forced Labor Place. (You see the Fridgit plant at the end of the street.) Get out of your car and walk through the open gate in the chain-link fence. Climb the ladder on the left, then climb the next ladder to the roof.




Broker Park
Occupation Ave
Hawick Avenue
Glory Way
Bridge St
Elgin Ave
Alta St
2
Power St
PILLBOX NORTH (CLOSED)
Swiss St
Elgin Ave
W Mirror Drive
Nikola Ave
Mirror Place
Strawberry Ave
Popular St
Del Perro
San Andreas Ave
Sinners Passage
San Andreas Ave
Atlee St
Little Bighorn Ave
Vespucci Blvd
Power St
Elgin Ave
Fantastic Pl
Sinner St
Supply Street
Olympic Fwy
STRAWBERRY
Crusade Rd
Capital Blvd
Innocence Blvd
Little Bighorn Ave
Capital Blvd
1
17
Forced Labor Place
Davis Ave
Macdonald Street
Strawberry Ave
DAVIS
Roy Lowenstein Blvd
Jamestown St
Innocence Blvd
Brouge Ave
Grove St
Covenant Ave
Little Bighorn Ave
Popular St



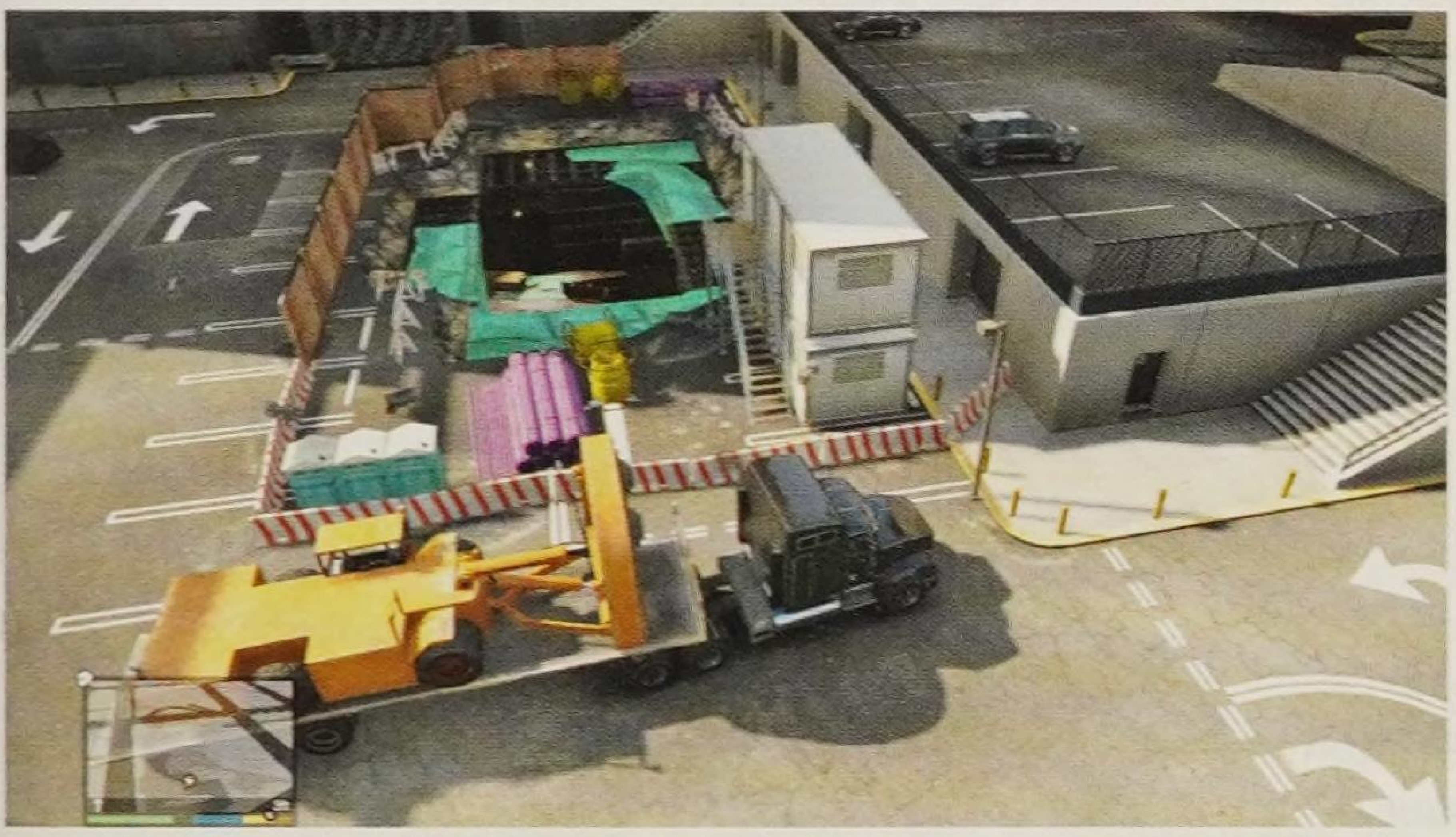
From the roof, you can start picking off the workers and guards with a Sniper Rifle. Or, you can work your way around the yard, trying for stealth takedowns.



▶ Lose the cops.

As mentioned earlier, if you do get detected, a Wanted Level is triggered. After you hop in the truck, turn left to exit the yard via Forced Labor Place instead of turning right, which leads to where all the cops are arriving on Popular Street. Turn left again onto Forced Labor, then right onto Capital Boulevard (as shown on our mission map).

Losing close police pursuit in such a big, unwieldy vehicle isn't easy, but this route gives you a nice head start. Remember that you can easily ram through cop-car barricades and get up to full speed on freeways, too.



▶ Go to the car park.

When the Wanted Level stars (if any) finally disappear, your character automatically calls Lester, who tells you to deliver the driller directly to the Union Depository's parking lot ②, a bold move. Follow the yellow route to the lot and drive into the destination marker next to the excavated Metro hole. Get out of the truck to complete the setup mission.

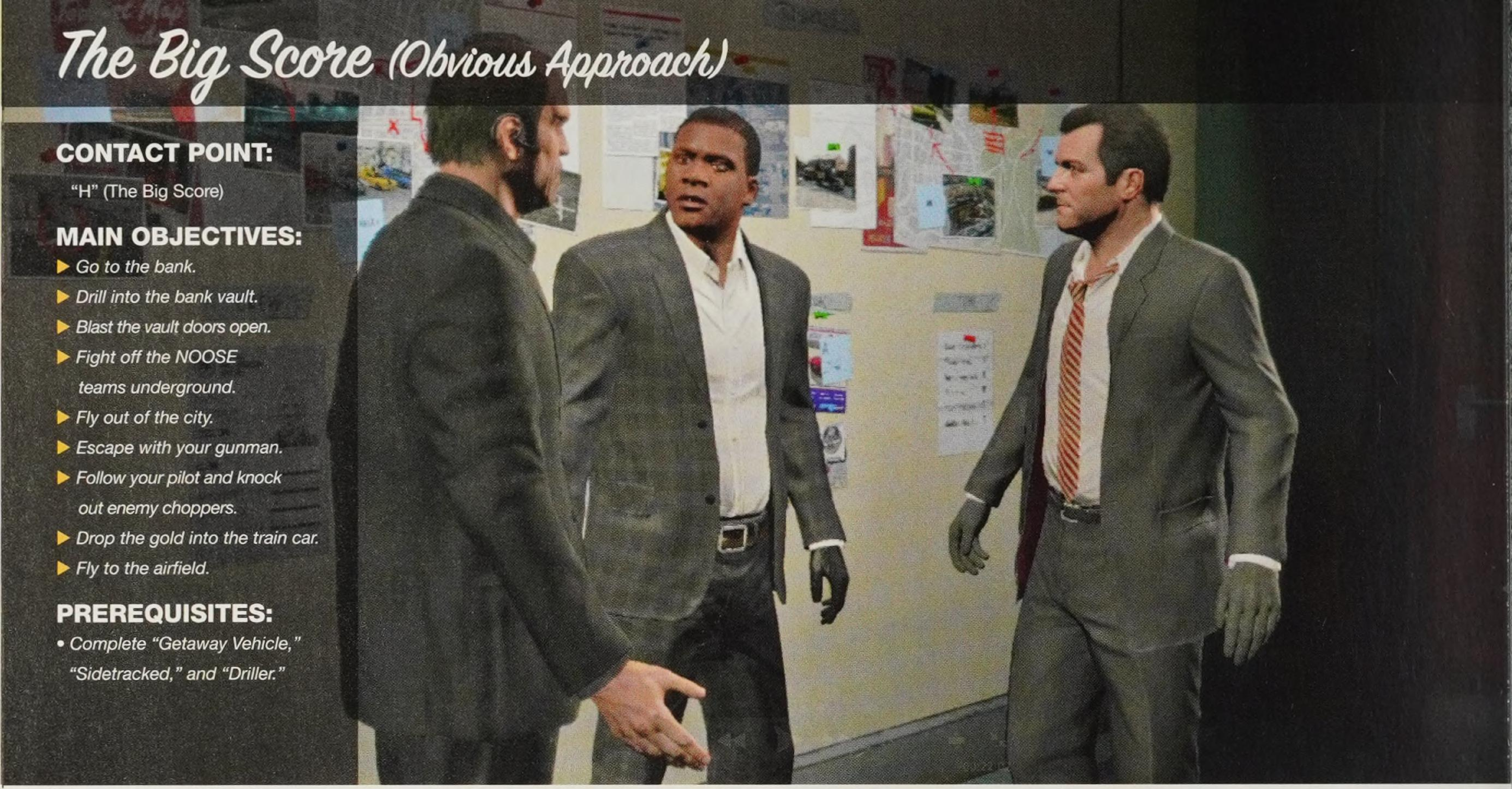
Mission Completion Stats: Driller

100%

- ● Mission Time — ☑ Complete within 05:00
- ● Sneak Thief — ☑ Steal the Cutter without being detected

Head back to the Vanilla Unicorn.

When you complete "Driller," your character automatically calls Lester to report the success and a new **"H"** icon appears on the map at Trevor's strip club. Now you're ready to take "The Big Score," at last.



The Big Score (Obvious Approach)

CONTACT POINT:

"H" (The Big Score)

MAIN OBJECTIVES:

- Go to the bank.
- Drill into the bank vault.
- Blast the vault doors open.
- Fight off the NOOSE teams underground.
- Fly out of the city.
- Escape with your gunman.
- Follow your pilot and knock out enemy choppers.
- Drop the gold into the train car.
- Fly to the airfield.

PREREQUISITES:

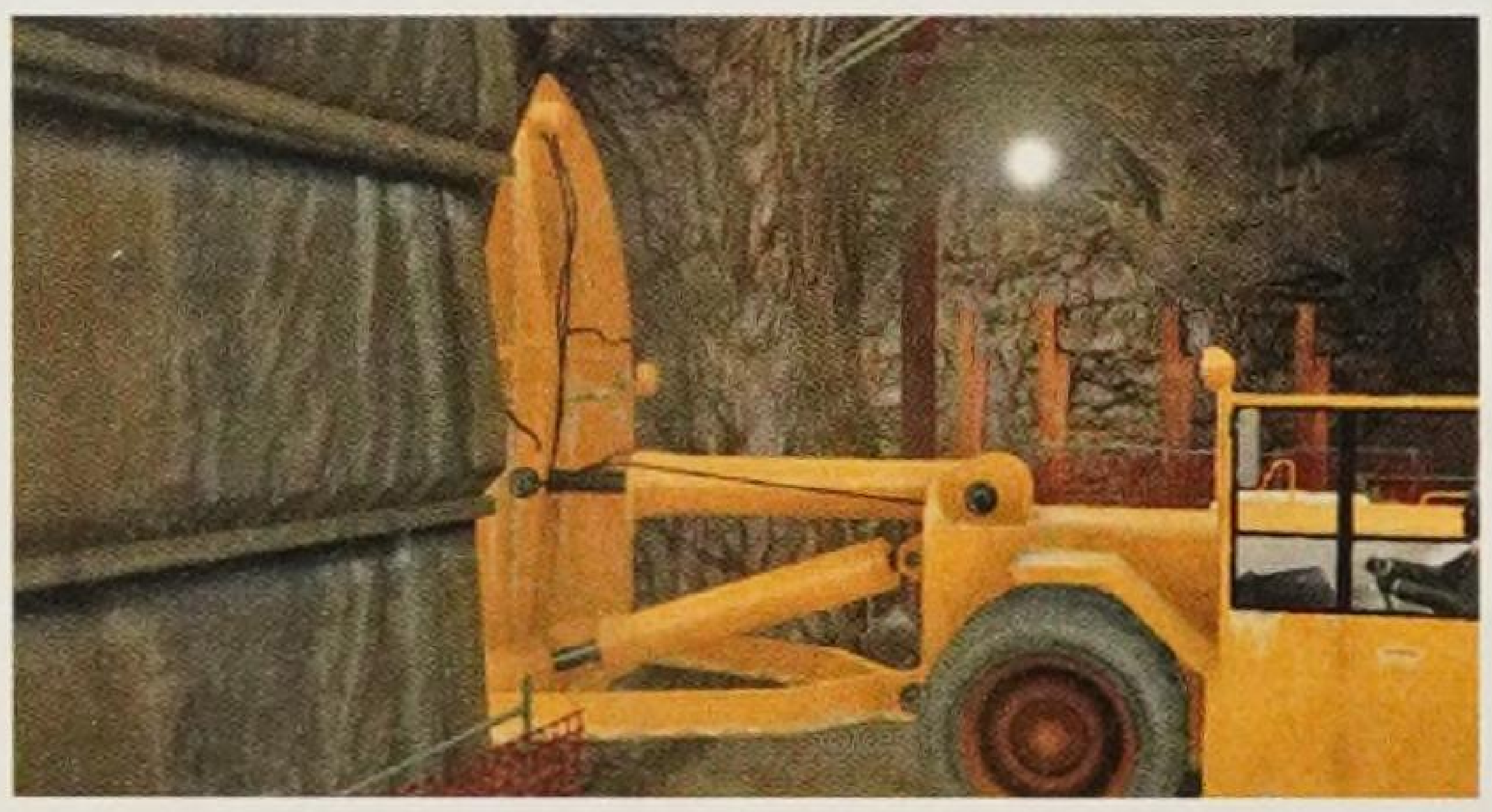
- Complete "Getaway Vehicle," "Sidetracked," and "Driller."

Mission Can Be Triggered By: Michael, Franklin, Trevor

Follow the **"H"** icon with any character to the entrance of the Vanilla Unicorn ①. (We recommend using Trevor to see the fullest cutscene.) The guys meet Lester and change into their heist gear. Fired up, they head off to their posts: Michael to the bank, Trevor and Lester to the chopper, and Franklin to the cutter drill.

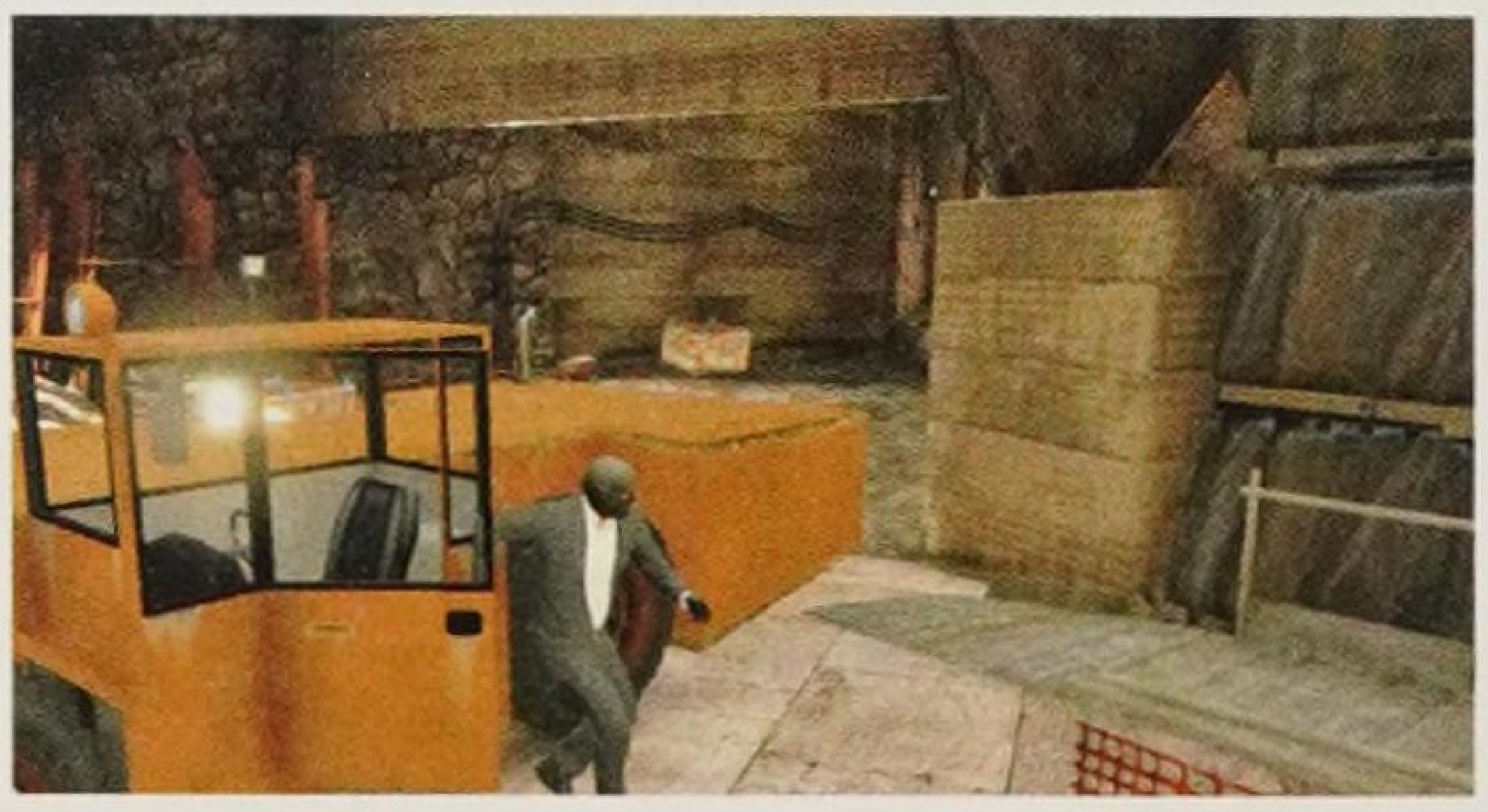
Michael: Go to the bank.

After the introductory scene ends, you control Michael. Get in the car and follow the yellow route to the destination marker at the front entrance of the Union Depository ②. There, Michael meets his gunman crew choice. You automatically switch to Franklin in the HVY Cutter directly below Michael in the Metro tunnel excavation.



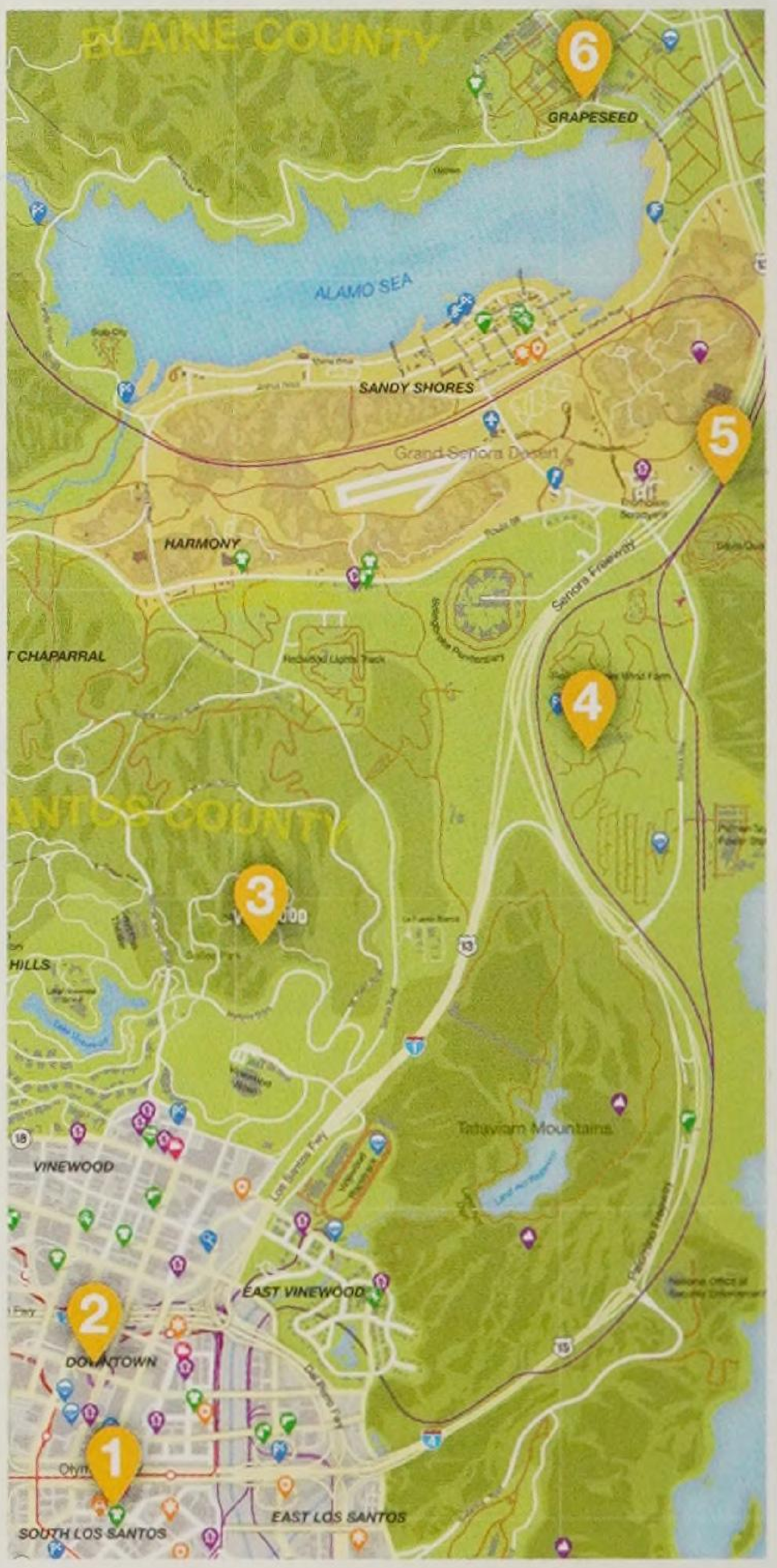
Franklin: Drill through the wall into the bank vault.

Steer the cutter forward, then veer rightward to the wall section marked by the yellow blip on your radar. Use the controls shown onscreen to activate the cutter blades and start chewing through the earth. This triggers a cutscene: the drill tears through the wall into the bank vault.



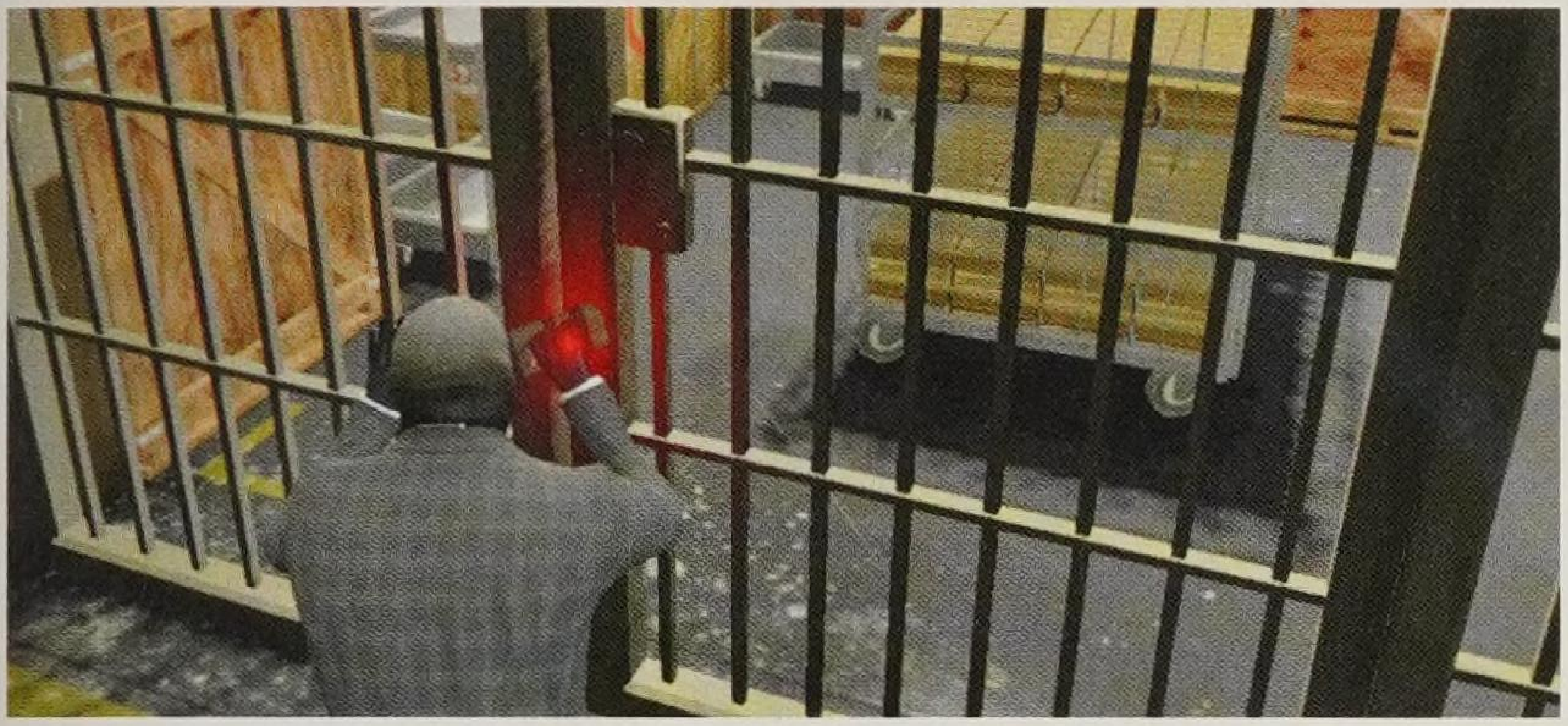
Park the cutter by the wall.

Now you need vault access, so back the cutter out of the hole you just drilled and park it out of the way, in the spot marked by the new yellow blip. As you do so, Lester reports that the vault's seismic activity detectors have locked down the main door, cutting off vault access from inside the bank. This is good, but Lester adds that security teams may show up in the tunnels behind Franklin.



▶ Use explosive charges to blast open the vault doors.

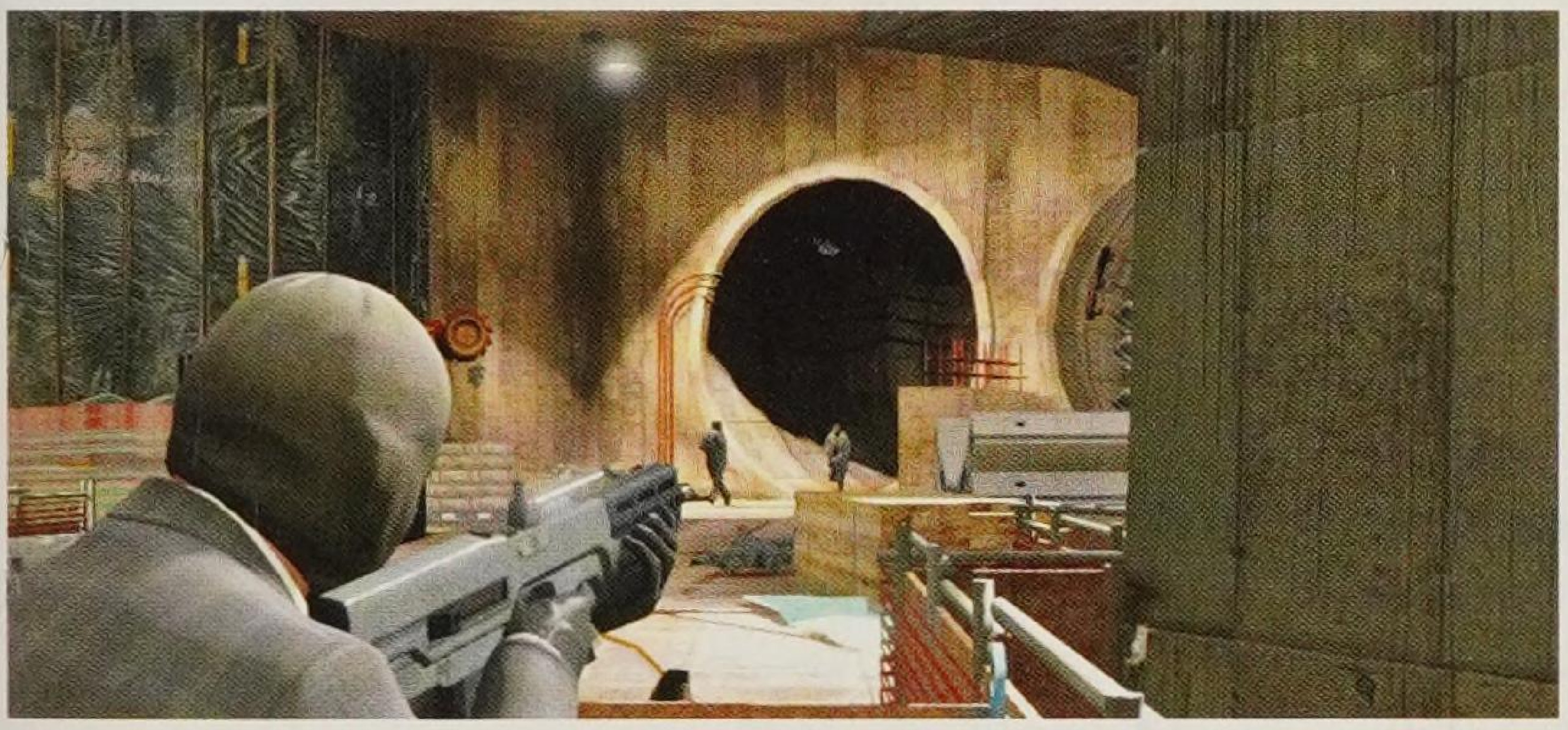
When the vehicle is in the right spot, you get a new objective. Hop out of the cutter and hurry through the drilled hole to the first two vault doors, each marked as a yellow blip on radar. Gold bars are stacked on carts behind each one. Open your weapon wheel and select Sticky Bombs, then place one on each door. Stand back and detonate the charges.



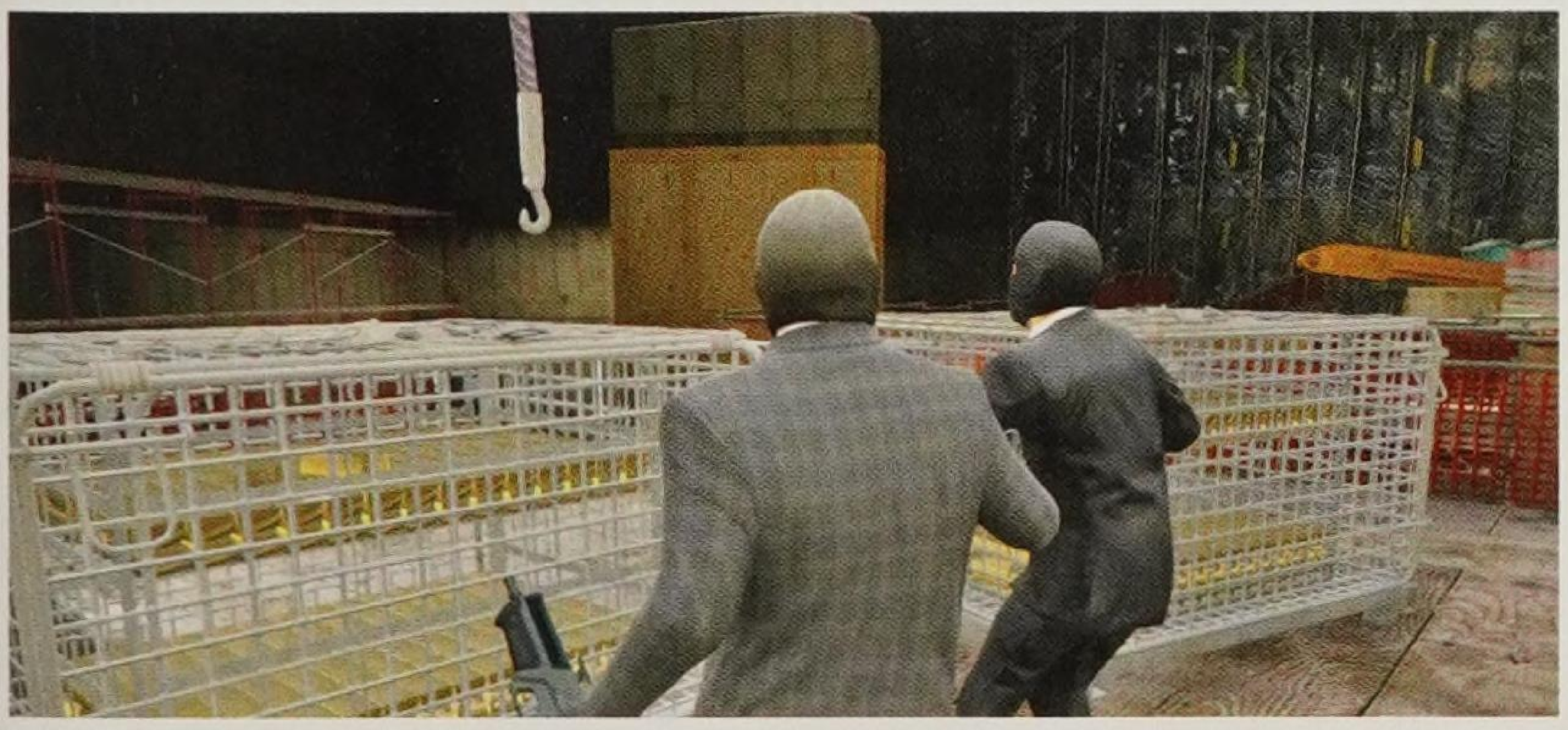
▶ Fight off the NOOSE teams.

Now Franklin's crewmember begins his job rolling both of the heavy, gold-laden carts out of the vault and underneath the excavated hole for helicopter pickup. Unfortunately, NOOSE tactical teams start closing on your position from the tunnels. Franklin must now fight off these hostile teams.

Take cover and check your radar for red blips. The first team emerges from a tunnel to the right. Take them out, then rush past the cutter to meet a NOOSE team emerging from the tunnel on the opposite side. As you fight, note that the take amount shown in the lower-right corner is rising steadily! If you can hang on, this truly will be a big, big score.

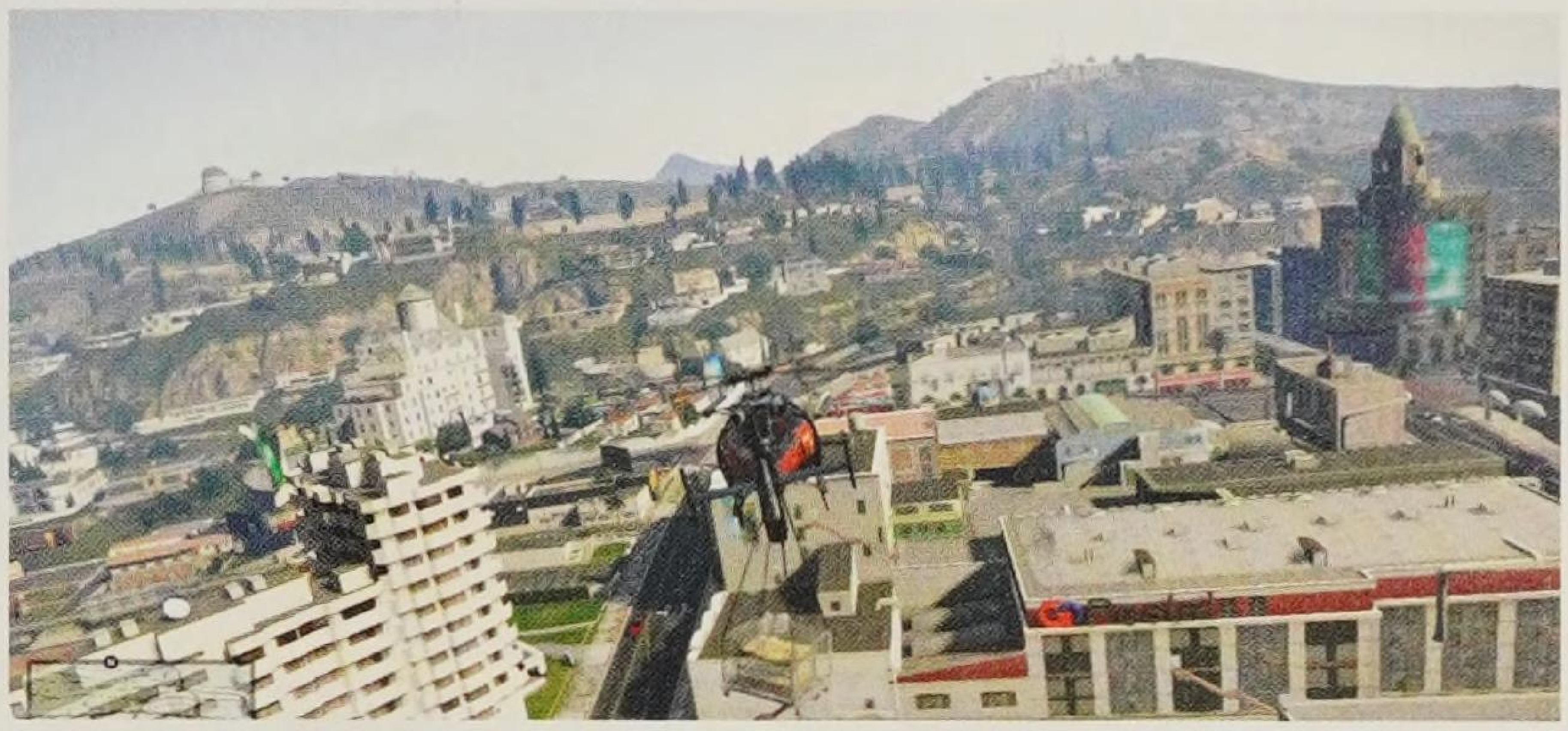


Shortly after you eliminate the second NOOSE team, a cutscene shows the two helicopters arrive: Franklin hooks a winch from one chopper to the first gold-filled crate. But another NOOSE team attacks from inside the vault and the battle is on again. Trevor then reports NOOSE units rappelling into the tunnel, and he has to pull his chopper out. Turn to face this new threat as gunmen drop down and deploy near the drill. When you take out the last of these attackers, you're prompted to switch to Trevor.



▶ Trevor: Fly out of the city.

Trevor is hauling a crate of gold with his helicopter; your crew's driver pilots the other chopper, carrying the other crate. Lift upward, then simply head for the hills in the distance. The heavy load makes the controls a bit balky; try not to overcorrect when you drift. You're then prompted to switch to Michael.



▶ Michael: Escape with your gunman.

Michael is now fighting his way across the plaza in front of the Union Depository with the other gunman crewmember. Note that you have a brutal five-star Wanted Level now. It doesn't get any hairier than this, but remember—Michael's special time-slowing ability is a great equalizer in such a battle. As always, go for headshots when time slows to keep your ability bar filled. When you reach the plaza's far end, a police chopper suddenly glides across your path. Try to nail the pilot to take it down quickly.

Follow Your Crew

As Michael flees the bank, the escape path is marked by his crew's progress. Keep following them! If you lose sight of your team, head toward their blue blips on radar.

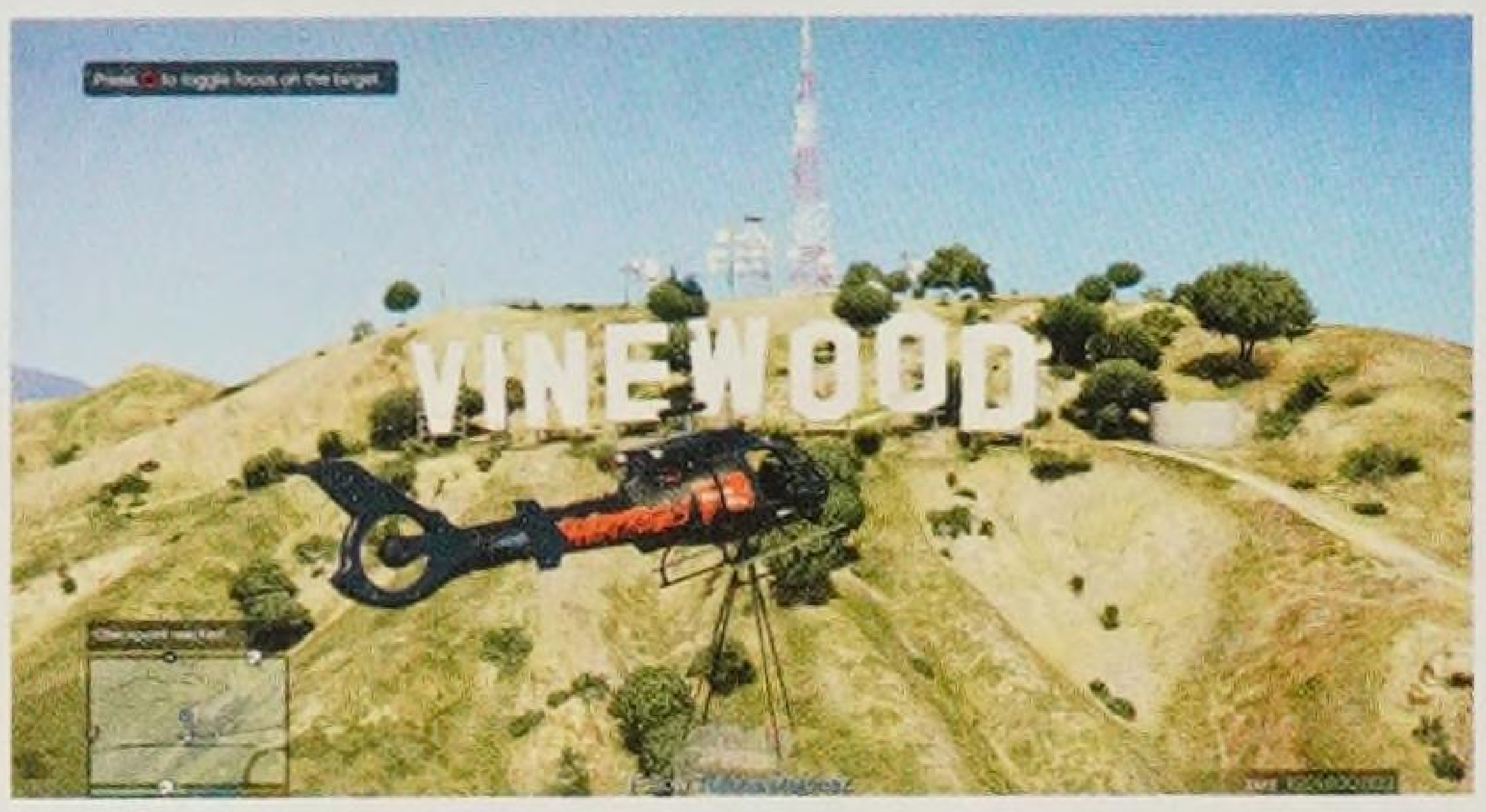
Follow your crew downstairs and meet up with Franklin. Then fight your way across the long walkway connecting the bank to the Arcadius Business Center, across the street. Switch back and forth between Michael and Franklin to get better shots at enemies on the way. Use your high vantage point to pick off cops on the streets below. Stick with your crew as they advance along the walkways then back upstairs to the Arcadius plaza with the big sculpture.

Here, another police helicopter banks hard around the building and makes a pass overhead. This chopper's shooters are particularly deadly, so stay behind cover until you get a good shot angle, then activate Michael's special ability and nail the gunmen and pilot. Fight across the Arcadius plaza and descend the stairs on its opposite side. Follow the walkway all the way around to a staircase that descends to the street. Then turn left and run down the ramp into the parking garage where you stashed your getaway car earlier.

Your ground team is almost free now. But several NOOSE units roar into the garage in their armored SUVs so take cover behind pillars and take them out. When you finally eliminate this last threat, hop into your getaway car and drive out of the garage.

▶ Lose the cops!

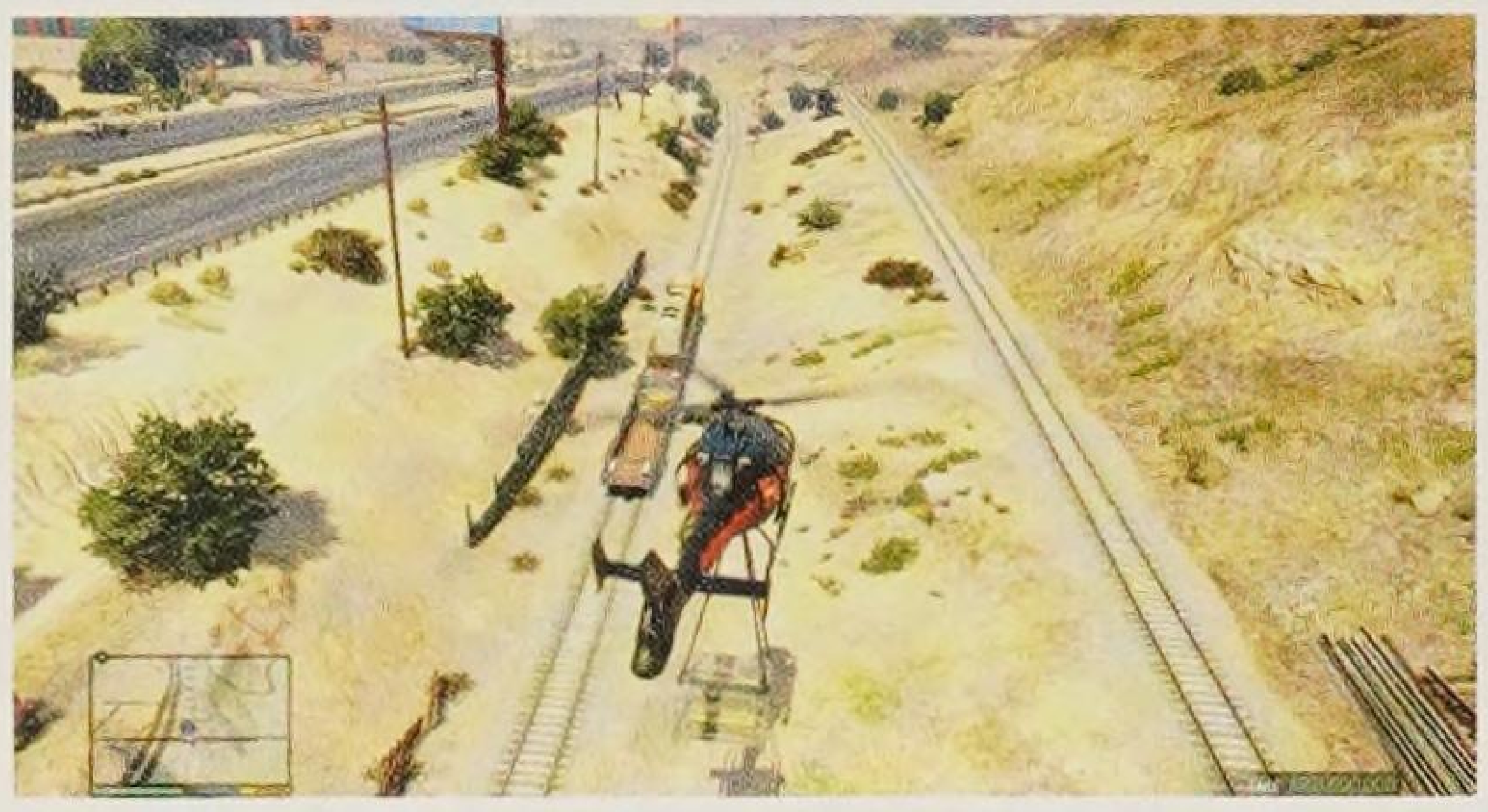
This is a brutal five-star Wanted Level, but if you souped up your ride at the mod shop earlier, you have a chance to outmaneuver and outrun your pursuit. When you finally get clear of the cops, Michael checks in with Trevor, who is running into some Merryweather entanglements.



▶ Follow your pilot and target the Merryweather choppers.

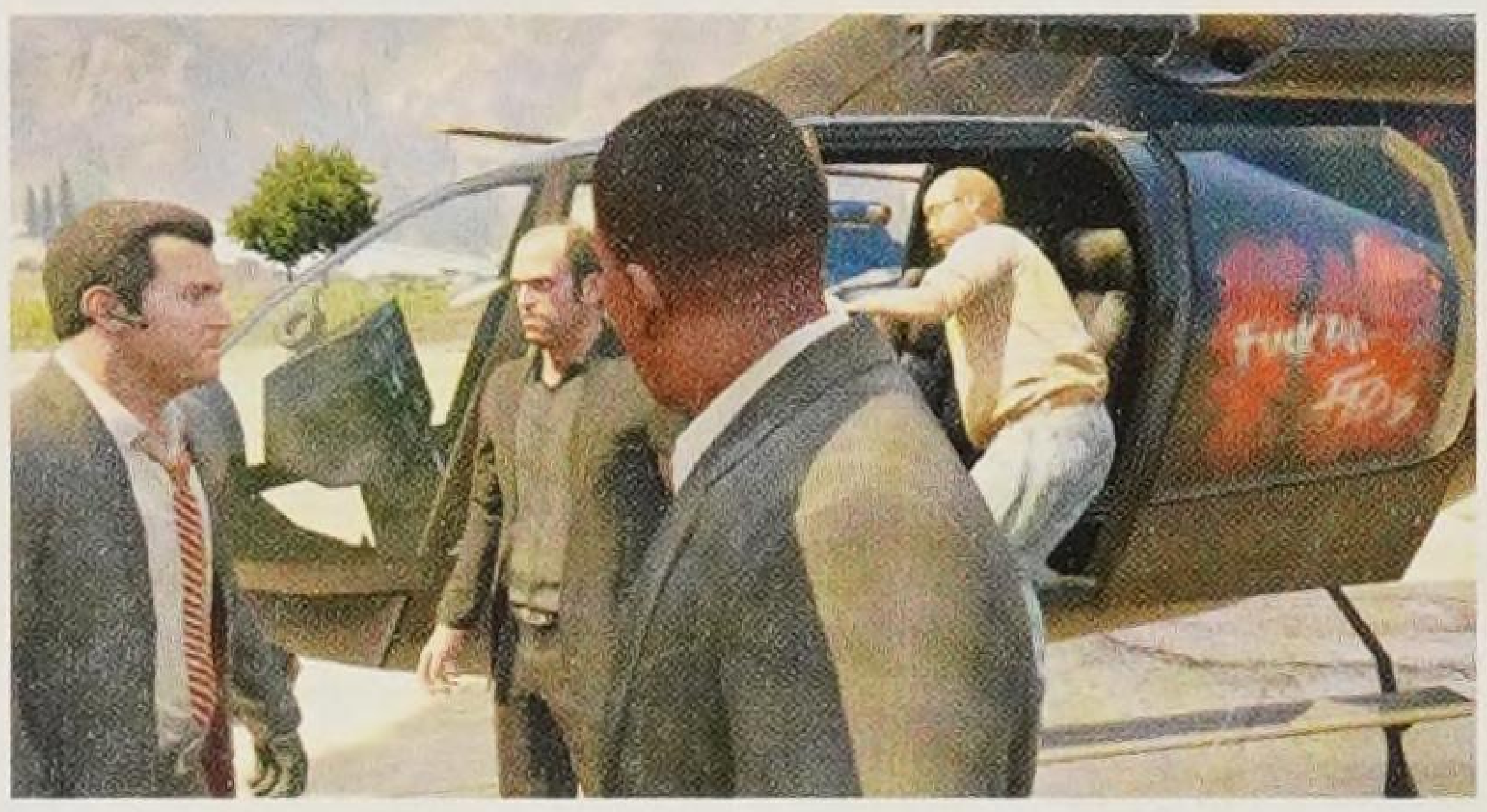
Switch to Trevor now! Stay on the tail of your team's other chopper as you climb over the iconic Vinewood sign ③. Lester reports that three Merryweather choppers are just over the hill, blocking your way to the hijacked train where you'll drop the gold crates. Lester grabs an RPG and you get instructions: help Lester target the enemy choppers by flying close to them at the same height level. If you do this, Lester picks off the Merryweather birds one by one.

The flight path gets tricky as you veer through the Ron Alternates Wind Farm ④ and its spinning windmills atop the hills. As Lester explains, you must destroy all three enemy choppers before you reach the train or else your gold transport is revealed and the job is blown.



▶ Drop the gold into the train car.

Once you get past the windmills, bank to the right and follow the train (the blue radar blip) down the tracks ⑤, an engine pulling a single flatcar. Maneuver the crate directly over the flatcar and press the button indicated onscreen to drop the crate onto the car.



▶ Land at the airfield.

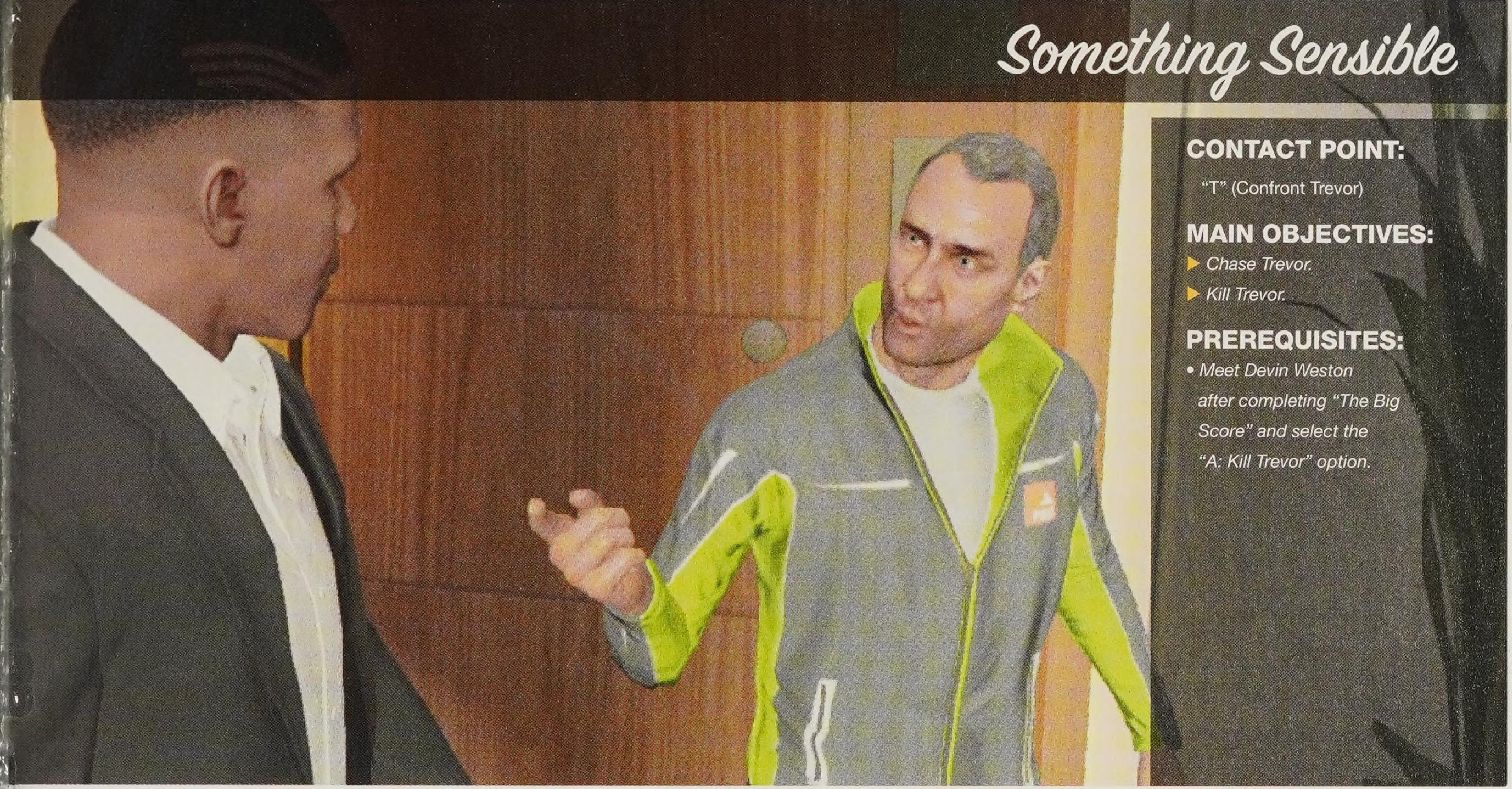
Follow the yellow map blip to McKenzie Field ⑥ up in Grapeseed. Land the chopper on the destination marker to trigger the jubilant mission-ending cutscene: the big one is done, at last. Trevor and Michael join Lester in the chopper to help him get the gold in storage. When the mission ends, you control Franklin.

Mission Completion Stats: The Big Score (Obvious Approach)

● Headshots	☑ Kill 20 enemies with a headshot
● Mission Time	☑ Complete within 16:00
● Cha-Ching	☑ Drop the gold onto the train within 00:30
● Accuracy	☑ Finish with a shooting accuracy of at least 60 percent

Take control of Franklin.

Complete "The Big Score" to automatically take control of Franklin. You can switch to Michael or Trevor for side activities, but they have no more story missions available at this point. A new green "**F**" icon appears on Franklin's map. Follow it to Franklin's safehouse on Whispymound Drive in Vinewood Hills to trigger a disturbing meeting with Devin Weston.



CONTACT POINT:

"T" (Confront Trevor)

MAIN OBJECTIVES:

- *Chase Trevor.*
- *Kill Trevor.*

PREREQUISITES:

- *Meet Devin Weston after completing "The Big Score" and select the "A: Kill Trevor" option.*

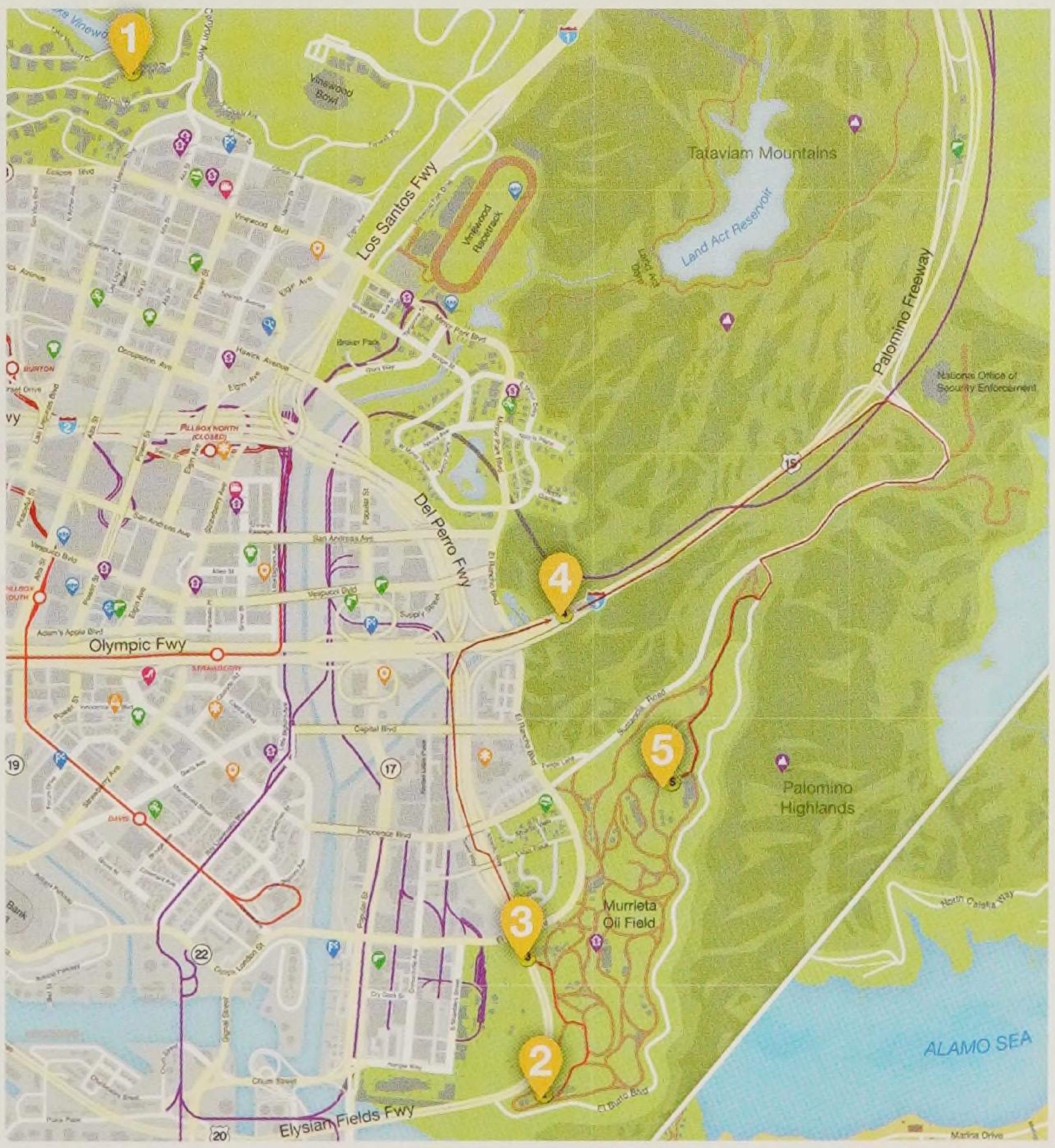
Finale: Franklin's Choice

Mission Can Be Triggered By: Franklin

Franklin already has FIB orders to eliminate the loose cannon known as Trevor Philips. When Franklin follows the green **"F"** map icon back to his Vinewood Hills crib after taking down the Union Depository in "The Big Score," a visitor buzzes at his front door: Devin Weston, who just happens to be jogging through the neighborhood with his personal bodyguards. Devin wants two things: some coconut water to boost his electrolytes and a gang-style hit on Michael De Santa.

After ushering Devin out the door, Franklin faces a momentous decision. His cellphone automatically opens to present the three choices. Franklin can kill either Trevor or Michael… or he can choose "C: Deathwish" and try to save them both. Scroll to your choice and select it.

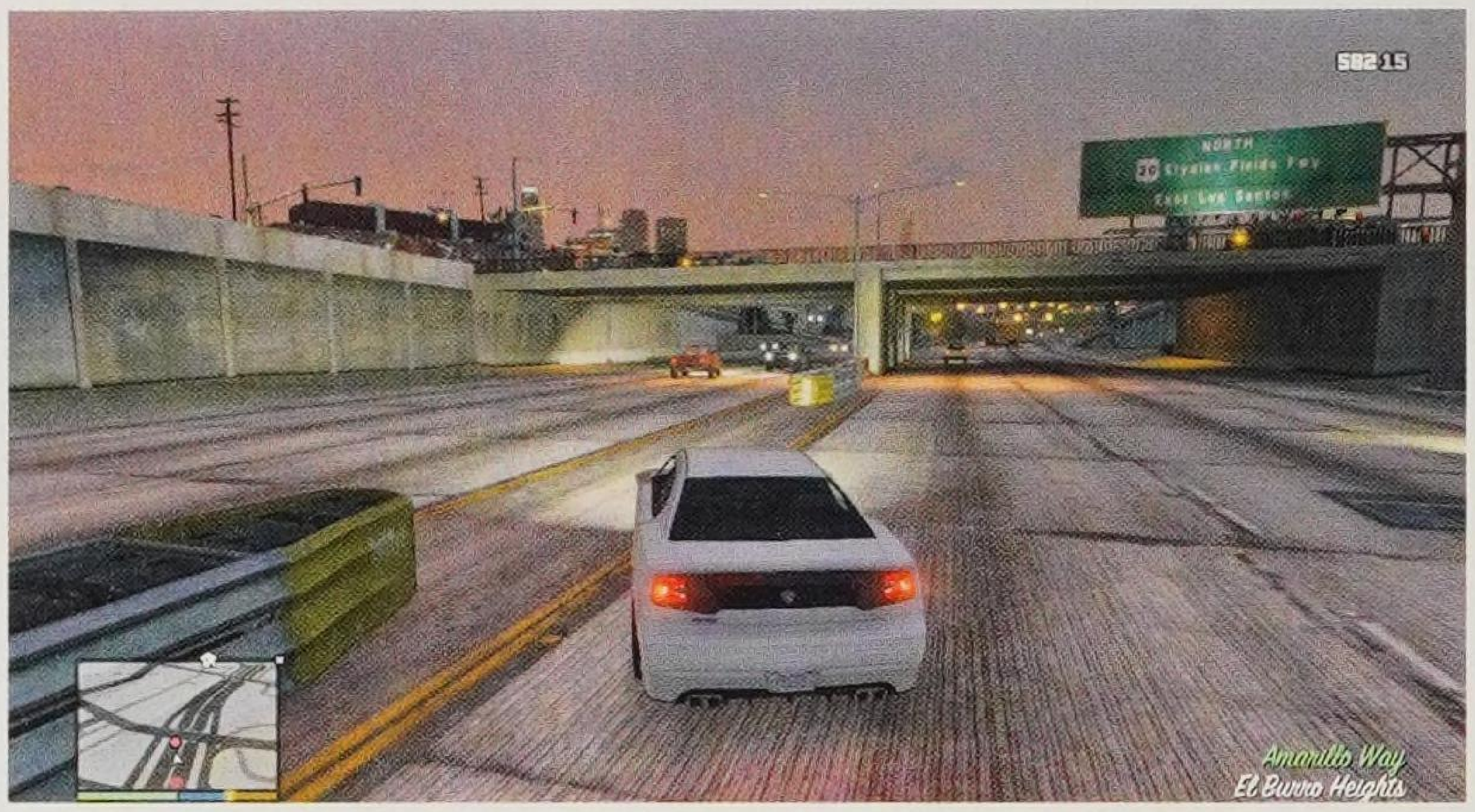
If you select "A: Kill Trevor" after Devin Weston leaves Franklin's house ①, Franklin automatically calls Trevor to set up a private meeting. Trevor suggests an empty lot in El Burro Heights on the east side of town. Then Franklin calls Michael to reveal his plan and ask for help. Send Franklin to the lot ② off El Burro Boulevard, marked by the new **"T"** map icon to trigger a dramatic scene: the unsuspecting Trevor assumes Franklin wants to discuss assassinating Michael, and tries to talk Franklin out of it. When Franklin pulls a weapon on him instead, Trevor flees in his truck.

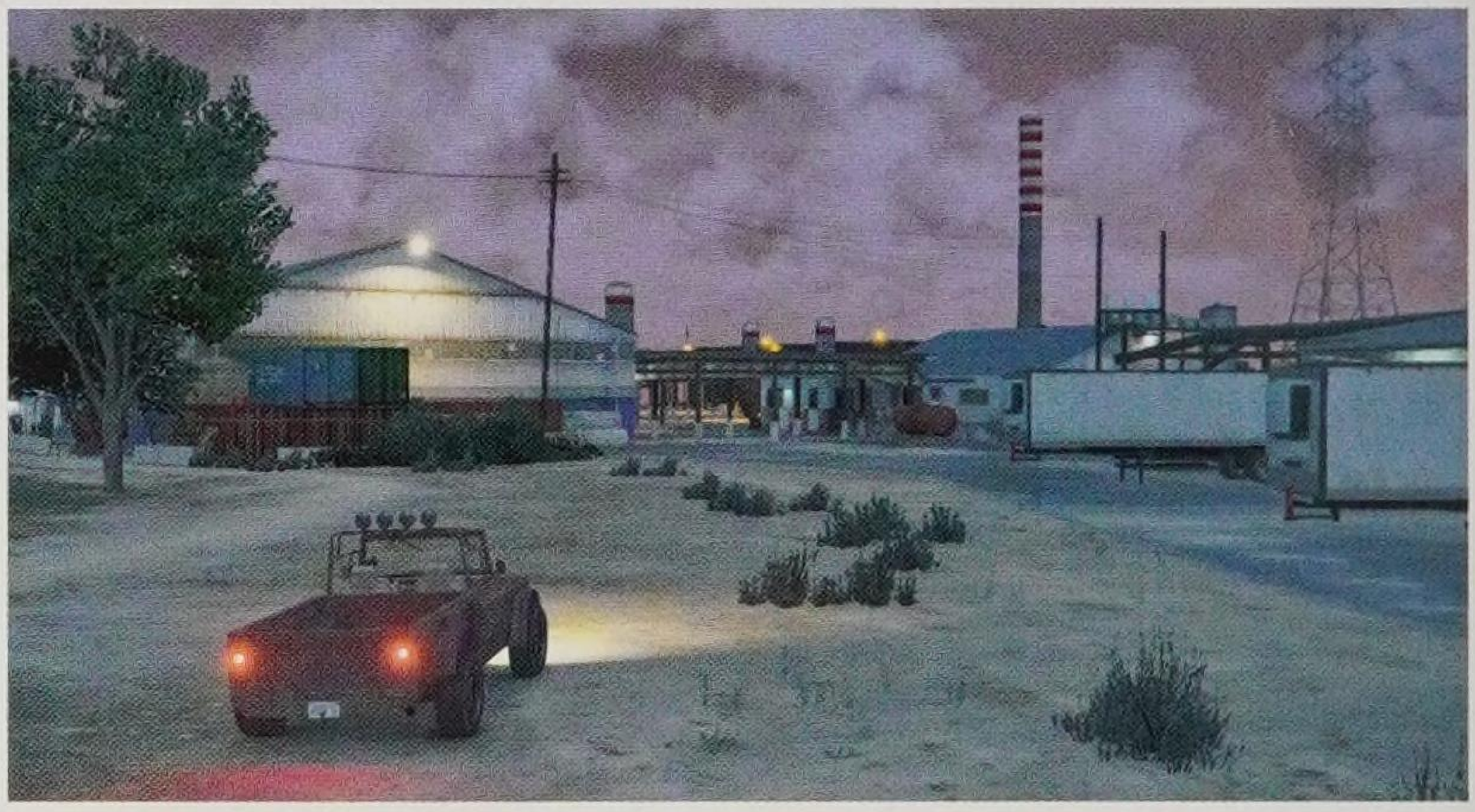

1
Vinewood Bowl
Los Santos Fwy
Vinewood Racetrack
Tataviam Mountains
Land Act Reservoir
Palomino Freeway
National Office of Security Enforcement
Del Perro Fwy
4
Olympic Fwy
5
Palomino Highlands
3
Murrieta Oil Field
2
Elysian Fields Fwy
El Burro Blvd
ALAMO SEA

▶ Chase Trevor.

The red line on our mission map shows the chase route. Franklin can't actually catch or kill Trevor during the chase, but you must stay close enough so you don't lose him. From your starting point ②, Trevor speeds northward through the oil field, then cuts over to the entrance ramp onto the northbound Elysian Fields Freeway ③. He then veers into the oncoming lane, making the chase more difficult.

Staying in the wrong lane, Trevor curves eastward onto the Palomino Freeway ④ and takes the San Andreas State Office exit. Keep following! Franklin gets an incoming call from Michael, who says he's not far away. Stay on Trevor's tail as he speeds past more oil derricks along the two-lane and dirt roads of the Palomino Highlands. Eventually he tries to cut across an oil refinery depot ⑤.

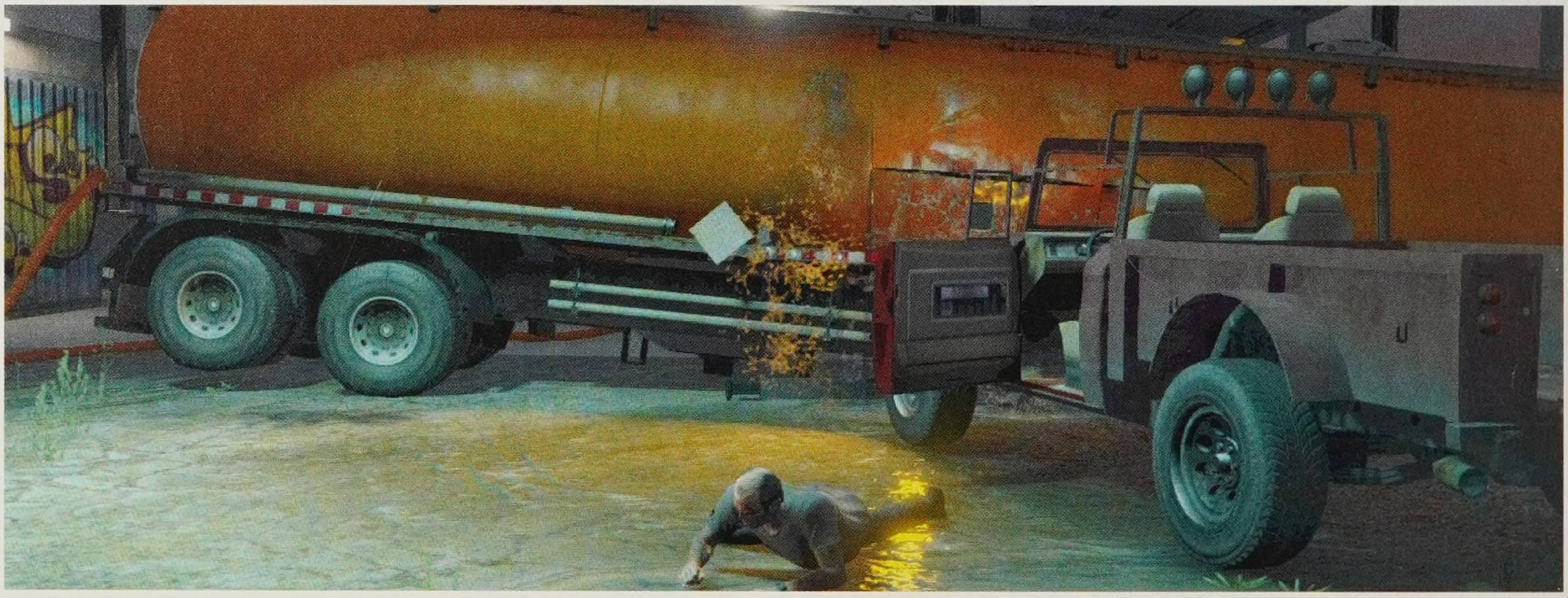




▶ Put down Trevor.

Reaching the oil depot triggers a cutscene: Michael suddenly broadsides Trevor's truck, which slams into a tanker. The rupture spews toxic crude that Trevor sprawls into as he falls from his truck.

Shoot at Trevor to ignite the highly flammable spill. Then watch the game ending as Michael dispenses one last bit of dark wisdom, mentor to student: "Surviving is winning, Franklin… Whatever it takes, kid. Survive."



Mission Completion Stats: Something Sensible

100%

● Judas!

☑ Kill Trevor

The Time's Come

CONTACT POINT:

"M" (Confront Michael)

MAIN OBJECTIVES:

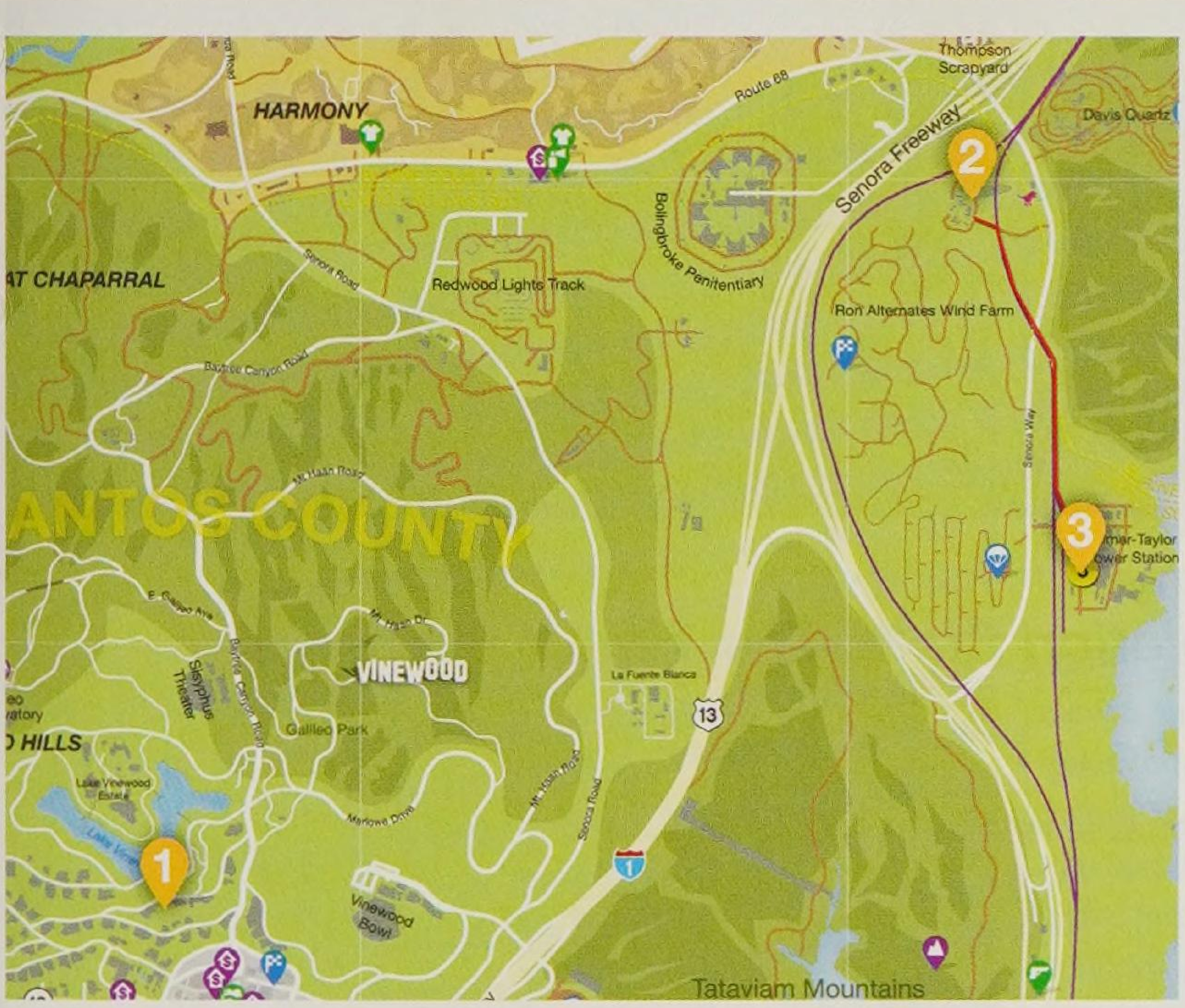
- ▶ Chase Michael.
- ▶ Go to Michael's last known location.
- ▶ Kill Michael.

PREREQUISITES:

- Meet Devin Weston after completing "The Big Score" and select the "B: Kill Michael" option.

Mission Can Be Triggered By: Franklin

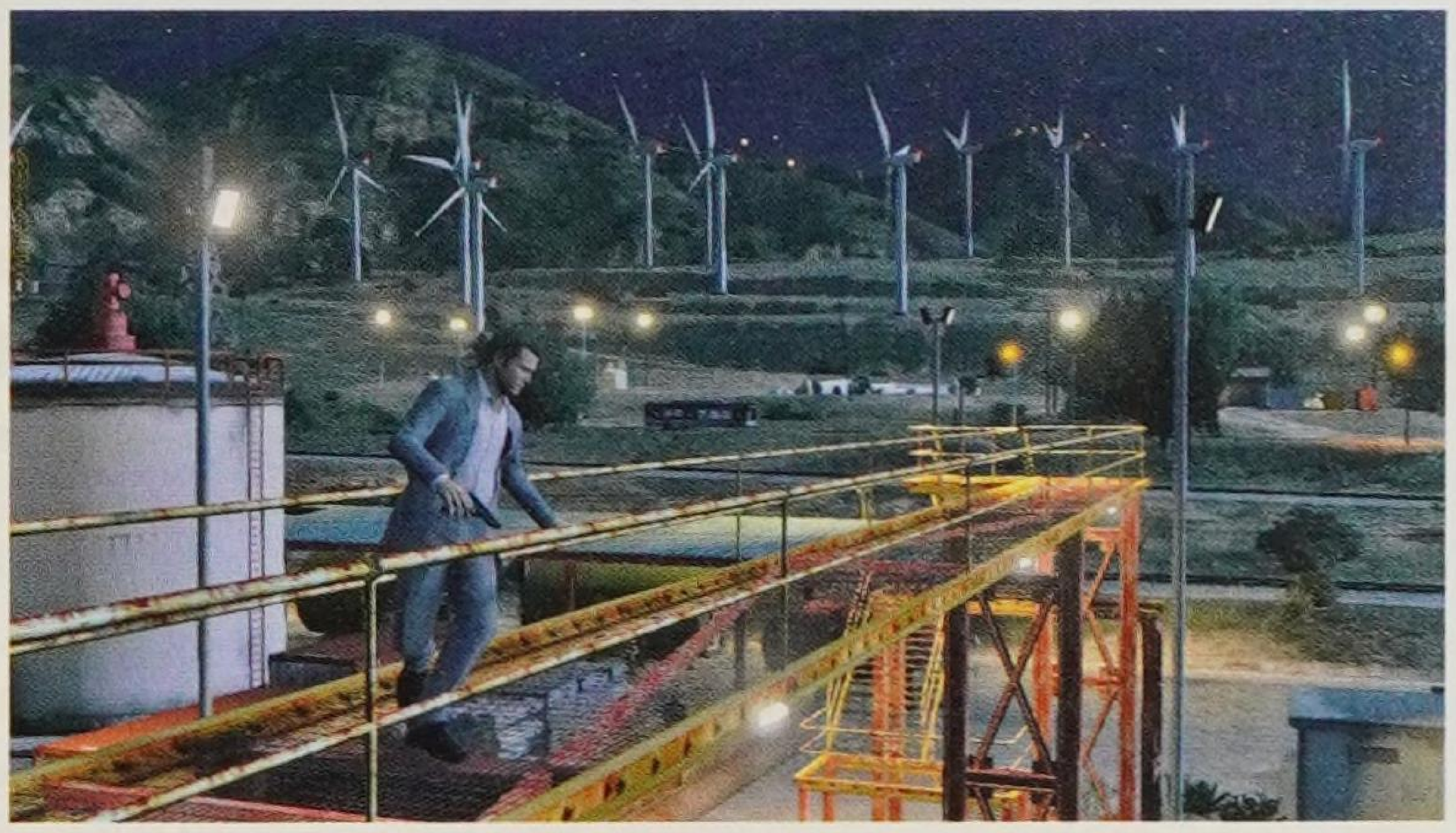
If you select "B: Kill Michael" after Devin Weston leaves Franklin's house ①, Franklin automatically calls Michael to set up a meeting. Then he calls Trevor for help, but Trevor will have no part of a betrayal. Send Franklin to the agreed spot ② by the satellite dishes off Senora Way, marked by the new **"M"** map icon. Arrival triggers a heart-wrenching scene: after the unsuspecting Michael takes a phone call from Amanda with good news about Tracey, he marvels at his good fortune and invites Franklin to dinner with the family. But Franklin has other plans, and Michael flees in his car.

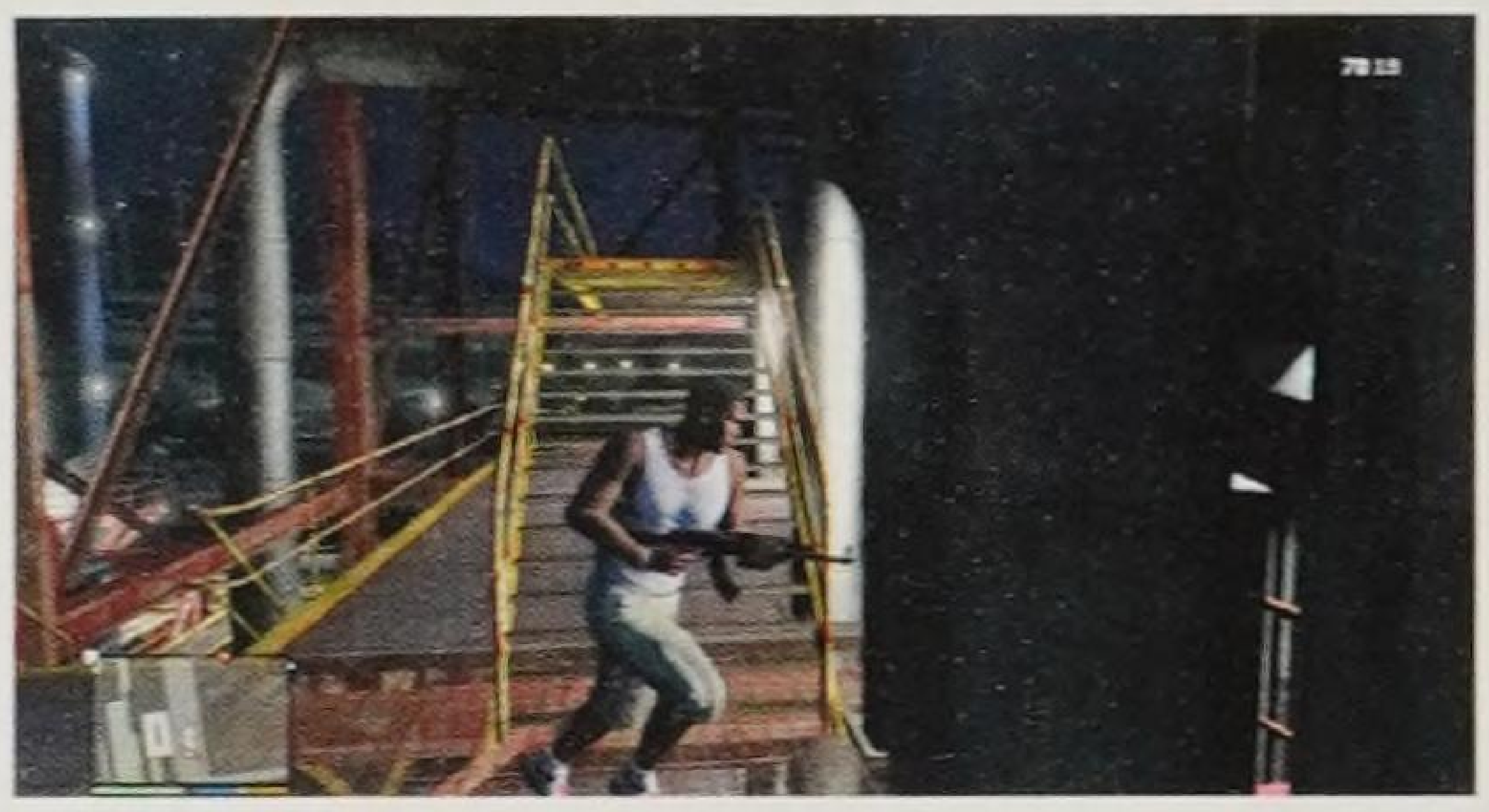

HARMONY
Thompson Scrapyard
Davis Quartz
Senora Freeway
Route 68
Bolingbroke Penitentiary
Redwood Lights Track
Ron Alternates Wind Farm
Senora Way
Palmer-Taylor Power Station
VINEWOOD
Galileo Park
Vinewood Bowl
Tataviam Mountains
1
2
3

MISSION START

▶ Chase Michael.

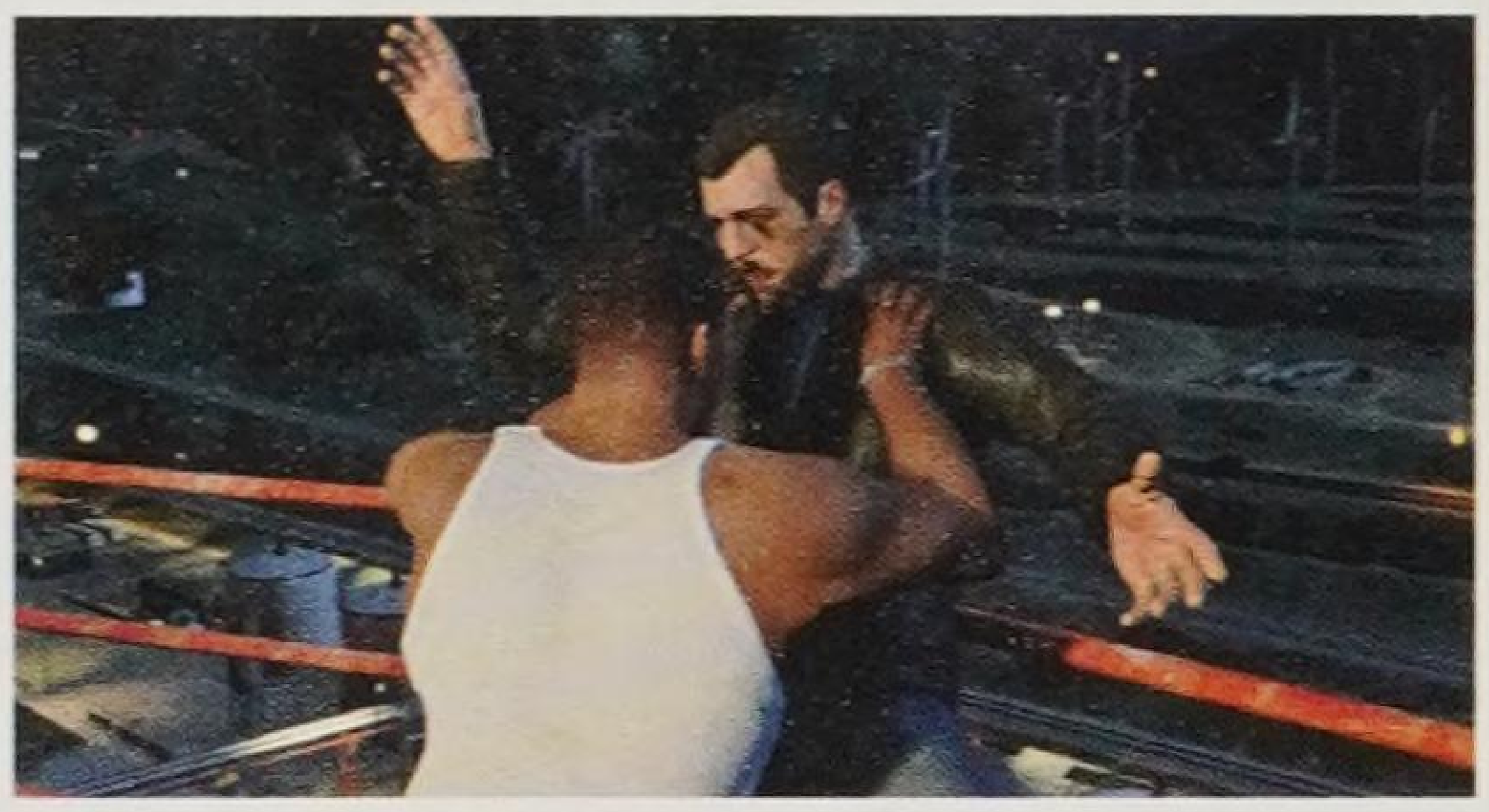
Hop in/on your vehicle and give chase. Michael doesn't drive far from your starting point. Stay with him as he veers onto the railroad tracks and speeds south to the Palmer-Taylor Power Station ③. There, Michael hops out and climbs a staircase to a network of access ramps and catwalks winding through the massive complex.





Go to Michael's last known location.

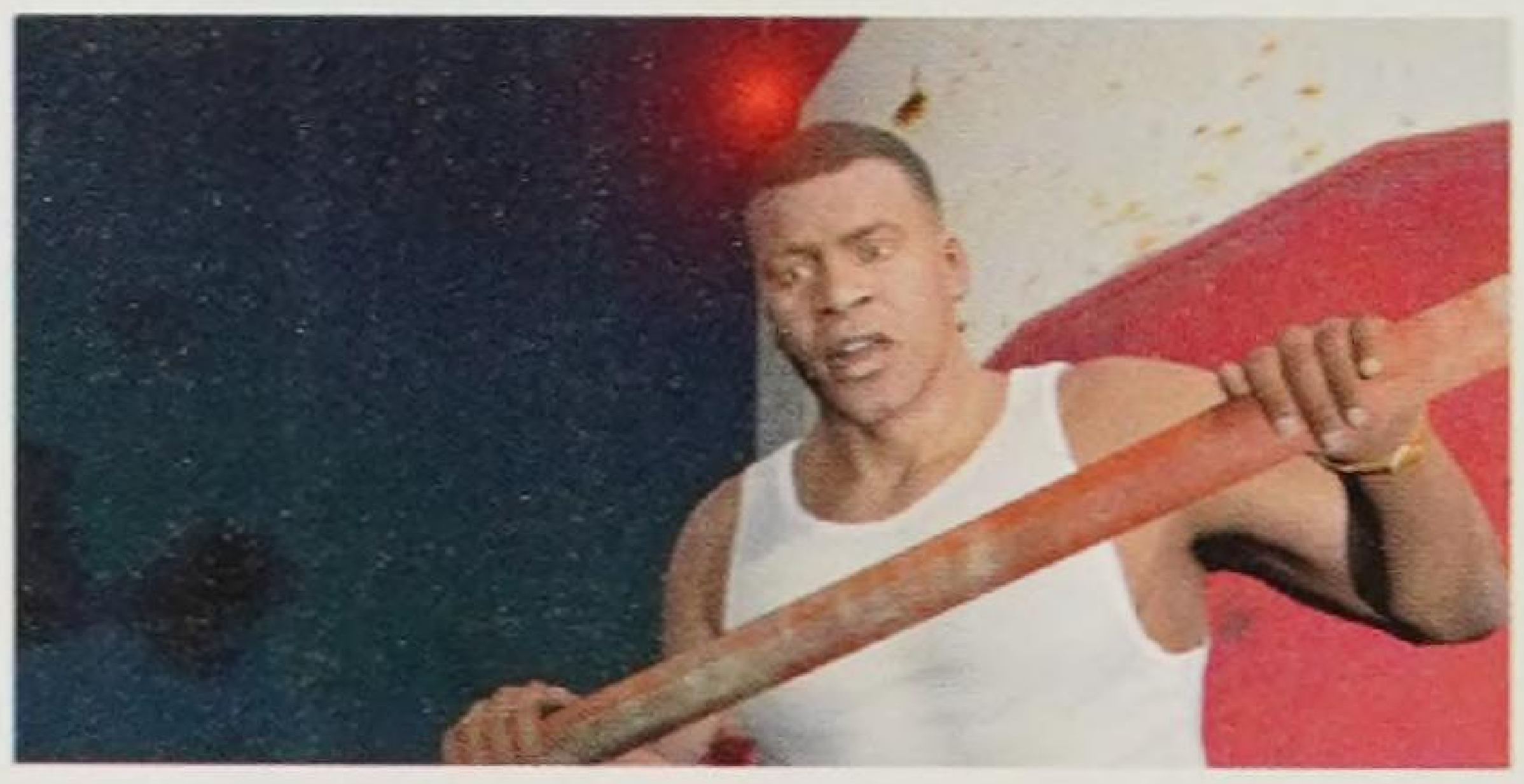
Climb the stairs and hurry across the first long catwalk. Michael takes a shot at Franklin when you approach the far side. Keep climbing stairs and following the red radar blip, marking Michael's location as he works his way up the power plant's structures. If you get disoriented you can always bring up your Menu map for an overview look.



Michael eventually reaches one of the plant's tall, red-striped smokestacks and climbs the ladder to the circular landing near the top. Work your way over to that ladder and climb to the landing to trigger a cutscene: Michael gets the drop on Franklin, but then the tables turn.

Drop or save Michael.

The two buttons indicated onscreen give you a semblance of choice as Michael dangles far above the ground, clinging to Franklin's hand. In a way, Michael makes the choice for you… but do what you think Franklin should do. Then listen as Franklin makes a desperate phone call to the only thing resembling real family in his life.



Mission Completion Stats: The Time's Come

100%

● Surpassed the Mentor

☑ Kill Michael

The Third Way

CONTACT POINT:

"L" (Lester)

MAIN OBJECTIVES:

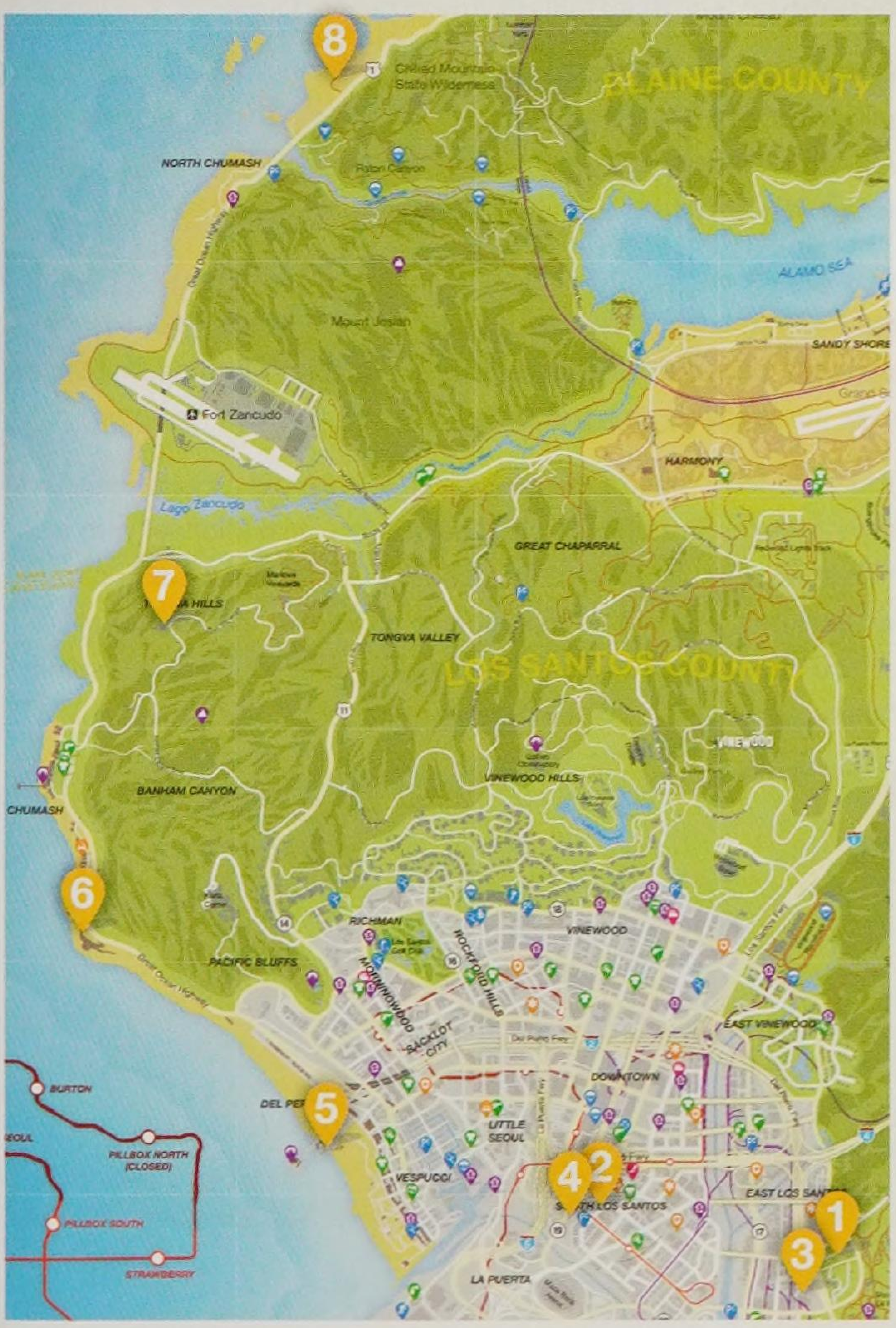
- *Pick up Lamar at his house.*
- *Go to the foundry.*
- *Ambush the FIB team.*
- *Help Lamar out in the yard.*
- *Rescue Trevor by the control hut.*
- *Regroup outside the main doors.*
- *Kill Stretch and escape the Ballas.*
- *Kill Haines and lose the cops.*
- *Kill Mr. Cheng and escape the Triads.*
- *Kidnap Devin.*
- *Go to the rendezvous point.*

PREREQUISITES:

- *Meet Devin Weston after completing "The Big Score" and select the "C: Deathwish" option.*

Mission Can Be Triggered By: Franklin

If you select the "C: Deathwish" option after Devin Weston leaves Franklin's house, Franklin automatically calls Lester to beg for help with his dilemma. Follow the **"L"** to Lester's house ① in East Los Santos and enter the living room to trigger a scene: Lester decides to lure Steve Haines and Devin Weston (an 11 percent shareholder of Merryweather stock, as it turns out) to the foundry in Murrieta Heights where your team can take them out.


8
BLAINE COUNTY
NORTH CHUMASH
ALAMO SEA
Mount Josiah
SANDY SHORES
Fort Zancudo
HARMONY
Lago Zancudo
GREAT CHAPARRAL
7
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
6
RICHMAN
PACIFIC BLUFFS
ROCKFORD HILLS
VINEWOOD
EAST VINEWOOD
DOWNTOWN
DEL PERRO
5
BURTON
PILLBOX NORTH (CLOSED)
PILLBOX SOUTH
STRAWBERRY
LITTLE SEOUL
VESPUCCI
4
2
SOUTH LOS SANTOS
EAST LOS SANTOS
1
3
LA PUERTA

MISSION START

Pick up Lamar at his house.

As you exit Lester's house, Franklin automatically calls Lamar for backup. Follow the yellow route to Lamar's house ② in Strawberry. Lamar waits by the street. Pull up next to him and he hops in your car.

Go to the foundry.

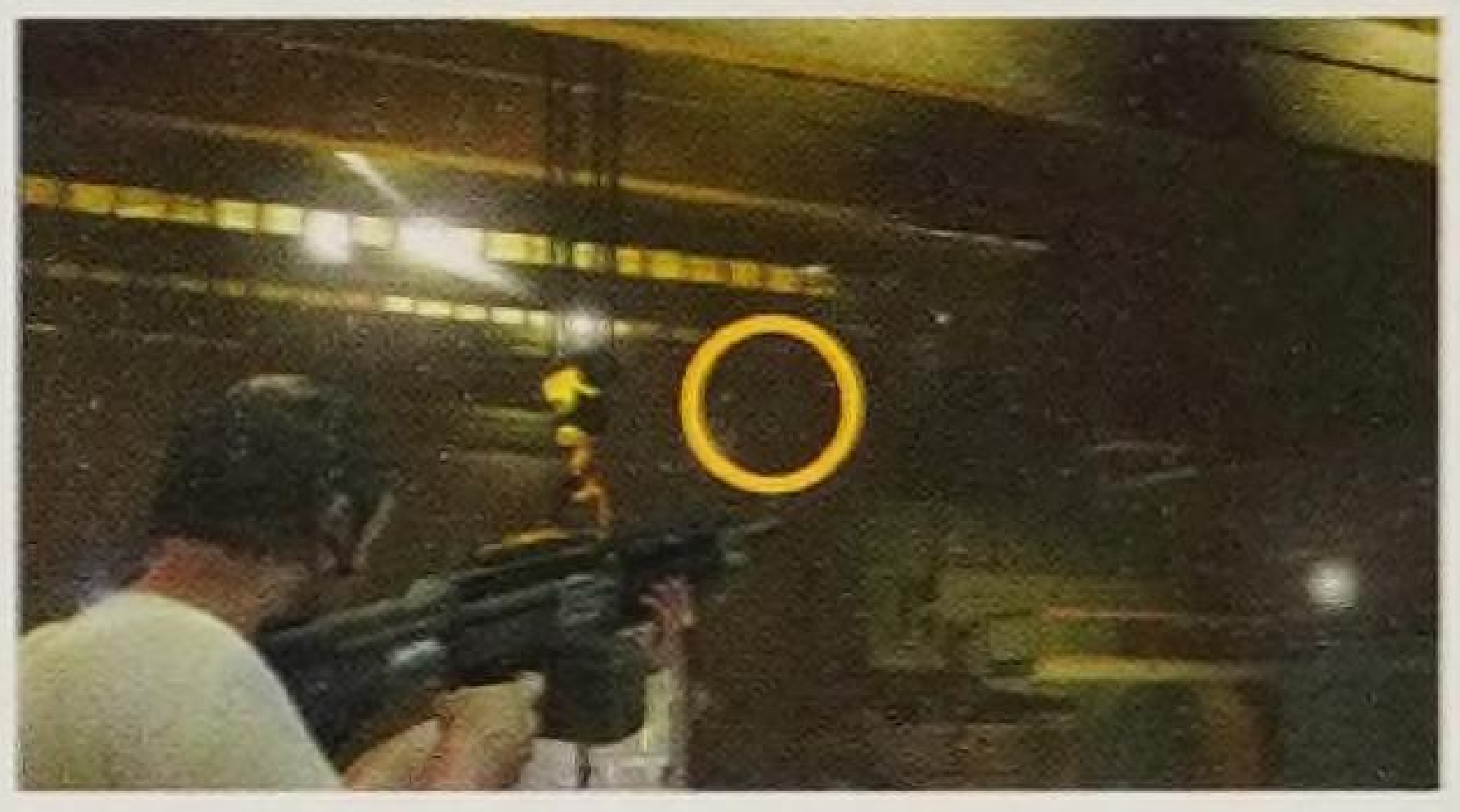
Drive the yellow route to the destination marker at the Slag Canyon Steel Company foundry ③ in Murrieta Heights. Lamar agrees to keep watch out front. Exit the car and follow the yellow radar blip into the foundry's control hut. Move past the pouring station panel out onto the foundry floor.

Trevor and Michael are waiting on a raised platform overlooking a large bin into which molten metal pours. Climb the stairs up to the platform and approach the guys to trigger a cutscene. As usual, they bicker and threaten each other. And, as usual, Franklin takes the role of exasperated peacemaker. Then Lamar reports that the first wave of attackers has arrived. Michael stays on the platform with his Sniper Rifle; Franklin hustles over to the opposite platform; and Trevor moves across the foundry to a ladder that leads up to the control hut's roof. This gives your team a nice triangulation of fire that covers every area of the foundry interior. Trevor barely makes it to the ladder before an FIB tactical team deploys through the hut.

▶ Ambush the FIB team when ready.

Arm Franklin with a rapid-fire Assault Rifle, then hit the FIB units down on the floor. Shoot everything you can from Franklin's post, then switch to Michael. Use Michael's special ability to slow time and clip targets quickly; use his Sniper Rifle for precise shots at explosive barrels or at FIB hugging cover.

Soon a Merryweather squad moves onto a raised catwalk above Franklin. Switch to Trevor to nail them (circled in our screenshot), then target any gunmen who've slipped under the platforms beneath Michael and Franklin, out of their view. Keep switching between your characters to get better shots until Lamar reports that he's trapped out in the yard.



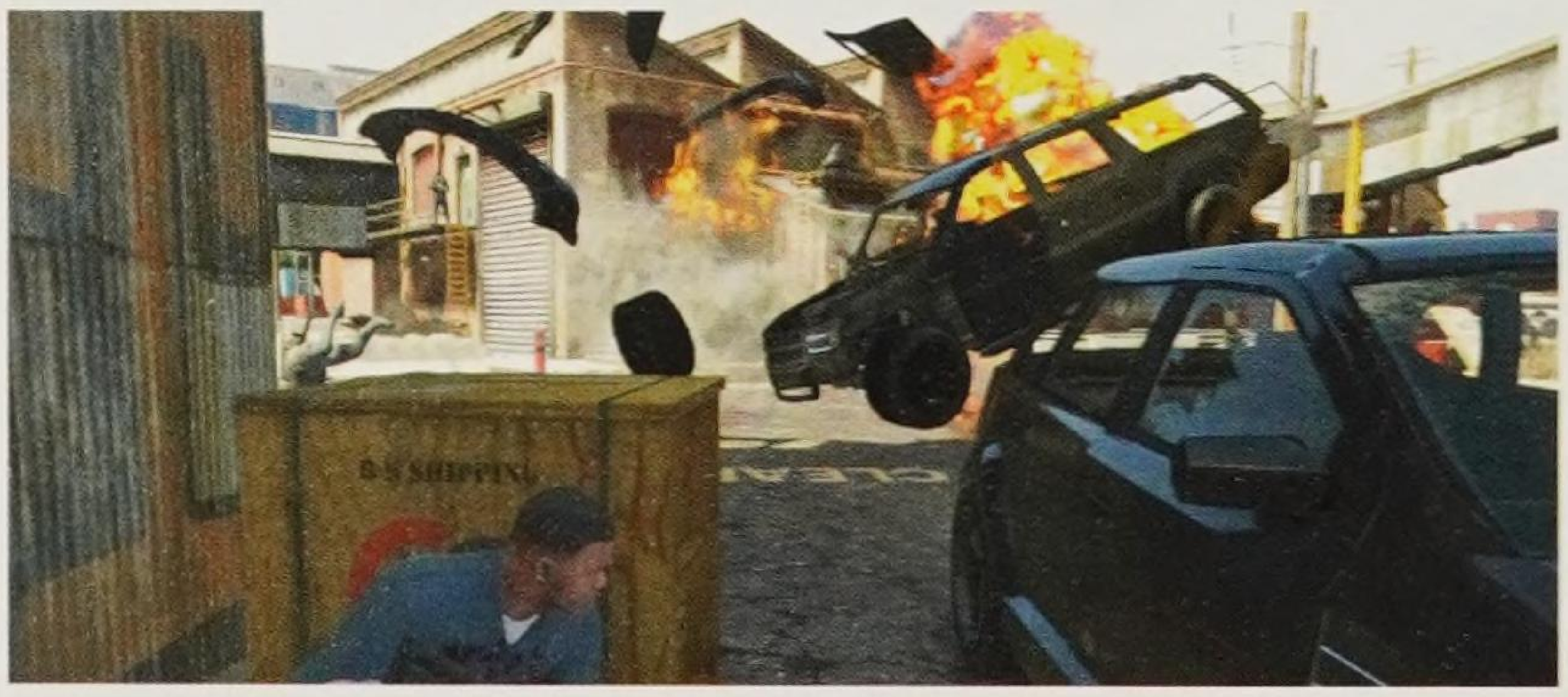
▶ Go to Lamar and take out the attackers.

When Lamar reports, Michael tells Franklin to go help his friend. You automatically switch to Franklin, and Lamar's position now appears as the lone blue blip on radar. You cannot switch back to Trevor or Michael until you save Lamar. Descend from the platform, fight across the foundry floor, and exit via the control hut. Hurry! If you wait too long, Lamar is killed and you fail the mission.

Health Aid

When one of your characters is low on health, grab the First Aid Kit hanging on the wall next to the lockers in the foundry's control hut.

In the yard, Lamar is pinned down behind some Redwood boxes just outside the foundry door by an FIB tactical team. Dive behind the crate to the left for cover and return fire. A nice tactic is to fling a Sticky Bomb at the team's SUV and detonate it. Keep picking off targets until you hear Michael report that Trevor's in trouble. Franklin responds that he can't leave Lamar.



▶ Rescue Trevor and take out the enemies.

Switch back to Michael. The lone blue radar blip now marks Trevor's location. From Michael's raised platform, clear out any gunmen you see below, then rush downstairs and across the foundry floor. An FIB shooter has Trevor trapped behind a worktable in front of the control hut windows. Gun down the shooter and join Trevor behind the worktable.

When you join up, more red blips pop up on your radar. Another FIB tactical team attacks your position. Switch back and forth between Michael and Trevor, taking advantage of each guy's special fighting ability. This tactic helps you clear the floor quickly.

Go outside and take out the attackers.

When Michael and Trevor finally clear out the foundry's interior, the one you're not controlling sprints for an exit. Direct your current character outside too, where Franklin and Lamar remain pinned down by heavy fire from multiple FIB and Merryweather units. Switch amongst all three main characters to look for good shooting angles and high-ground advantages. Keep an eye on the sky for a Merryweather chopper loaded with missiles and nail it quickly!

▶ Regroup outside the main doors.

When the yard is finally cleared, follow the new yellow radar blip to join the others on the railroad tracks. This triggers a cutscene: The trio decides to get proactive in this lousy war. As Franklin puts it, "We got a lot of old friends I think need to be re-educated." They get Lester on the phone and present a list of targets to locate: Steve Haines, Wei Cheng, Stretch (real name: Harold Joseph), and, of course, Devin Weston.

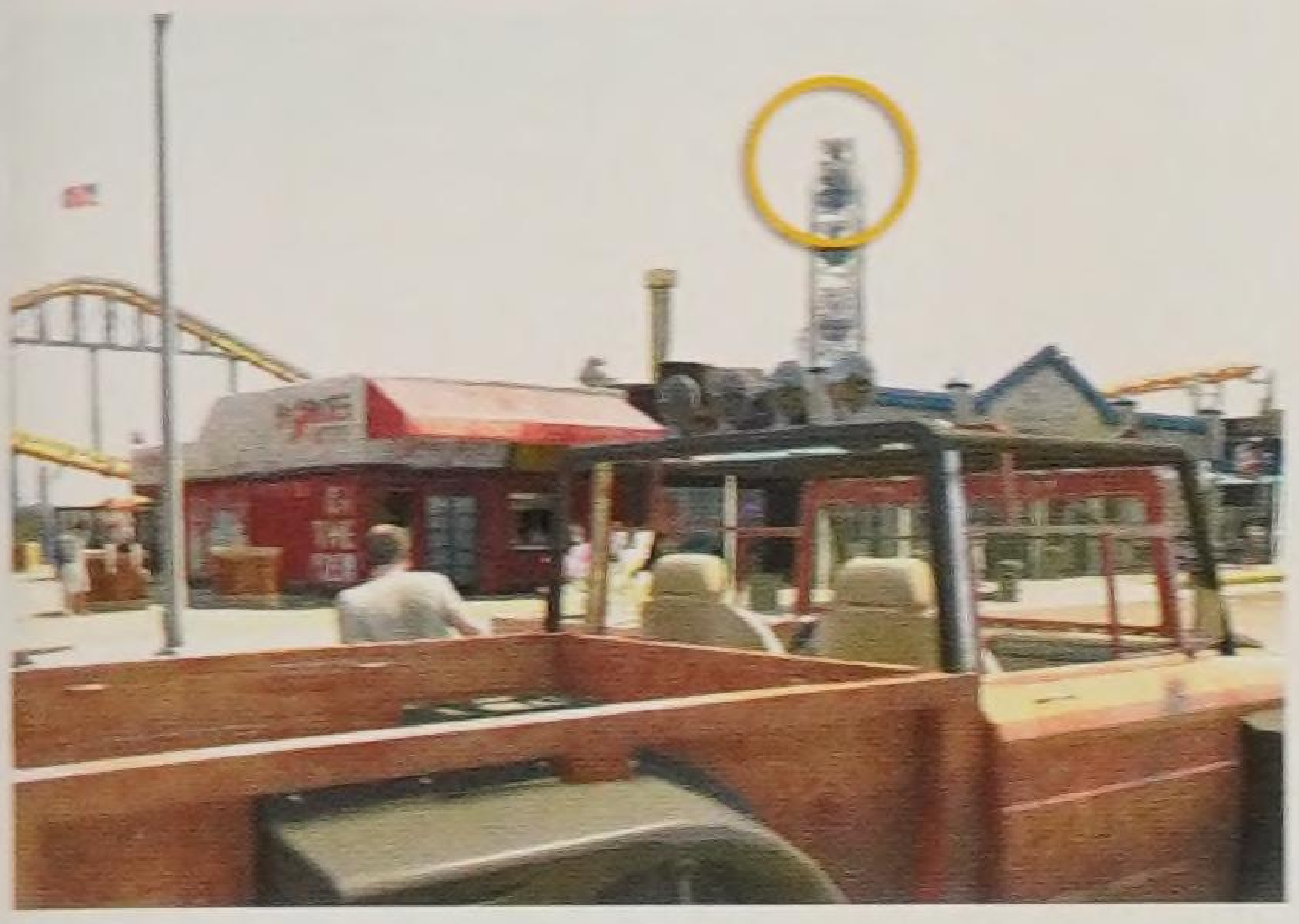
Lester, being a wizard of unnatural ability, finds the first three targets within seconds. The team divvies up the work and heads off to clean up the mess for good.

▶ Kill Stretch and escape the Ballas.

Switch to Michael first—he has the shortest trip to his destination. Follow the yellow route to the B.J. Smith Recreation Center in nearby Strawberry. Find the clump of players on the outdoor basketball court: Stretch is the guy in the white shirt and big chain necklace, holding the ball.

The easiest way to proceed is to park a good distance away, then get out of the car and snipe Stretch from afar using a Sniper Rifle. You can also drive up closer, stay in the car, and use drive-by shooting to nail Stretch. This lets you speed away immediately as his Balla buddies try to exact revenge.

However, if you want to complete the mission's Gold Medal requirement for this objective—killing Stretch with a melee attack—arm Michael with a Nightstick, then sprint directly toward Stretch and beat the hell out of him. Hammer away until he's finished, then evade or gun down the angry Ballas who respond. You can't switch to Trevor or Franklin until you've successfully escaped or taken out all of the pursuing gang members.



Kill Haines and lose the cops.

Switch to Trevor, who should be arriving at the Del Perro Pier where Agent Steve Haines 5 is taping his video show. Park and move down the pier to trigger a cutscene of Steve and his cameraman sitting in a car of the moving Ferris wheel. When control returns, move closer to the ride. But don't get *too* close or Steve will spot Trevor, get spooked, and hide.

You just need a clear shot with your Sniper Rifle. A good spot is out on the boardwalk, aligned with the Ferris wheel. The ride is turning, so it's not an easy hit, especially if you're trying for the headshot you need to fulfill one of the mission's Gold Medal requirements. Assassinating Steve triggers a two-star Wanted Level. By this point in the game, you should be adept at dodging cops. Once Trevor loses the police pursuit, you can switch to Franklin for his hit.

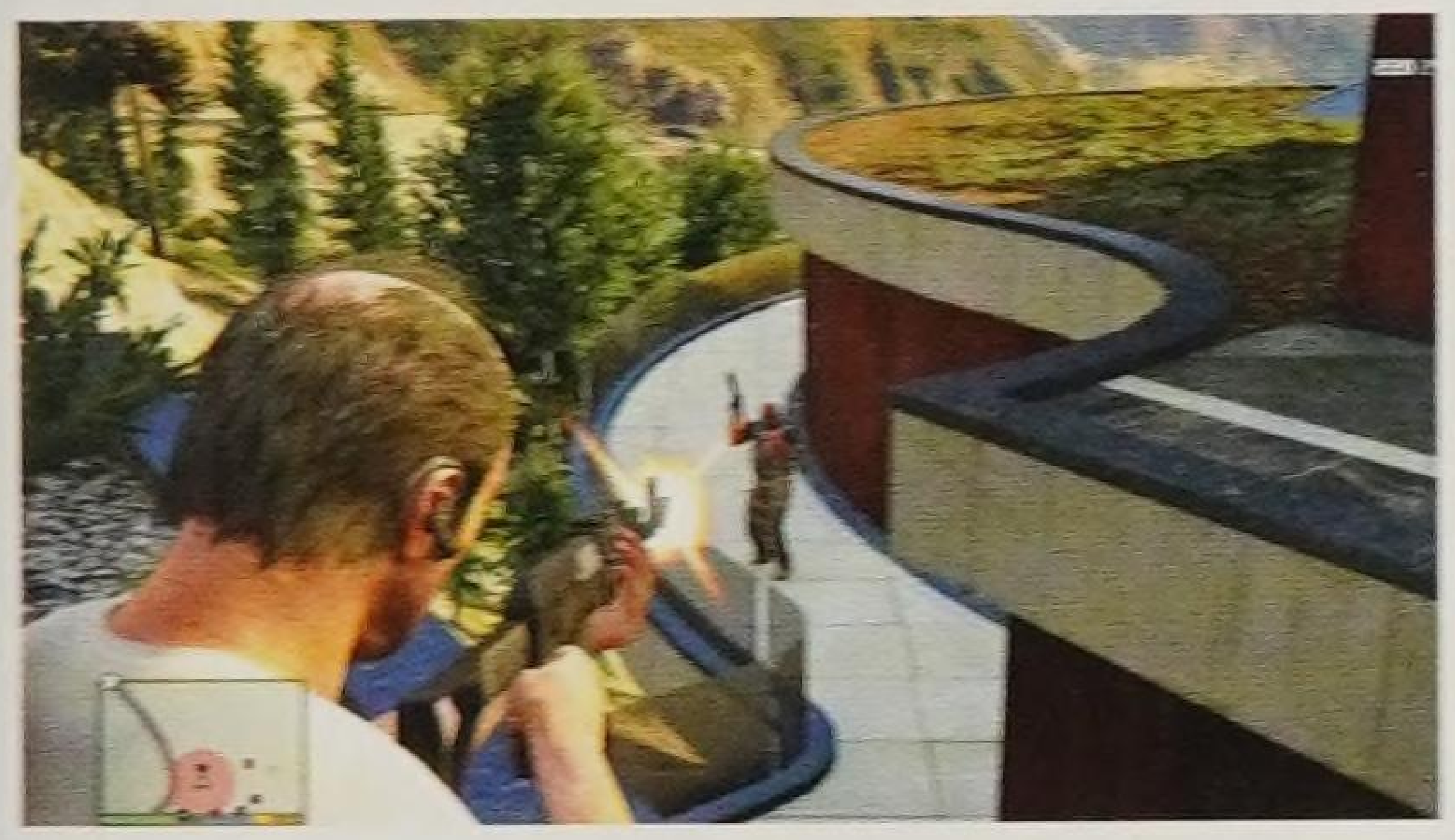
Kill Mr. Cheng and escape the Triads.

Switch to Franklin, who should be nearing the Pacific Bluffs Country Club 6, where Lester reported that Tao Cheng's credit card was just used. (Tao is Wei Cheng's goofy son.) As you approach, switch your weapon to Sticky Bombs to fulfill the Gold Medal requirement. Franklin arrives in the club's parking lot to see Cheng's three-car caravan loading up to leave.

Cheng sits in the sedan in the middle, with SUVs full of bodyguards in front and back. Immediately toss a Sticky Bomb at Cheng's sedan before it even starts moving, then detonate the explosive to kill him. His guards retaliate fiercely. You can eliminate them with Sticky Bombs, too, or just flee and lose them.

Go to Devin's house.

When Franklin is clear, switch back to Trevor again as he approaches Devin Weston's estate 7 up in the Tongva Hills. When you reach the gate, a quick cutscene shows Devin lounging by his pool surrounded by Merryweather guards.



Kidnap Devin.

To reach Devin, you must eliminate his guard contingent. Climb over the hedge to the left of the entry gate and approach the house. Nail the guard patrolling the walkway, then move downstairs to the left. (Check your radar to find the red blips.) Fight your way around the curving balcony to the stairs leading back up to the second level. Move across the back patio and downstairs again to the pool area.

After shooting the last guard and no more red blips remain on your radar, you see one blue blip. Who could that be? Move past the pool toward the wicker trunk in the back corner to trigger a cutscene: Trevor finds Devin Weston cowering inside, drags him out, and hauls the billionaire to the Declasse Tornado in the driveway.

Go to the rendezvous point.

After Trevor gets in the Tornado, drive the luxury car along the long yellow route up the coast to a spot on the cliffs 8 just off the Great Ocean Highway in North Chumash. En route, Devin tries hard to negotiate with Trevor. When you arrive at the rendezvous point, watch the game-ending cinematic. At a certain point you're asked to complete one more task, but it's a simple one and you need no guidance. We certainly won't spoil it here…

Mission Completion Stats: The Third Way

● Mission Time	☑	Complete within 21:30
● Headshots	☑	Kill 20 enemies with a headshot
● Accuracy	☑	Finish with a shooting accuracy of at least 70 percent
● Stick, Tick…Boom!	☑	Kill Cheng with a Sticky Bomb
● Lead Lobotomy	☑	Kill Steve Haines with a headshot
● Stretched Out	☑	Kill Stretch with a melee attack

STRANGERS AND FREAKS

STRANGERS AND FREAKS MINI TABLE OF CONTENTS

ABIGAIL 226
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Strange folk wander the coastal counties of Los Santos and Blaine. In *Grand Theft Auto V*, Michael, Franklin, and Trevor each have a set of oddball characters they can encounter outside of the main story. These people make requests that lure your protagonists into amusing side missions. Question mark icons on your in-game map reveal the locations where you can first meet these "Strangers and Freaks."

Like the letter icons that trigger story missions, the **"?"** icons are color-coded to your three characters: green for Franklin, blue for Michael, and orange for Trevor. When you see a **"?"** color-coded for your current character, approach the person marked by the icon to trigger an interaction and launch the side mission.

After you complete the first side mission with/for a Stranger or Freak, chances are good you can meet them again later for one or more follow-up missions. Locations for these later meetings with the same person are marked on the map by a letter (usually the Stranger or Freak's initial) plus a question mark: for example, **"T?"** for Tonya, or **"B?"** for Barry.

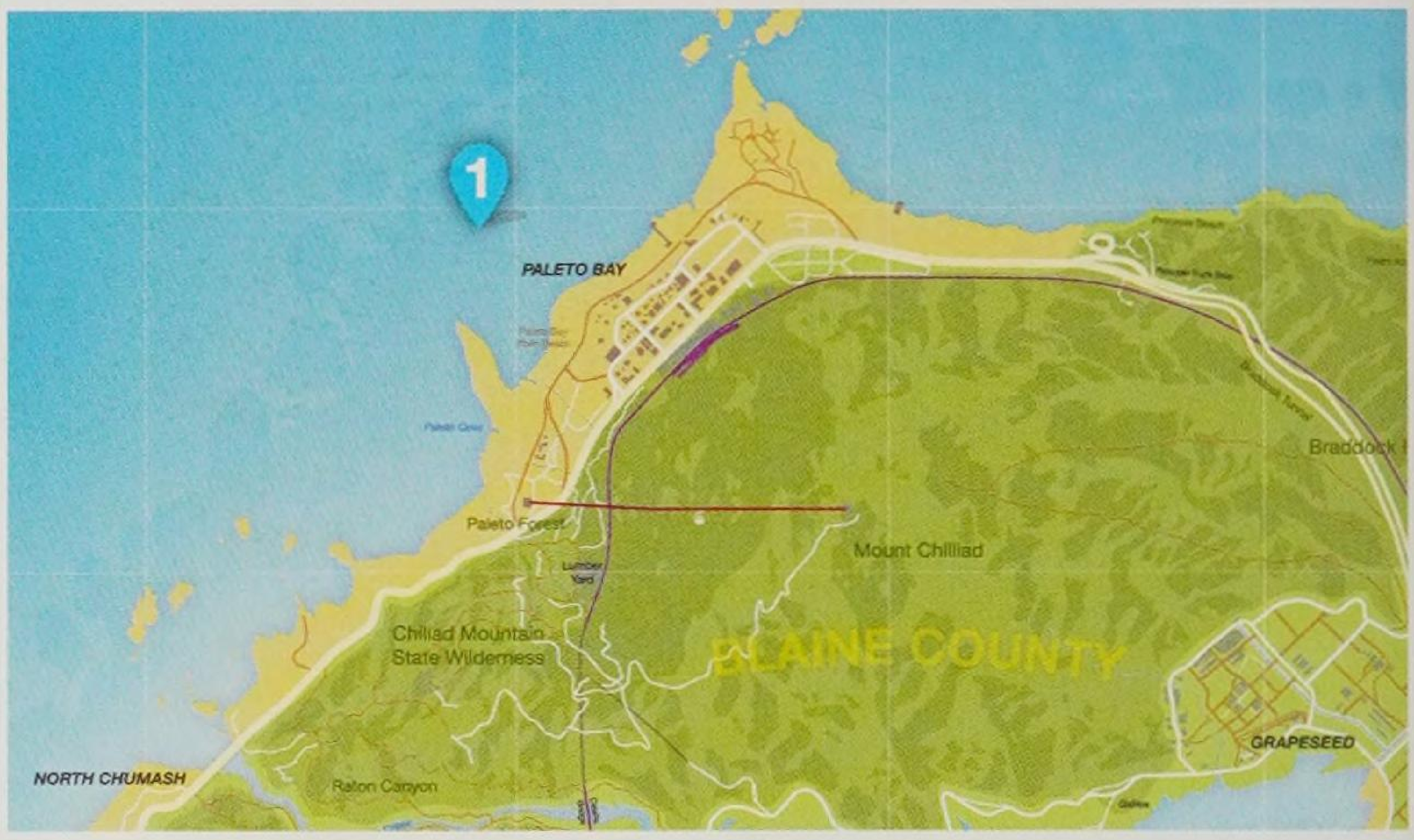
Contact: Abigail

DEATH AT SEA

CONTACT POINT: *"?" (Strangers and Freaks)*

PREREQUISITE: *Complete "Blitz Play" and purchase the Sonar Collections Dock*

PLAYABLE CHARACTER: *Michael*



▶ Find Abigail.

Send Michael to the **"?"** at the Sonar Collections Dock 1 in Paleto Cove. Approach the woman there to trigger a cutscene: Abigail asks if Michael was a fan of Frank Mathers, and Michael pretends he was. Mathers was a TV personality who switched his passion from space to undersea exploration. Abigail was his second wife. Frank is dead now and she is penniless.

Abigail explains that Frank's submarine broke apart during an attempt to save the San Andreas White Shark. His body was never found. When asked about rumors of a tampered airlock, Abigail replies, "That was never proven." She wants your help to prove that Frank is dead, so she can collect the life insurance.

WHAT LIES BENEATH

CONTACT POINT: *"A?" (Abigail)*

PREREQUISITE: *Collect All 30 Submarine Pieces*

PLAYABLE CHARACTER: *Michael*

What Lies Beneath

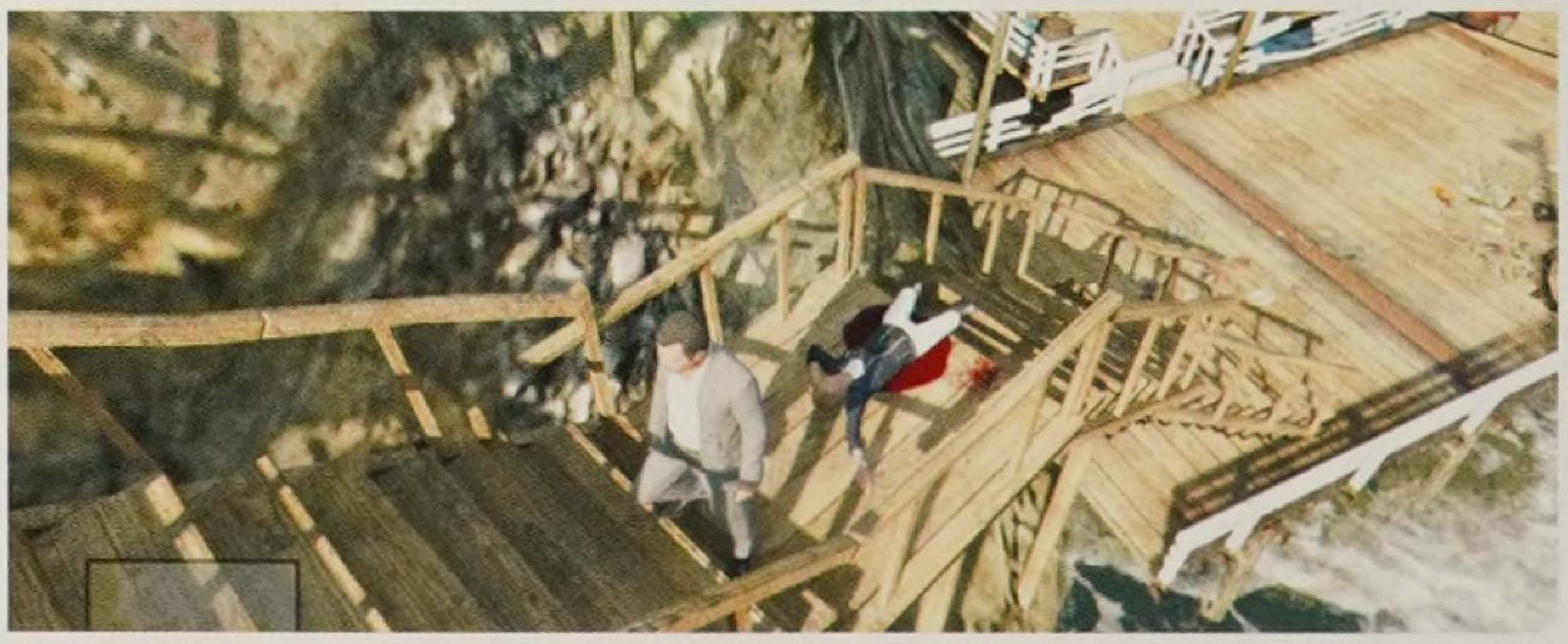
▶ Find Abigail.

After Michael collects all 30 Submarine Pieces, Abigail gives him a call. Not long after that, she appears on the Sonar Collections Dock 1 (see "Death at Sea" map) where you first met her. Abigail is delighted that you've returned, but not so delighted to see evidence of tampering on the airlocks of Frank's sub.

Abigail immediately blames Frank's first wife and then the police. As she walks away, she says she'll contact the FIB. Guilt is written all over her face. When Michael demands his reward, she backtracks and hands over ten bucks and a signed photo of Frank.

▶ Kill Abigail... or let her go.

As Abigail walks away and control returns to you, either let her go or kill her. The choice is yours.

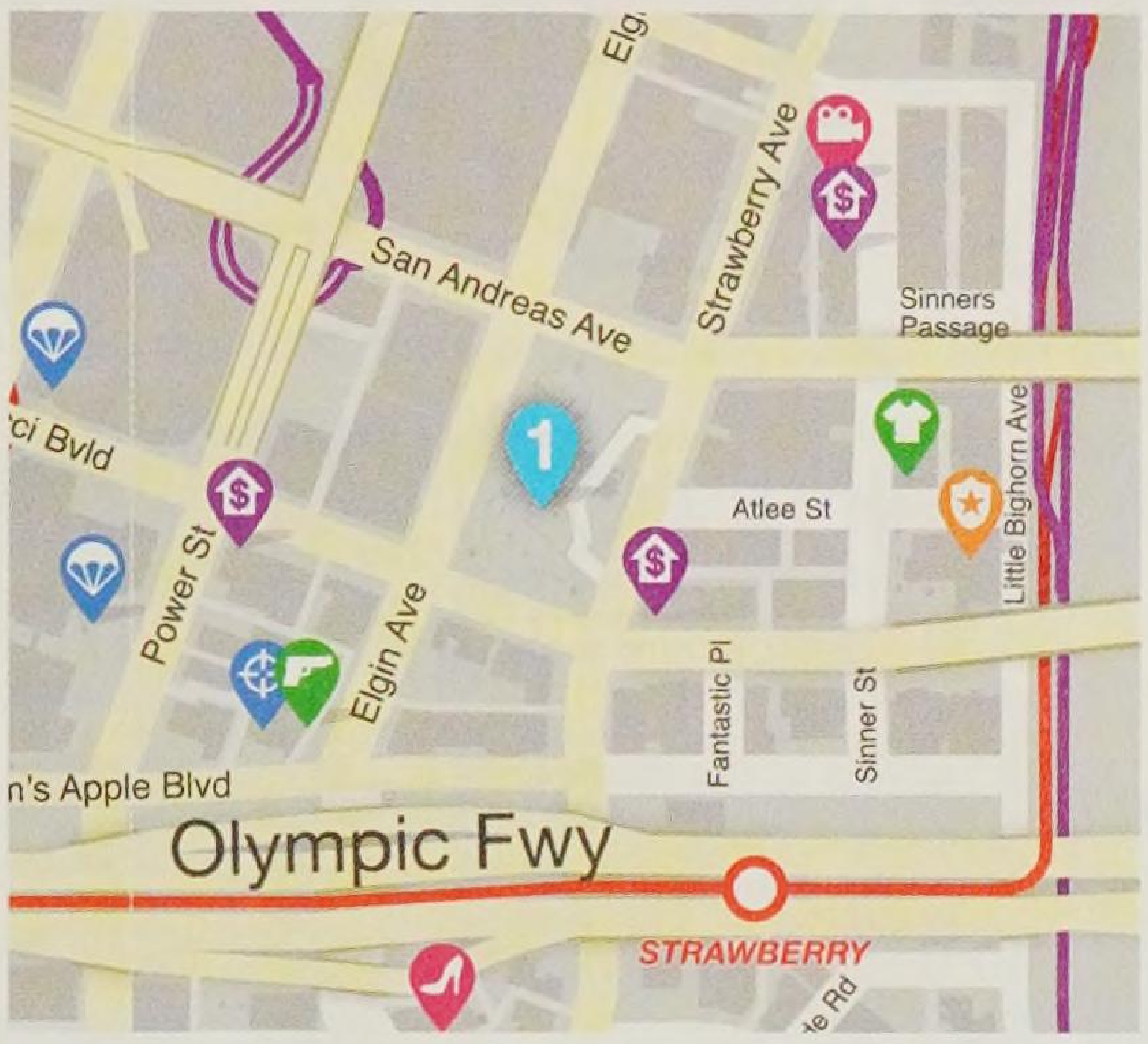


GRASS ROOTS—MICHAEL

CONTACT POINT: *"?" (Strangers and Freaks)*

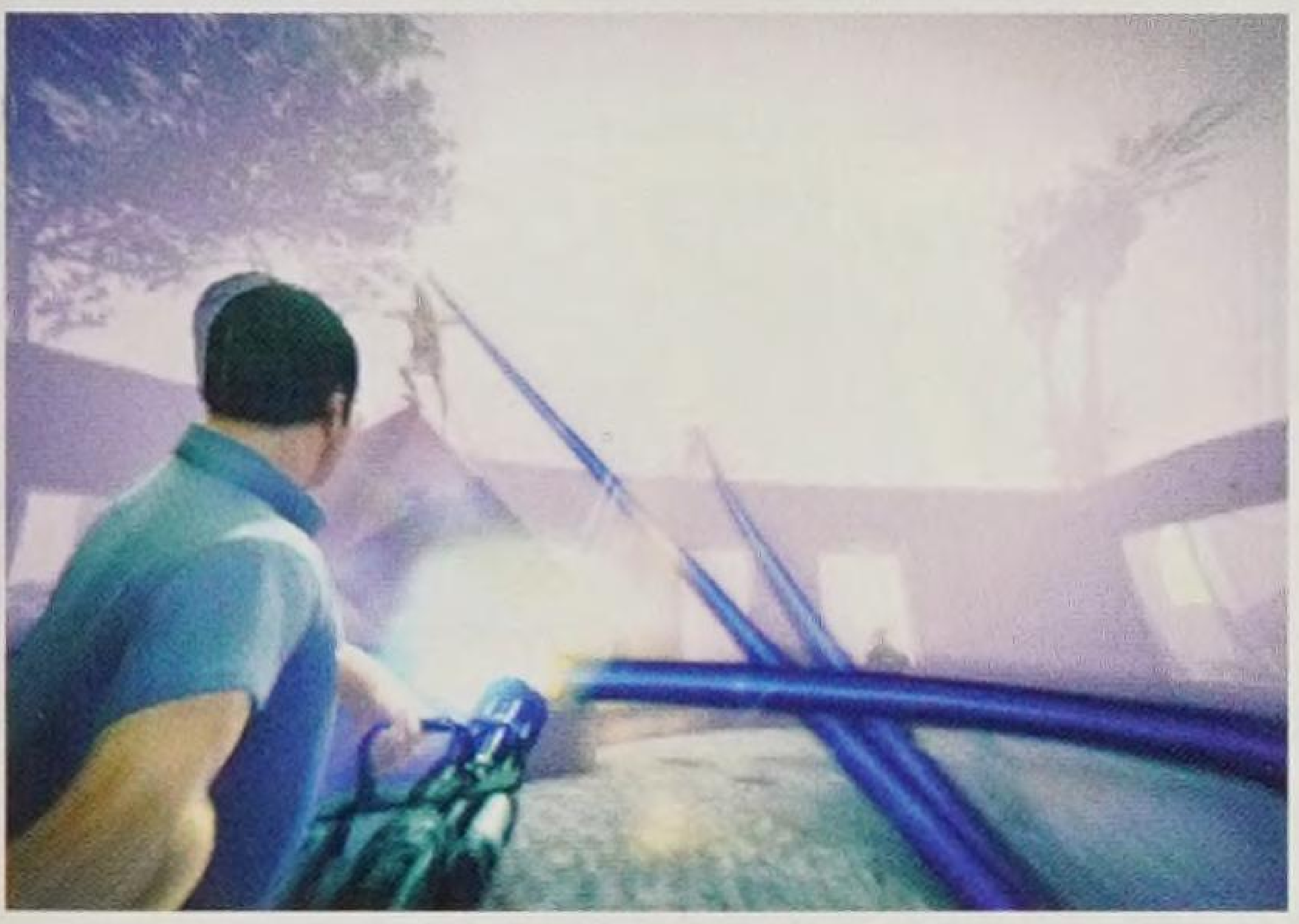
PREREQUISITE: *Complete "Complications" and "Pulling Favors"*

PLAYABLE CHARACTER: *Michael*



▶ Find Barry.

Send Michael to the **"?"** in Legion Square 1 in downtown Los Santos. Approach the gentleman at the table with the "Legalize Weed" sign to trigger a cutscene: Barry tries to conscript Michael into the cause and offers him a "passport to nirvana." Unfortunately, the effect on Michael is not quite nirvana.

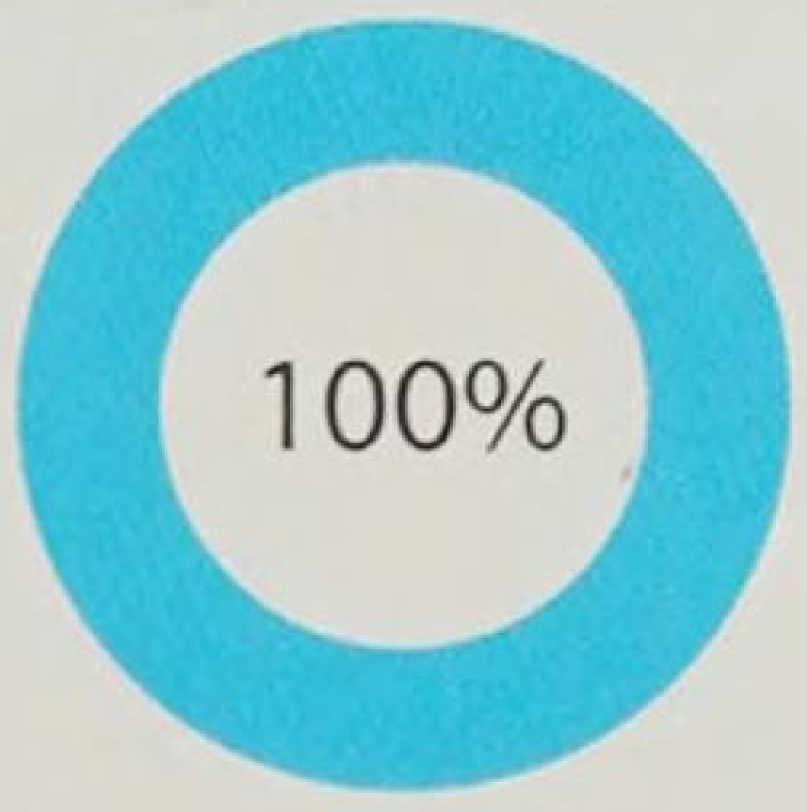


▶ Kill the aliens.

Michael suddenly wields a Minigun with unlimited ammo as wave after wave of hostile aliens attack across the square. Vision is distorted, so rely on the radar to help pinpoint targets, keeping an eye on the red blips to see where each new wave is deploying. Look for aliens atop sculptures in the square. Duck behind columns to cut off their attacks, then step out and gun them down.

Each alien has two types of attack. A blue energy beam emanates from its head and inflicts damage on Michael. This beam takes a short time to power up, so quickly blast aliens with glowing heads. Aliens can also conjure a sparkling orange abduction aura that incapacitates Michael, making him unable to shoot. Rapidly jiggle the control stick to break the spell, and then kill the conjurer. Keep fighting until Barry's weed finally wears off.

Mission Completion Stats: Grass Roots—Michael



● Unmarked
● Kill Chain

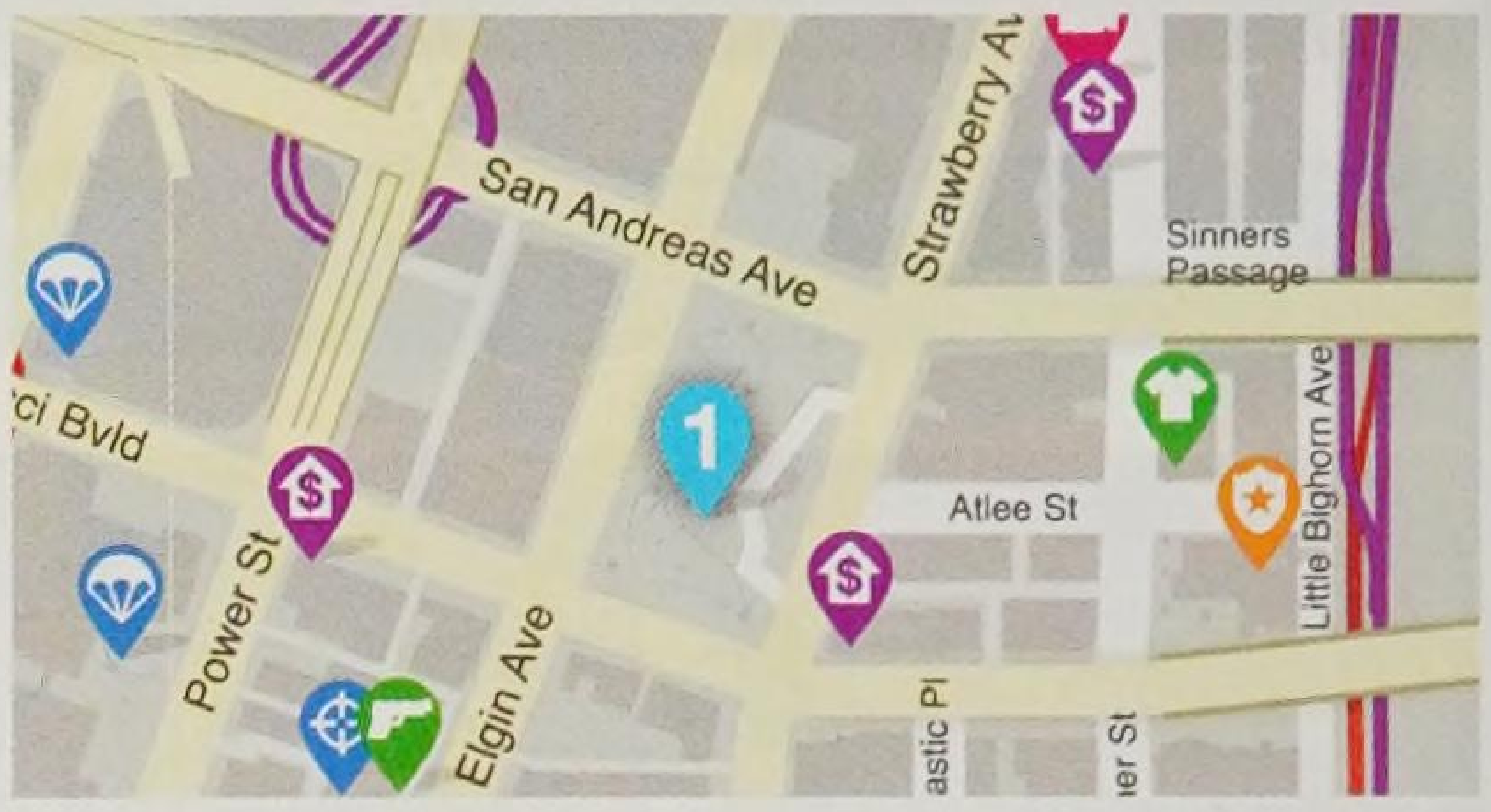
☑ Complete with minimal damage to health and armor
☑ Kill 7 aliens in 00:10

GRASS ROOTS—TREVOR

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"?" or "B?" (Barry)	*Complete "Three's Company"*	*Trevor*

Find Barry.

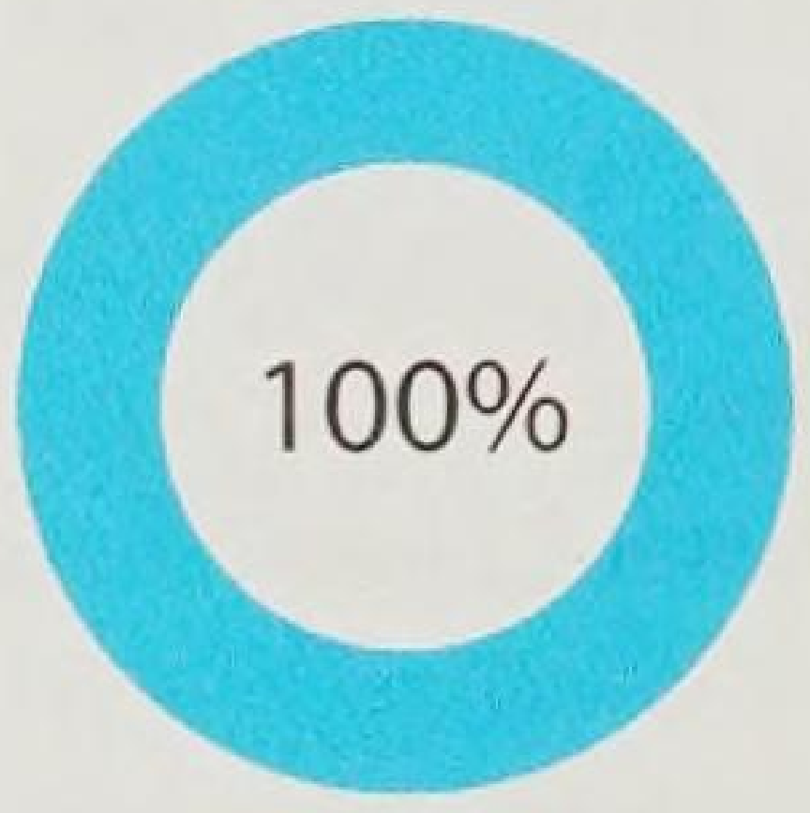
Send Trevor to the **"?"** or "**B**" in Legion Square ① in downtown Los Santos. Approach Barry at his table to trigger a cutscene: Once again, Barry proselytizes for his noble cause. Trevor is not a fan of the movement, but he agrees to sample Barry's wares. This triggers a killer clown nightmare.


San Andreas Ave
Strawberry Av
Sinners Passage
ci Bvld
1
Atlee St
Little Bighorn Ave
Power St
Elgin Ave
astic Pl
er St

Kill the clowns.

Trevor wields an Assault Shotgun; use it to slay clowns. In particular, watch for clown vans that arrive in the square. Try to destroy each van before it starts spawning clowns. (A medal requirement is to destroy four clown vans before they can generate clowns.) Look for dancing clowns as well. Kill six of these for another medal requirement. Keep slaughtering clowns until Barry's weed wears off and Trevor recovers.

Mission Completion Stats: Grass Roots—Trevor



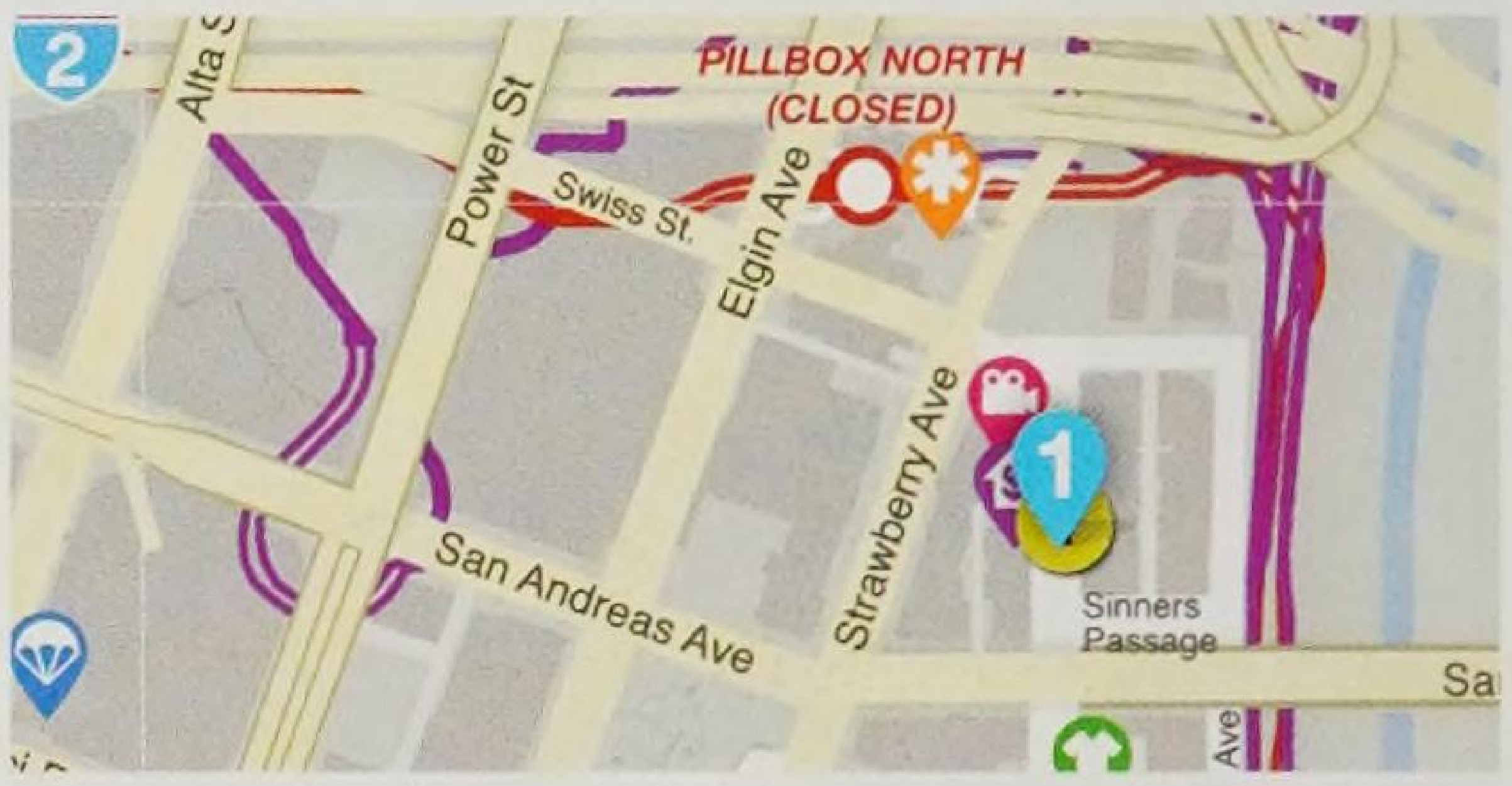
● Pre-Emptive Strike	☑ Destroy 4 clown vans before they can generate clowns
● Greatest Dancer	☑ Kill 6 clowns while they are dancing

GRASS ROOTS—FRANKLIN

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"?" or "B?" (Barry)	*Complete "Three's Company"*	*Franklin*

Find Barry.

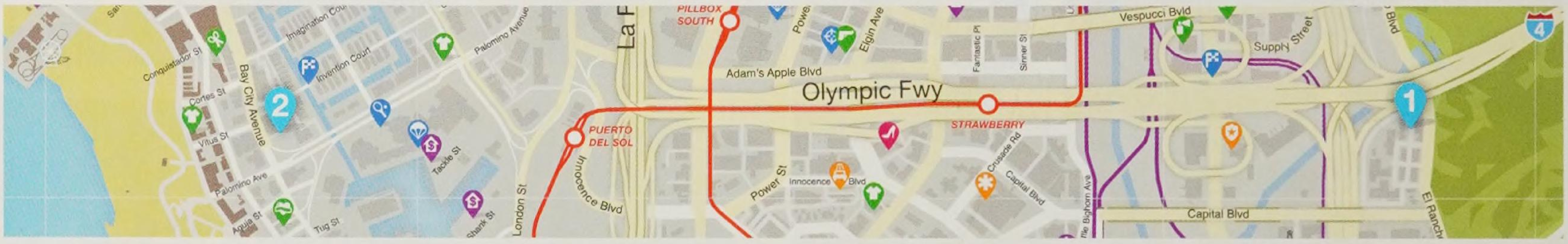
This mission is short and sweet. Send Franklin to the **"?"** or **"B?"** on Sinner Street ①. Approach Barry, who is organizing a public smoke-in. This triggers a cutscene: Barry wants Franklin to help "collect the supplies" for the demonstration. Then he entices Franklin to test the product, but it has a distinctly different effect than it did on Michael and Trevor.


2
Alta S
Power St
Swiss St
Elgin Ave
PILLBOX NORTH (CLOSED)
Strawberry Ave
1
San Andreas Ave
Sinners Passage
Sa
Ave

Not long after this meeting, Barry sends Franklin a text with the lowdown on where to collect vehicles with hidden stashes. Two green circles appear on Franklin's map: one in the La Puerta industrial area just west of the Maze Bank Center, and the other in the Murrieta Heights industrial area. You can explore the two areas in any order.

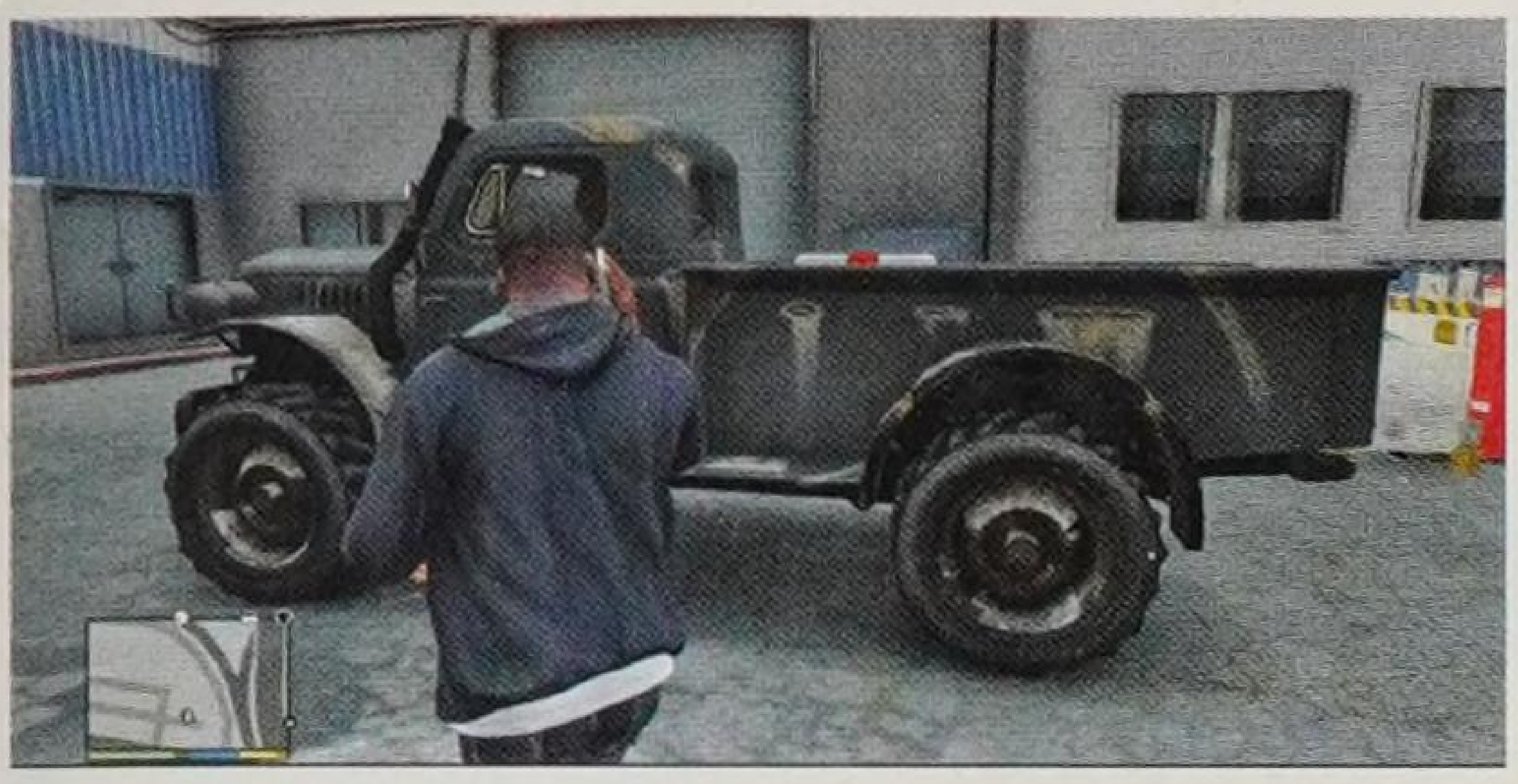
GRASS ROOTS—THE PICKUP

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
Green map circle	*Complete "Grass Roots—Franklin"*	*Franklin*

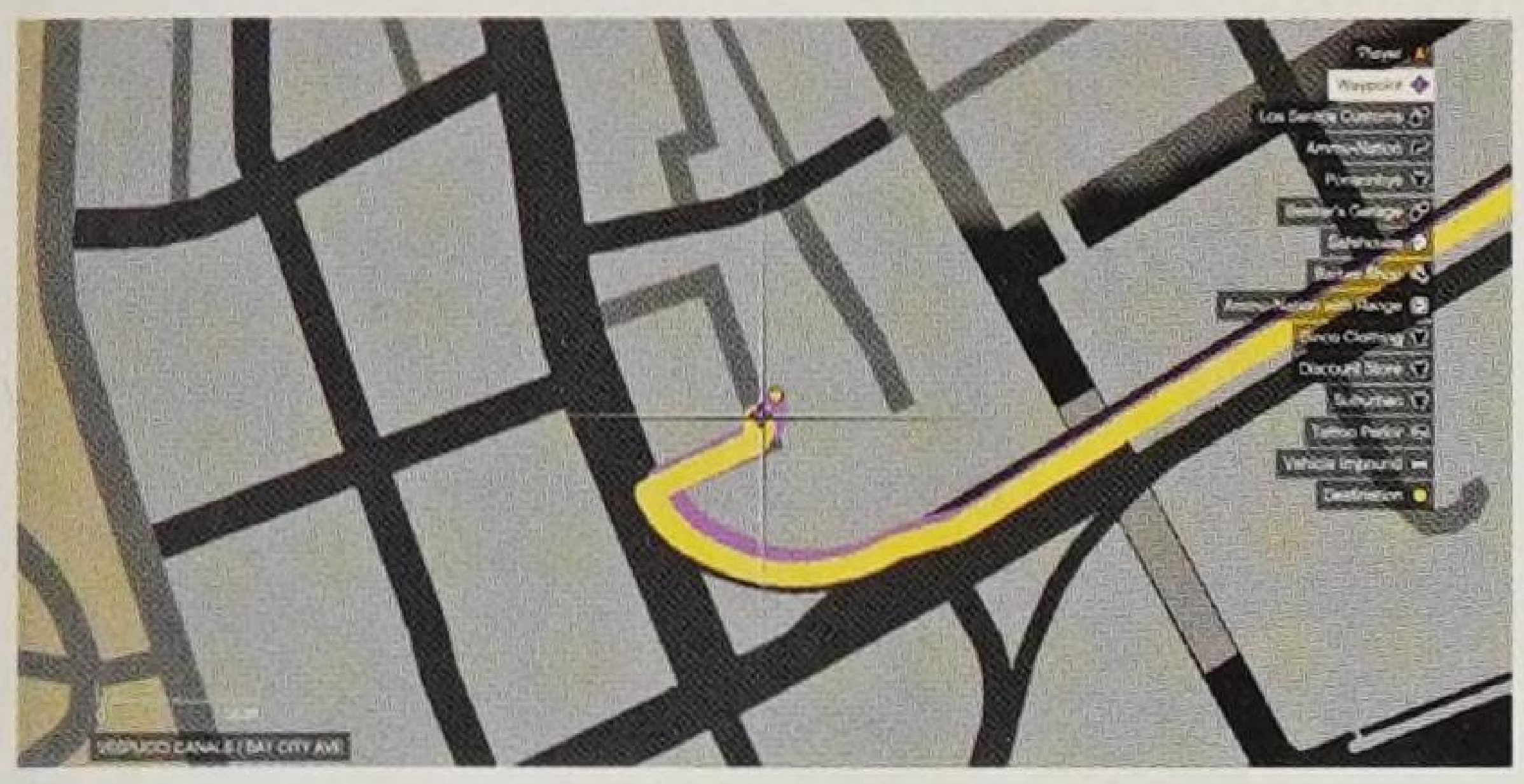

Conquistador St
Imagination Court
Invention Court
Palomino Avenue
Bay City Avenue
Cortes St
2
Vitus St
Palomino Ave
Aguja St
Tug St
Tackle St
Shank St
London St
La P
PILLBOX SOUTH
PUERTO DEL SOL
Innocence Blvd
Adam's Apple Blvd
Olympic Fwy
Power St
Elgin Ave
Innocence Blvd
Fantastic Pl
Sinner St
STRAWBERRY
Crusade Rd
Capital Blvd
Vespucci Blvd
Supply Street
Little Bighorn Ave
Capital Blvd
1
El Rancho
4

Go to the lumberyard in East Los Santos.

Not long after Franklin's first meeting with Barry (see "Grass Roots—Franklin"), Barry sends a text with the lowdown on where to collect vehicles with hidden marijuana stashes. This puts two green circles on the map. Send Franklin into the easternmost circle and drive into the lumberyard ① off of El Rancho Boulevard in Murrieta Heights.



Find the Bravado Duneloader pickup truck at the northern end of the lumberyard. Franklin automatically calls Barry and reports the find. Barry wants the truck delivered quickly to Vespucci and warns that the cops are snooping around. When Franklin hangs up, an onscreen timer counts down from 4:00.



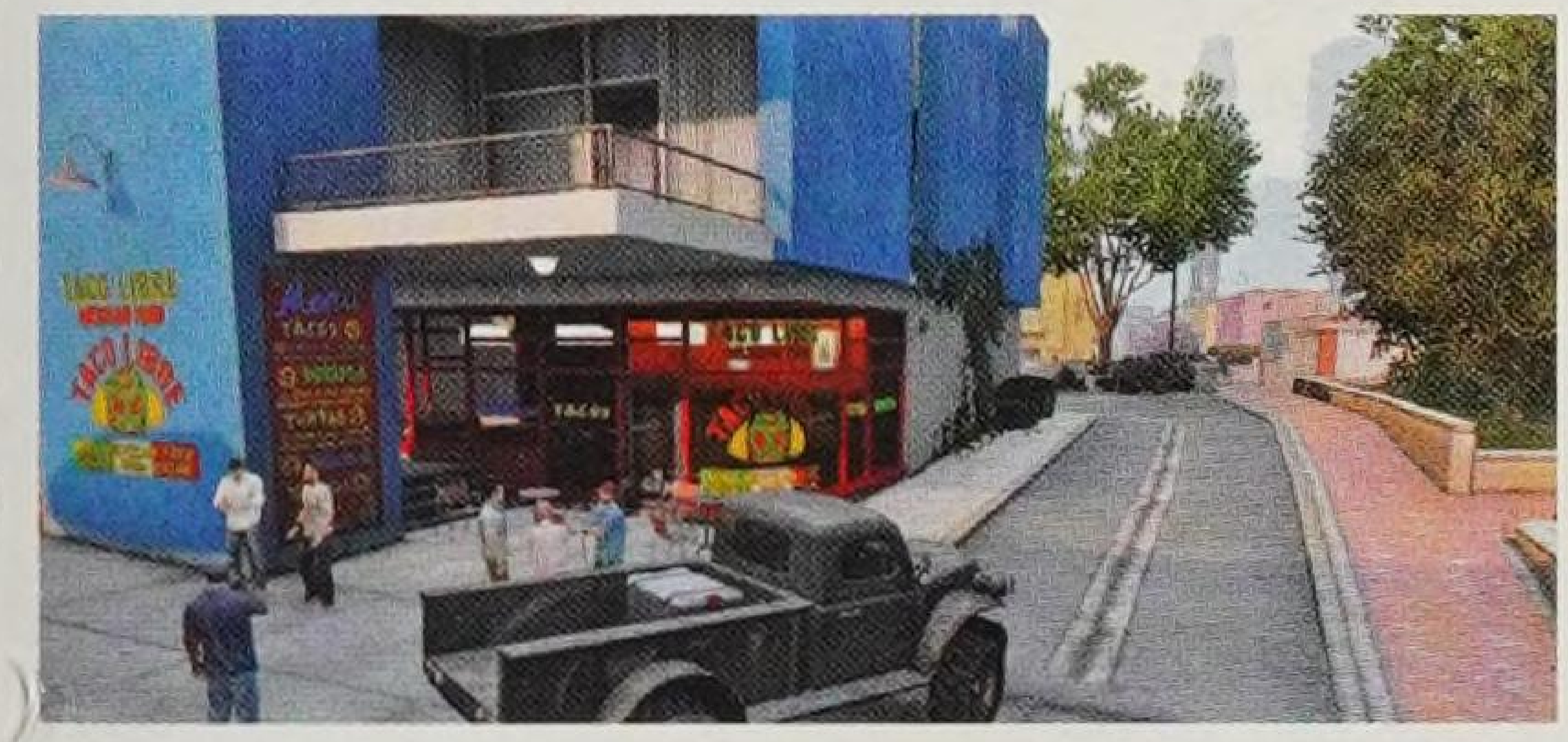
▶ Drive the truck to Barry's apartment and lose the cops.

When the yellow route appears, immediately open your Menu map and place a purple waypoint marker on the destination blip marking Barry's apartment ② just off Bay City Avenue in Vespucci. The reason: as you travel there, you may trigger a Wanted Level. When a Wanted Level kicks in, any yellow destination route/marker disappears. Because this a timed trip, you want to roughly follow the route to Barry's while losing the cops. Use the purple waypoint route to stay on track, even as you take evasive maneuvers.

When you finally lose the cops, the yellow route reappears and you can follow it again. When you reach the destination marker in the parking lot of Barry's apartment (a blue building with a Taco Libre on the ground floor), Franklin automatically calls Barry to report the delivery. Leave the area to complete the mission.

✱ Avoid a Wanted Level!

To earn a Gold Medal, exit the lumberyard in the Duneloader without passing any of the police units staking out the area. Turn right immediately after entering the vehicle, drive toward the LS River, make a jump into the riverbed, and follow the canal for a while before emerging. Or you can turn right twice from your starting point, drive through the construction barriers at the lot's edge, and rejoin the road underneath the overpass.



Mission Completion Stats: Grass Roots—The Pickup

100%

- ● Mission Time ☑ Complete within 02:45
- ● Unwanted Outcome ☑ Complete without gaining a wanted level

GRASS ROOTS—THE DRAG

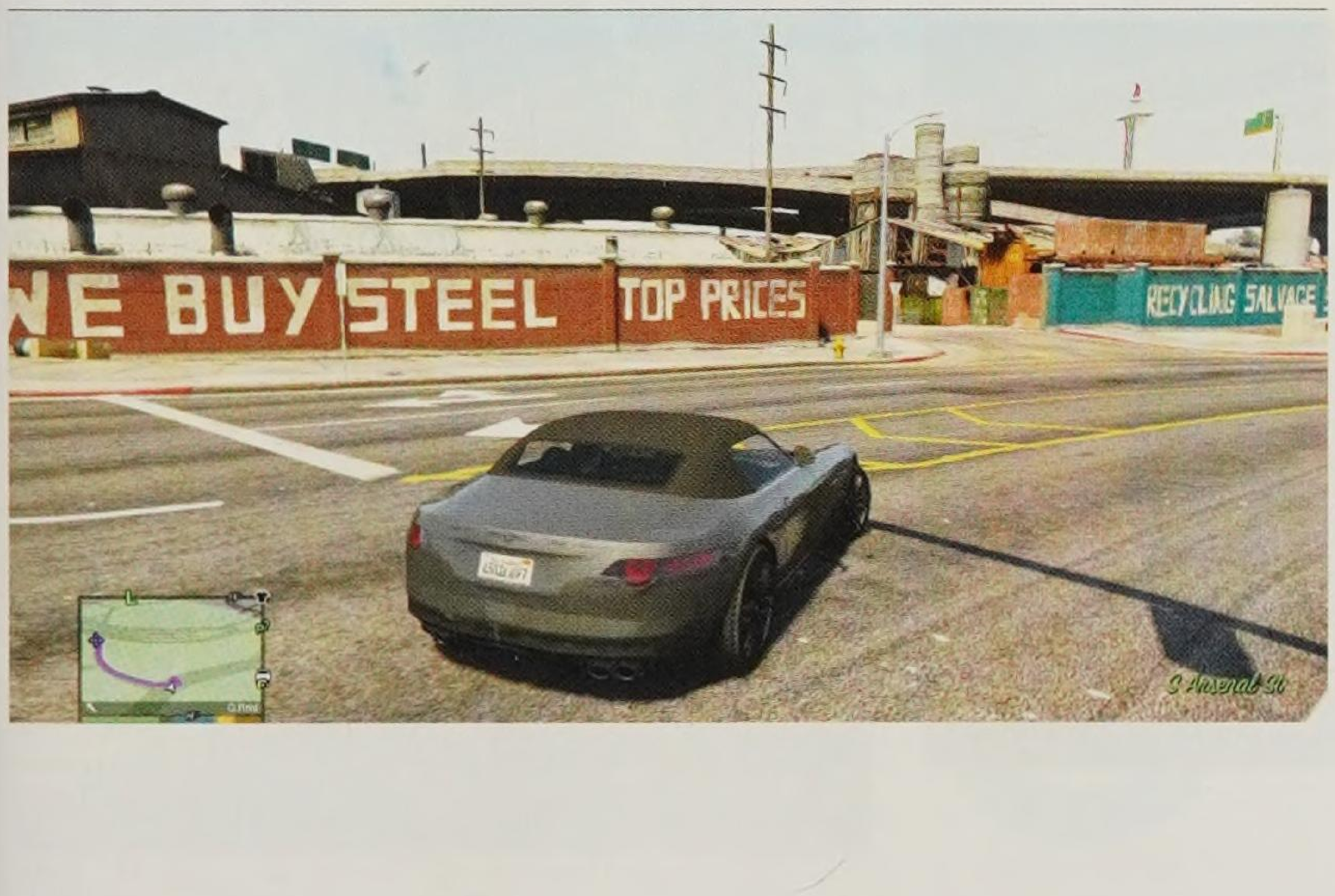
CONTACT POINT: *Green map circle*

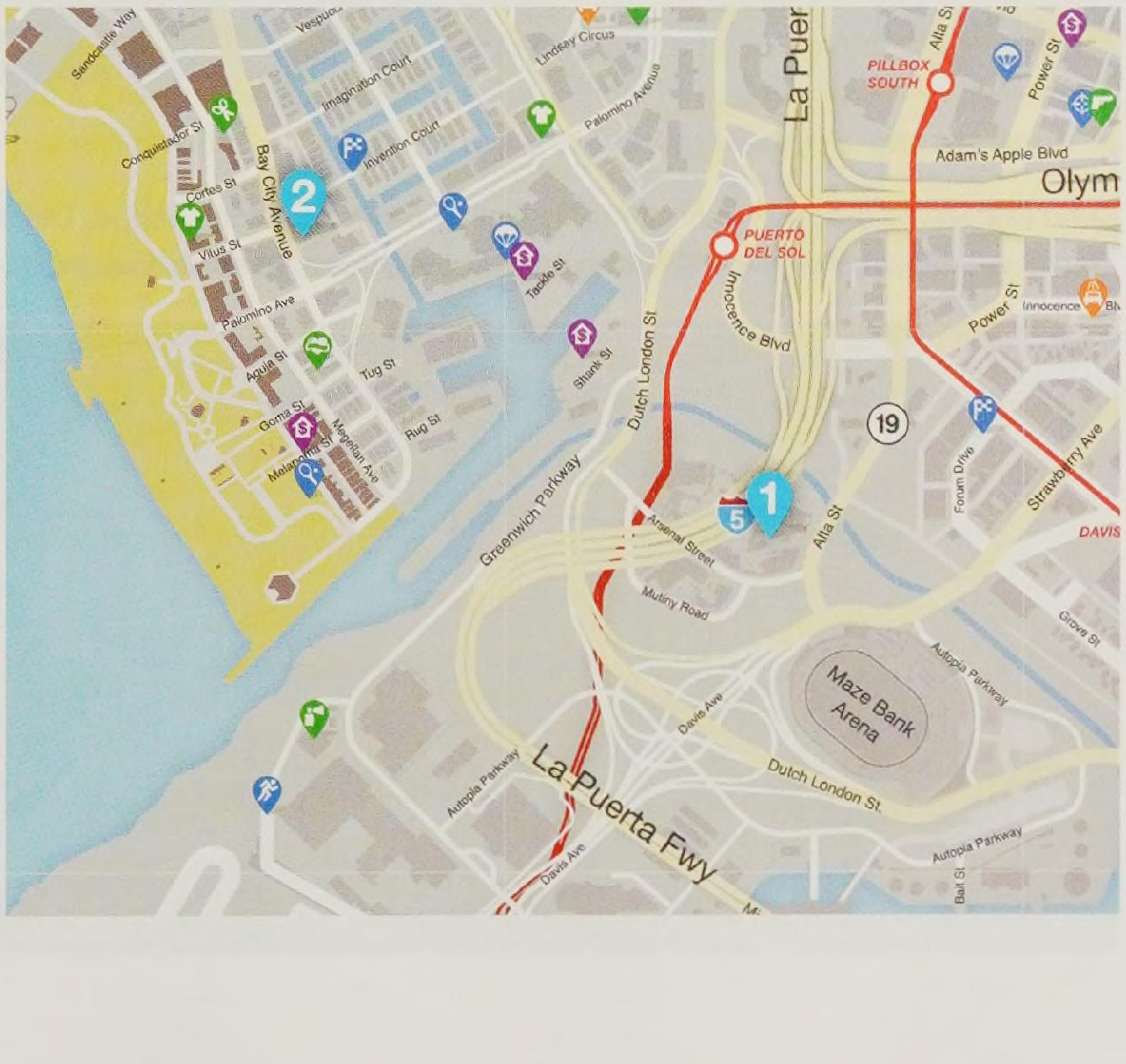
PREREQUISITE: *Complete "Grass Roots—Franklin"*

PLAYABLE CHARACTER: *Franklin*

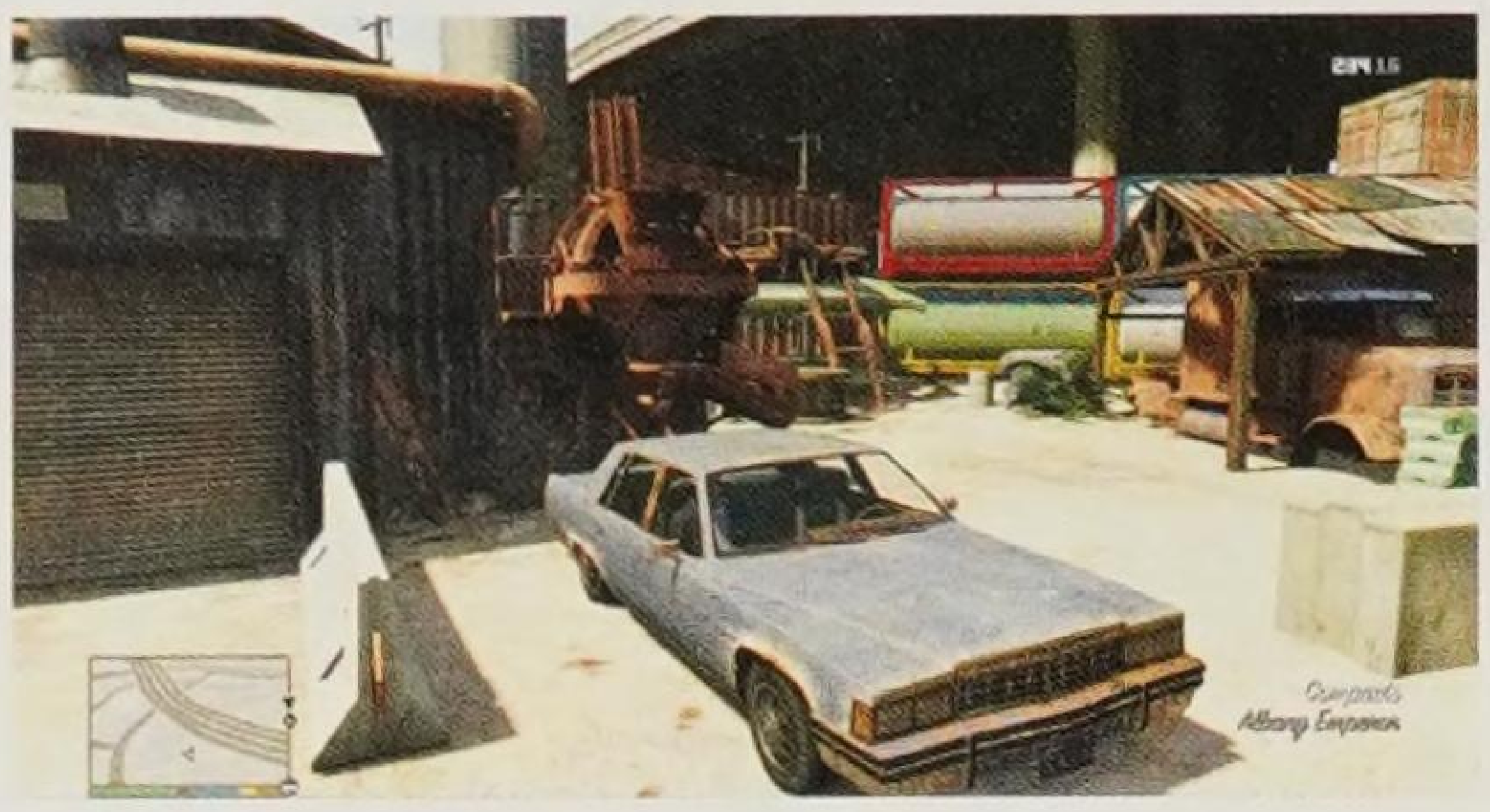
▶ Go to the scrap yard in La Puerta.

Not long after Franklin's first meeting with Barry (see "Grass Roots—Franklin"), Barry sends a text with the lowdown on where to collect vehicles with hidden marijuana stashes. This puts two green circles on the map. Send Franklin to the westernmost circle and enter Rogers Salvage & Scrap ① off of Alta Street.



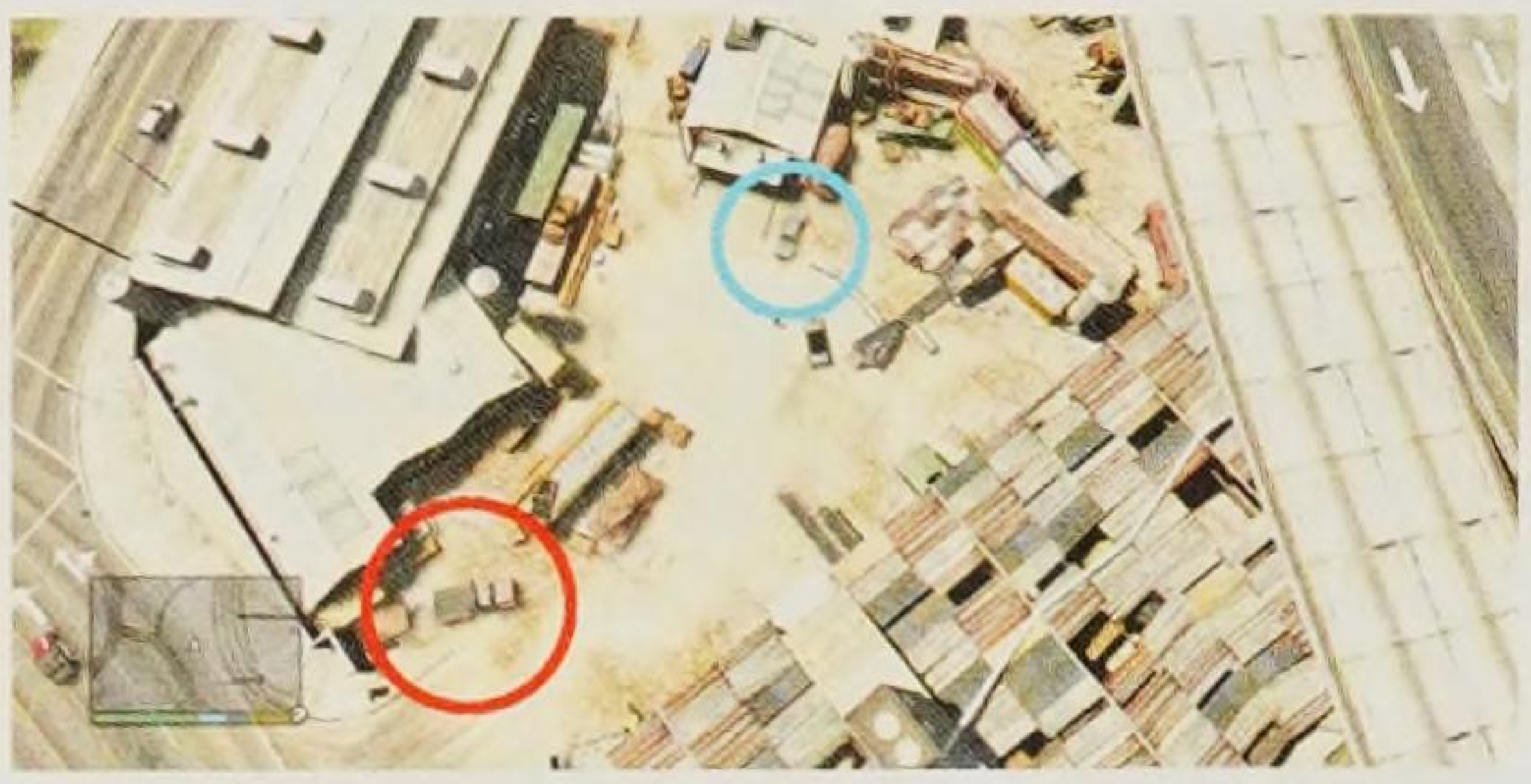


Sandcastle Way
Vespucci
Imagination Court
Invention Court
Lindsay Circus
Palomino Avenue
La Puer
Conquistador St
Cortes St
Bay City Avenue
2
Vitus St
Palomino Ave
Tackle St
Aguja St
Tug St
Goma St
Melanoma St
Magellan Ave
Rug St
Shank St
Dutch London St
Greenwich Parkway
PILLBOX SOUTH
PUERTO DEL SOL
Innocence Blvd
Adam's Apple Blvd
Olym
Power St
Innocence Bl
Alta St
19
1
5
Arsenal Street
Mutiny Road
Forum Drive
Strawberry Ave
DAVIS
Grove St
Autopia Parkway
Maze Bank Arena
Davis Ave
La Puerta Fwy
Dutch London St.
Bait St


Albany Emperor

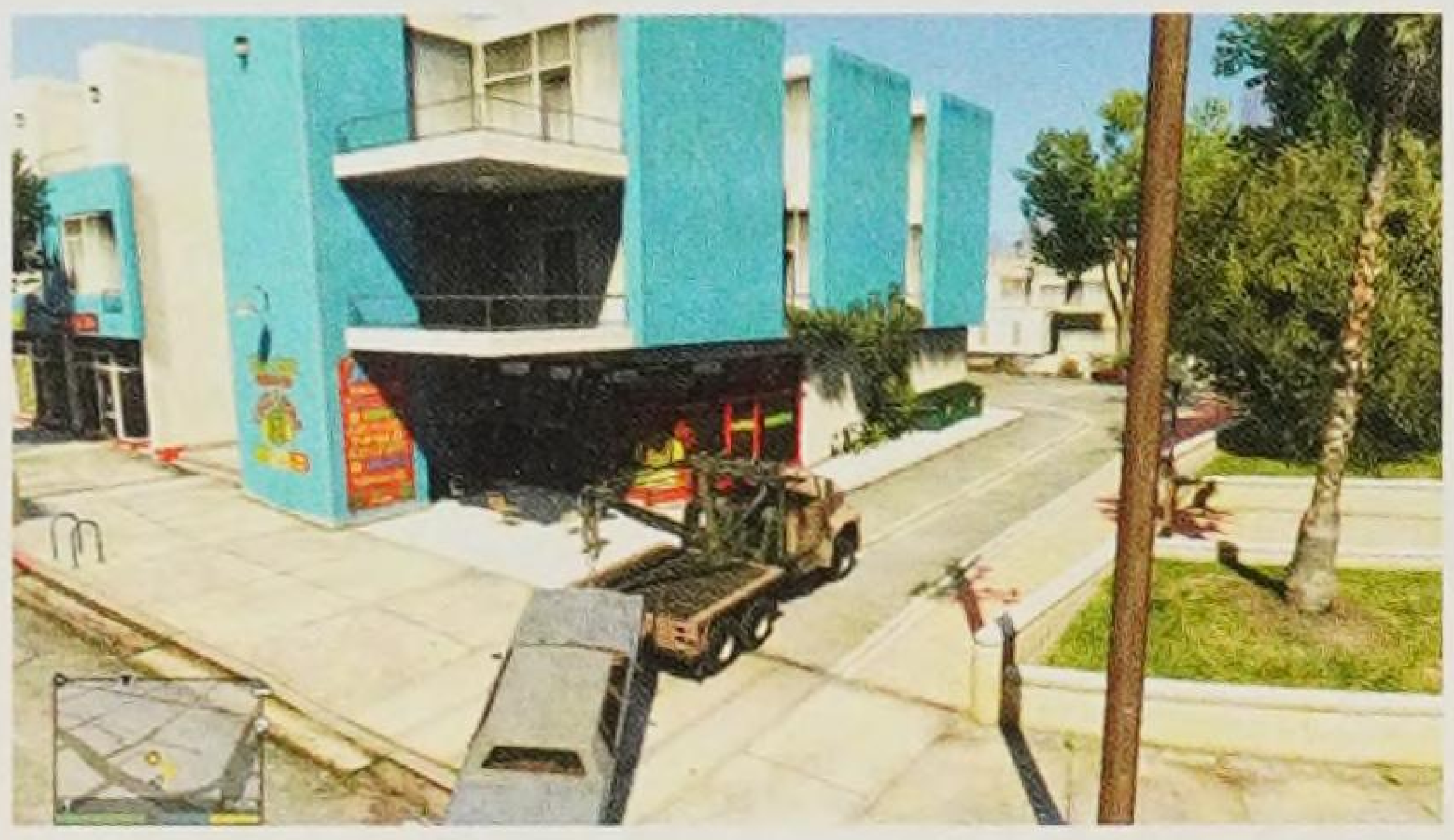
▶ Get in the stash car.

As you pull into the salvage yard, a blue blip appears on your radar. Follow it to a beat-up Albany Emperor parked between several barricades. Get in the Emperor—it won't start up. After several tries Franklin automatically calls Barry, who claims he needs the car as well as the stash: "The movement depends on it!"



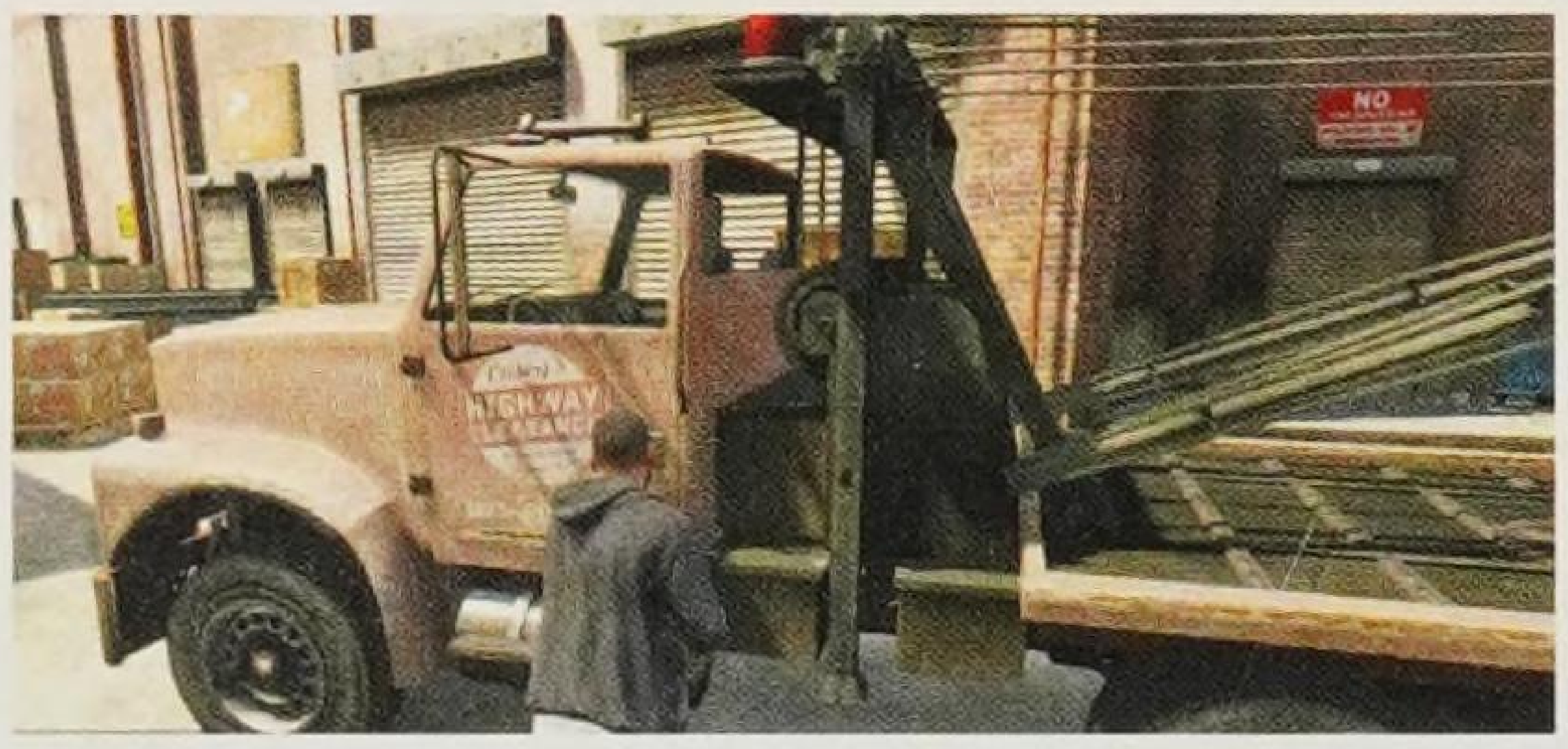
▶ Find a way to move the stash car.

Get out of the car and move across the salvage yard to find the tow truck. Lower the hook and back the tow truck to the front of the Emperor to hook it. Then pull the car out of the lot.



▶ Deliver the car to Barry's apartment, then leave the area.

Haul the stash car along the yellow route to Barry's apartment 2 just off Bay City Avenue in Vespucci. When you reach the destination marker, unhook the car and then drive away in the tow truck. Franklin automatically calls Barry to report the delivery and end the mission.



Mission Completion Stats: Grass Roots—The Drag

100%

● Mission Time	☑ Complete within 01:30
● Hooked	☑ Keep the stash car hooked until delivery

GRASS ROOTS—THE SMOKE-IN

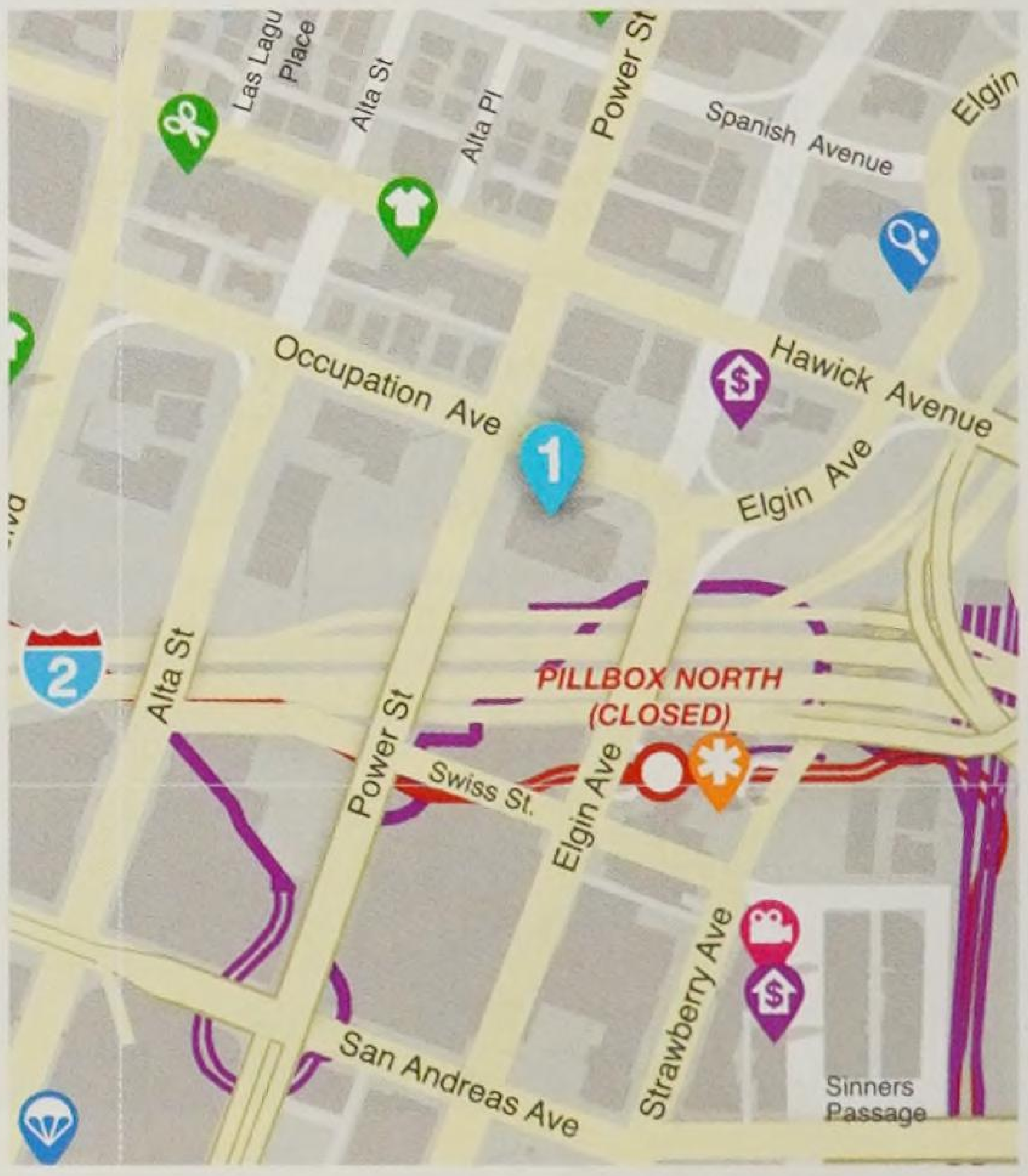
CONTACT POINT: *"B?" (Barry)*

PREREQUISITE: *"Grass Roots—The Pickup" and "Grass Roots—The Drag"*

PLAYABLE CHARACTER: *Franklin*

▶ Look for the smoke-in at City Hall.

Send Franklin to the **"B?"** in front of City Hall 1 on Occupation Avenue. The steps are deserted and Franklin automatically calls Barry to get the scoop. Leave the area to complete this side mission.

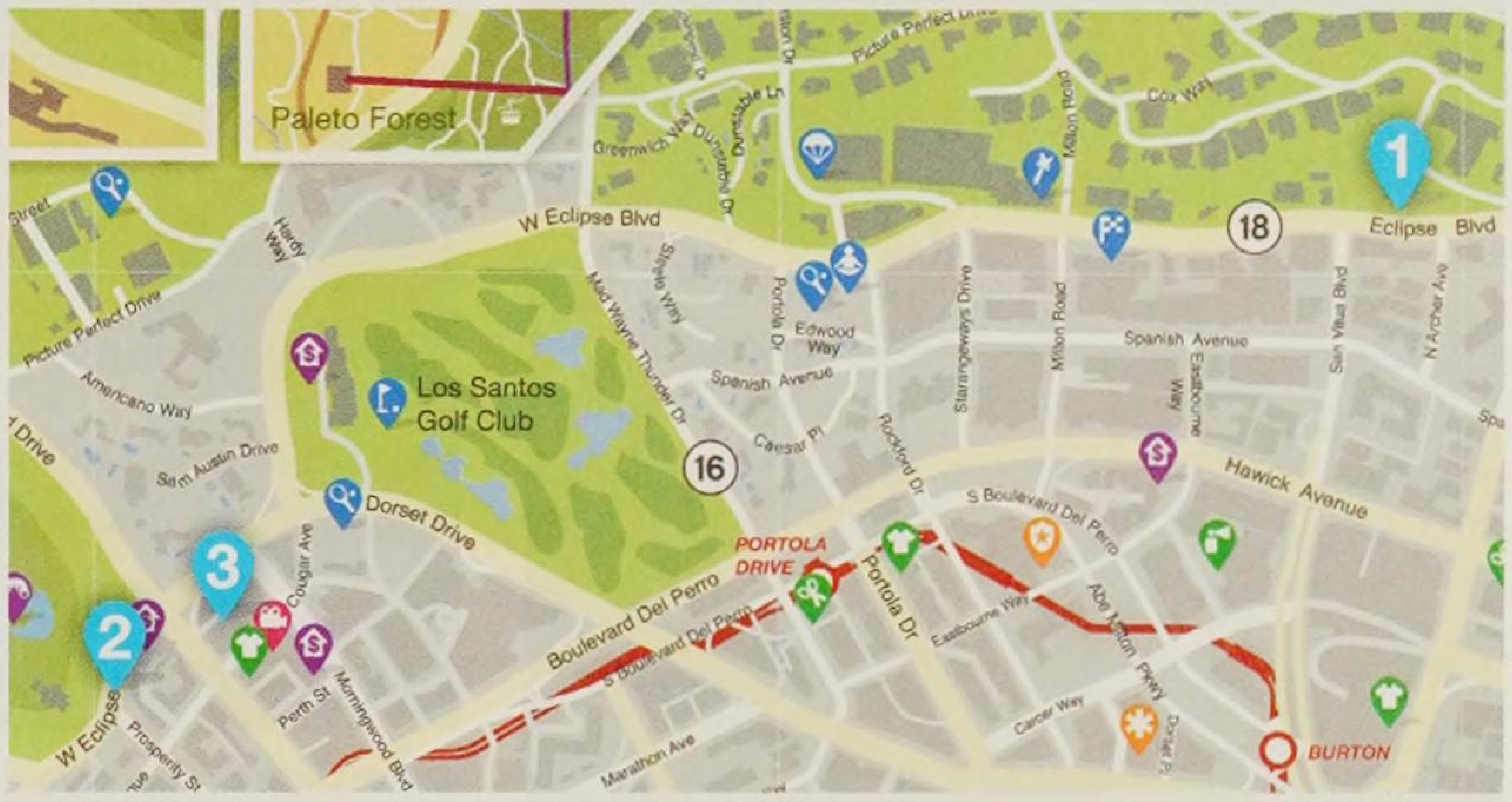

Las Lagu
Place
Alta St
Alta Pl
Power St
Spanish Avenue
Elgin
Occupation Ave
Hawick Avenue
Elgin Ave
1
2
Alta St
Power St
PILLBOX NORTH
(CLOSED)
Swiss St.
Elgin Ave
Strawberry Ave
San Andreas Ave
Sinners
Passage

PAPARAZZO

CONTACT POINT: *"?" (Strangers and Freaks)*

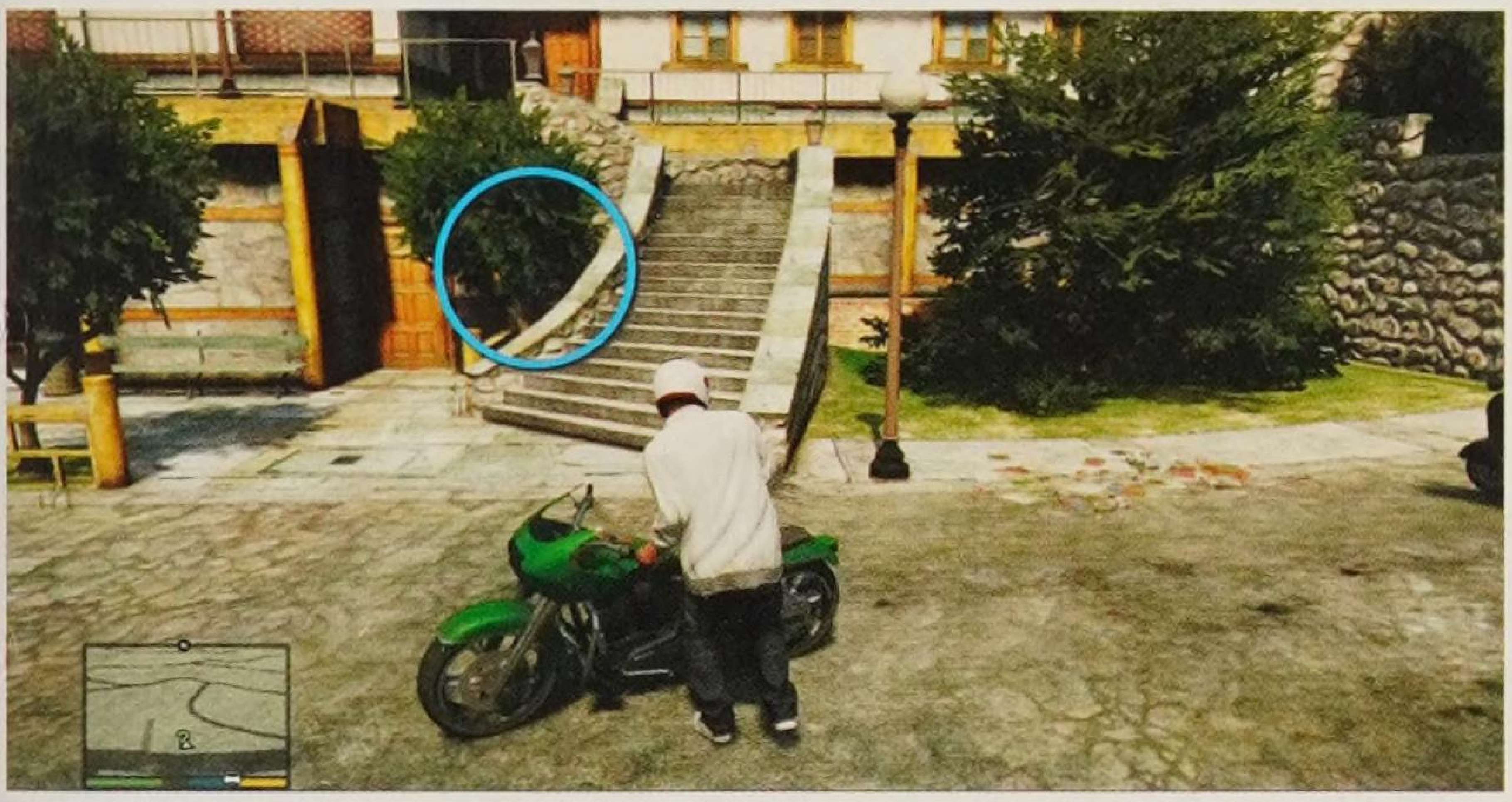
PREREQUISITE: *Complete "Pulling Favors"*

PLAYABLE CHARACTER: *Franklin*



Find the paparazzo.

Send Franklin to the **"?"** on Eclipse Boulevard ①. Approach the fellow hiding behind the tree to the left of the staircase (circled in our screenshot). This triggers a cutscene: Franklin meets Beverly, a paparazzo looking for photos of hip-hop star PG Jackson. After a discussion of the legitimacy and purpose of celebrity pursuit, Beverly spots megastar Miranda Cowan getting into her limousine. He talks Franklin into chasing her to get some lucrative candid photos.



Drive Beverly's motorcycle alongside Miranda's car.

Run to Beverly's Shitzu PCJ 600 and hop on. Wait for the photographer to climb on the back, then take off after Miranda's limo (the blue radar blip). Pull up on the driver's side and match the car's speed so Beverly can snap plenty of shots. Press the button indicated onscreen to toggle your focus on Miranda's car. The limo stays on Eclipse Boulevard, so don't worry about turns.

Eliminate the rival paparazzo.

When Miranda's car passes North Rockford Drive ②, another paparazzo named Madison swings in behind the limo on the back of a motorcycle. Pull next to Madison's bike so Beverly can push off his rival. (If Beverly can take down his rival on the first attempt, you fulfill a Gold Medal requirement.) Or Franklin can use drive-by shooting to quickly take out Madison. With either method, activate Franklin's special driving ability to make things easier. But if Beverly knocks over his rival, the action triggers no Wanted Level and you're free to drive the paparazzo to his next stakeout.

Lose the cops and take Beverly to his next stakeout.

Gunning down Beverly's competition drive-by style triggers a Wanted Level. Use standard evasive maneuvers until the Wanted Level flashes out. Follow the new yellow route to the destination marker in a parking lot ③ by the Café Redemption in Morningwood. When you arrive, Beverly heads off to stalk another superstar and invites Franklin to meet up later at "The Manor" for more paparazzi work.

Mission Completion Stats: Paparazzo

100%

● Smack Down
● Picture Perfect

☑ Ensure Beverly takes out his rival on the 1st attempt
☑ Help Beverly snap and inspect 3 photographs

PAPARAZZO—THE SEX TAPE

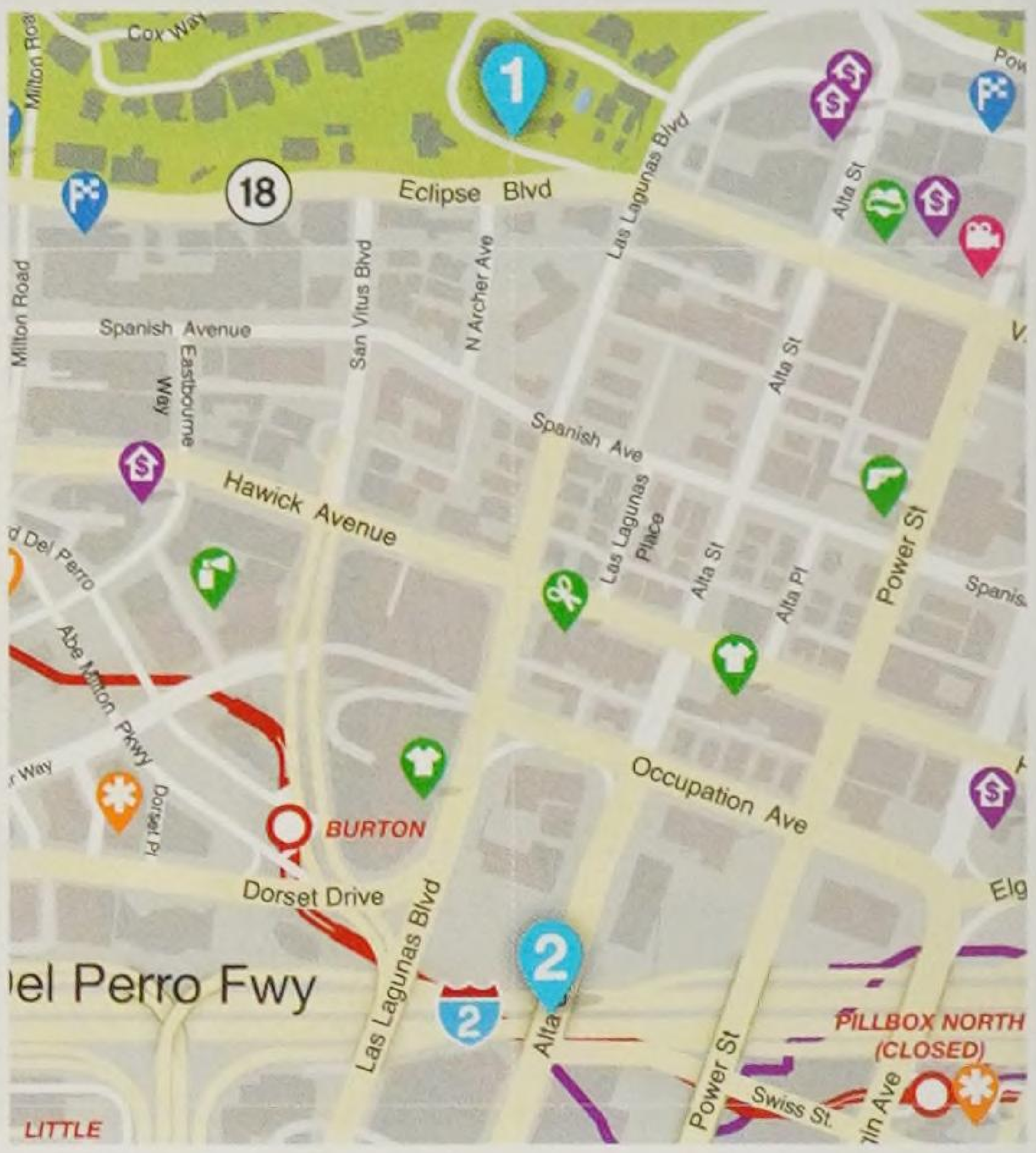
CONTACT POINT: *"P?" (Beverly)*

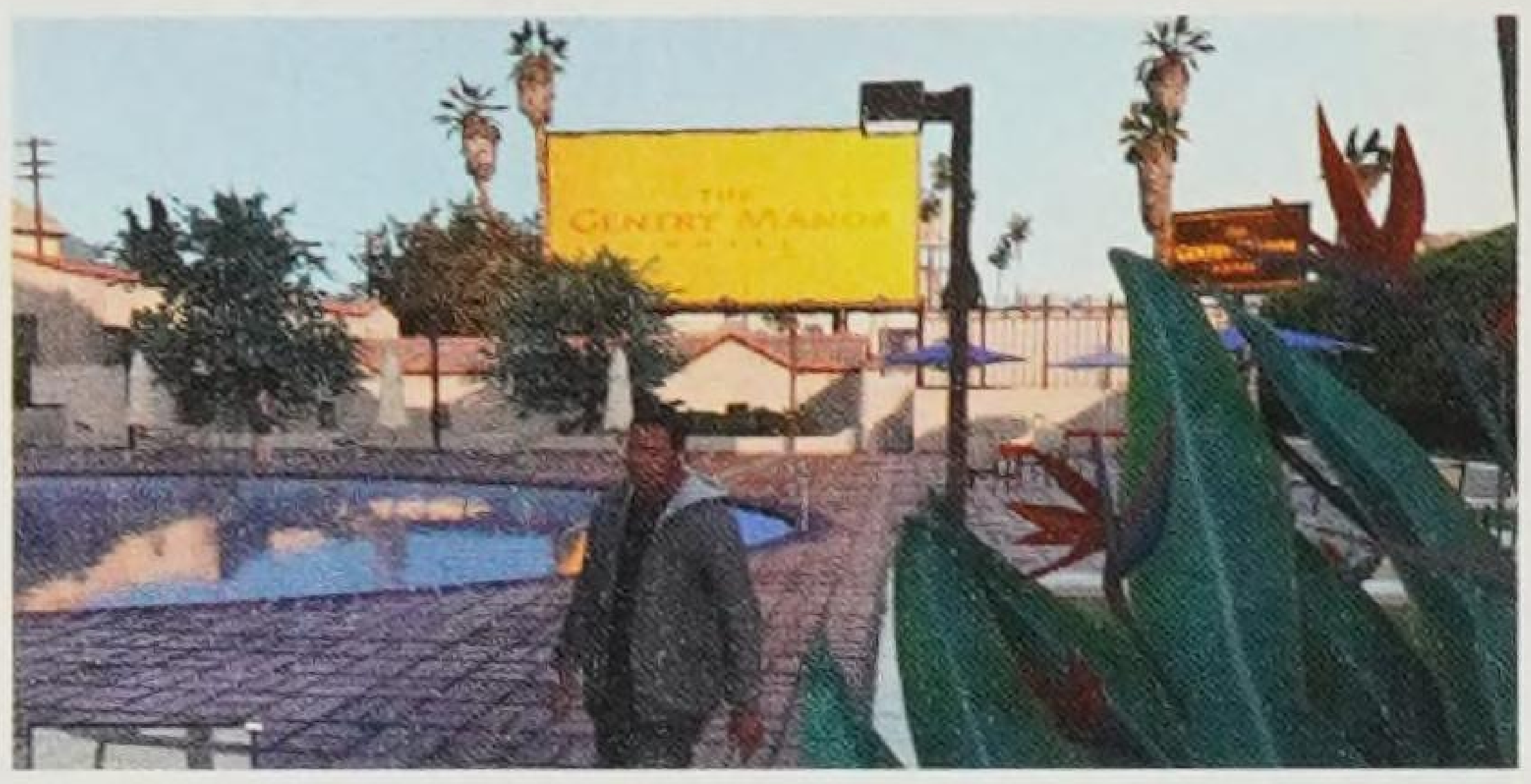
PREREQUISITE: *Complete "Paparazzo"*

PLAYABLE CHARACTER: *Franklin*

▶ Find Beverly at The Gentry Manor Hotel.

Send Franklin to the **"P?"** at the drive-in entrance to The Gentry Manor Hotel ① to trigger a cutscene: Franklin meets Beverly who is staking out "America's newest sweetheart," the teen star Poppy Mitchell.


1
Cov Way
Milton Rd
18
Eclipse Blvd
Las Lagunas Blvd
Alta St
Milton Road
Spanish Avenue
Eastbourne Way
San Vitus Blvd
N Archer Ave
Spanish Ave
Hawick Avenue
Del Perro
Abe Milton Pkwy
Dorset Pl
Las Lagunas Place
Alta Pl
Power St
Occupation Ave
BURTON
Dorset Drive
el Perro Fwy
Las Lagunas Blvd
2
Alta St
Power St
PILLBOX NORTH (CLOSED)
Swiss St
LITTLE



▶ Follow Beverly.

Walk with Beverly to a side entrance into the hotel grounds. Stay with him as he moves down a walkway and past the hotel pool. (A Gold Medal requirement is to jump in the pool!) Soon he reaches a corner where he spots Poppy and hands his camera over to Franklin.

▶ Film Poppy's activities.

When you switch to video camera view, use the Zoom control indicated onscreen for a close-up shot of Poppy and her fellow teen idol, Justin. Center the camera's viewfinder box on Poppy's face. After a short time, Poppy and Justin spot Franklin and call security.

▶ Escape to Beverly's car.

Sprint after Beverly as he screams, "Abort! Abort!" Poppy's security guard gives chase. Follow Beverly to his car at the hotel entrance. Beverly hops in to drive and directs Franklin to keep filming as Poppy gives chase.

▶ Film Poppy as she chases Beverly's car.

Now try to keep the camera viewfinder centered on Poppy's face. When you're getting a good shot, the framing box turns green; when the shot is poor, it turns red. In particular, get footage of her face whenever she raises her head above her convertible's windshield to yell at you. ("Full facial recognition" is another medal requirement.) Eventually, Beverly cuts across the downtown high-rise construction site and loses Poppy when she crashes into a stack of pipes. Watch as the paparazzo drops off Franklin ② to end the mission.

Mission Completion Stats: Paparazzo—The Sex Tape

100%

- ● Quick Dip
- ● Money Shot

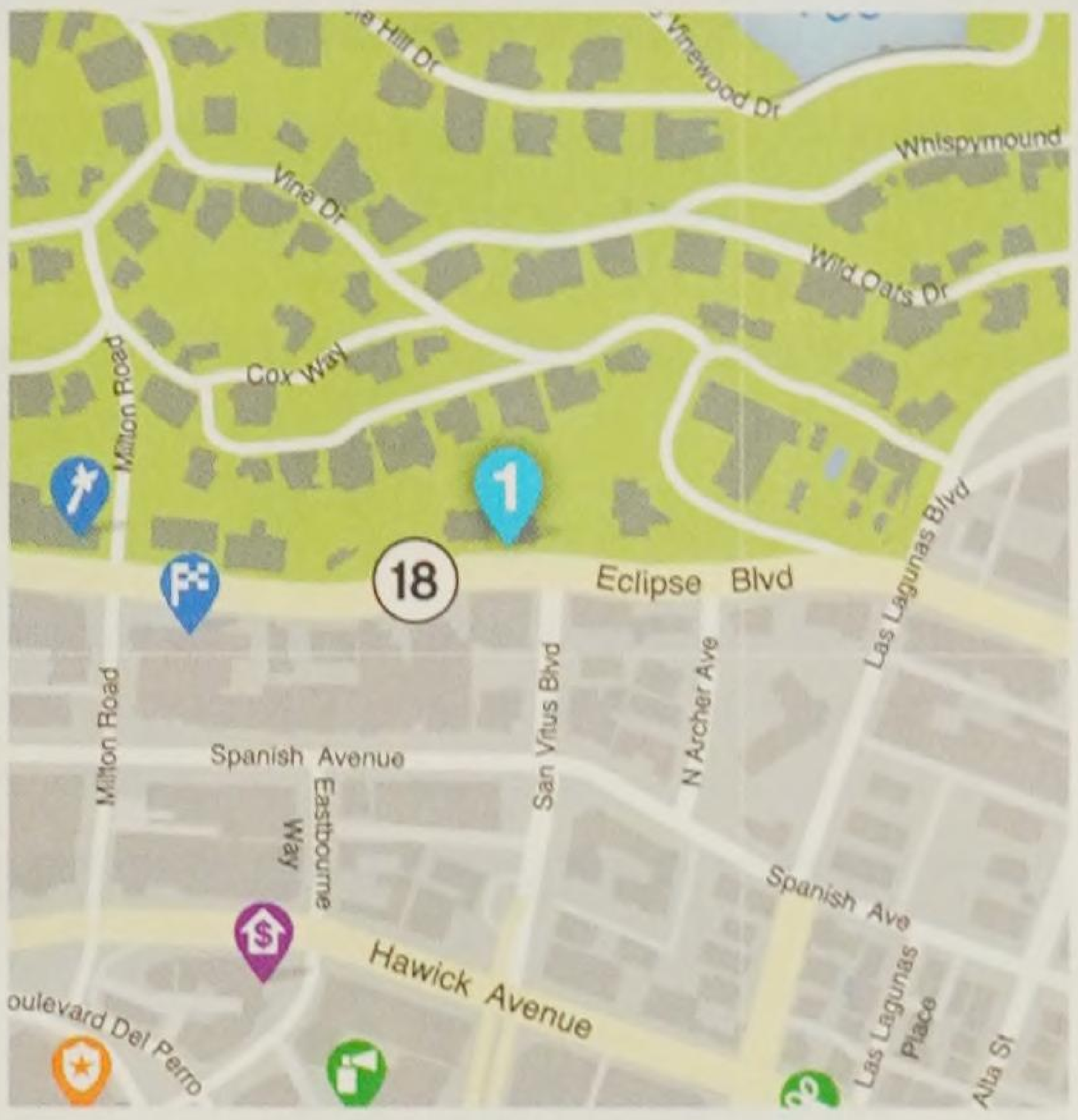
- ☑ Jump in the pool whilst following Beverly
- ☑ Achieve full facial recognition during chase

PAPARAZZO—THE PARTNERSHIP

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"P?" (Beverly)	*Complete "Three's Company"*	*Franklin*

▶ Find Beverly in the dumpster.

Send Franklin to the **"P?"** in the parking lot ① of the Spitroasters Meathouse restaurant on Eclipse Boulevard. Beverly pops out of a dumpster with news that he's the subject of a new reality TV show. In the meantime, he wants Franklin to keep taking celebrity shots for him. Beverly promises to send a list of photo subjects with links soon. Then he goes back into his stalking post. Not long afterwards, he texts Franklin with the details.

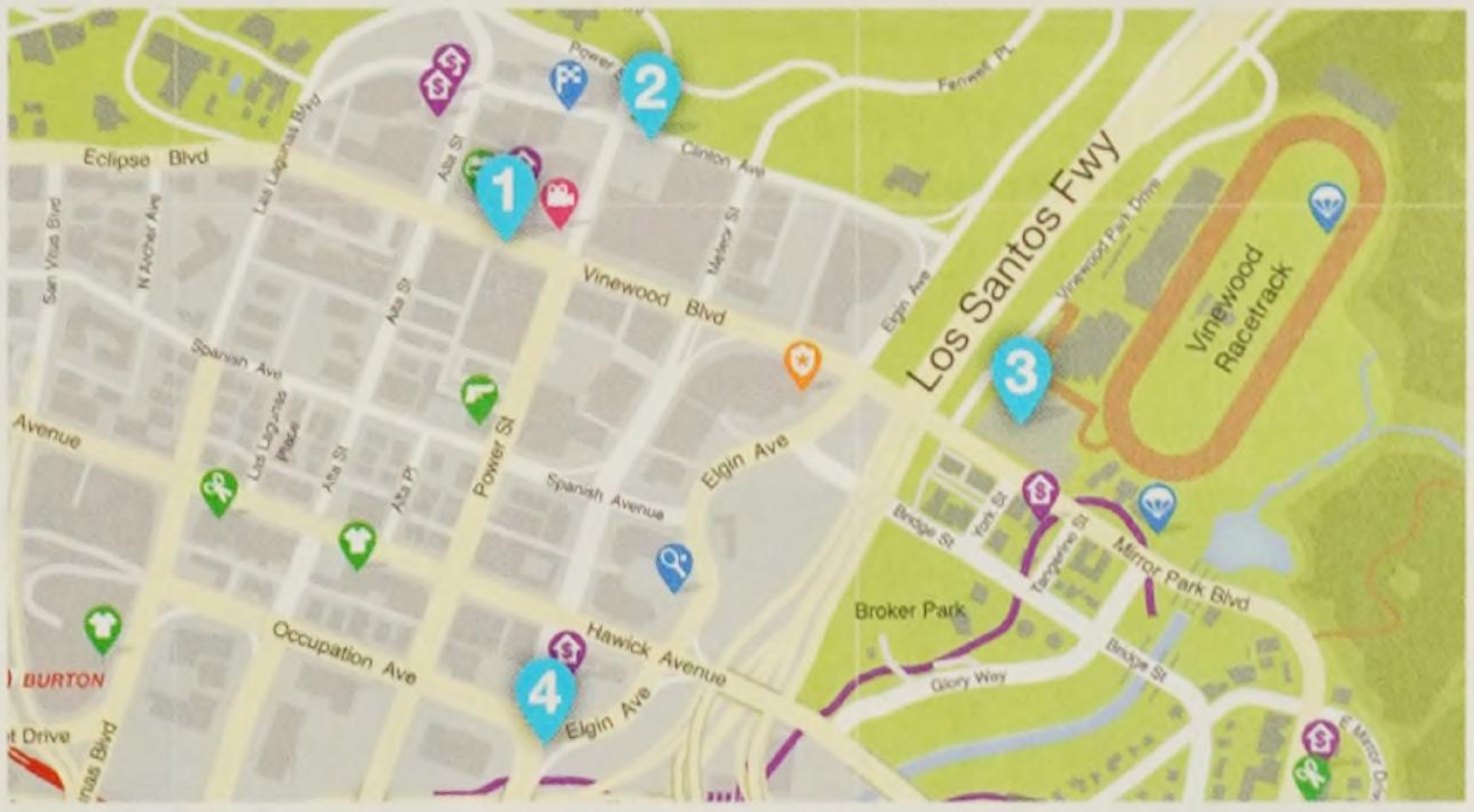


Vinewood Dr
Whispymound
Vine Dr
Wild Oats Dr
Cox Way
Milton Road
1
18
Eclipse Blvd
Las Lagunas Blvd
Spanish Avenue
Eastbourne Way
San Vitus Blvd
N Archer Ave
Spanish Ave
Hawick Avenue
Boulevard Del Perro
Las Lagunas Place
Alta St

PAPARAZZO—THE MELTDOWN

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
Green map circles	*Complete "Paparazzo—The Partnership"*	*Franklin*

▶ Take Beverly's call on Vinewood Boulevard.



2
1
3
4
Eclipse Blvd
Clinton Ave
Vinewood Blvd
Los Santos Fwy
Vinewood Racetrack
Spanish Ave
Power St
Elgin Ave
Occupation Ave
Hawick Avenue
Broker Park
Mirror Park Blvd
BURTON

Shortly after Franklin meets Beverly in "Paparazzo—The Partnership," the photographer texts Franklin information on a pair of photo opportunities. This puts two green circles on Franklin's map. Send Franklin to the one on Vinewood Boulevard ① in front of the Doppler Theater. Franklin automatically calls Beverly, who reports that Poppy Mitchell is involved in a high-speed chase with the cops. He needs photos!

▶ Pursue Poppy.

Follow the blue radar blip just a couple of blocks away on Clinton Avenue ② to find Poppy's pink car pursued by an LSPD cruiser. Poppy speeds up Baytree Canyon Avenue into the Vinewood Hills, then makes a hard right onto North Conker Avenue. Stay on her tail as she accelerates past Vinewood Bowl and Vinewood Racetrack, and then cuts through the casino parking lot ③.

Poppy winds down Elgin Avenue and finally runs out of luck, losing control and slamming into a tree in an intersection divider ④. She drunkenly staggers out of her vehicle and sits on the curb.

▶ Send Beverly a photo of Poppy.

Bring up your cellphone and select its Snapmatic function. To fulfill a medal requirement, wait until *after* the police officer handcuffs Poppy before snapping the photo. Then press the Send Photo button and select Beverly as the recipient. He texts back immediately, telling you to flee before you get busted too. Drive away until you get the Mission Passed screen and Beverly calls to check in.

Mission Completion Stats: Paparazzo—The Meltdown

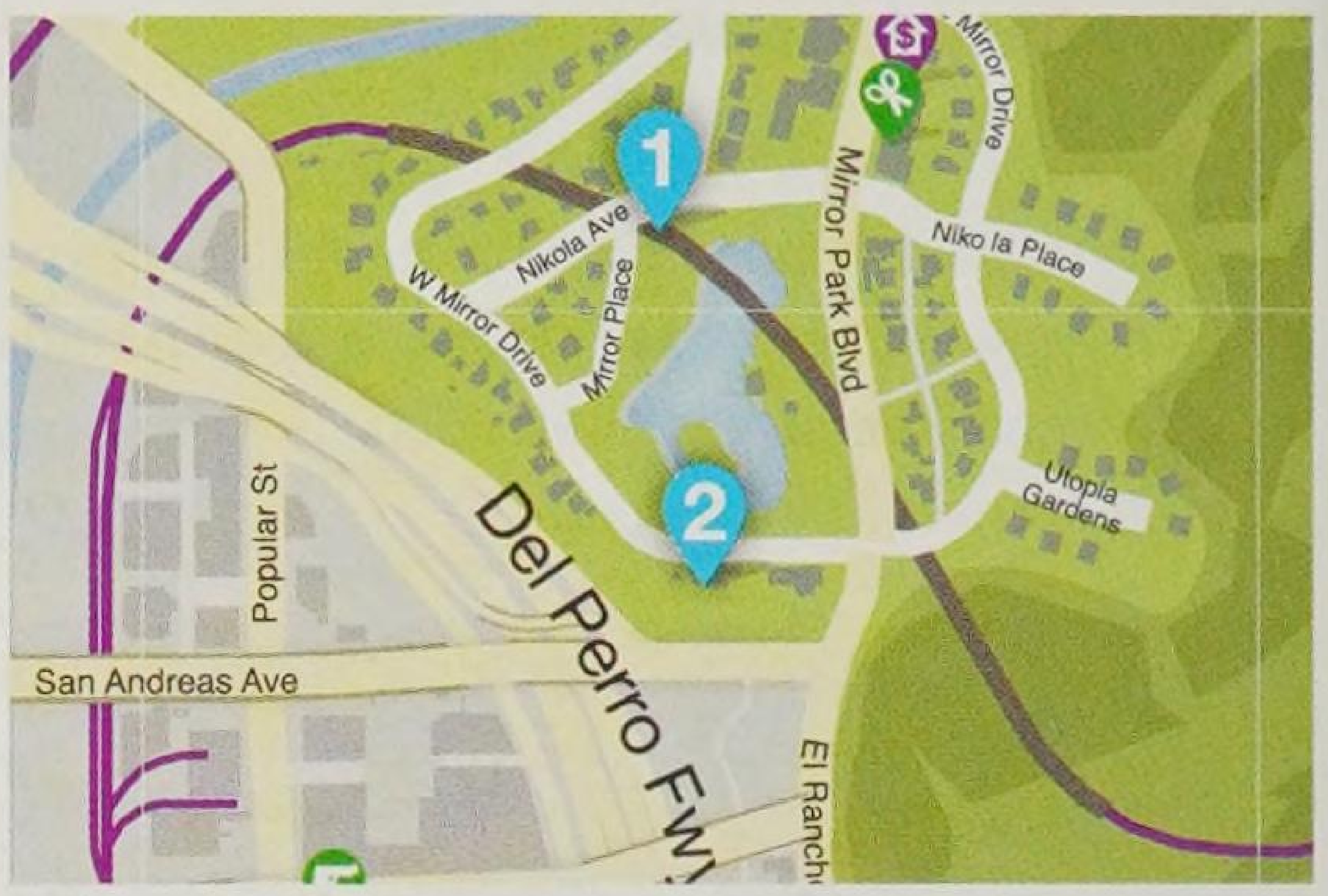
100%

● Thick of It
● DUI Diva

☑ Stay close to Poppy throughout the chase
☑ Snap Poppy after she's been cuffed

PAPARAZZO—THE HIGHNESS

CONTACT POINT: *Green map circles*
PREREQUISITE: *Complete "Paparazzo—The Meltdown"*
PLAYABLE CHARACTER: *Franklin*

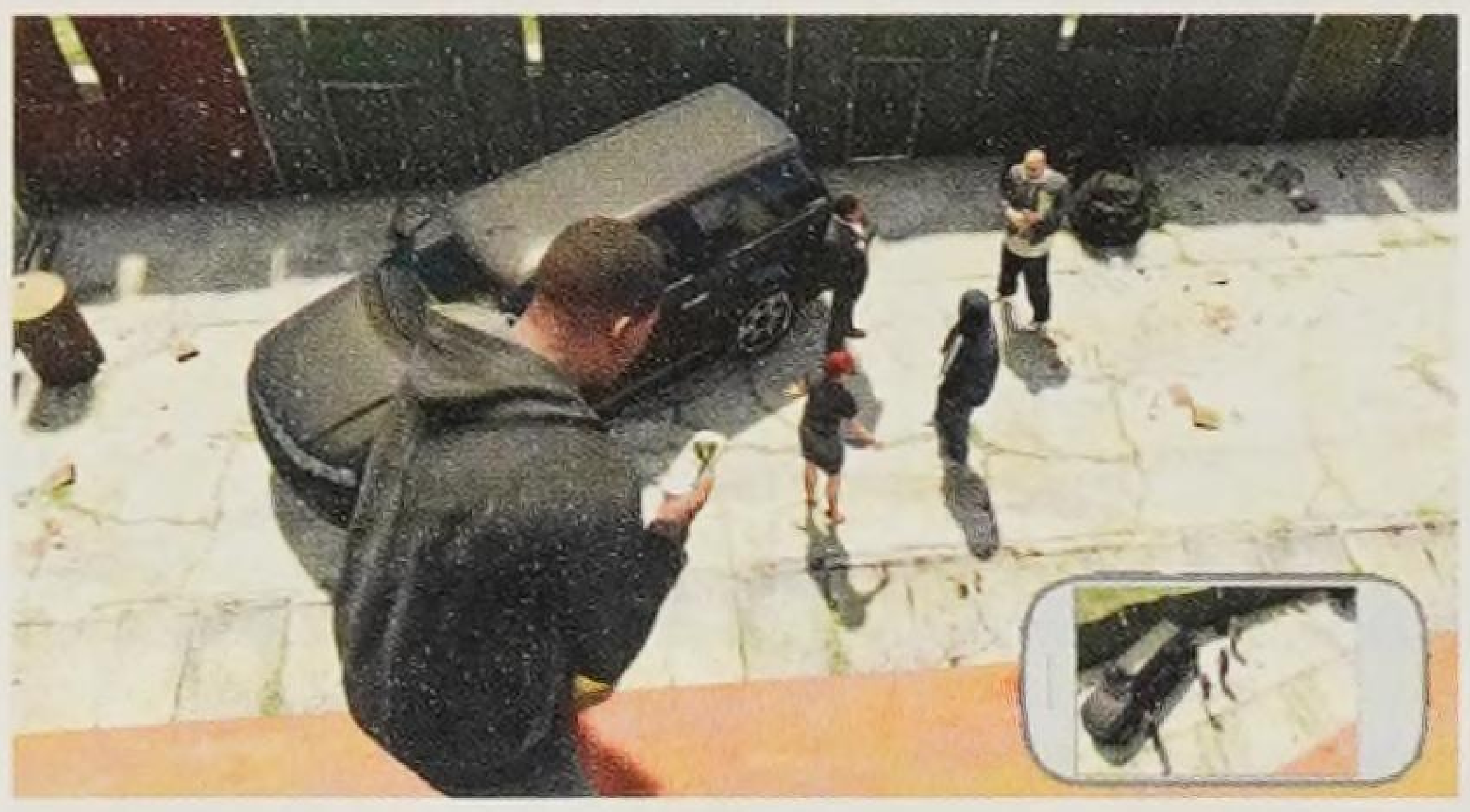


▶ Take Beverly's call in Mirror Park.

Shortly after Franklin meets Beverly in "Paparazzo," the photographer texts Franklin information on a pair of photo opportunities. This puts two green circles on the map. Send Franklin to the one in Mirror Park ① on Nikola Avenue. Reaching the green circle location triggers a call from Beverly, who says a drug deal involving Princess Georgina of England is about to take place. He has a contact for Franklin to meet.

▶ Meet Beverly's contact.

Follow the blue route to the nearby Chico's Hypermarket ② on West Mirror Drive. When you pull up to the front corner of the Aqua Drive-Thru next door to Chico's, a new objective appears.



▶ Send Beverly a photograph of the princess.

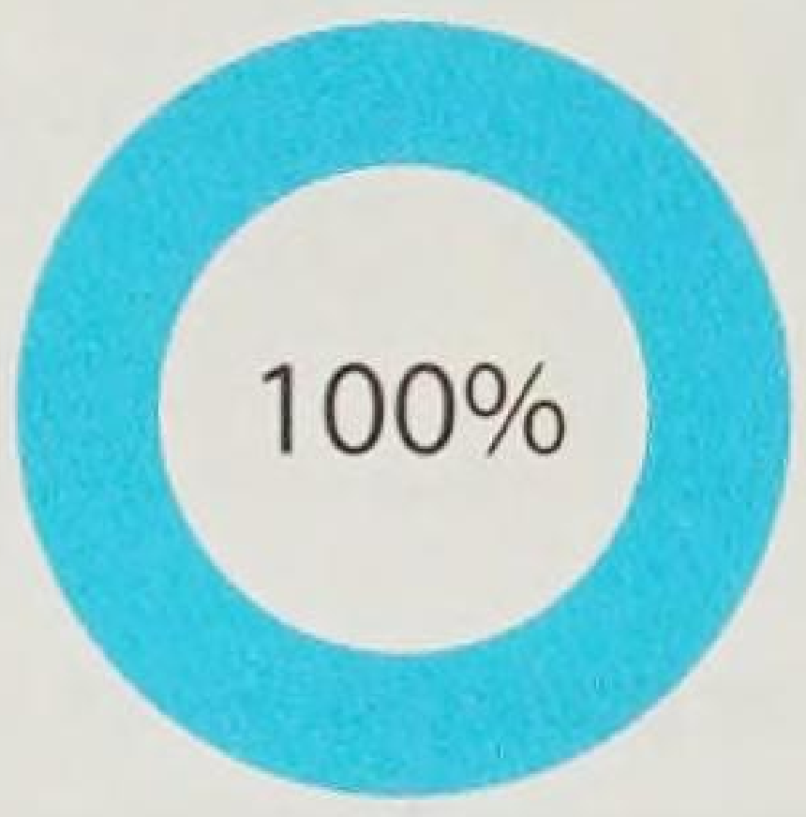
To view the transaction without being detected (a medal requirement), use the blue dumpster in front of Chico's to climb onto the roof. Then climb past the Chico's sign onto the higher roof section. Activate stealth mode and creep to the back edge of the roof, overlooking the rear alley.

Witness the princess meeting with the drug dealer. Bring up your cellphone and select its Snapmatic function. When the dealer and his accomplice hand the drugs over to the princess and her men, snap a photo. Then press the Send Photo button and select Beverly as the recipient.

▶ Get away from the area.

Hop down to the front of Chico's, get in your car, and drive away. When Franklin gets a few blocks away, he automatically calls Beverly who raves about the photo, ending the mission.

Mission Completion Stats: Paparazzo—The Highness



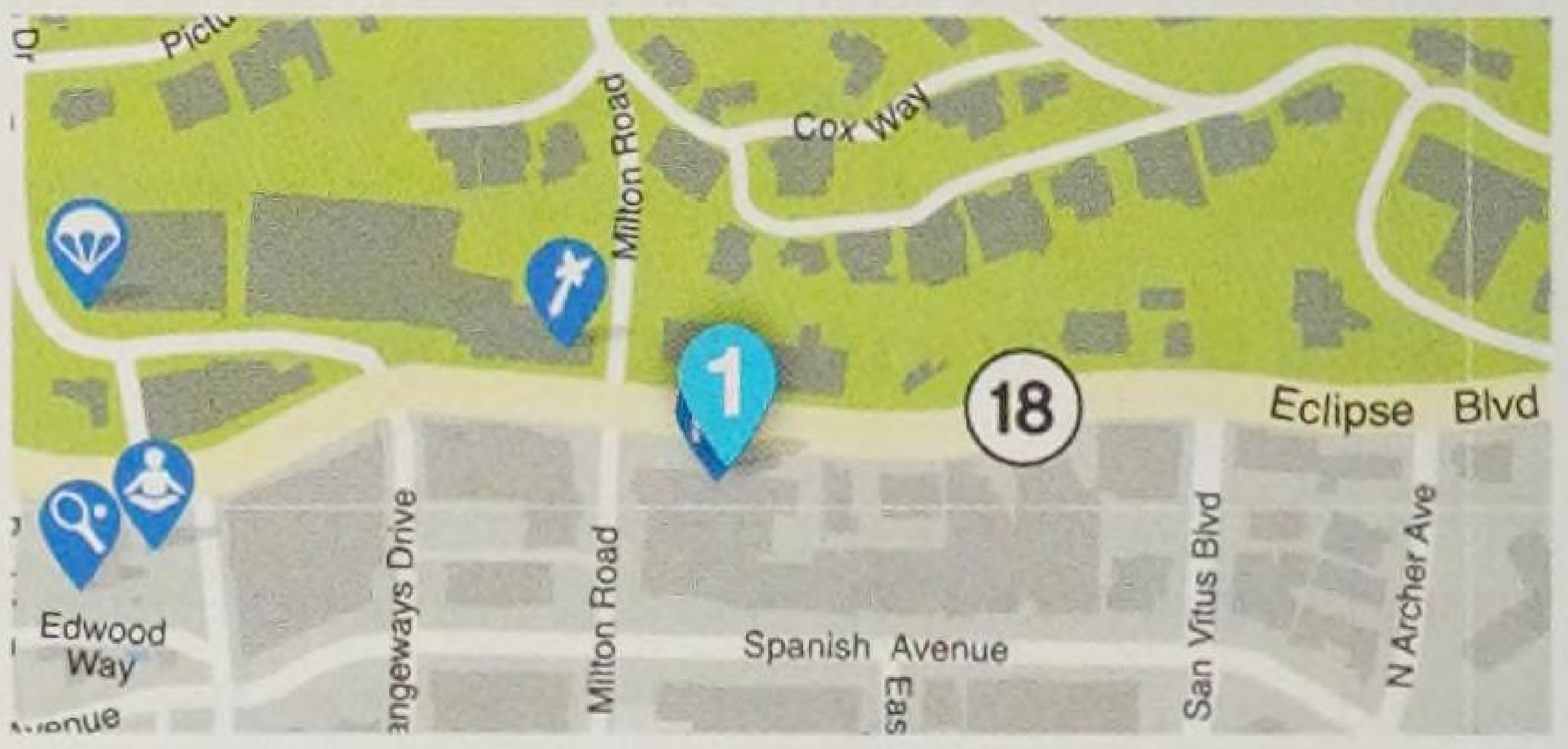
● Silent Snapper	☑ Snap the princess without being detected
● Royal Drag	☑ Snap the princess buying the drugs

PAPARAZZO—REALITY CHECK

CONTACT POINT: *"P?" (Beverly)*
PREREQUISITE: *Complete "Paparazzo—The Meltdown" and "Paparazzo—The Highness"*
PLAYABLE CHARACTER: *Franklin*

▶ Find Beverly at The Generic.

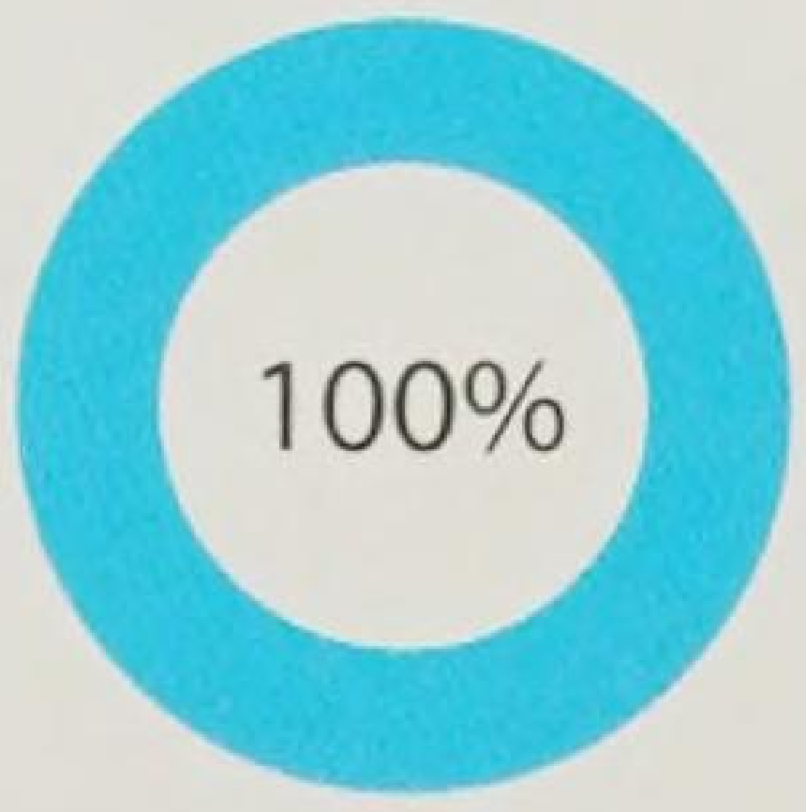
Send Franklin to the **"P?"** in front of The Generic ① on Eclipse Boulevard in West Vinewood. Approach to trigger a cutscene: Franklin accidentally interrupts the filming of Beverly's new reality TV show. When Franklin asks about payment for his work, Beverly puts him off.



▶ Optional: Kill Beverly and his crew.

Franklin can just walk away, and the mission ends. Or you can deliver some justice. Earn the mission's Gold Medal by taking out Beverly and his crew in "one shot." Lob a Grenade or fling a Sticky Bomb into their midst and detonate it before they can run away. Or better yet, a single shot from an RPG eliminates the full crew quite nicely.

Mission Completion Stats: Paparazzo—Reality Check



● Explosive Action!	☑ Kill Beverly and his crew with one shot

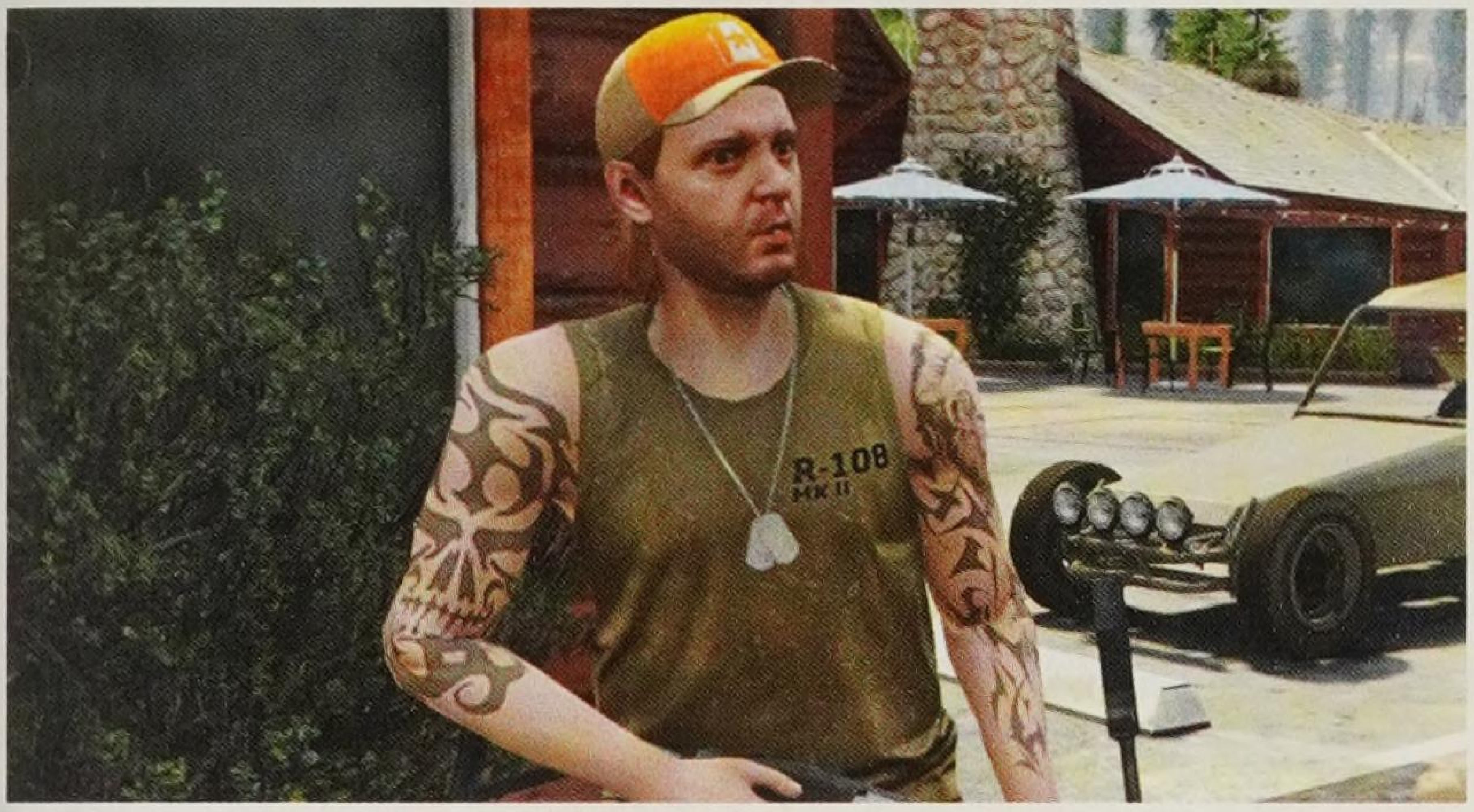
Contact: Cletus

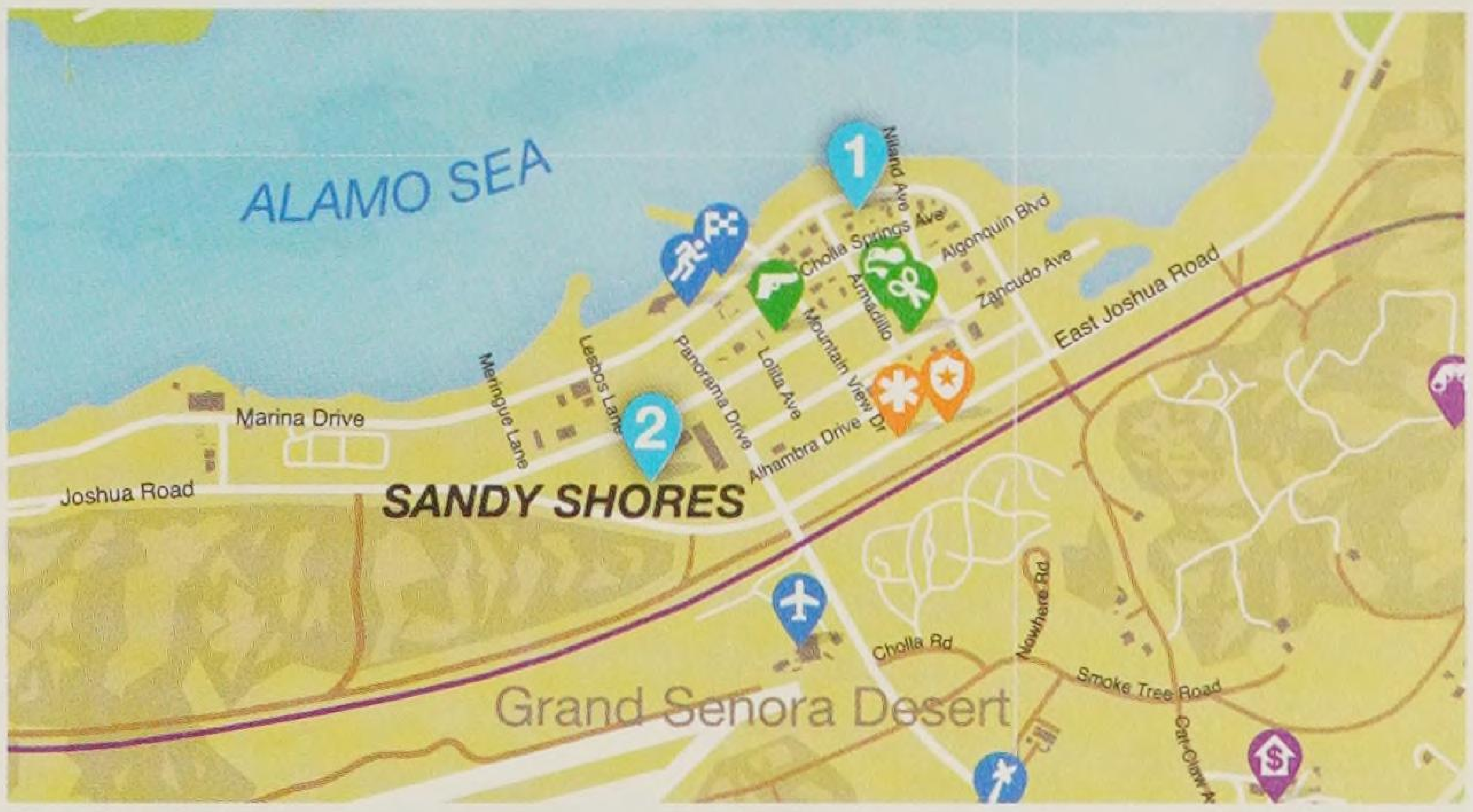
TARGET PRACTICE

CONTACT POINT: *"?" (Strangers and Freaks)*

PREREQUISITE: *Complete "Nervous Ron"*

PLAYABLE CHARACTER: *Trevor*



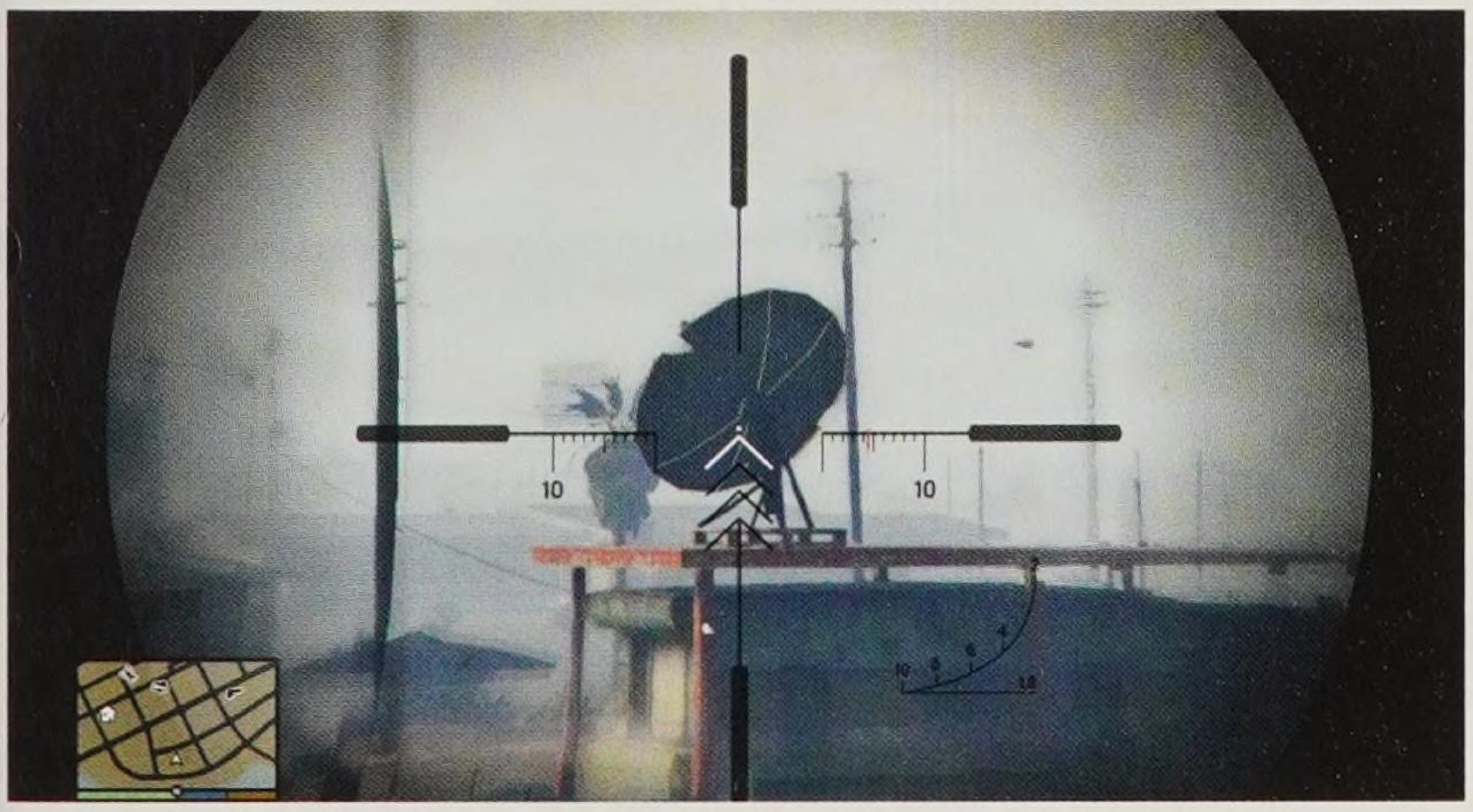

ALAMO SEA
1
Niland Ave
Cholla Springs Ave
Algonquin Blvd
Armadillo
Zancudo Ave
East Joshua Road
Mountain View Dr
Lolita Ave
Panorama Drive
Lesbos Lane
Meringue Lane
Marina Drive
2
Alhambra Drive
Joshua Road
SANDY SHORES
Nowhere Rd
Cholla Rd
Smoke Tree Road
Cat-Claw A
Grand Senora Desert

▶ Find Cletus in Sandy Shores.

Send Trevor to the **"?"** in Sandy Shores on Marina Drive ① and find the fellow pointing a scoped rifle at the sky. Approach him to trigger a cutscene: Cletus is doing some "hunting" and wants Trevor to join him. He hands Trevor the rifle and heads to the first target.

▶ Follow Cletus and snipe the satellite dishes.

Walk with Cletus up the nearby stairs to the first sniper perch on the big balcony. Find and shoot the three satellite dishes marked as red blips on your radar. The leftmost dish is on the ground; the middle one is on a high rooftop; and the rightmost dish is on a low rooftop.



▶ Go to the motel.

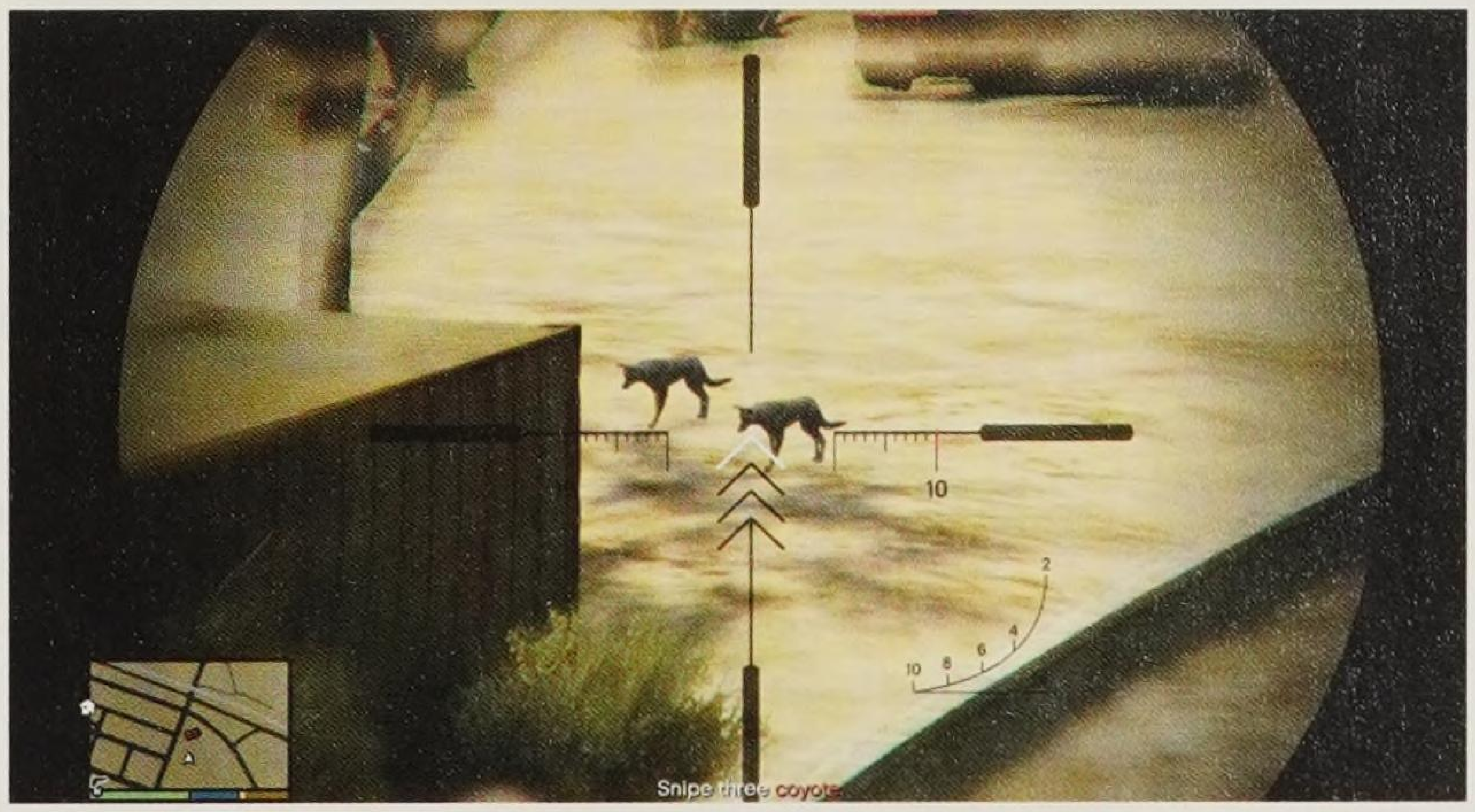
Go back to Marina Drive, hop in your car (or Cletus' BF Dune Buggy), and wait for Cletus to join Trevor. Travel the yellow route to the abandoned motel ② off Algonquin Boulevard. Follow Cletus up to another balcony perch.

▶ Snipe a tire on three passing cars.

Shoot out one tire on three different passing cars. Try to nail targets when they first appear because the cars speed up as they pass. Once you've popped three tires, walk with Cletus down the stairs and across the motel grounds to another staircase. Follow Cletus onto the motel roof.

▶ Snipe three coyotes.

Cletus leads Trevor to a corner of the roof. From there, pick off three coyotes. Use the red blips on your radar to spot targets. You can find coyotes in small packs, but they sprint away with the first shot. Look for lined-up pairs so you can nail both with one shot. (This is a medal requirement.) When you kill your third coyote, the mission is passed and Cletus says you're ready to move on to bigger game.


10
Snipe three coyotes

Mission Completion Stats: Target Practice

100%

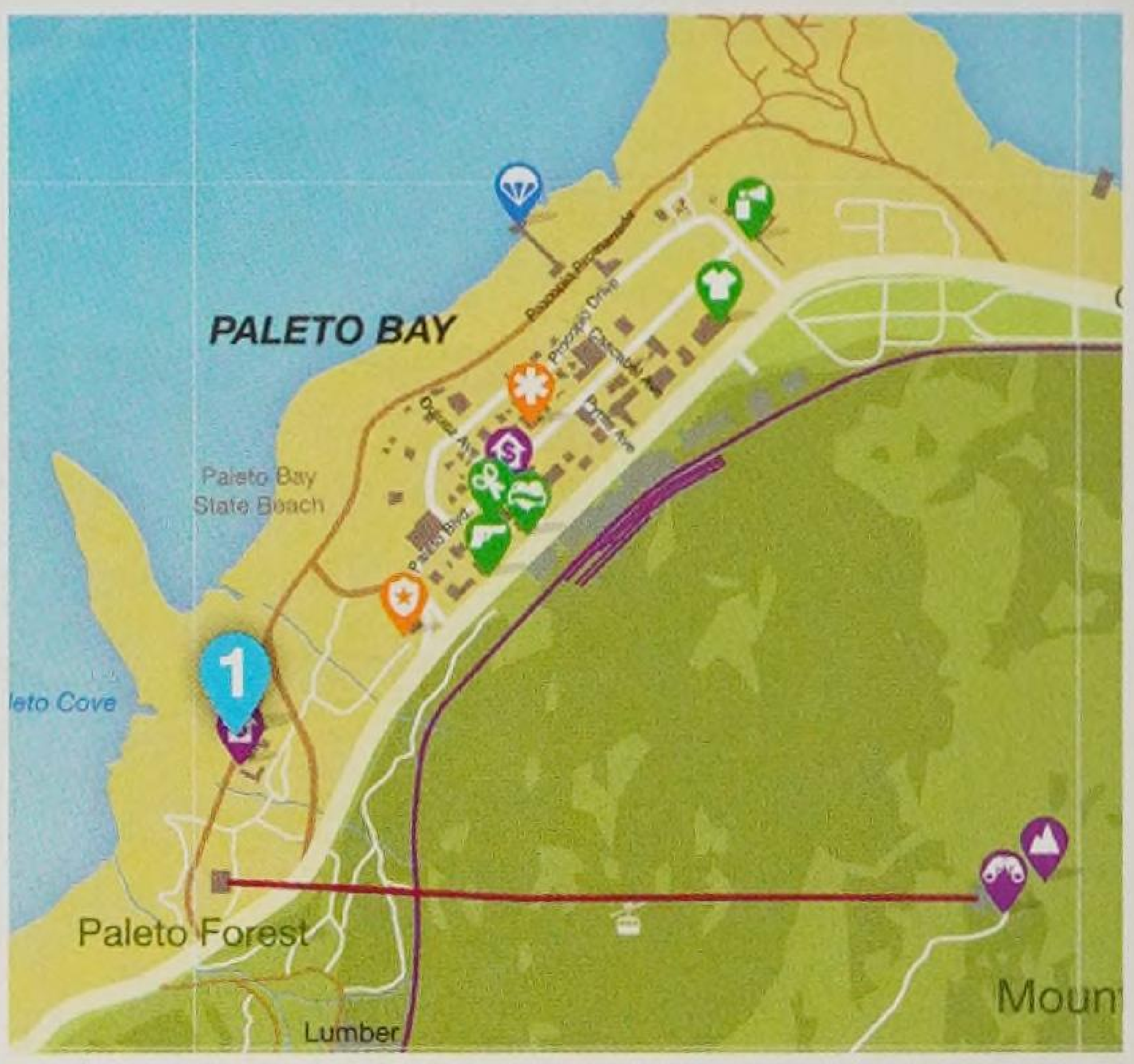
● 2 for 1	☑ Kill 2 coyotes with one shot
● Pop! Pop!	☑ Shoot all 3 tires with an accuracy of at least 75 percent
● Bad Signal	☑ Shoot all 3 satellite dishes without missing

FAIR GAME

CONTACT POINT: *"C?" (Cletus)*
PREREQUISITE: *Complete "Target Practice"*
PLAYABLE CHARACTER: *Trevor*

Find Cletus at the Bayview Lodge.

Send Trevor to the **"C?"** and find Cletus in the parking lot of the Bayview Lodge 1 in Paleto Forest. Approach to trigger a cutscene: Cletus asks if Trevor is ready to hunt some elk. It sure beats satellite dishes. Before the hunt begins, Cletus gives Trevor a small elk call whistle.



Follow Cletus.

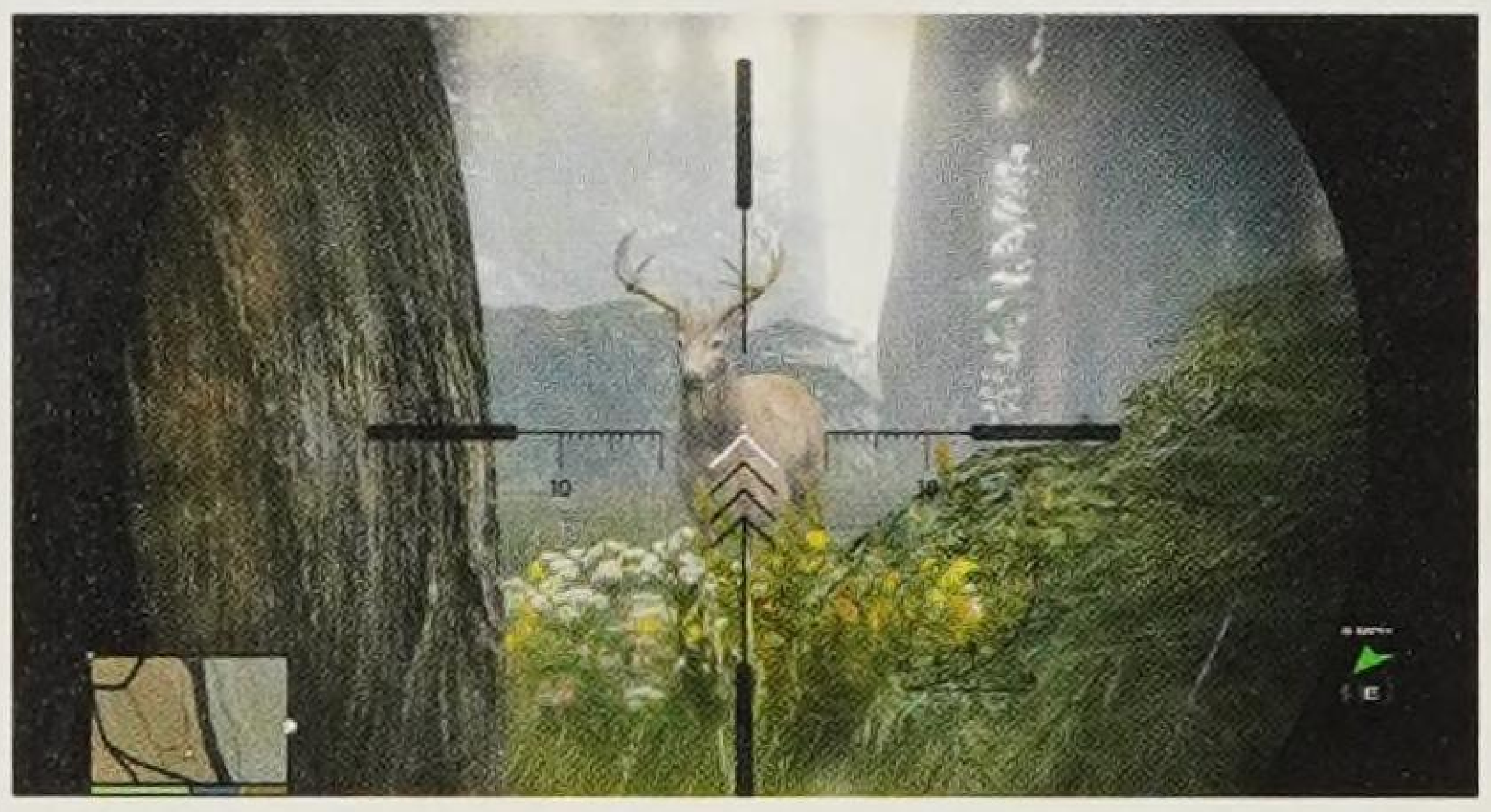
Cletus leads the way into the nearby woods, explaining how an elk can pick up your scent if it's downwind from you—that is, if the wind is blowing from behind you toward the elk. An onscreen arrow appears in the lower right to display which direction the wind is blowing. Once you spot an elk, use the wind gauge to maneuver Trevor so the creature doesn't smell him and become spooked.

Hunt the elk.

Now a red circle appears on your radar and map, marking the area where an elk is located. Use stealth mode to creep into the circle and spot the elk. Aim for a heart shot by targeting its chest just below the neck. Killing three elk with a heart shot is a Gold Medal requirement.

Return to Cletus and use the elk call to hunt a second elk.

After you kill the first elk, walk back to Cletus and follow him when he moves further into the woods. When prompted, press the control indicated onscreen to use the elk whistle. Soon another red circle appears on your radar. Move into it and activate stealth. Find the elk and shoot it, again trying for a heart shot.



Return to Cletus and hunt a third elk.

Return to Cletus again. He thinks a mating pair is up ahead and explains that Trevor should kill only male elk, which have antlers. Female elk have no antlers, and the mission is failed if you shoot one.

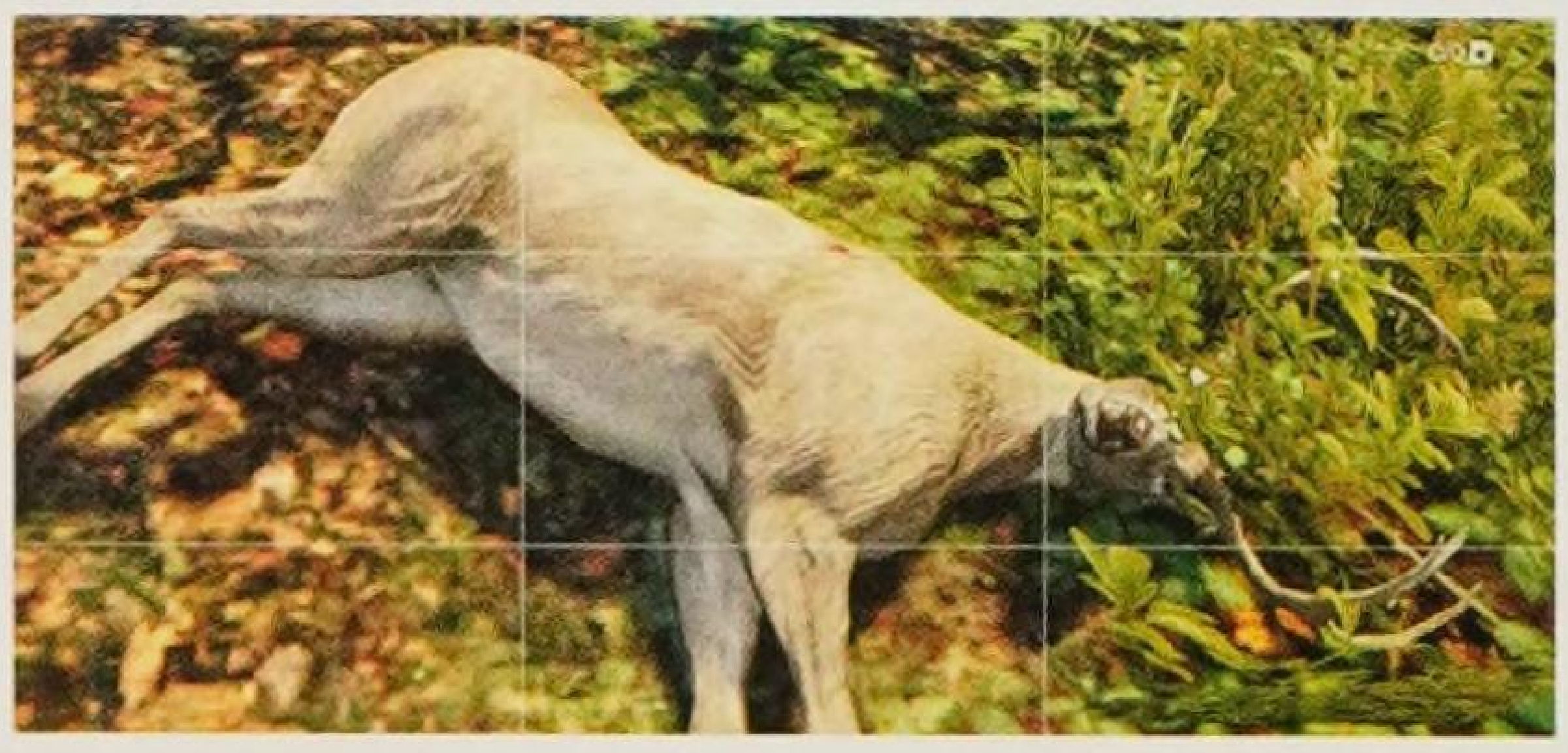
Use the elk call again to put another red circle on the map. Move into the circle and find the mates. Don't shoot the doe! Carefully target the antlered male and shoot it in the heart.

Hunt a fourth elk and take a photo.

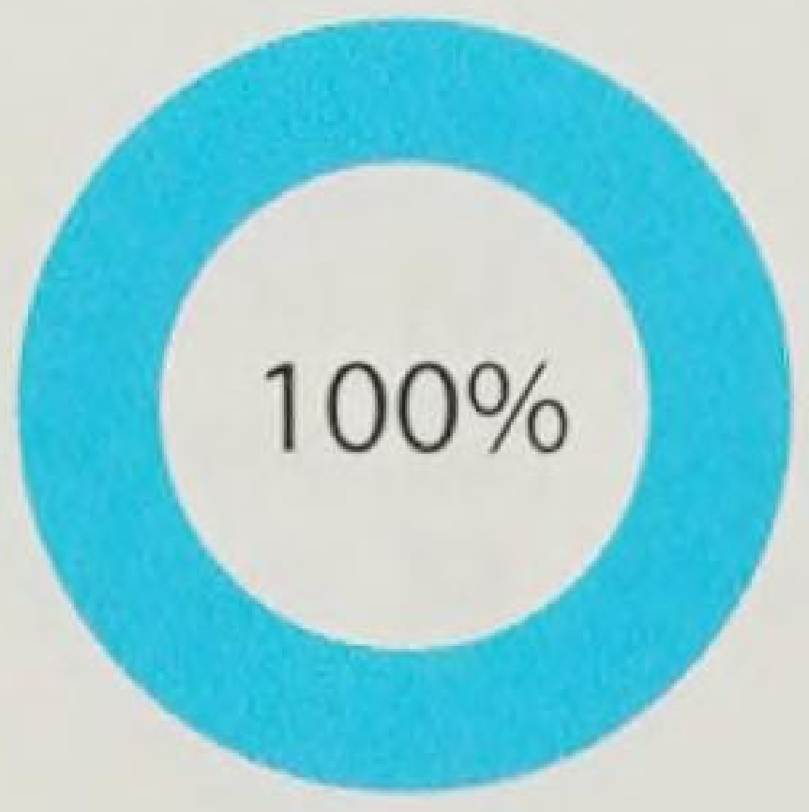
Cletus is pleased with Trevor's progress and says Trevor is on his own now. Cletus then asks for a photo of Trevor's next kill. Use the elk whistle to hunt another male elk, taking care to stay downwind of him on the approach. After you shoot the elk, approach the fallen creature, bring up your cellphone, and select its Snapmatic function to take a snapshot of your kill.

Send the picture to Cletus.

Send the photo to Cletus. Cletus calls and suggests that Trevor does more hunting for cash. This completes the mission and opens up the Hunting activity for Trevor. Look for the new Hunting icon on the map and check out the "Hunting" section in our Hobbies and Pastimes chapter.



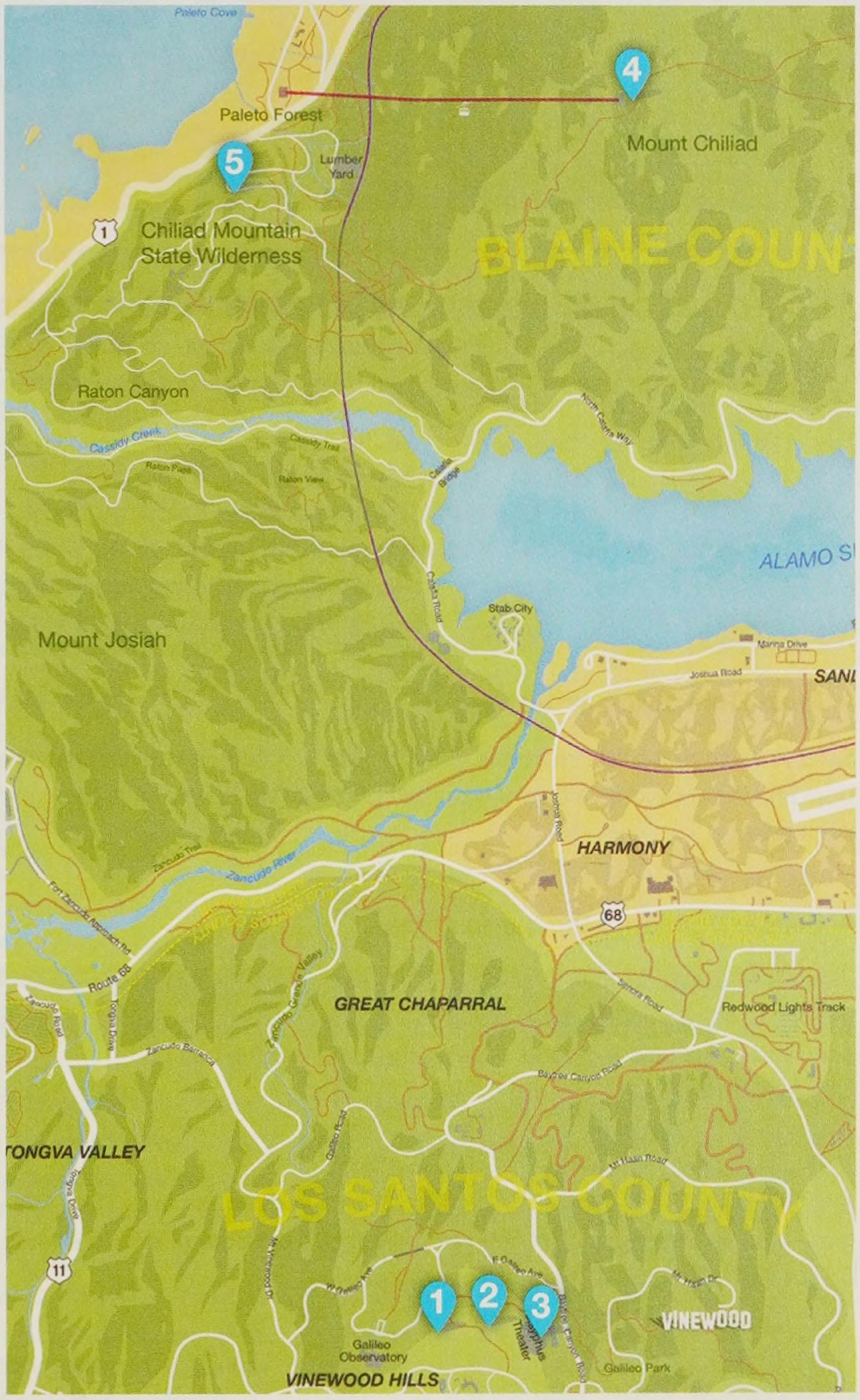
Mission Completion Stats: Fair Game



● Downwind	☑ Don't get detected by any elk
● Heart Hunter	☑ Kill 3 elk with a heart shot

Contact: Dom

RISK ASSESSMENT	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" (Strangers and Freaks)	*Complete "Minor Turbulence"*	*Franklin*

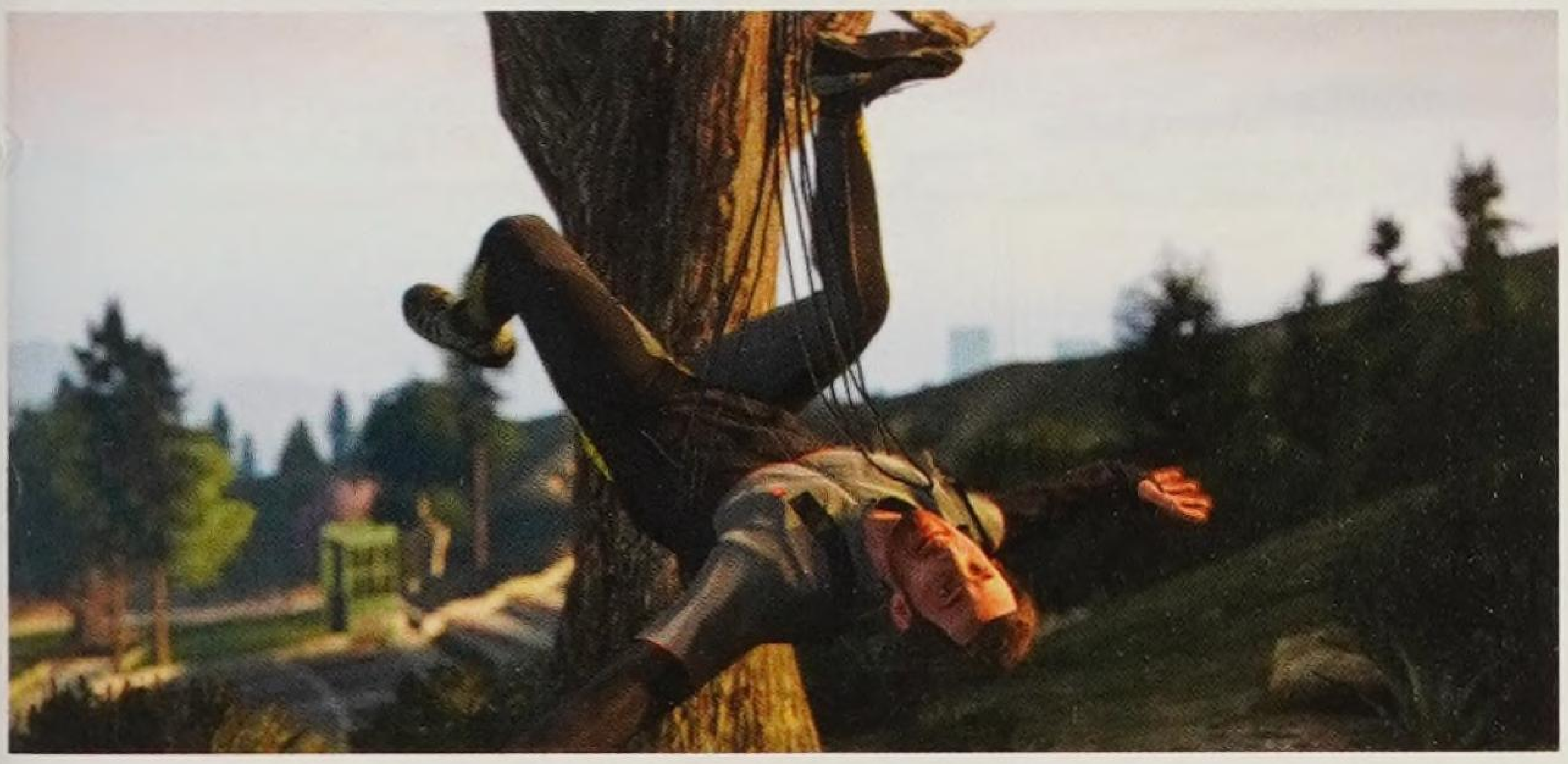

Paleto Cove
Paleto Forest
4
Mount Chiliad
5
Lumber Yard
1
Chiliad Mountain State Wilderness
Raton Canyon
Cassidy Creek
Cassidy Trail
Raton Pass
Raton View
North Calafia Way
Calafia Bridge
Mount Josiah
Stab City
Marina Drive
Joshua Road
HARMONY
Zancudo Trail
Zancudo River
68
Route 68
GREAT CHAPARRAL
Redwood Lights Track
Senora Road
Baytree Canyon Road
TONGVA VALLEY
LOS SANTOS COUNTY
Mt Haan Road
11
1
2
3
Galileo Observatory
VINEWOOD HILLS
VINEWOOD
Galileo Park

▶ Find the dog that leads you to Dom.

Send Franklin to the **"?"** at the trailhead ① of the Arthur's Pass Trails network just off the Galileo Observatory road. Approach the dog on the trail to trigger a great cutscene: after an introductory conversation (yes, conversation), the dog runs off.

▶ Follow the dog.

Run down the trail after the dog, who leads Franklin downhill to a guy named Dom. Dom is hanging from a parachute snagged in a tree ②. Approach Dom to trigger another cutscene: Franklin helps him down and they talk.



▶ Follow Dom and get in the chopper.

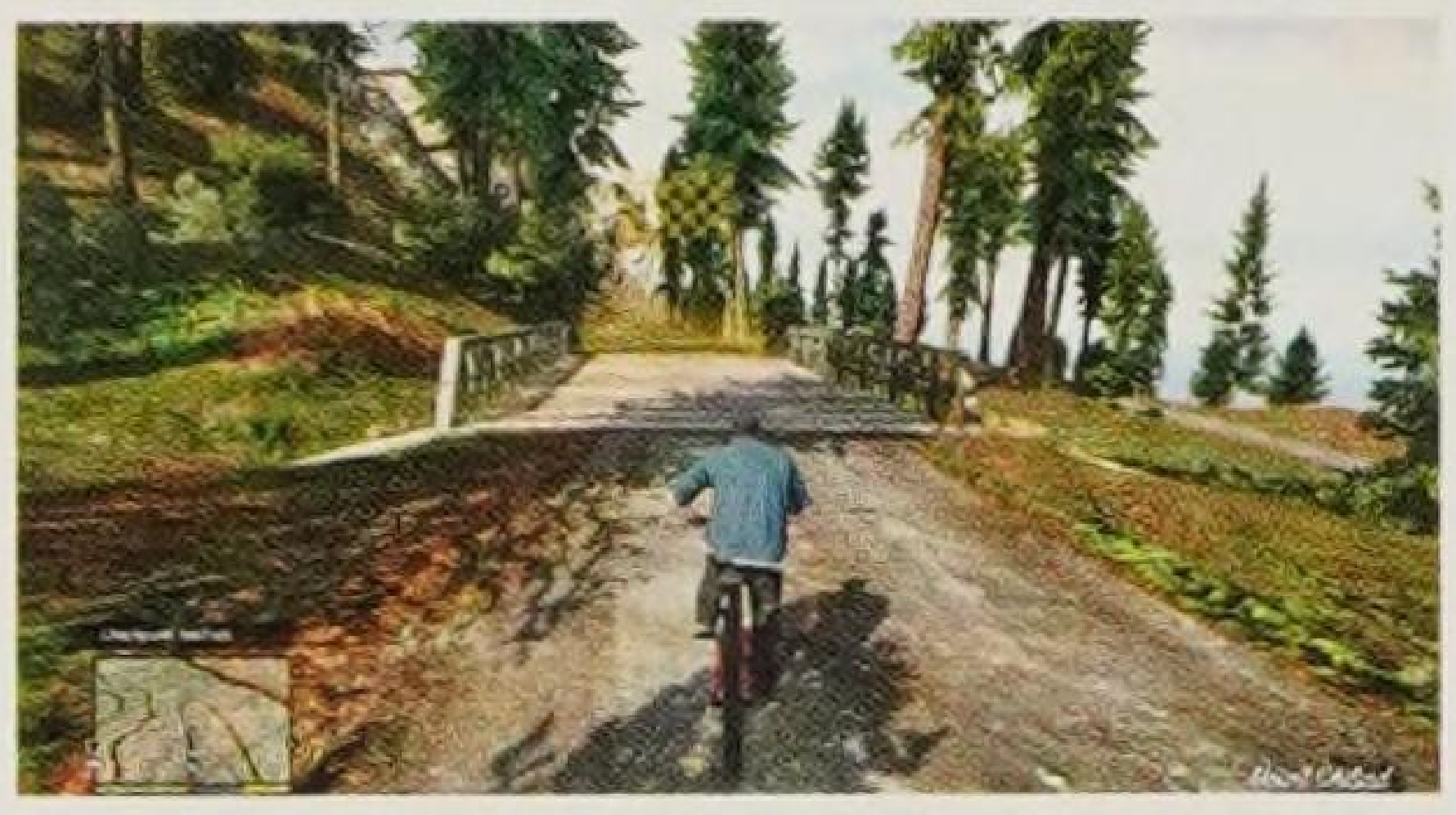
Follow Dom further downhill to where a Maverick helicopter picks you up ③ for a skydive. Dom hops in the chopper's right side; enter via the chopper's left door. The bird takes off for a long automatic trip north across the Alamo Sea. (You can press the button indicated onscreen to skip the journey, but you'll miss some amusing dialogue.)

▶ Skydive to the landing zone.

When the chopper reaches the jump point, Franklin automatically moves to the door with a parachute. Press the button indicated to jump. Let Franklin fall for 7 seconds before deploying the parachute to complete a medal requirement. Use the controls shown to glide toward the orange bullseye ④ on the top of Mount Chiliad (also marked as the yellow blip on radar).

▶ Grab a bike and race Dom.

If you land successfully on or near the bullseye landing zone, follow the blue blips to a nearby pair of bicycles. (If Dom beats you to the bikes, he takes one, so you find only one left.) Start pedaling hard down the mountain trail through the series of blue arrow checkpoints. Note that the arrows point in the direction the trail runs from that spot, so you can anticipate the next turn or straightaway in advance. Get some air in your jumps over rock ramps and try to see what lies ahead as you descend into the Chiliad Mountain State Wilderness. The finish line ⑤ is marked as a checkered flag on your radar, and it also appears as a checkered blue flag in a yellow field on the course at the end of a bridge. The mission ends as Dom calls for Franklin to meet him by the airport, "when you've grown a pair."



Parachuting Available

Once "Risk Assessment" is complete, you can find Parachute Jumps available at map locations marked with a parachute icon.

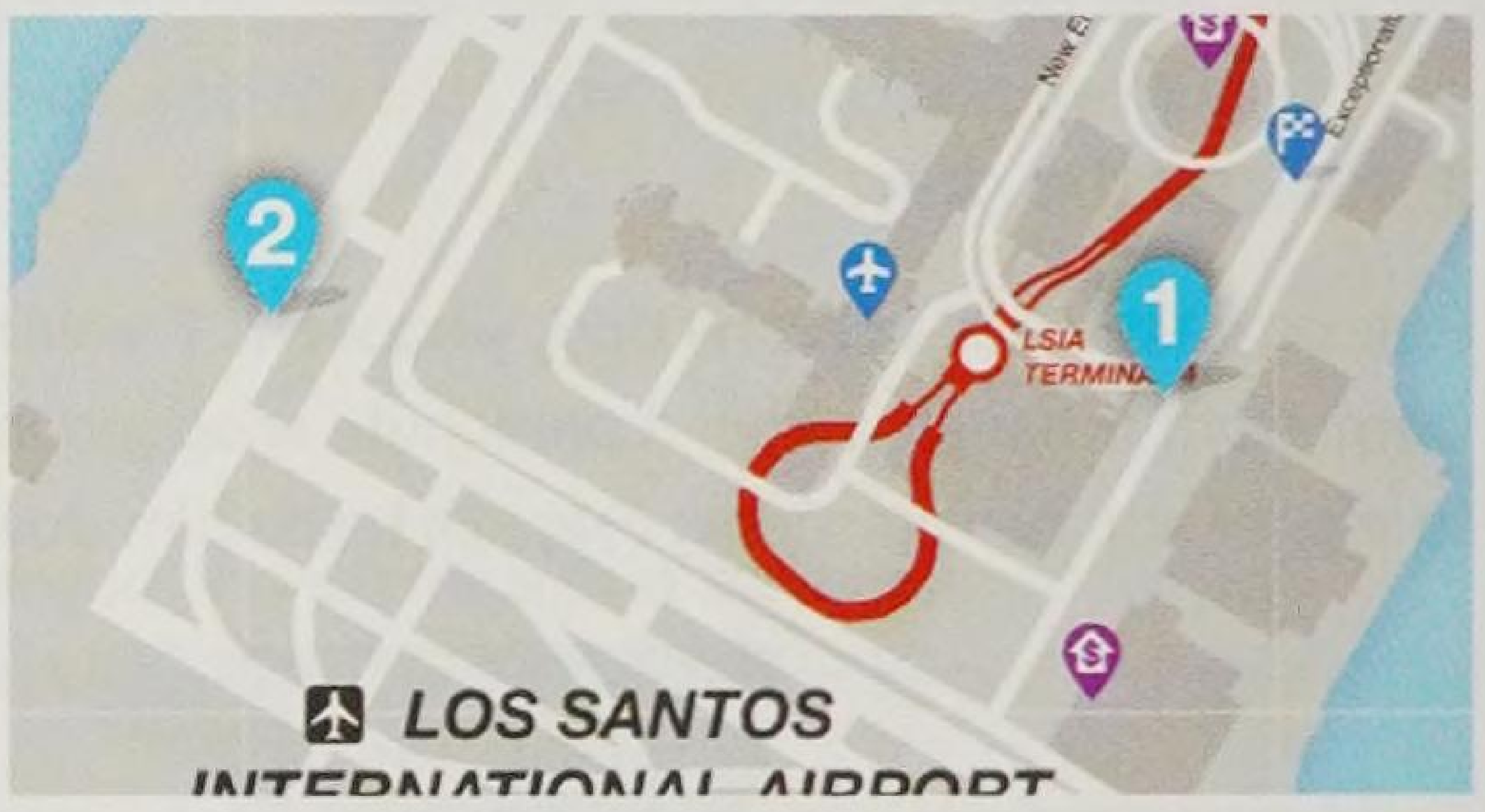
Mission Completion Stats: Risk Assessment

100%

● Free Faller	☑ Fall for 00:07 before opening the parachute
● Big Air	☑ Get 2 seconds of air during the bicycle race
● Downhill King	☑ Win the bicycle race against Dom

LIQUIDITY RISK

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"D?" (Dom)	*Complete "Risk Assessment"*	*Franklin*

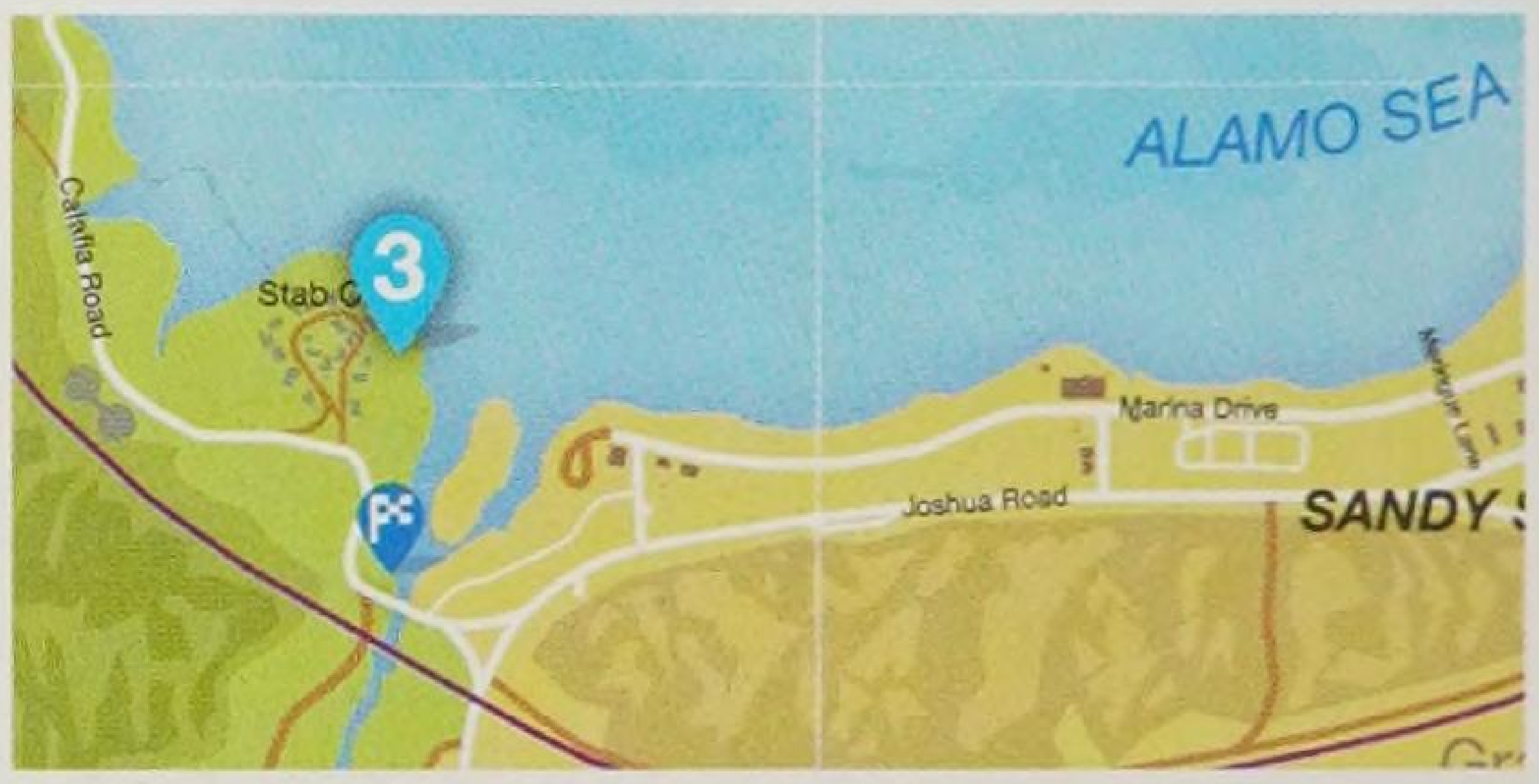


▶ Meet Dom at the airport.

Send Franklin to the **"D?"** near the terminal ① at Los Santos International Airport. Franklin meets Dom and they hop onto a pair of Nagasaki Blazer ATVs. Follow Dom through the security gate onto the runway.

▶ Follow Dom onto the cargo plane.

Stay with Dom as he speeds across the tarmac and dodges a moving jetliner. He then maneuvers behind a massive blue and white cargo jet ② starting its takeoff. The plane's cargo bay ramp hangs open and drags on the ground. Ride up the ramp into the bay.



▶ Ride your ATV out of the plane.

After the plane takes off and the scene changes, let Dom go first. Then ride your ATV out of the plane's cargo bay high above the Alamo Sea. Use the control stick shown to start spinning—8 full spins is the first medal requirement.

▶ Skydive to the landing zone.

When you get close to the ground, there are two choices. The crazy choice is to stay on your ATV all the way into the water without opening your chute. If you survive, it fulfills the second medal requirement. The safer choice is to hit the button indicated onscreen to leap off the ATV and look for the yellow bullseye on the shore of the Alamo Sea near Stab City ③. (The landing zone is also marked as a yellow blip on your map.)

Hit the button shown to open your chute. Glide down to land in the orange bullseye and wait for Dom to land. (If you rode the ATV all the way down, swim to shore and go to the landing zone.) Then join Dom to trigger the mission-ending scene. He tells Franklin his next thrill spot is atop the Maze Bank tower downtown.

Mission Completion Stats: Liquidity Risk

100%

● Sky Blazer	☑ Perform 8 spins on the Blazer
● Dive Bomber	☑ Survive a water landing without opening the parachute

TARGETED RISK

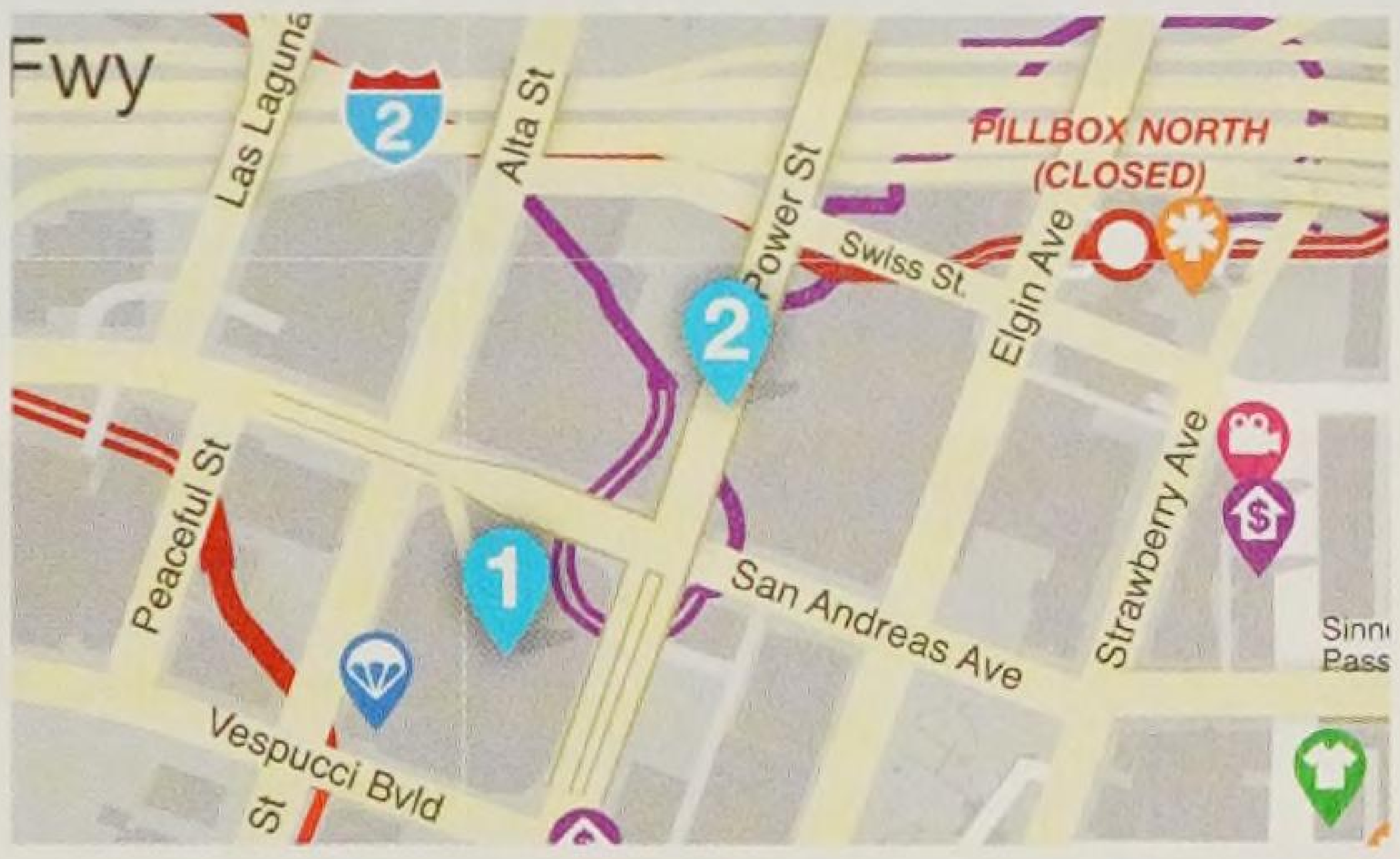
CONTACT POINT: *"D?" (Dom)*

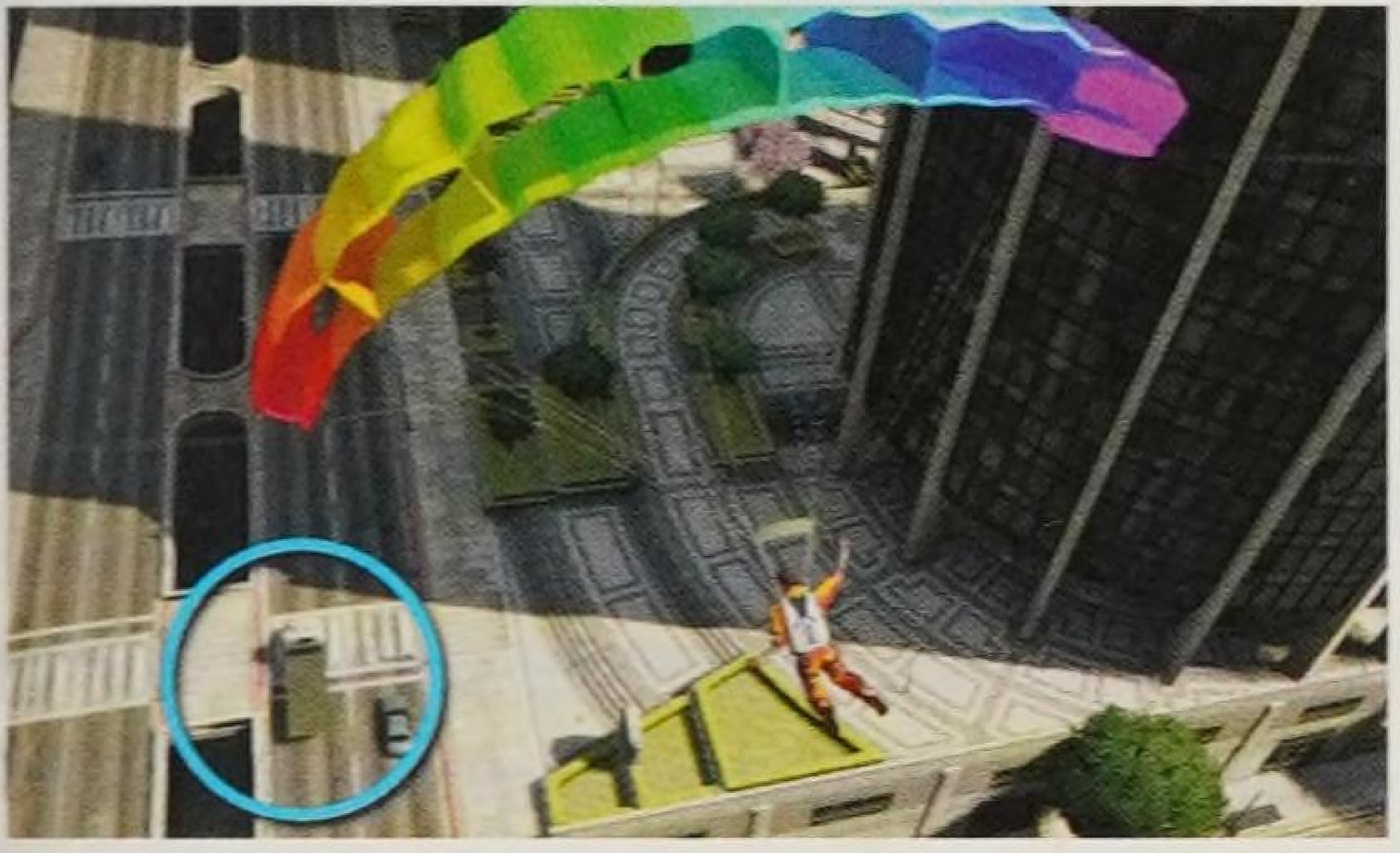
PREREQUISITE: *Complete "Liquidity Risk"*

PLAYABLE CHARACTER: *Franklin*

▶ Get onto the Maze Tower roof.

To start this mission, Franklin must get to the top of the Maze Bank Tower. Steal a helicpoter and fly it to the **"D?"** in downtown Los Santos and land on the Maze Tower rooftop helipad ①. Get out and descend the stairs to find Dom standing on a ledge wearing a parachute.

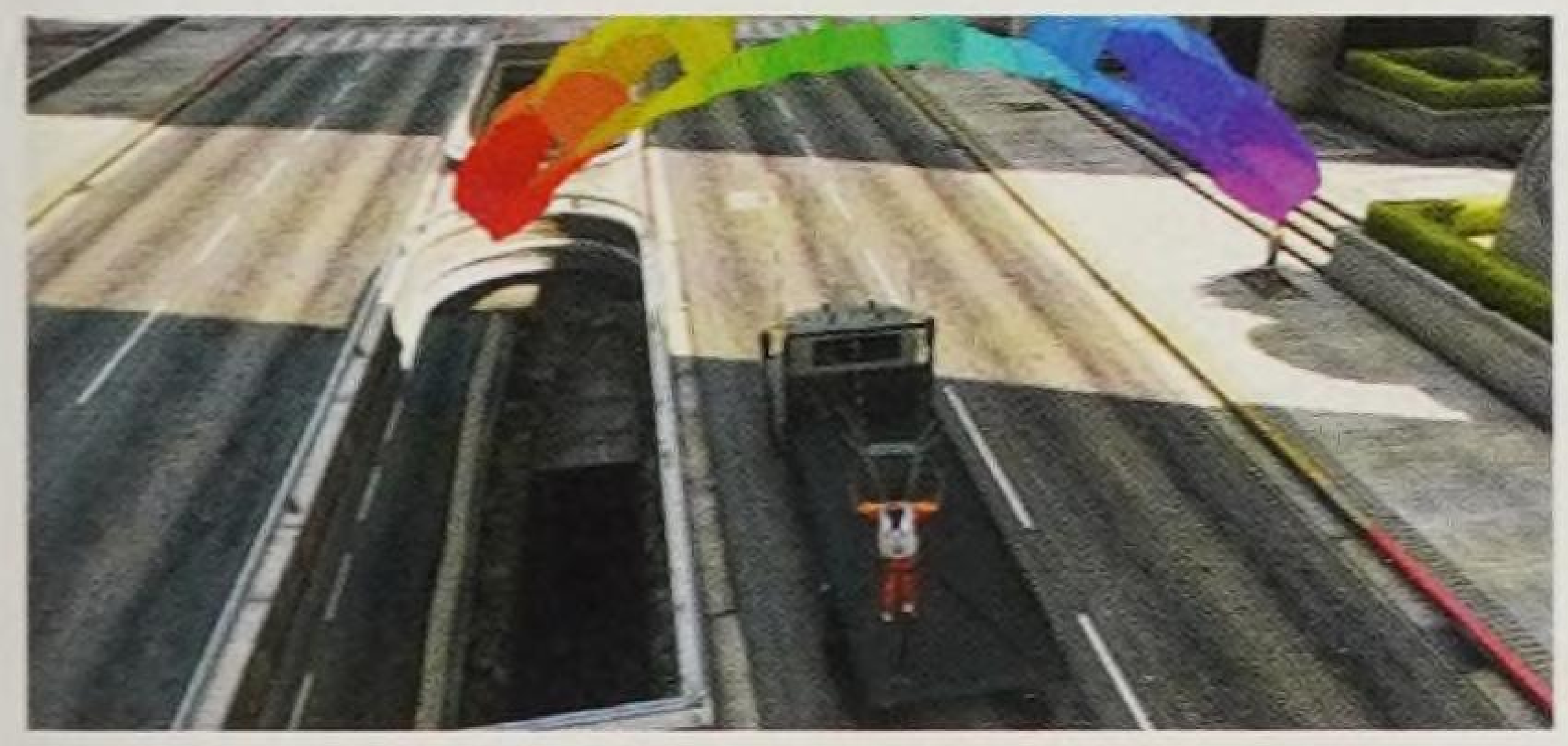




▶ Parachute onto the truck.

Franklin automatically dons skydiving gear. Press the button shown onscreen to leap off the skyscraper's ledge. Your goal is to land on the back of a flatbed truck ② moving northward on Power Street. (The truck is the blue blip on your radar.) Let Franklin fall a good distance before deploying his chute, then bank slightly left to drop over the truck. (Falling 8 seconds before deploying the chute is one of the medal requirements.)

Aim slightly ahead of the truck and try to land just behind its cab to allow for error—the natural tendency is to undershoot rather than overshoot the landing. After the jump, Dom challenges Franklin to meet for one last extreme challenge at the Land Act Reservoir.



Mission Completion Stats: Targeted Risk

100%

● Dare Devil	☑ Fall for 00:08 before opening the parachute
● Bullseye	☑ Land perfectly on the back of the truck

UNCALCULATED RISK

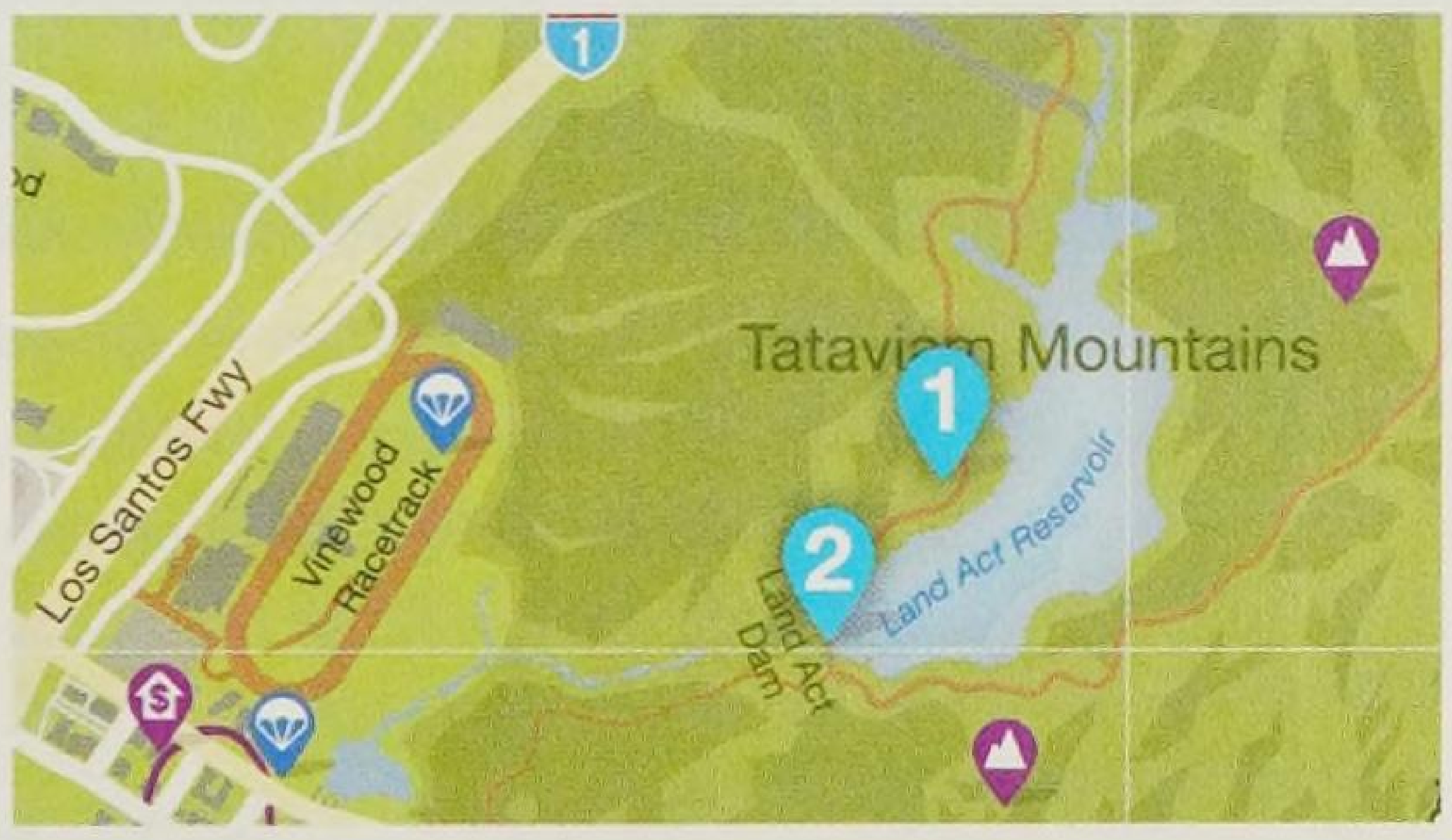
CONTACT POINT: *"D?" (Dom)*

PREREQUISITE: *Complete "Targeted Risk" and all Parachute Jumps*

PLAYABLE CHARACTER: *Franklin*

▶ Find the dog at the reservoir.

Send Franklin to the **"D?"** on the perimeter road ① above the Land Act Reservoir in the Tataviam Mountains east of Los Santos. Franklin meets the same dog who originally led him to Dom. The dog directs Franklin down the road.



▶ Go to Dom.

Follow the road until you reach the Land Act Dam ②. Dom is on the wrong side of the iron fence, hanging over the dam's spillway. After a short conversation, he makes a truly graceful dive.

After Dom's last extreme act, you have a few seconds to try and follow him. If you can jump from the dam and survive, you earn the mission's Gold Medal. The secret: make sure to grab the parachute on the ground next to the two crates before jumping. Then run down the nearby gate opening just past the No Trespassing sign and climb over the far railing. Deploy the chute immediately!

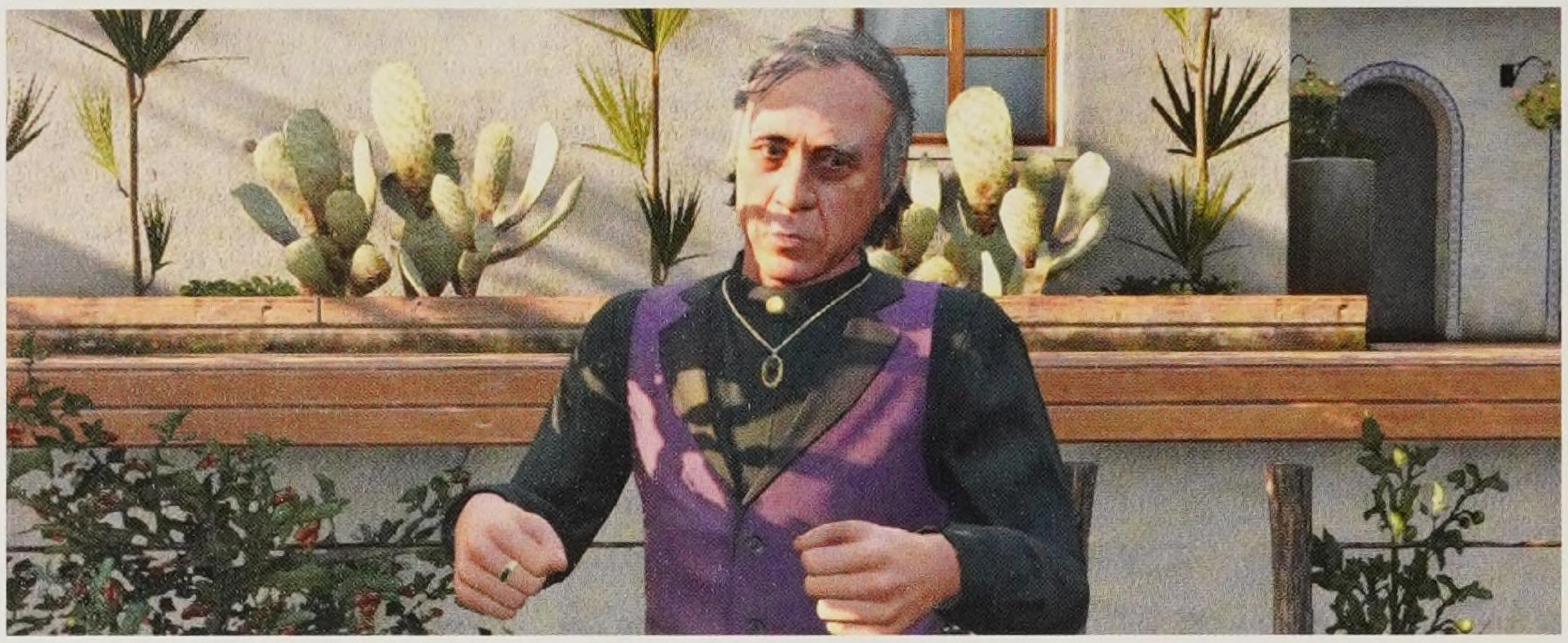
Mission Completion Stats: Uncalculated Risk

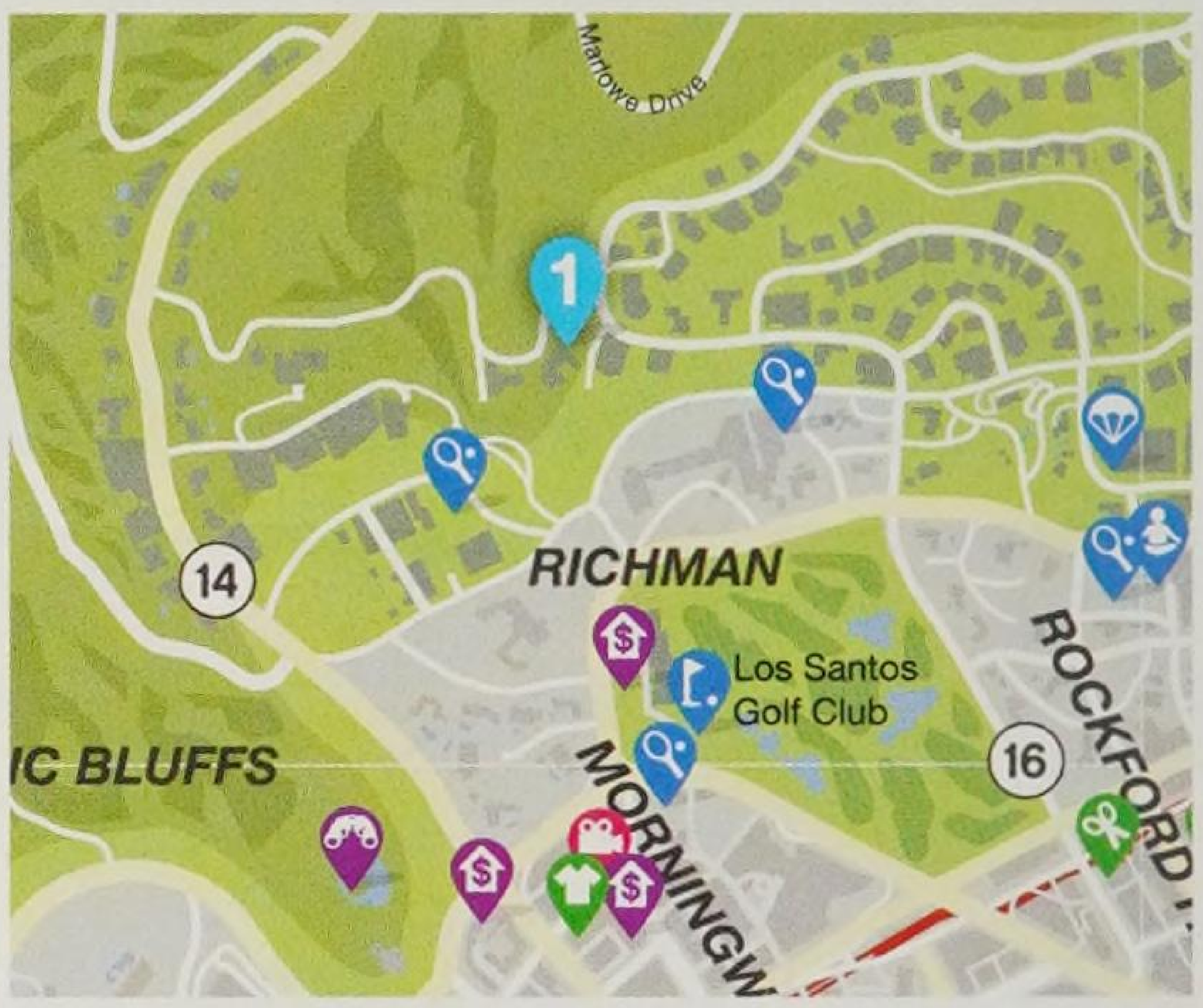
100%

● Leap of Faith	☑ Jump after Dom and survive the fall

Contact: Dreyfuss

A STARLET IN VINEWOOD	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" (Strangers and Freaks)	*Find all 50 of the Letter Scraps*	*Franklin*





▶ Find Dreyfuss.

Any of your three protagonists can gather the collectible Letter Scraps in the game. After you collect all 50 of them, the fully assembled letter appears when you switch to Franklin. Flip through the pages using the control indicated onscreen. After reading the full confession note, a message indicates that the killer's identity and location have been revealed. A new "?" icon appears on the map.

This marks the location of a Spanish-style mansion 1 on Hangman Avenue in the Vinewood Hills. Now you can send Franklin to the swimming pool behind that house to find Peter Dreyfuss sitting in a meditation pose.

Approach Dreyfuss to trigger a cutscene: the arrogant auteur misjudges why Franklin is there until presented with an image of Leonora Johnson. Dreyfuss claims that the normal rules don't apply to him, and he takes off running.

Puncture the Escape

Before you go around Dreyfuss' house to trigger the mission, use a supressed weapon to shoot out the tires of his car parked out front. This is to avoid alerting the neighbors. Later, when he tries to flee, you can easily catch him and administer justice.

▶ Kill Dreyfuss… or let him go.

Franklin can let Dreyfuss go and be content to know that justice will likely prevail given the evidence that's been assembled. But you may find it more satisfying to sprint around the corner of the back patio with a weapon drawn and immediately gun down Dreyfuss. If you shot out his tires earlier, this is much easier to do. If you miss Dreyfuss, he takes off in his Landstalker.

Steal a car and chase after Dreyfuss. Try attaching a Sticky Bomb to his car for an explosive ending.

Mission Completion Stats: A Starlet in Vinewood

100%

● Cut!

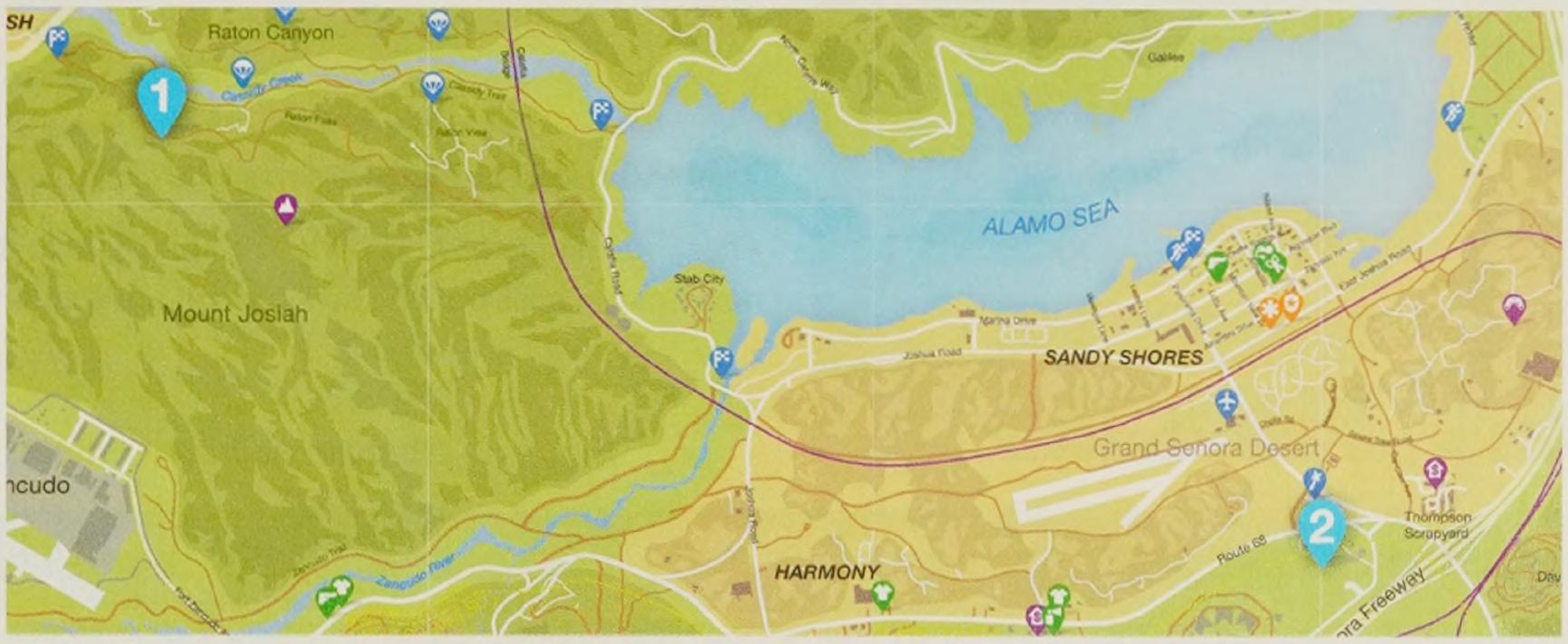
☑ Kill Dreyfuss

SEEKING THE TRUTH

CONTACT POINT: *"?" (Strangers and Freaks)*

PREREQUISITE: *Complete "Father/Son," "Pulling Favors," and the Epsilon Program Identity Evaluation on the Epsilon website*

PLAYABLE CHARACTER: *Michael*

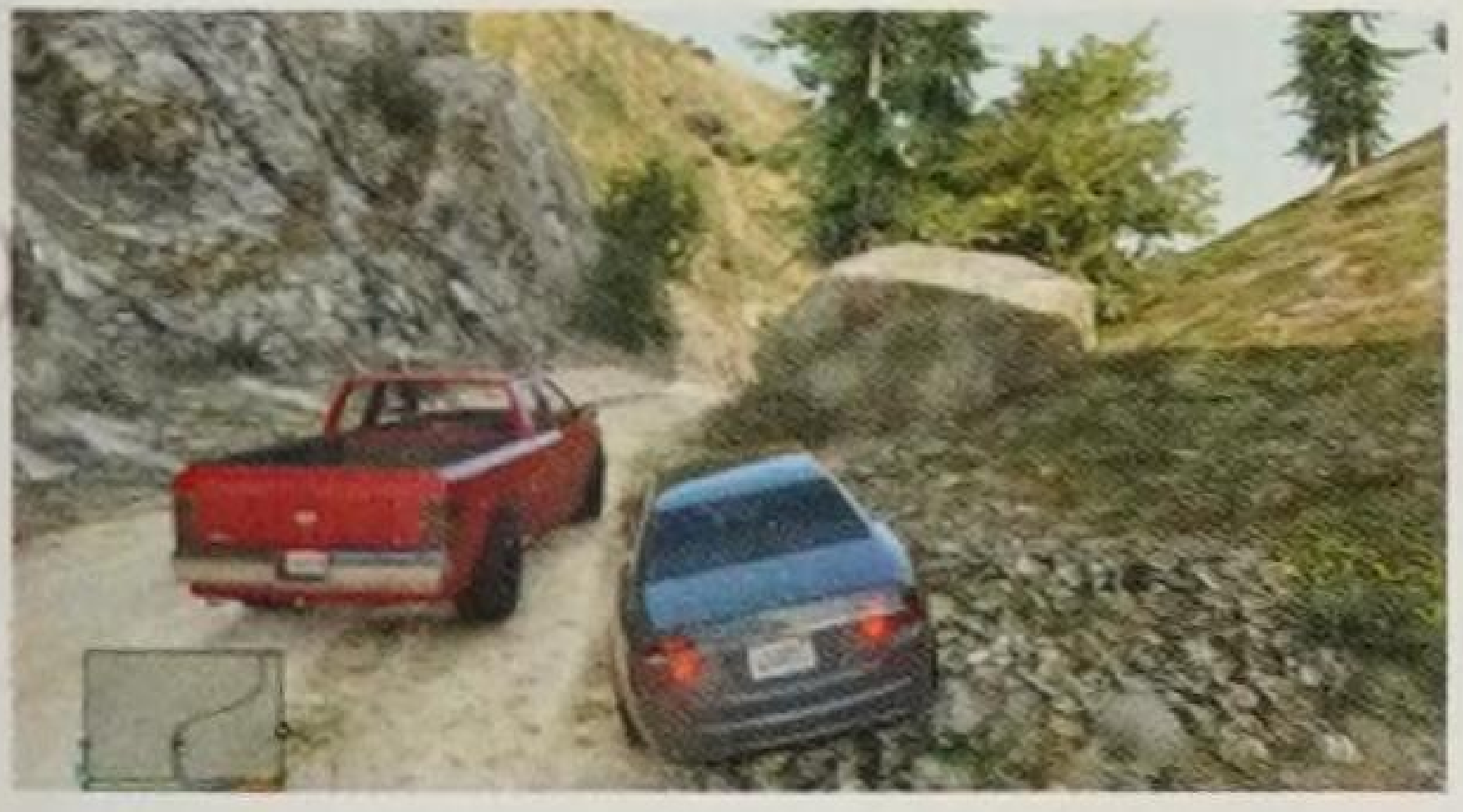


SH
Raton Canyon
Cassidy Creek
1
Mount Josiah
ALAMO SEA
Stab City
SANDY SHORES
Grand Senora Desert
2
Thompson Scrapyard
Route 68
HARMONY
ncudo

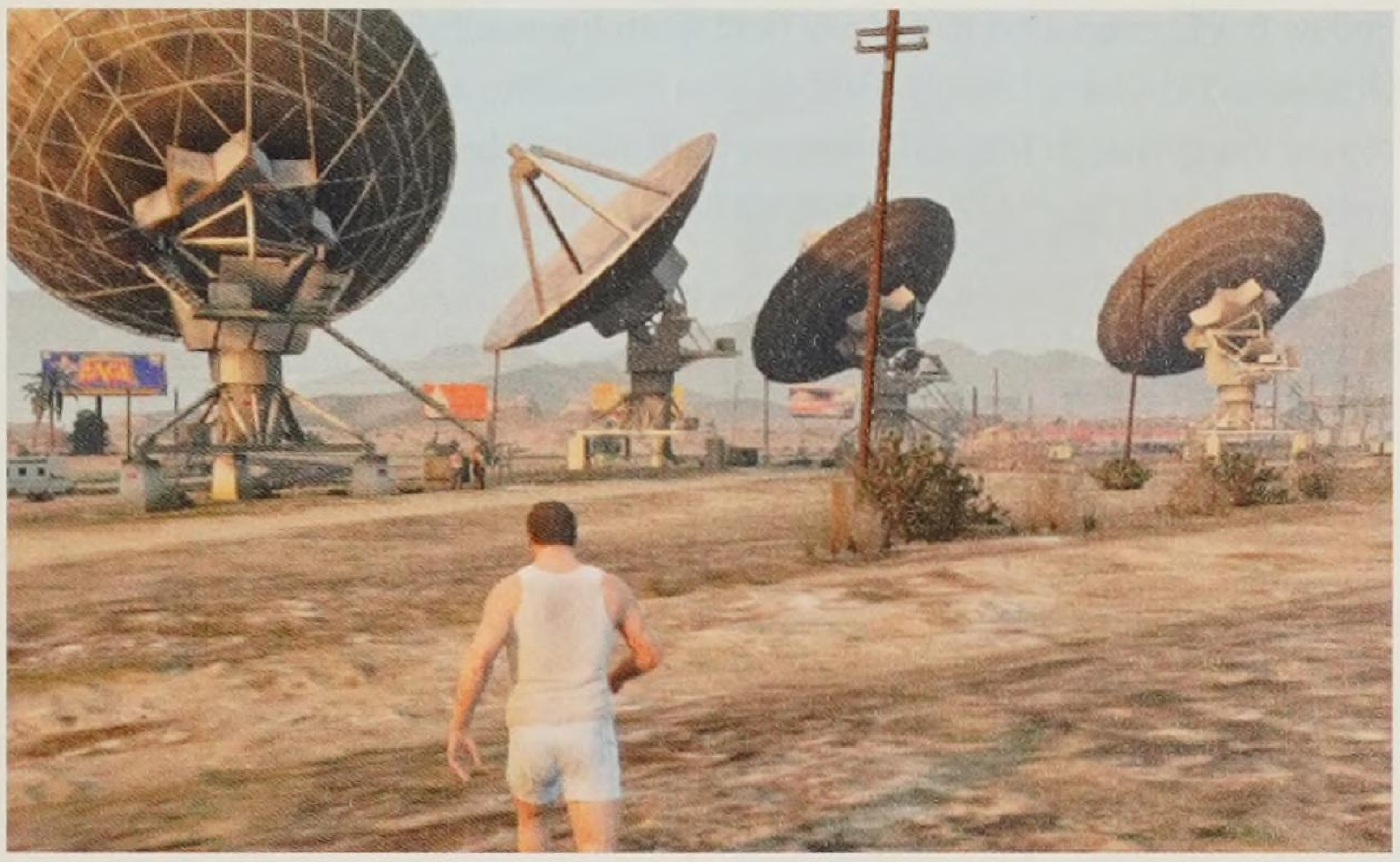
▶ Find the red pickup truck with the dented fender.

If you completed the Epsilon Program Identity Evaluation on the Epsilon website, you received a report that included reference to a red truck with a dented right fender. Send Michael to the **"?"** on the Raton Canyon dirt road ① that runs between Mount Josiah and Cassidy Creek in the coastal wilderness. Find a red pickup truck sitting in the road.

Approach it to trigger a cutscene: Michael reads the pledge from the book and is approached by two strangers who promptly beat him unconscious. That first kick is a truly painful one.



Michael awakens later in his underwear near the radar dish arrays ② off of Route 68 on the edge of the Grand Senora Desert. He soon receives an email from Marnie requesting a donation and linking to the Epsilon donation page. Thus ends Michael's first Epsilon encounter.



▶ Make a donation on the Epsilon website.

After you complete "Seeking the Truth," go to the Epsilon website and donate $500 to unlock the next Epsilon mission. The special Epsilon icon appears on your map after making the donation.

ACCEPTING THE TRUTH

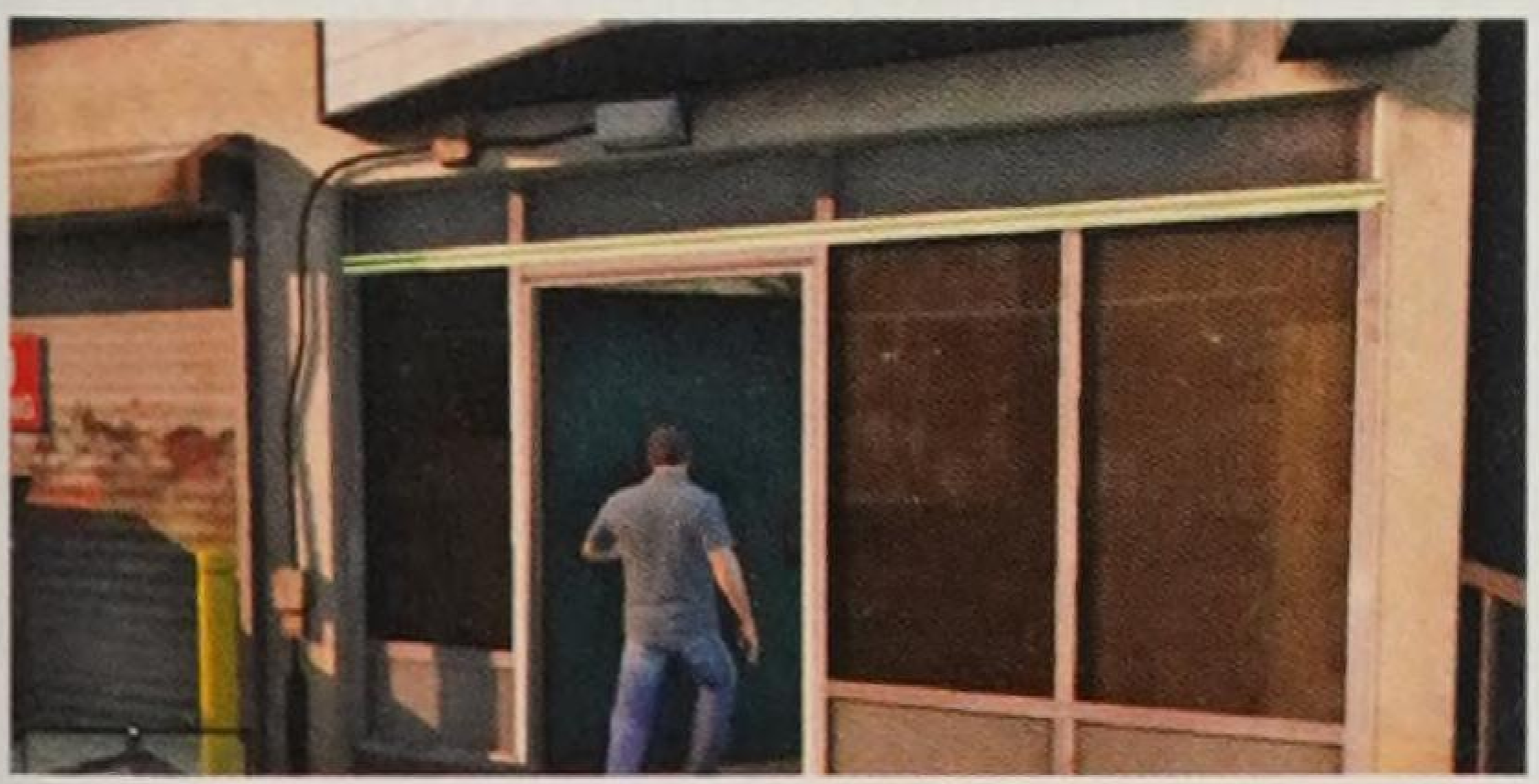
CONTACT POINT: *" E " (Epsilon)*

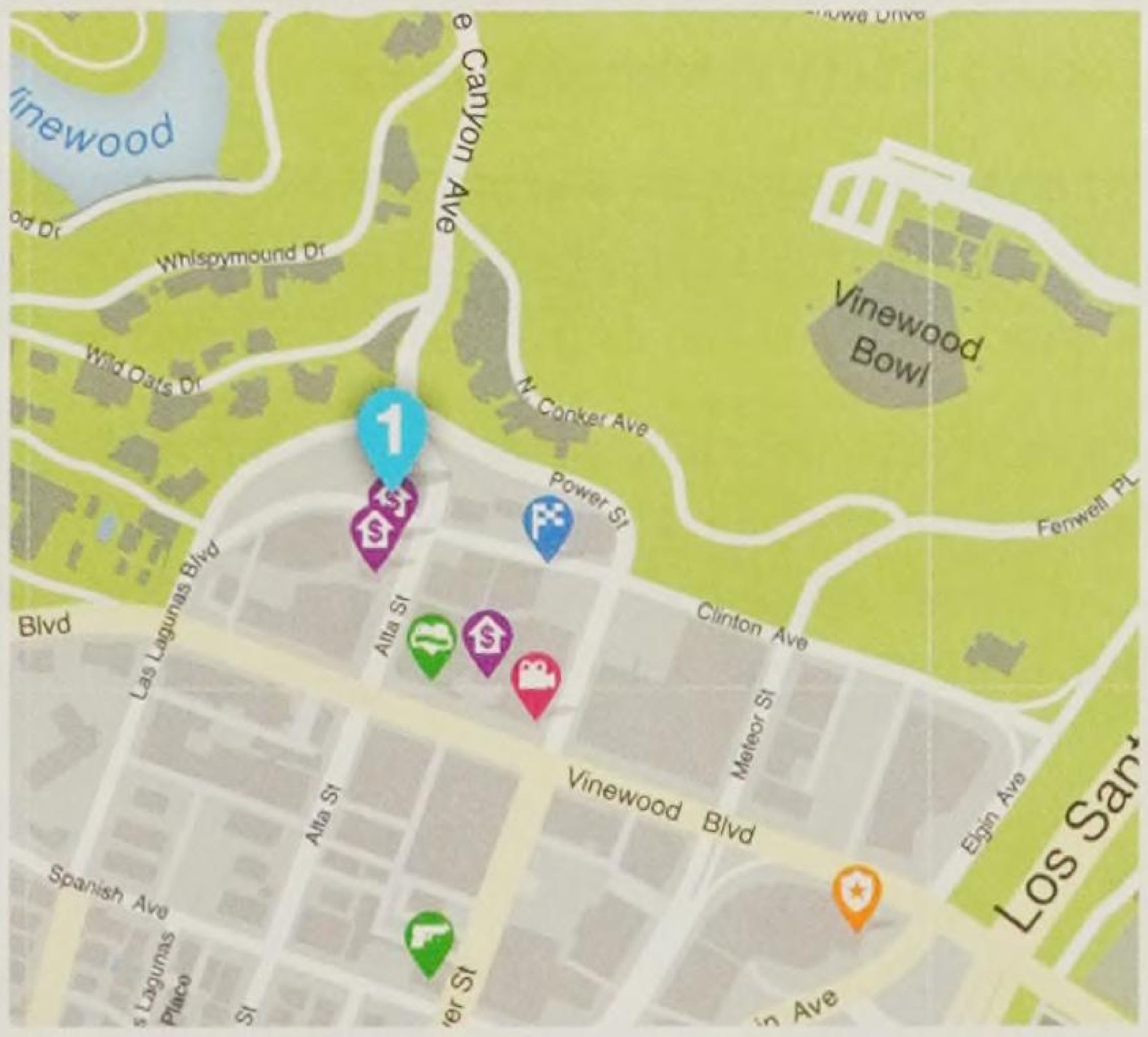
PREREQUISITE: *Complete "Seeking The Truth" and donate $500 on the Epsilon website*

PLAYABLE CHARACTER: *Michael*

▶ Find the Epsilon storage center.

Send Michael to the Epsilon icon marking a doorway under the Ice Planet Jewelry sign ① near the corner of Clinton Avenue and Alta Street in Downtown Vinewood. Go inside to trigger a scene: Michael enters a box-filled room and meets Marnie, an acolyte of Epsilonism.

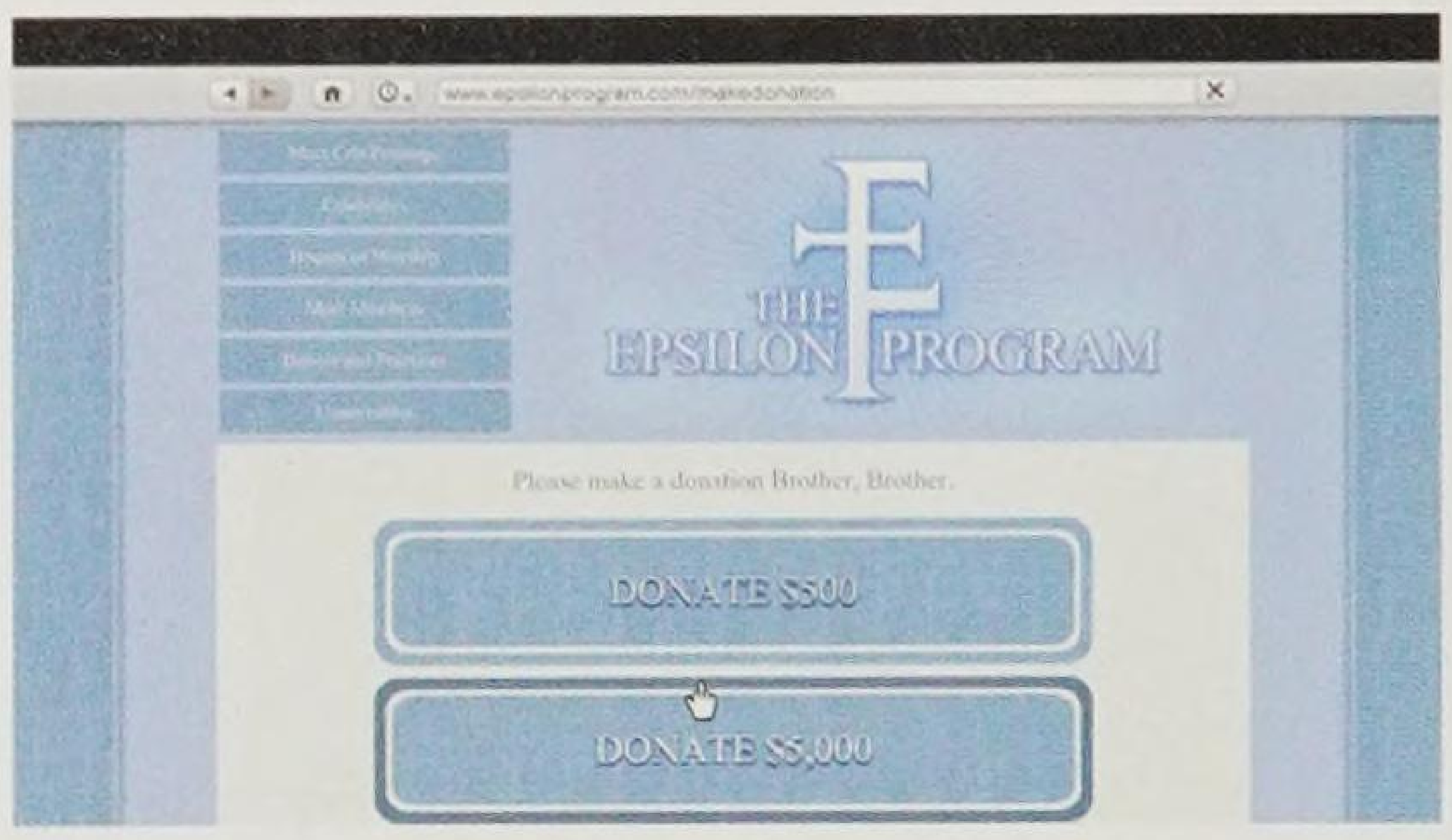




inewood
e Canyon Ave
Whispymound Dr
Wild Oats Dr
Vinewood Bowl
N Conker Ave
Fenwell Pl
1
Power St
Blvd
Las Lagunas Blvd
Alta St
Clinton Ave
Meteor St
Vinewood Blvd
Elgin Ave
Los Sant
Spanish Ave

(*Grand Theft Auto* fans may remember Marnie as the runaway addict from *Grand Theft Auto IV* who gets a helping hand from Niko Bellic, that game's main protagonist.)

After Marnie bears witness for the movement, a second pitchman enters to close the deal. For a minimal donation of just $5000, Epsilon will send Michael "an incredible education tool that will help unlock the secrets of the existence." Then Marnie and her partner exit, and the mission ends.


www.epsilonprogram.com/makedonation
THE EPSILON PROGRAM
DONATE $500
DONATE $5,000

Please make a donation Brother, Brother.

▶ Make a donation on the Epsilon website.

After you complete "Accepting The Truth," go to the Epsilon website and donate $5000 to unlock the next Epsilon mission. The Epsilon icon appears on your map after making the donation.

ASSUMING THE TRUTH

CONTACT POINT: *" Ꝼ " (Epsilon)*

PREREQUISITE: *Complete "Accepting The Truth" and donate $5000 on the Epsilon website*

PLAYABLE CHARACTER: *Michael*

▶ Find Marnie southwest of Grapeseed.

Follow the Epsilon icon to a rocky field ① on the southwest edge of Grapeseed in Blaine County. Find Marnie meditating and approach her to trigger the scene: to Michael's amusement, Marnie bestows his new name, Zolag. (Hers is Shupar, Queen of the Winds.)

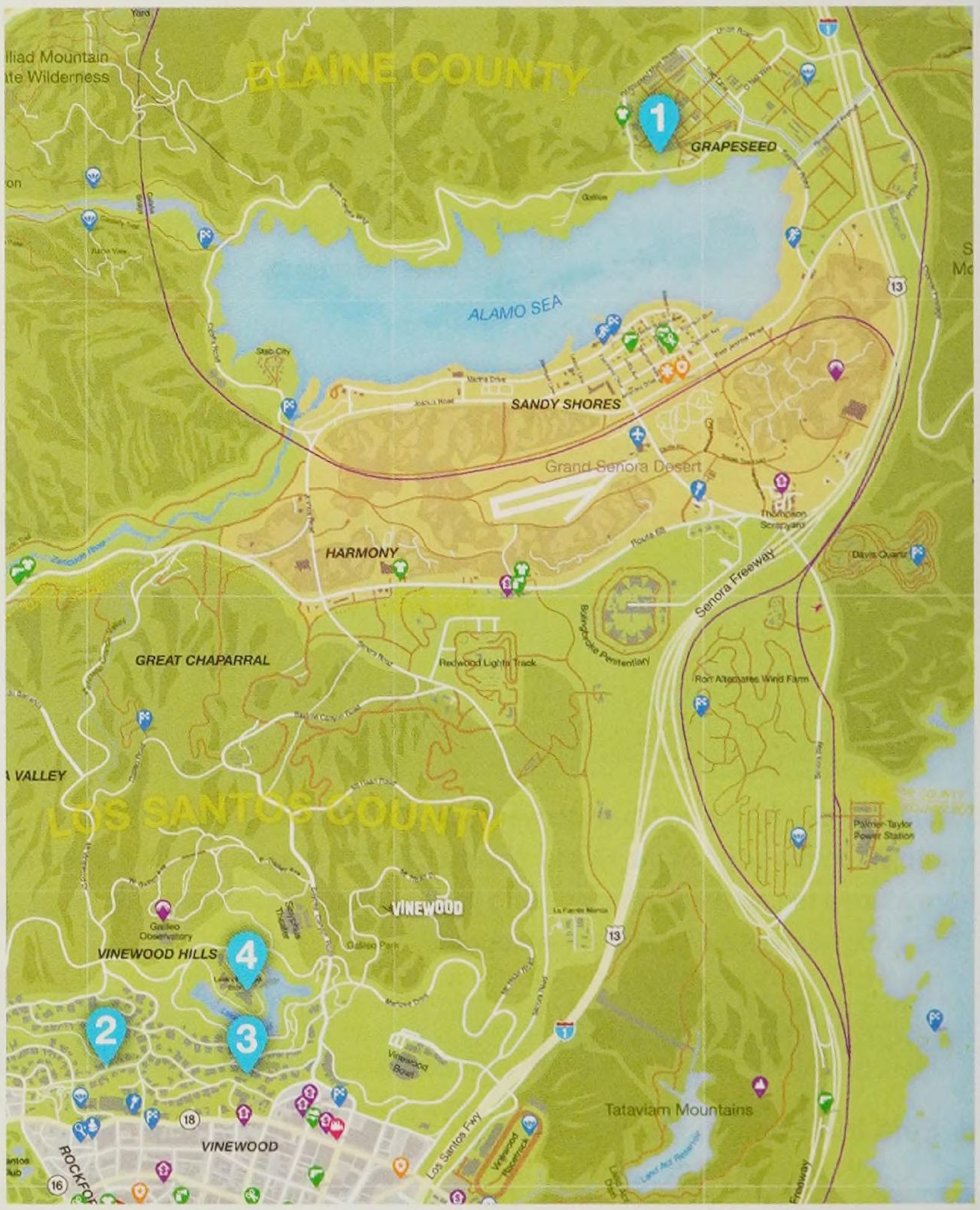
Michael's reaction prompts her to quote the Epsilon literature: "Doubting is the pathway to believing for non-objectionable persons." She promises that the spirits will send Michael an email with further instructions on how he can aid Epsilon's higher beings—the "true thesis holders." Apparently, they need cars.

▶ Leave the area.

When the meeting ends, leave the area. Soon Michael receives an email from Marnie entitled "The Road to Enlightenment" with a list of vehicles that the higher beings require. Helpful photos are included for easy identification: Pegassi Vacca, Benefactor Surano, Declasse Tornado, Enus Super Diamond, plus the Dinka Double-T motorcycle.

▶ Acquire and deliver the five vehicles.

Some of the vehicles wanted by the Epsilon Program are available for purchase via the Internet, but they're very expensive. For example, if you have lots of spare cash, get online with your cellphone and open the "Travel and Transport" menu. Go to the Southern San Andreas Super Autos website to buy the Enus Super Diamond for $250,000, the Pegassi Vacca for $240,000, and the Benefactor Surano for $99,000. Purchased cars are shipped directly to Michael's garage.


BLAINE COUNTY
1
GRAPESEED
ALAMO SEA
SANDY SHORES
Grand Senora Desert
HARMONY
GREAT CHAPARRAL
Senora Freeway
Davis Quartz
Ron Alternates Wind Farm
VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
Galileo Observatory
VINEWOOD HILLS
4
VINEWOOD
2
3
Tataviam Mountains
ROCKFORD

When Michael receives one of the vehicles wanted by the Epsilon Program, an onscreen message appears along with a new Epsilon icon on your map in the Vinewood Hills ② to mark the delivery location. Drive the vehicle to the mansion and pull into its garage. Get out and exit the garage to receive a Vehicle Delivered notification.

If you're cash poor, you can try to find the vehicles parked or moving in traffic. Rarely found normally, the Super Diamond, Tornado, and Dinka Double-T start to spawn in the world more frequently once you receive Marnie's email listing them. You can also find a Double-T parked in one of the spaces next to the Lifeinvader offices on Boulevard Del Perro. The Surano spawns rarely in traffic, but you can find one parked in a cul-de-sac ④ in the Lake Vinewood Estates. You won't find the Vacca moving on the streets, however. Look for a Vacca parked in front of a house ③ in the Vinewood Hills.

CHASING THE TRUTH

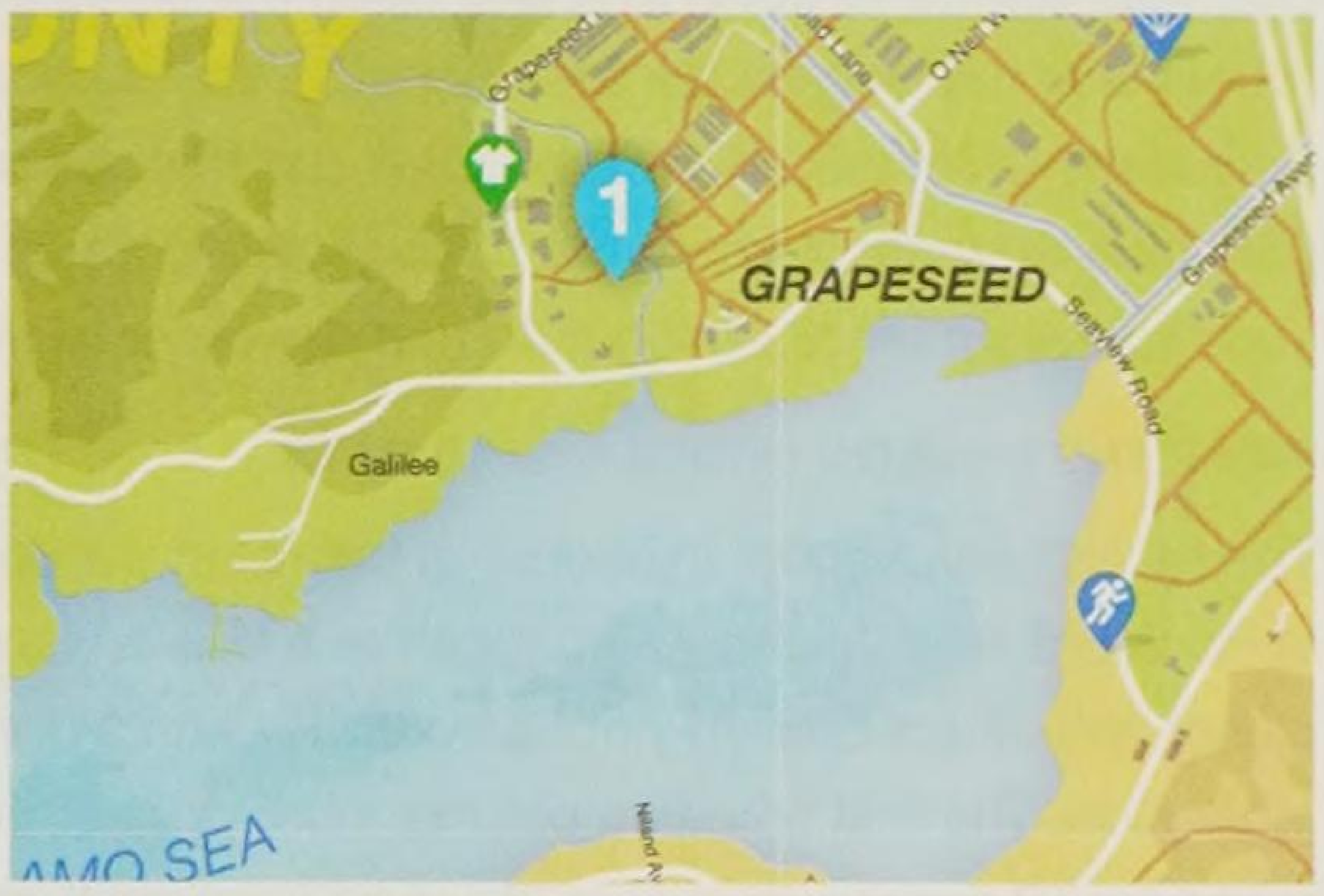
CONTACT POINT: “ Ɛ ” *(Epsilon)*

PREREQUISITE: *Complete “Assuming The Truth” and deliver all 5 requested vehicles*

PLAYABLE CHARACTER: *Michael*

▶ Find Marnie and Jimmy Boston.

After delivering all five of the vehicles listed in the request email from Marnie to the Epsilon garage, Marnie sends Michael another email. An Epsilon icon appears in the field 1 southwest of Grapeseed where you met Marnie in “Assuming The Truth.” Michael finds Marnie with the famous actor Jimmy Boston. Jimmy is using a device designed to detect extraterrestrial activity. Jimmy hands the detector to Michael and says the area is a hotspot.

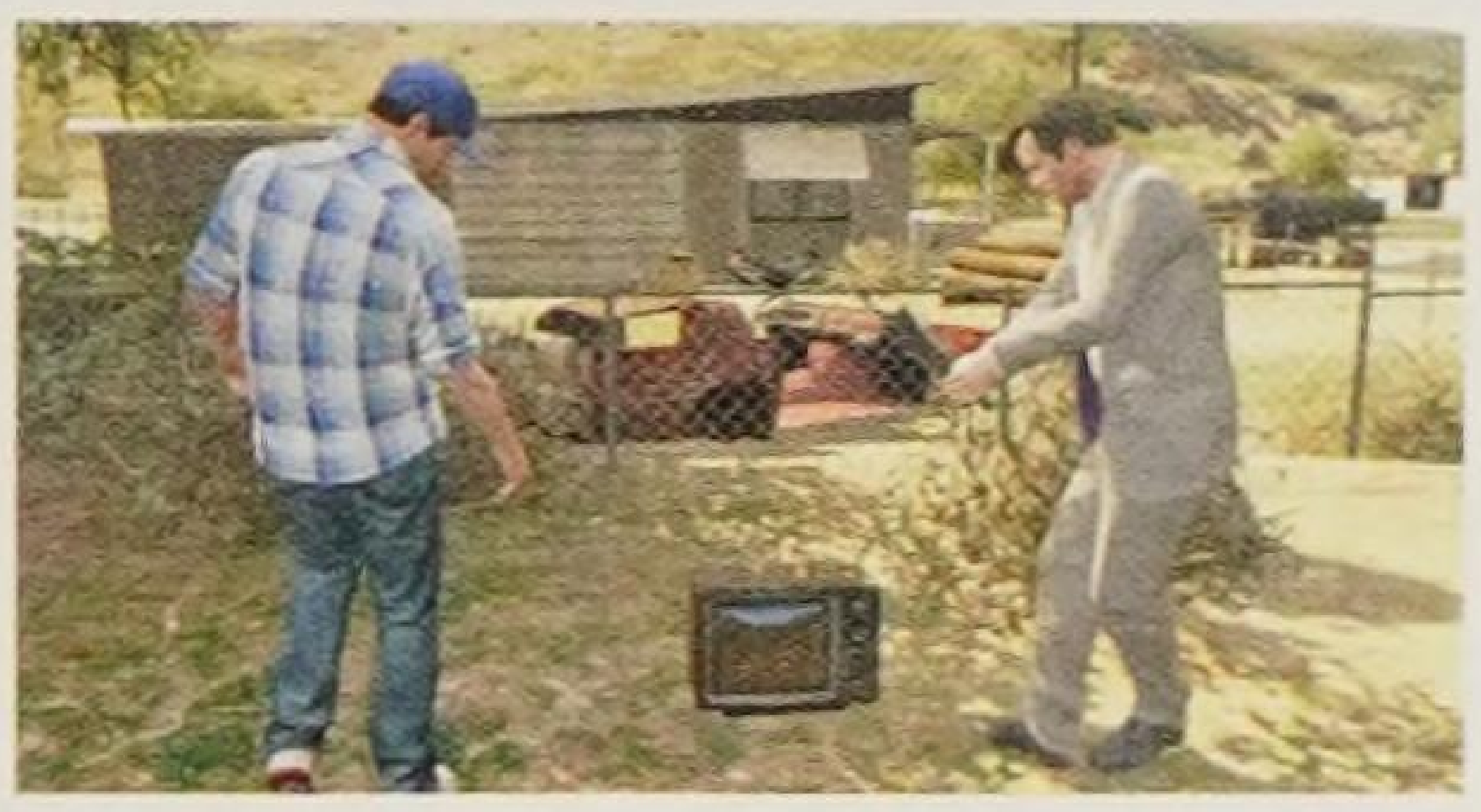


▶ Find the alien artifact.

Press the button indicated onscreen to hold up the detector. Its display lights up blue when you're facing a possible artifact. The closer you get to the detected object, the more blue bars light up on the detector's proximity meter. The controller also vibrates the closer you get to an object without the detector raised, which is how to achieve Gold without using the detector. Hold up the detector and face the houses to the west.

FIND THE TV.

Move toward the houses, using the detector to mark your progress, until you reach an abandoned TV sitting outside a chain-link fence. This triggers a cutscene: Jimmy joins Michael and asks Marnie if the TV is the artifact. She replies that the doubt shrouding his mind is blocking the revelation he seeks. As Jimmy says: “I guess we keep looking, bro.”

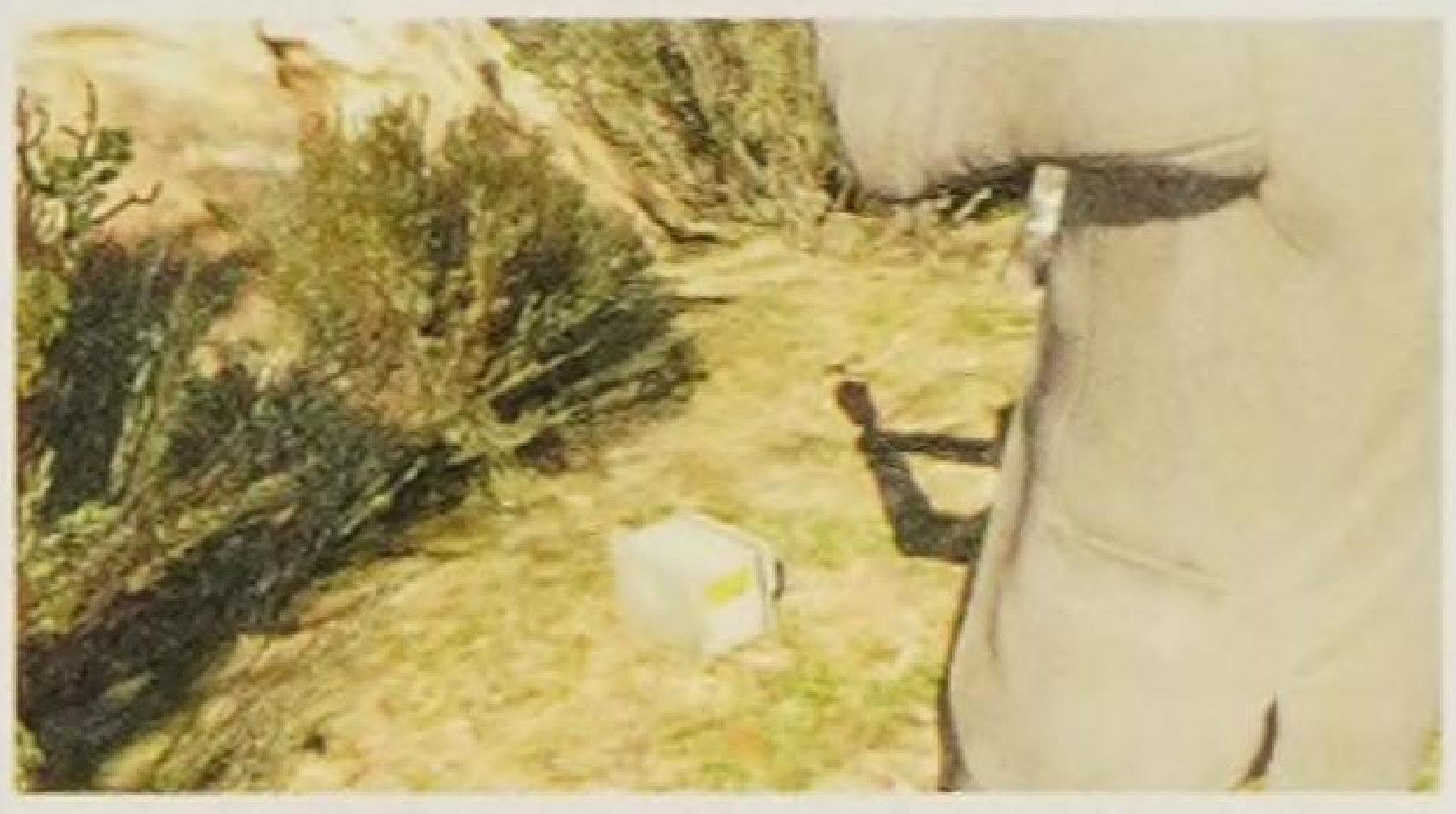


FIND THE CAR BATTERY.

Try again. This time the device leads Michael past a yellow Brute hauler and a supermarket to something that looks like a car battery near a large rock. Again, Marnie senses Michael's doubt and demands further seeking.

FIND THE WORK BOOT.

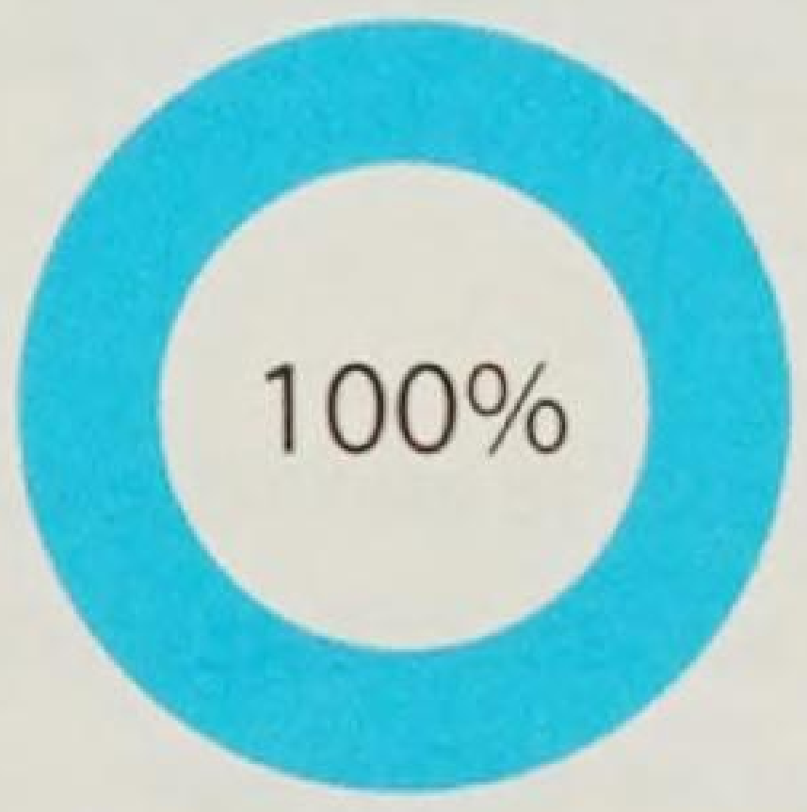
Try yet again. Move south down the dry wash ravine, then veer east toward the tree stumps. The device leads to a discarded work boot. Michael understands the “doubt” game now and asserts that he's found the artifact, without a doubt. Marnie agrees and pronounces him ready to move to the next level of enlightenment—for only $10,000.



DONATE $10,000 TO EPSILON.

Use your cellphone to access the Internet and go to the Epsilon website. Make two $5000 donations to unlock the next Epsilon mission, “Bearing The Truth.”

Mission Completion Stats: Chasing The Truth



● Use the Force

☑ Find the alien artifact without the detector

BEARING THE TRUTH

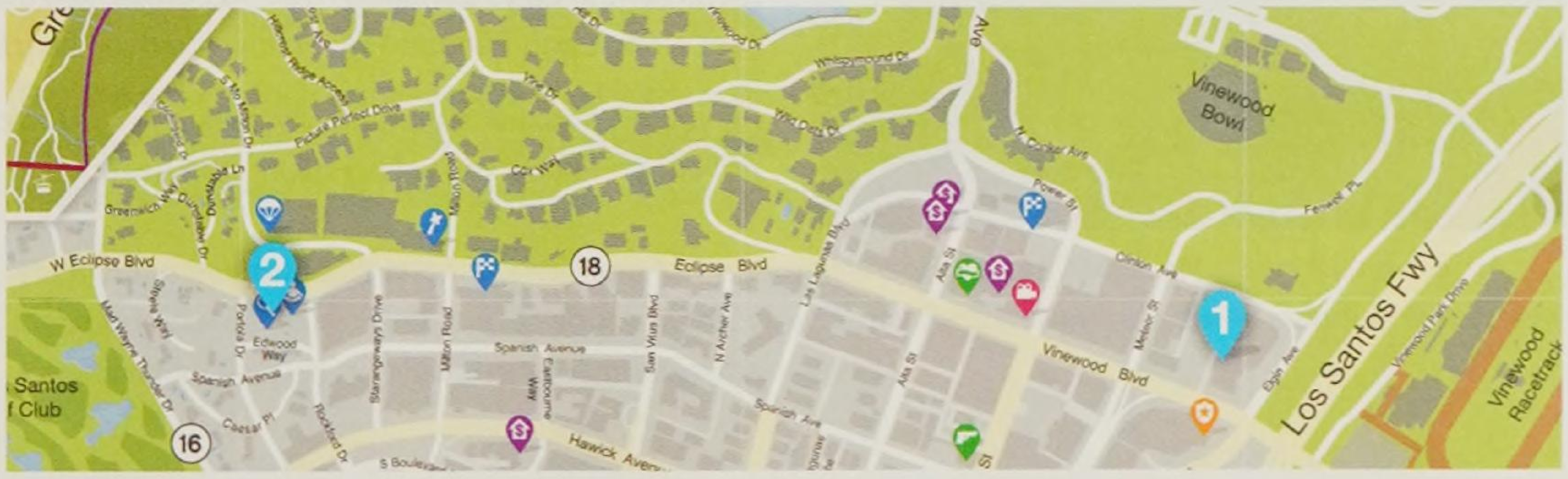
CONTACT POINT: “ Ɛ ” *(Epsilon)*

PREREQUISITE: *Complete “Chasing The Truth” and donate $10,000 on the Epsilon website*

PLAYABLE CHARACTER: *Michael*

▶ Find Marnie at the graffiti wall.

Send Michael to follow the Epsilon icon to a graffiti-lined alley 1 off Downtown Vinewood. Marnie is chanting in front of a bizarre paragraph written on the wall. Michael tries to talk sense to her, but Marnie challenges him to prove himself to the great leader, Cris, by purchasing robes from the Program website and wearing them for 10 days.



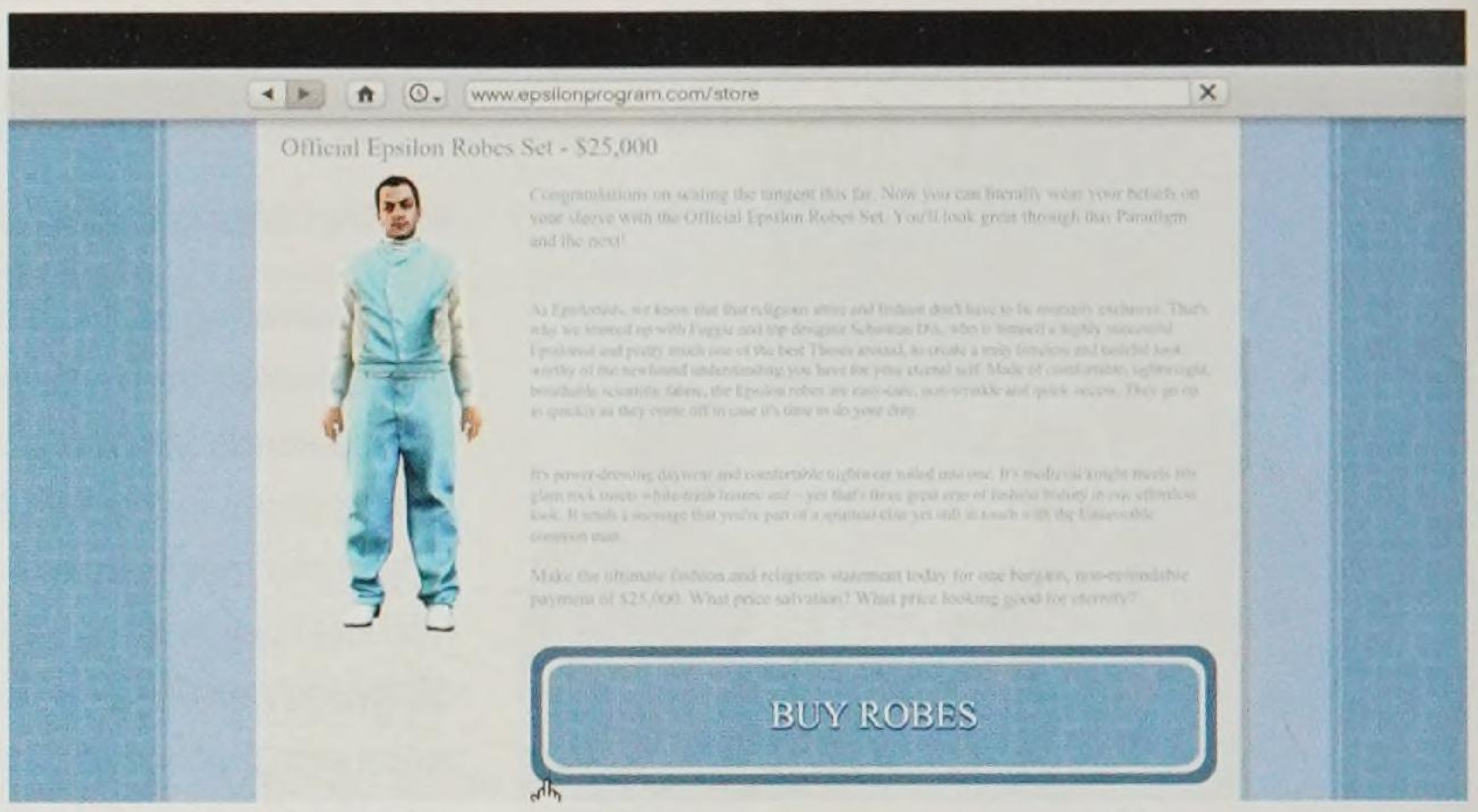
▶ Buy and wear the Epsilon robes.

BUY THE EPSILON ROBES.

Use your phone to get online and open the email from Marnie about the robes. Use the email's link to connect to the Epsilon Program website. Select the Official Epsilon Robes Set and pay the measly $25,000 for the pale blue threads: "Look great through this paradigm and the next!" You receive an email notification that the order will be delivered shortly.

WEAR THE EPSILON ROBES FOR 10 DAYS.

The robes soon appear in Michael's bedroom wardrobe closet at his house ② in Rockford Hills. Michael also receives a delivery confirmation email. Enter the closet and select Epsilon Robes from the Outfits menu to dress in the spiffy blue duds. The first time you put them on, you get the prompt to wear the robes for 10 consecutive days "to quell your antithesis."



Official Epsilon Robes Set - $25,000

Congratulations on scaling the tangent this far. Now you can literally wear your beliefs on your sleeve with the Official Epsilon Robes Set. You'll look great through this Paradigm and the next!

Make the ultimate fashion and religious statement today for one bargain, non-refundable payment of $25,000. What price salvation? What price looking good for eternity?

An onscreen notification appears at the end of each full day that you've worn the robes. After the tenth consecutive day of robe-wearing, Michael gets a text from Cris, the Epsilon Program's leader, that says, "You shall be summoned."

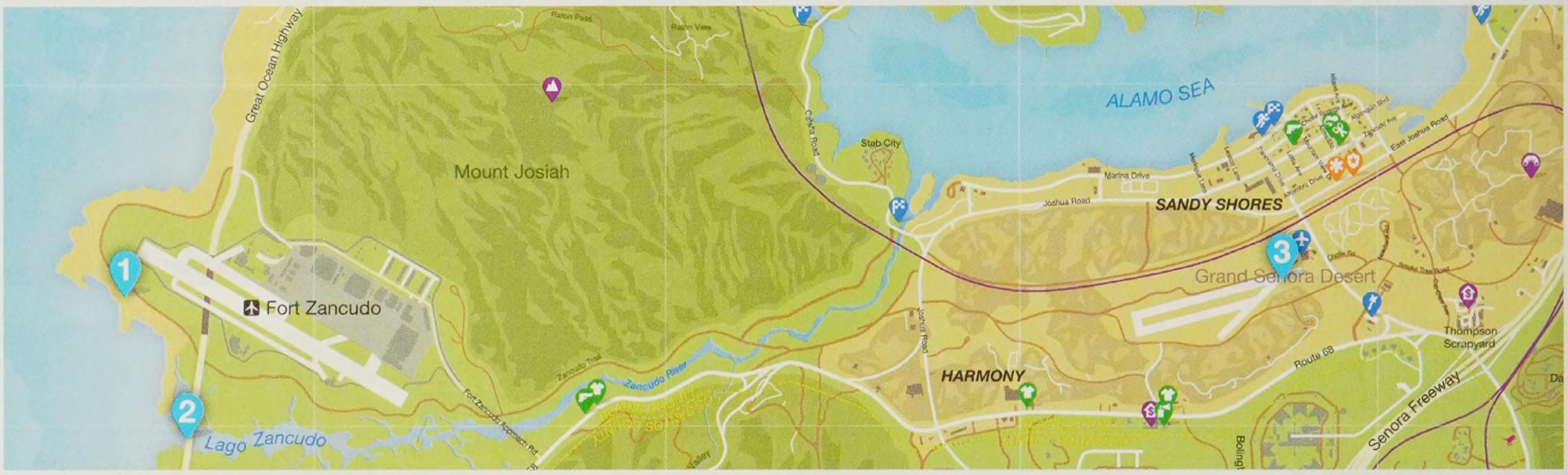
Shortly after the text from Cris, Michael gets a text from Jimmy Boston asking for help retrieving one of Epsilon's "sacred vessels." He directs you toward the coast and Fort Zancudo, and a new Epsilon icon appears on your map.

DELIVERING THE TRUTH

CONTACT POINT: *" Ɛ " (Epsilon)*

PREREQUISITE: *Complete "Bearing The Truth" and wear the Epsilon robes for 10 cumulative days*

PLAYABLE CHARACTER: *Michael*



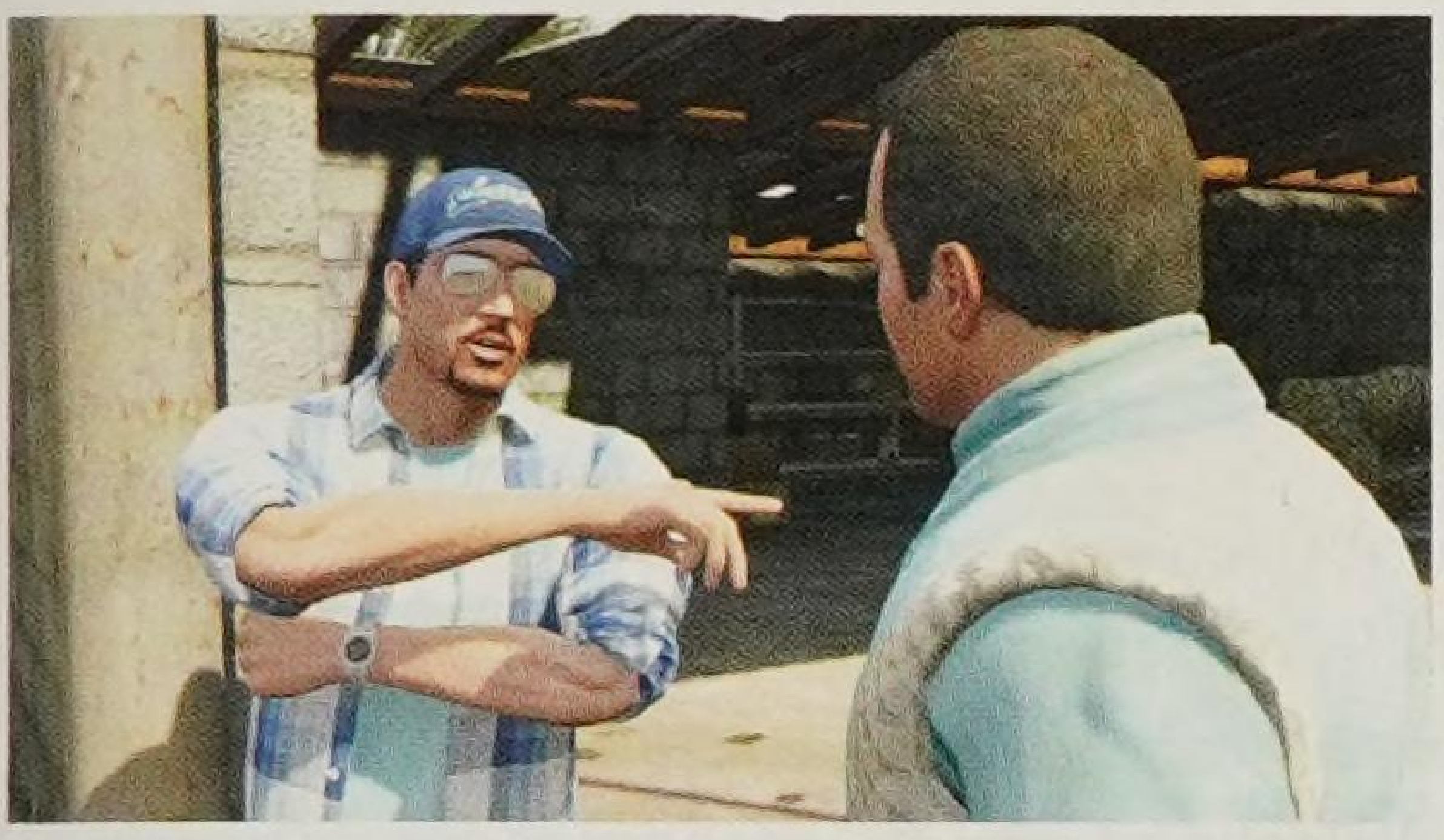
▶ Meet Tom on Zancudo Trail road.

Send Michael to the Epsilon icon on the Zancudo Trail road ① along the coast below Fort Zancudo. Approach the airplane in the road to meet Tom. He reports that Cris needs Michael to fly the plane to Jimmy Boston who awaits your arrival to the east.

▶ Deliver the plane to the airfield.

Hop aboard the Velum aircraft and take off down the road. You start out heading southeast. Fly to the mouth of the Lago Zancudo river. To complete a medal requirement, fly under any of the bridges to the east along Lago Zancudo ②. Follow the river, heading east toward your destination.

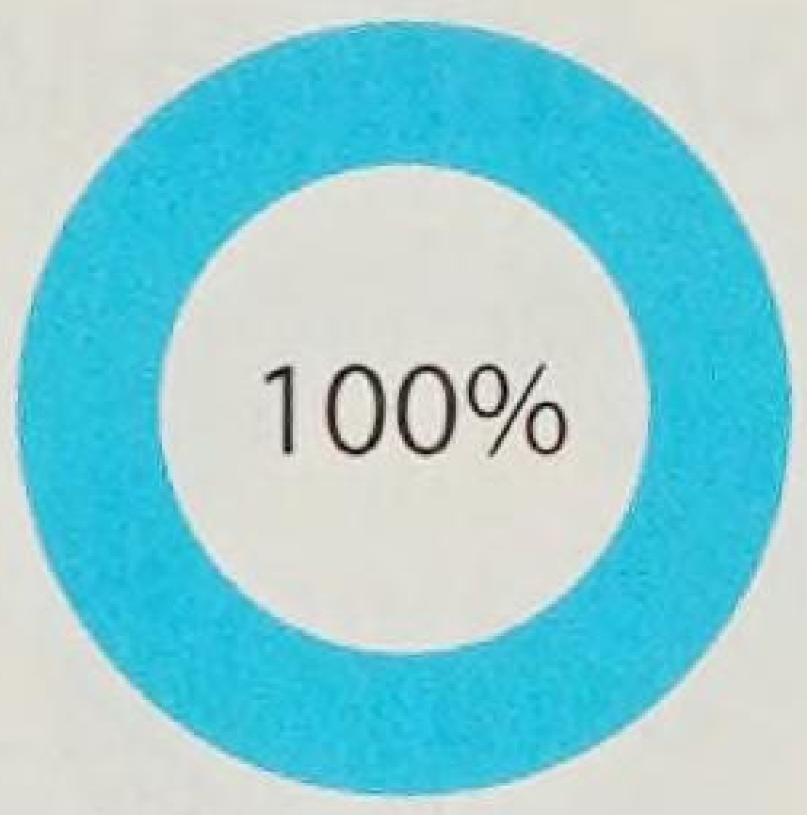
As you fly, Michael automatically calls Jimmy Boston to learn that his destination is Sandy Shores Airfield ③. Follow the yellow blip to the destination and land the Velum on the dusty landing strip.



▶ Leave the plane and go to Jimmy Boston.

When you reach the hangars, hop out and follow the blue blip to Jimmy Boston to trigger a cutscene: Jimmy waits by the hangar to take the plane. He explains that the next level of existence for Michael is the tree of truth. Reaching it is, of course, expensive. Then he takes off in the plane. Fortunately, his powder blue Ocelot F620 is waiting for Michael.

Mission Completion Stats: Delivering The Truth



● Touchdown	☑ Land the Velum without damaging it
● Zondar the Bridge	☑ Fly under a bridge along Lago Zancudo

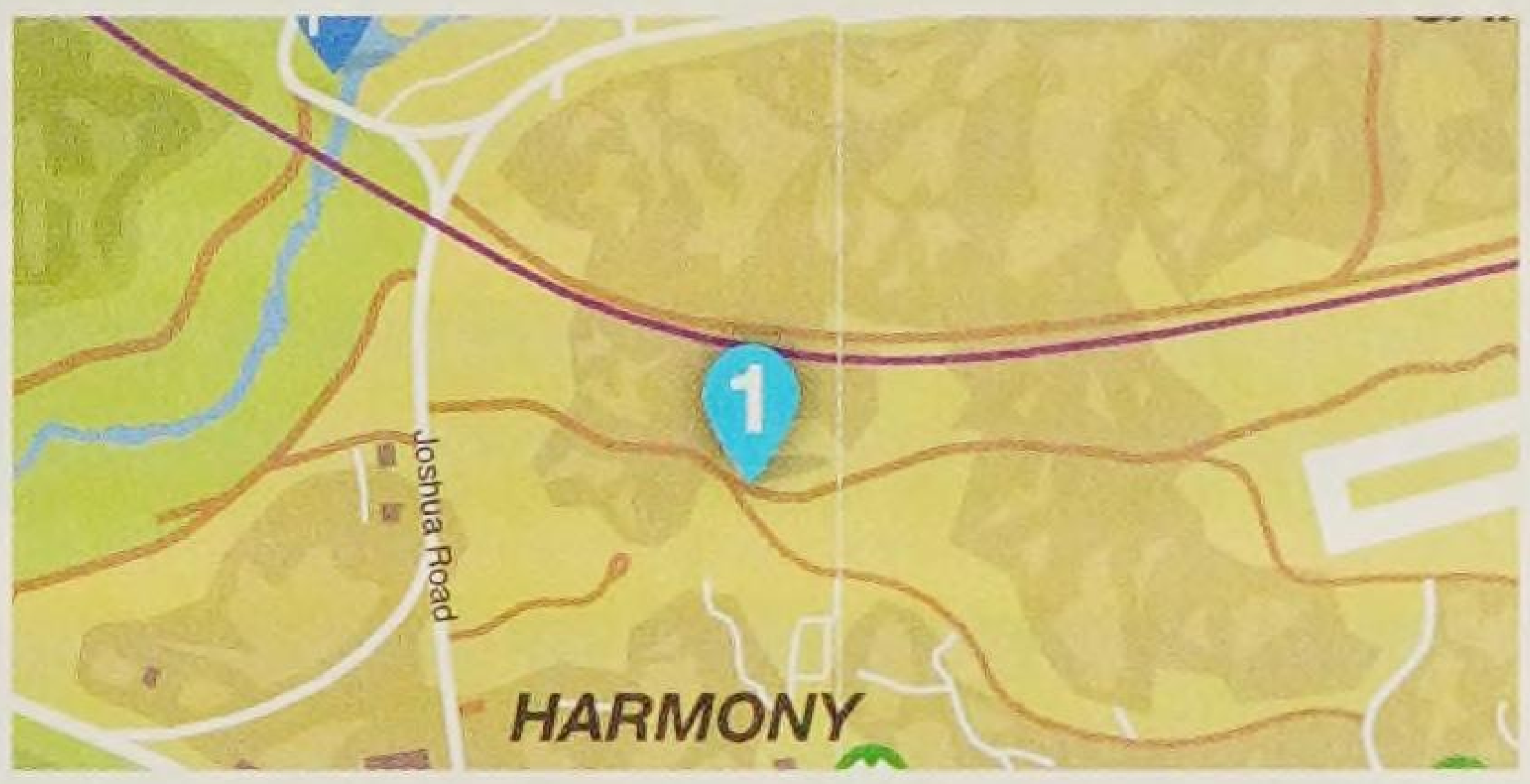
EXERCISING THE TRUTH

CONTACT POINT: “Ɛ” (Epsilon)

PREREQUISITE: Complete “Delivering The Truth”

PLAYABLE CHARACTER: Michael

▶ Meet up with the Epsilon crew.



Follow the Epsilon icon to the seedy trailers ① just west of the Sandy Shores Airfield, and make sure you're still wearing the Epsilon robes. Approach the marked trailer to trigger a scene: Michael meets up with Marnie and friends and hears the almighty voice of Cris himself. The crew tells Michael he's nearly a “true thesis.” All he has left to do is run five miles across the Grand Senora Desert wearing his new medal and robes, and then bring a “small” donation to Cris at the Epsilon Center in the city.

▶ Wander five miles through the desert wearing Epsilon robes.

Just go. Stay in the desert area. Run as long as you can, then walk when over-exerted. Michael builds his Stamina as he runs, so the exercise is good for him. Distance covered is tracked onscreen above your radar after every 0.1 mile. After wandering 4 miles, Michael receives a call from Cris. He has been following Michael's progress, and says, “One more mile and you will have arrived at where you are.”

After wandering 5 miles, a “pilgrimage complete” notification appears onscreen, and you receive another call from Cris. Michael's journey is just beginning. Cris wants Michael to make another investment in himself and bring a generous tithe to the Epsilon Center in Vinewood.

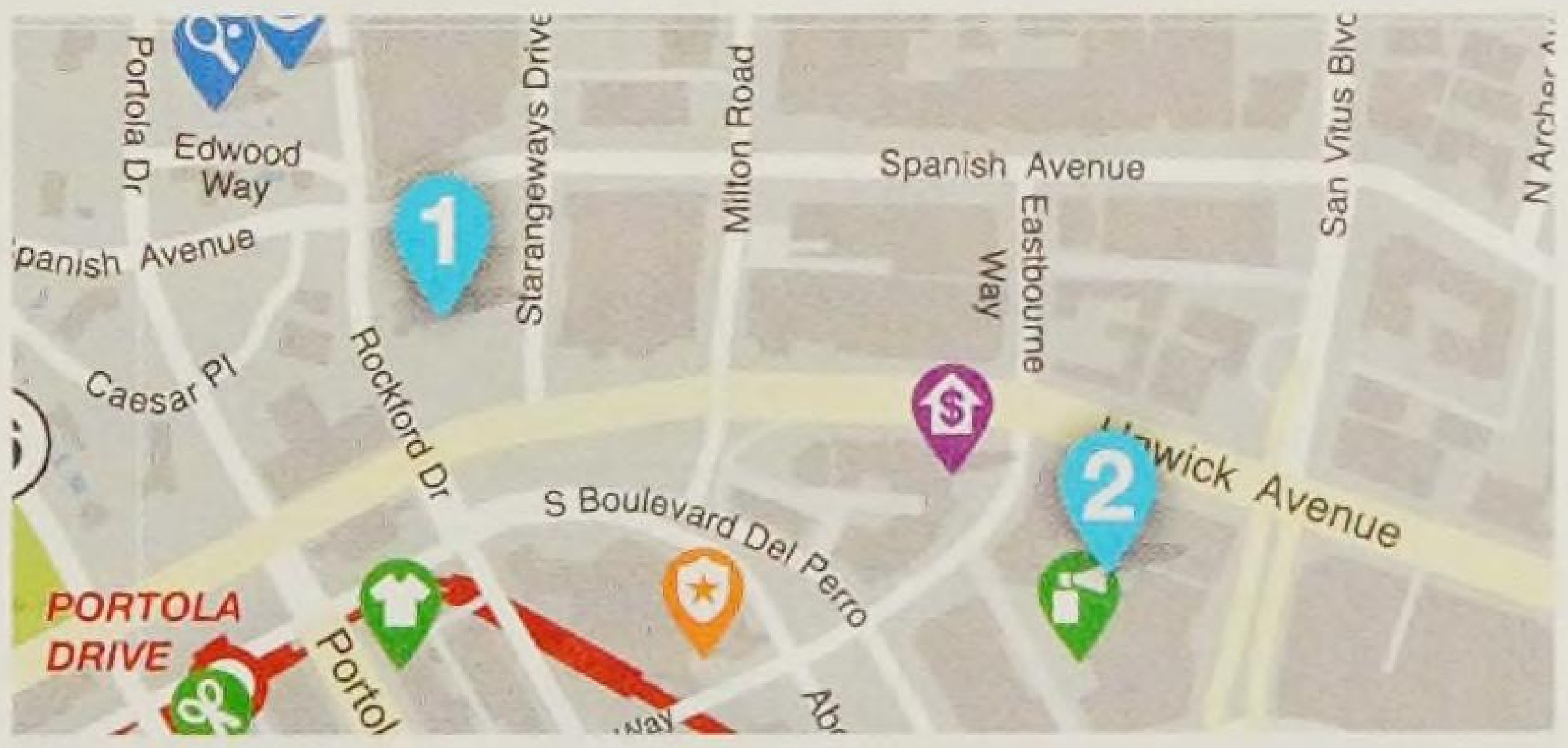
UNKNOWING THE TRUTH

CONTACT POINT: “Ɛ” (Epsilon)

PREREQUISITE: Complete “Exercising The Truth,” wear Epsilon robes, and have $50,000 in account

PLAYABLE CHARACTER: Michael

▶ Go to the Epsilon Center.



Make sure Michael is wearing his Epsilon robes and that he has at least $50,000 in his account to start this mission. Then follow the Epsilon icon to the palatial Epsilon Center ① in West Vinewood. Drive to the front entrance to trigger a cutscene: Michael finally meets Cris as loyal acolytes load duffel bags full of “apocalypse funds” for transport to the Cayman Islands. After taking Michael's fifty grand, the Epsilon leader asks him to deliver the funds to the Epsilon helicopter.

▶ Option: Follow Epsilon's security to the drop-off point.

Get in the car loaded with the money. Here you can try one of several different options. The Epsilon security team climbs into the SUV in front of Michael and takes off. The passive option is to simply follow them (the blue radar blip) to the drop-off point in a parking area ② off Eastbourne Way where the helicopter waits.

Park in the yellow destination marker next to the chopper and get out of the car. Then follow the bearded acolyte as he leads you to your reward: an antique tractor. Mission passed—and all that lovely Epsilon cash flies off to a tax shelter in the Cayman Islands.

Option: Take the money and evade Epsilon's security.

Here's a different approach. As you drive along the route, make a sudden break and speed away in any direction. The Epsilon security team gives chase, including the helicopter. You can try to evade them as you would a police Wanted Level, but it's not easy. Note that a successful evasion earns all the Epsilon funds, but it only fulfills one of the medal requirements, giving you a Silver Medal for the mission.

Option: Take out the Epsilon crew and steal the money.

To fulfill both requirements for the Gold Medal, drive to the drop-off point at the Epsilon helicopter. Get out of your car and approach the chopper. Quickly wield an Assault Rifle and take out the pilot and crew. Then turn your gun on the other Epsilon security in the lot. Use the chopper or the car you drove for cover as you pick off the guards one by one. After eliminating the *entire* security team, get back in the car that's loaded with money and drive off.

Mission Completion Stats: Unknowing The Truth

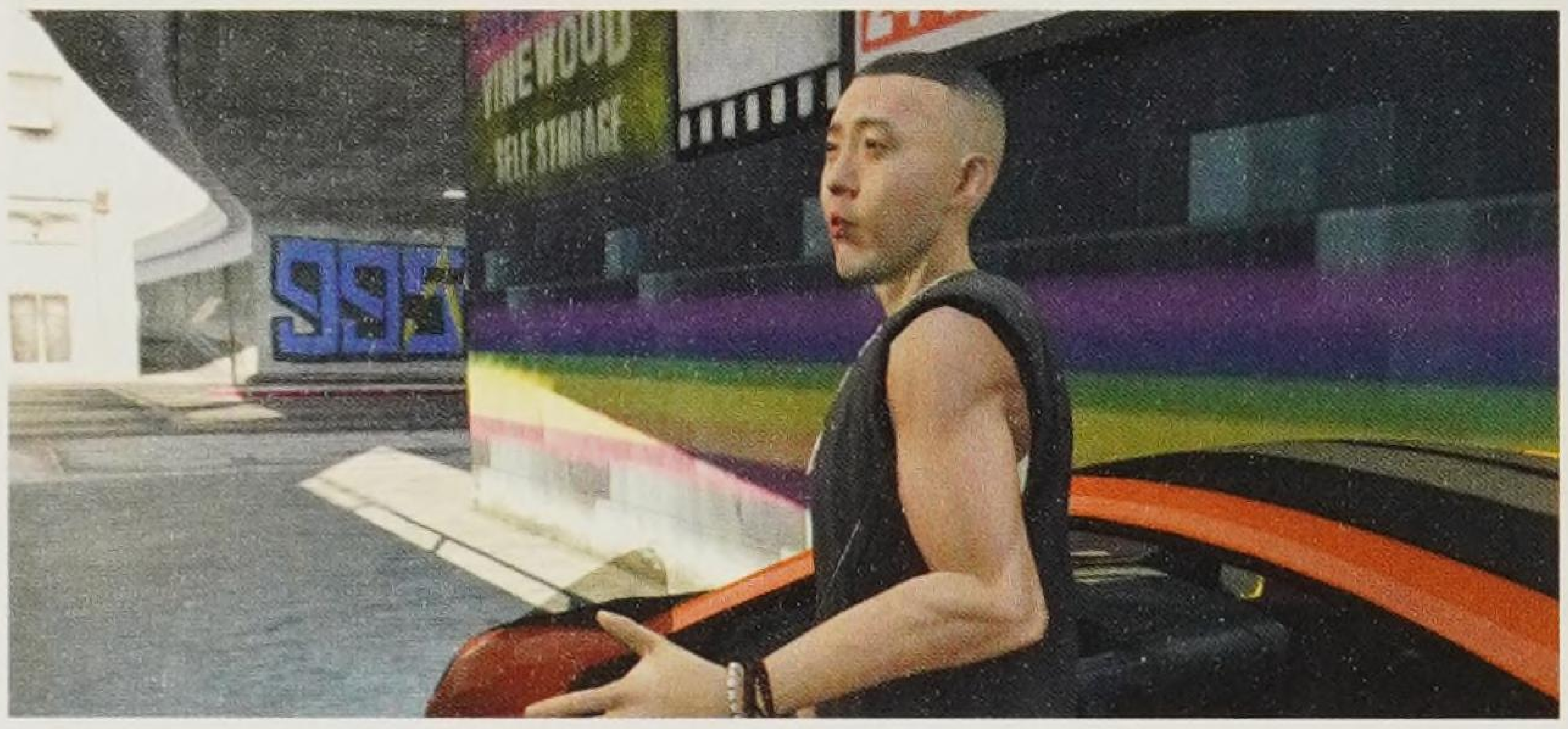
100%

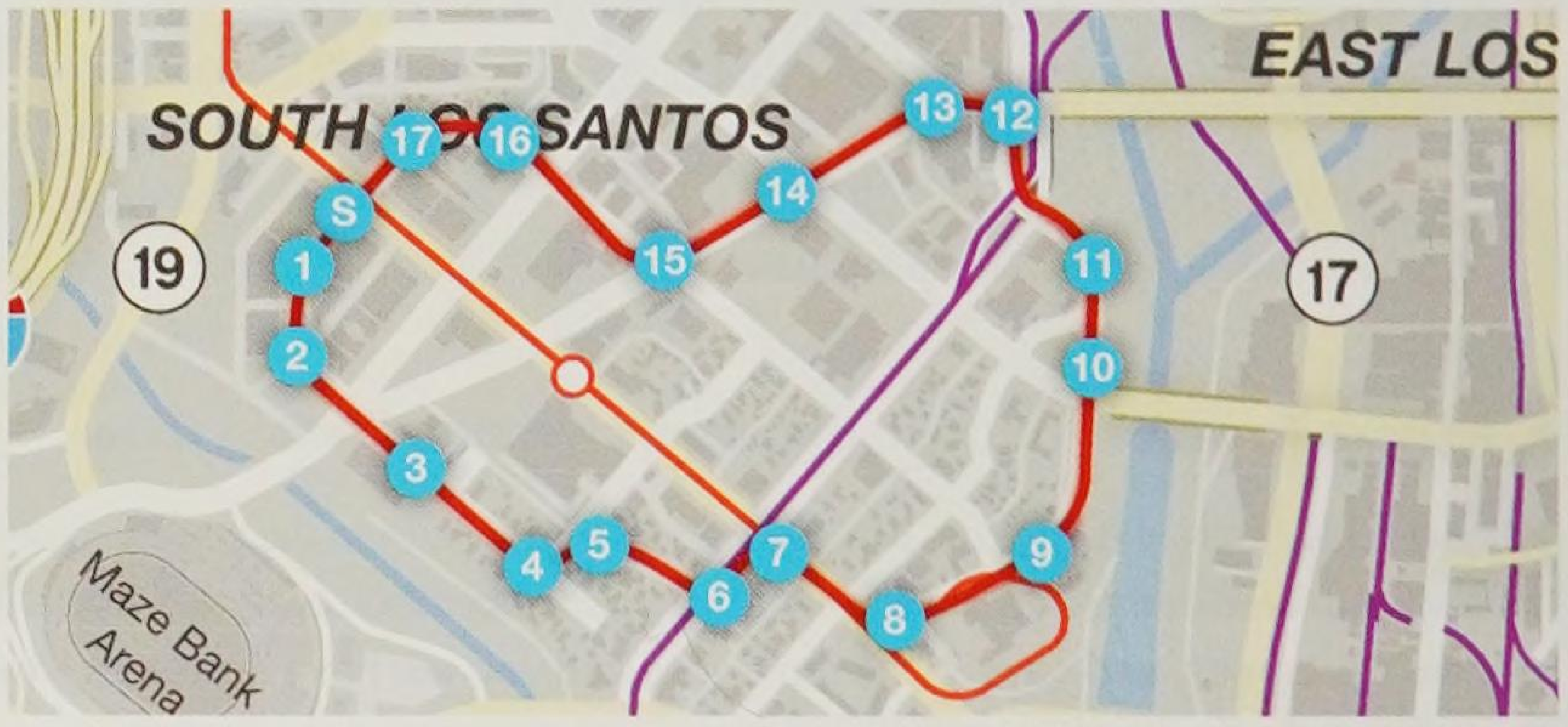
● Cult Intervention
● Show Me the Money

☑ Kill all Epsilon security
☑ Steal the Epsilon money and escape

Contact: Hao

SHIFT WORK	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" (Strangers and Freaks)	*Complete "Pulling Favors"*	*Franklin*





Find Hao in Strawberry.

After you finish "Pulling Favors," a Stranger appears on Franklin's map, a man named Hao. Follow the green "?" to the alley on Power Street in Strawberry, Los Santos.

Get a Car

Hao expresses his surprise to see that Lamar hasn't gotten you killed yet. Then he offers an invitation to a car race, taunting you with a "silver medal" prize. You should have driven up in a car to find Hao, but if not, find a fast car. A sports car is preferred and a super car would be better, but Franklin's Bravado Buffalo gets the job done. Drive a short distance to the starting line **(S)**, following the yellow route marker.

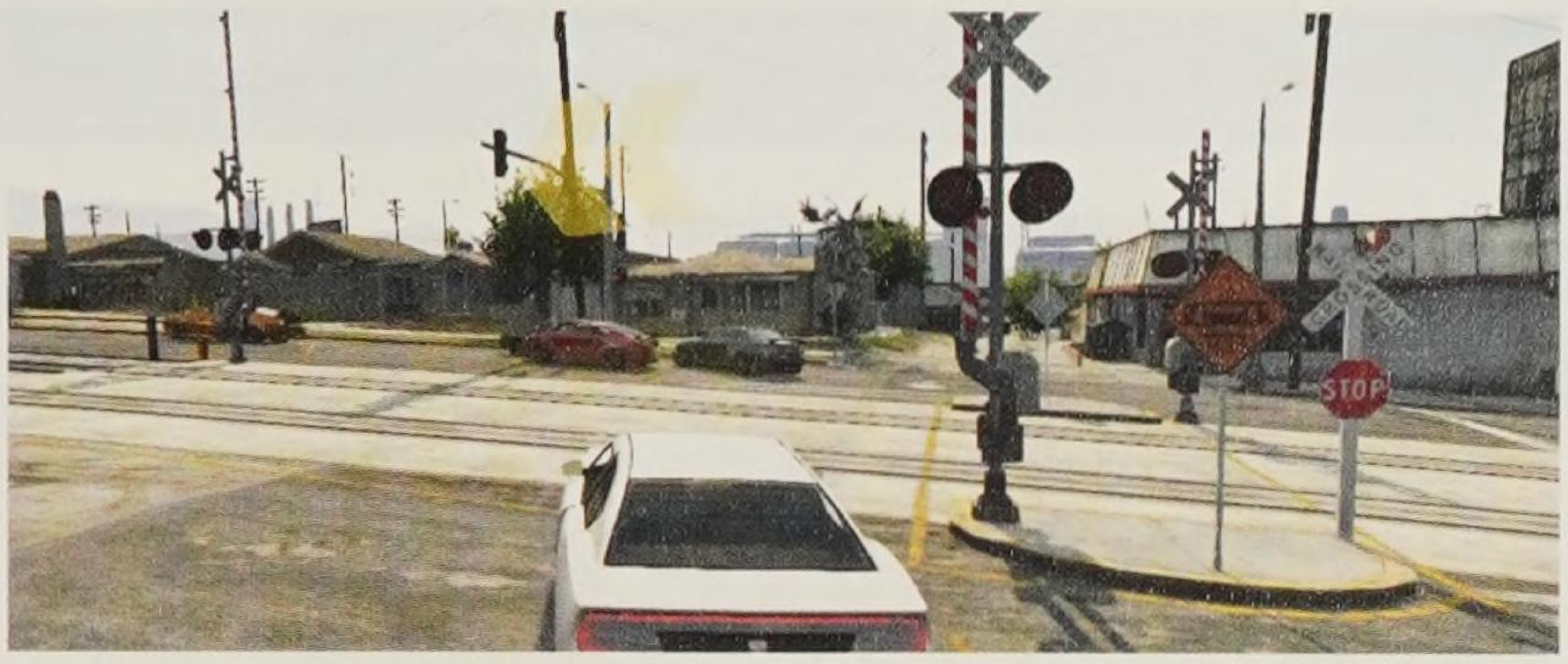
When you arrive at the starting line on Forum Drive, five other cars are waiting. Pull into the yellow marker and the countdown from three begins. This is a two-lap race around Chamberlain Hills.

At the start, you receive a tip that by riding directly behind another racer you can use their slipstream to gain a speed boost. The same is true if you let someone draft you, so keep that in mind when checking the rearview. You cannot use drive-by shootings to win the race or even damage the other opponents' cars. However, ramming vehicles to knock them off course is acceptable. But be aware, to get the Gold for this mission you can only run into the opponents less than 5 times.

The first corner to cut is through the sharp left turn at **(4)**. Cut across the sidewalk corner while the other drivers barely skim the curb.

The next tricky place is crossing the tracks and turning left. Railroad crossing poles are very unforgiving. Don't hit them. Brake for this turn or use Franklin's driving special ability at **(8)**. There's a great straightaway from **(9)** to **(11)** that helps you pull into the lead. Just watch out for traffic. If you come up on traffic quickly, use Franklin's specialty to avoid accidents.

Finally, make sure you don't cut the corner at **(13)** or you risk missing the checkpoint in the middle of this very wide road. Run the lap twice and win the race. Hao texts to "congratulate" you, and you receive $200. Completing this mission unlocks the Hobbies and Pastimes "Street Races."



Mission Completion Stats: Shift Work

100%

● Fastest Lap	☑ Complete a lap within 01:20
● Underdog	☑ Finish the race within 02:50
● Clean Race	☑ Finish the race with less than 5 collisions

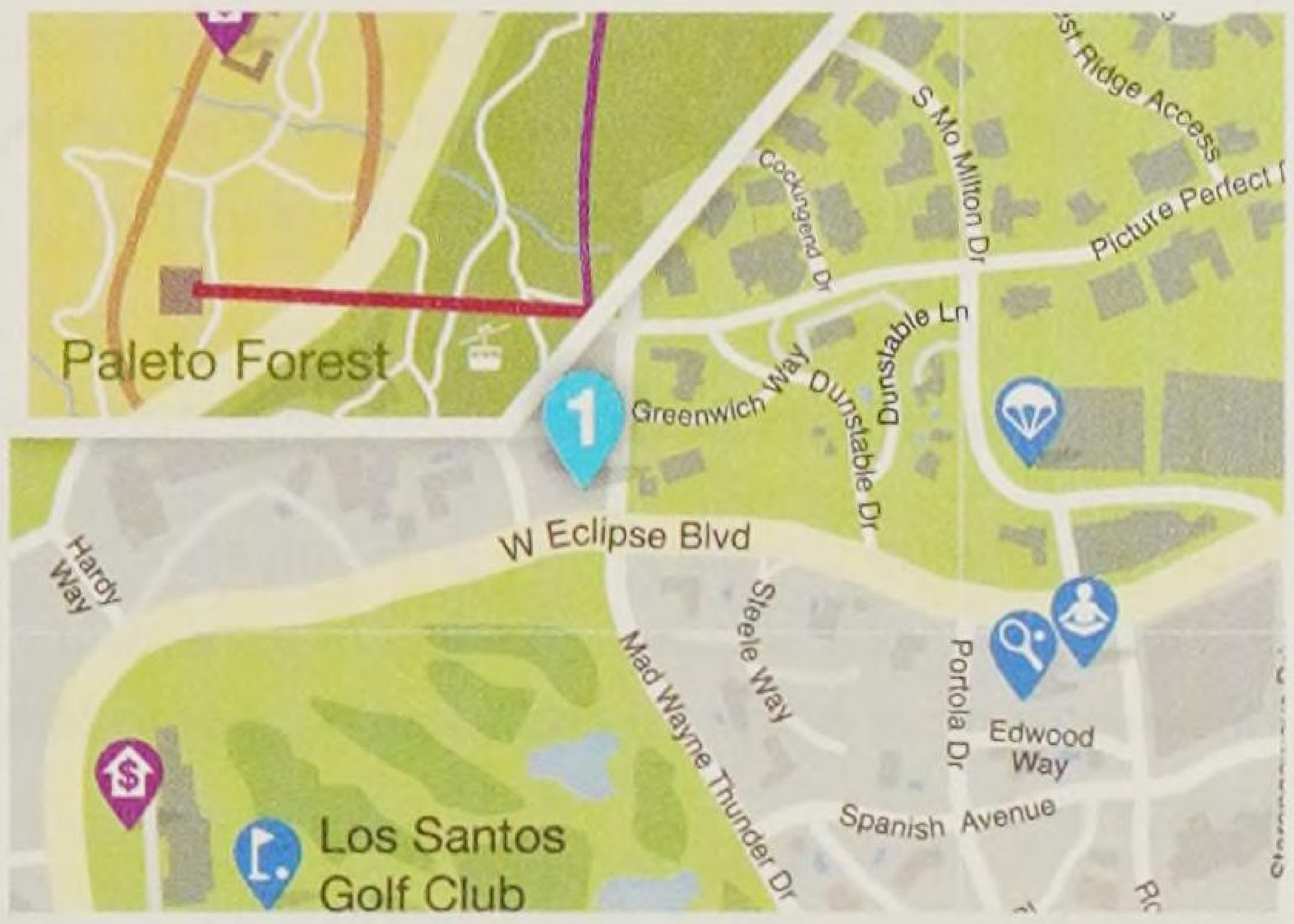
Contact: Josh

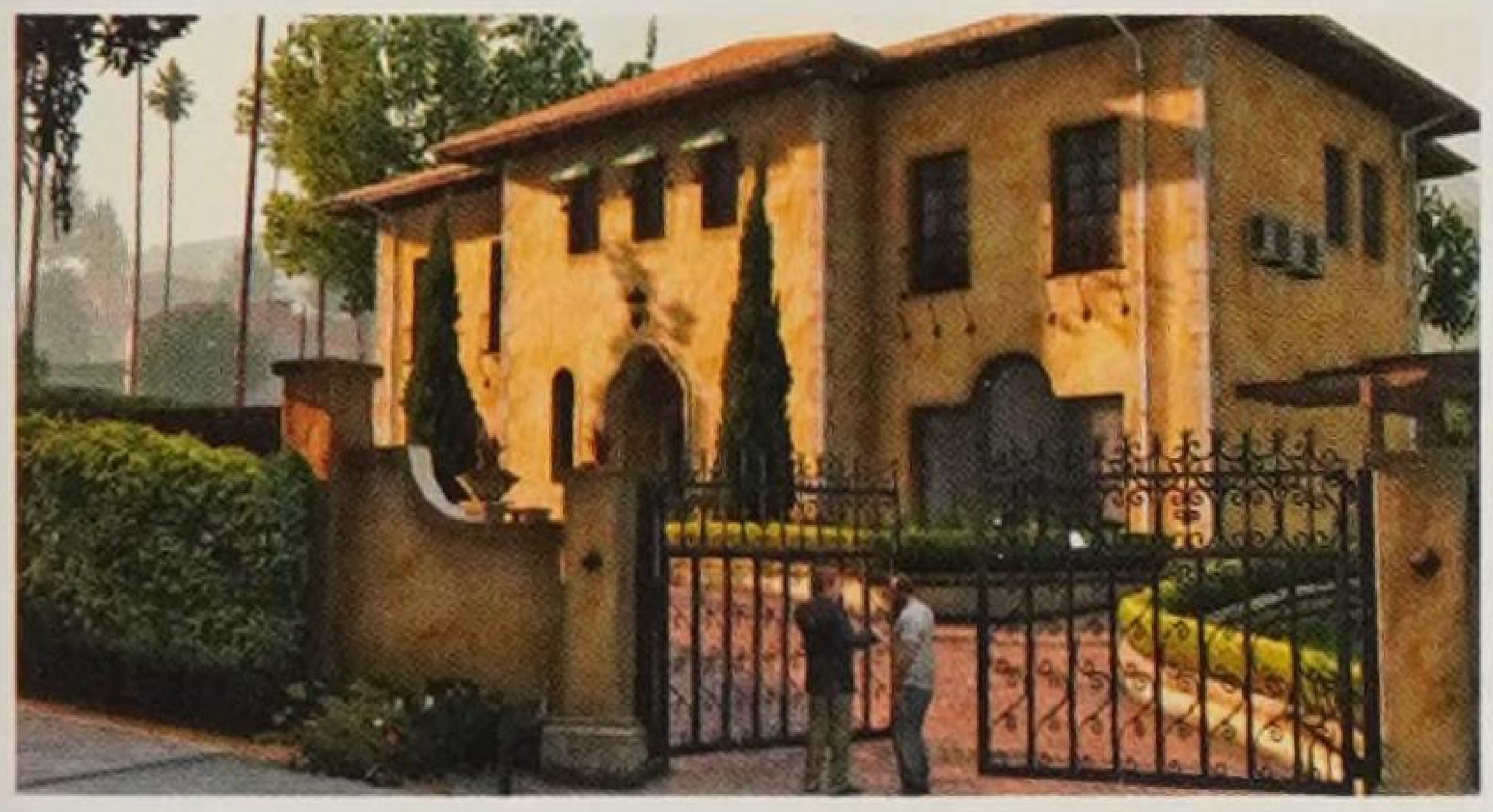
EXTRA COMMISSION

CONTACT POINT: *"?" (Strangers and Freaks)*

PREREQUISITE: *Complete "Hang Ten"*

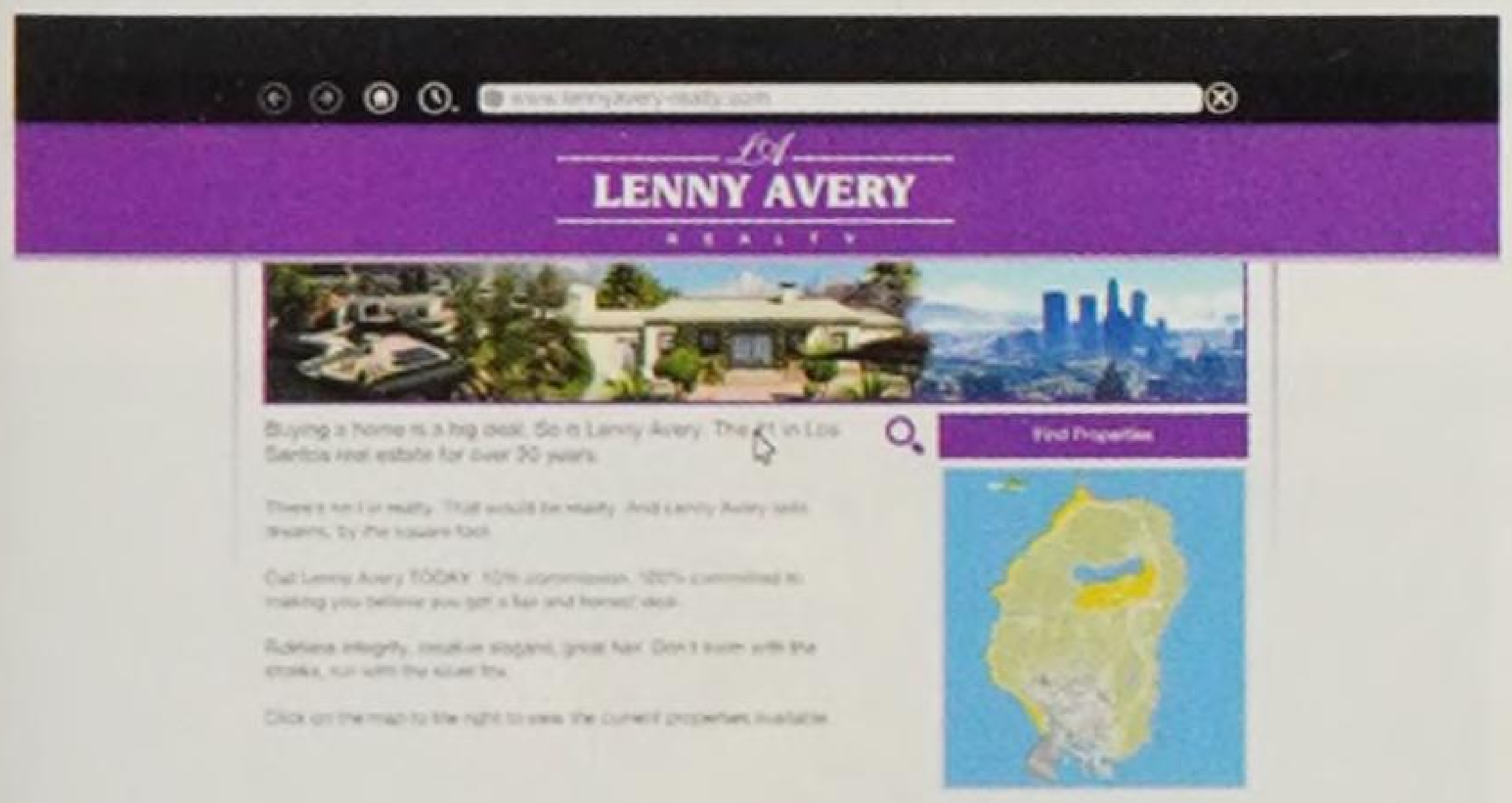
PLAYABLE CHARACTER: *Trevor*


Paleto Forest
1
Greenwich Way
W Eclipse Blvd
Hardy Way
Mad Wayne Thunder Dr
Steele Way
Portola Dr
Edwood Way
Spanish Avenue
Los Santos Golf Club
Dunstable Ln
Dunstable Dr
N Milton Dr
Picture Perfect
Ridge Access



▶ Meet Josh at his gate.

Send Trevor to the **"?"** at the gated entrance of a fashionable estate 1 on West Eclipse Boulevard. Approach the gentleman behind the gate to trigger a cutscene: Josh is a realtor who has lost all of his clients to a former best friend named Lenny Avery. He asks Trevor to destroy all of Lenny's "For Sale" signs located around the northern area of Los Santos.


LA
LENNY AVERY
REALTY
Find Properties

▶ Destroy all 15 of Lenny Avery's "For Sale" signs.

Shortly after you leave Josh, he texts a link to Lenny Avery's website. Open the site on your phone and click on the Find Properties map to view all of Lenny's current real estate properties around the city. Move the pointer over each property and select it to get details and photos. Then select "Get Directions" to automatically put a waypoint route to the property on your map and radar.

Follow each waypoint route to the property and find Lenny Avery's realty sign. Step out of your car and shoot the sign, or just use the drive-by method and speed away.

Work your way through Lenny's properties using his website map until all 15 signs are destroyed. Shortly after Trevor blasts the last sign, Josh texts and asks to meet at the Bilingsgate Motel in East Los Santos.

CLOSING THE DEAL

CONTACT POINT: *"J?" (Josh)*
PREREQUISITE: *Complete "Extra Commission"*
PLAYABLE CHARACTER: *Trevor*

▶ Meet Josh at the Bilingsgate Motel.

Send Trevor to the **"J?"** at the Bilingsgate Motel ① on Little Bighorn Avenue where you find Josh standing at the foot of the stairs. The Bilingsgate can charitably be called "old-school hospitality"—its signage proclaims "Phones" and "Color TV" as amenities.

When you approach Josh, he directs Trevor upstairs to room 9. Climb the stairs and approach room 9 to trigger a cutscene: After Trevor emerges, Josh asks him to give Lenny a "wake-up call" at one of his rival's real estate showings in Rockford Hills. Trevor is happy to oblige.

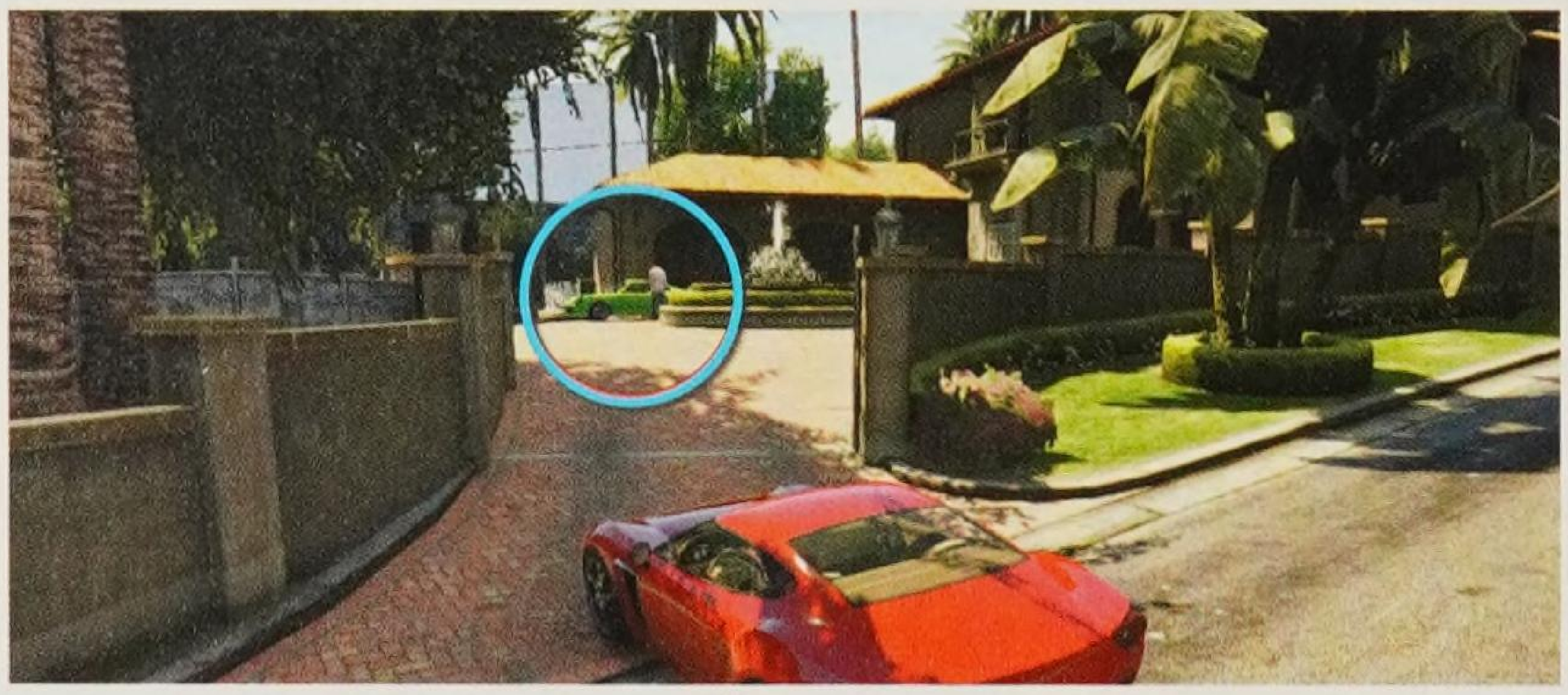
MOTEL
PHONES · COLOR TV
KITCHENS · MOVIES
MOTEL
BILINGSGATE

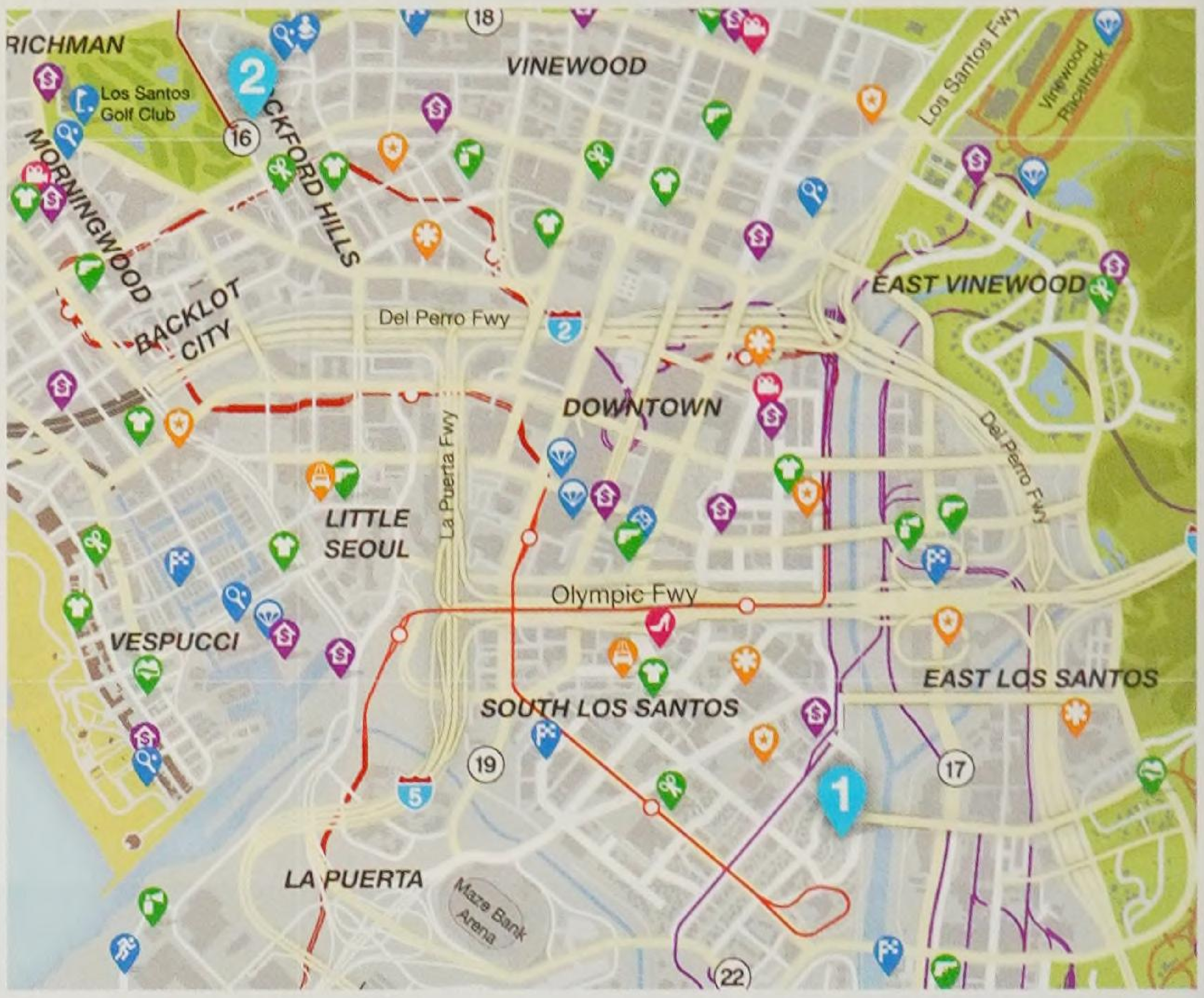
▶ Find Avery in Rockford Hills.

Follow the yellow route to Caesars Place ② in Rockford Hills. En route, Trevor gets a call from Josh with more information: Lenny Avery drives a green Comet… and he knows that Trevor is coming. Arrive at the yellow destination marker and receive a new objective.

▶ Find the green Comet.

Slowly cruise up Caesars Drive until you spot the lime green Comet next to the fountain in the circular driveway of a mansion. Lenny speeds out of the driveway's other entrance and turns right onto Mad Wayne Thunder Drive. Follow him!

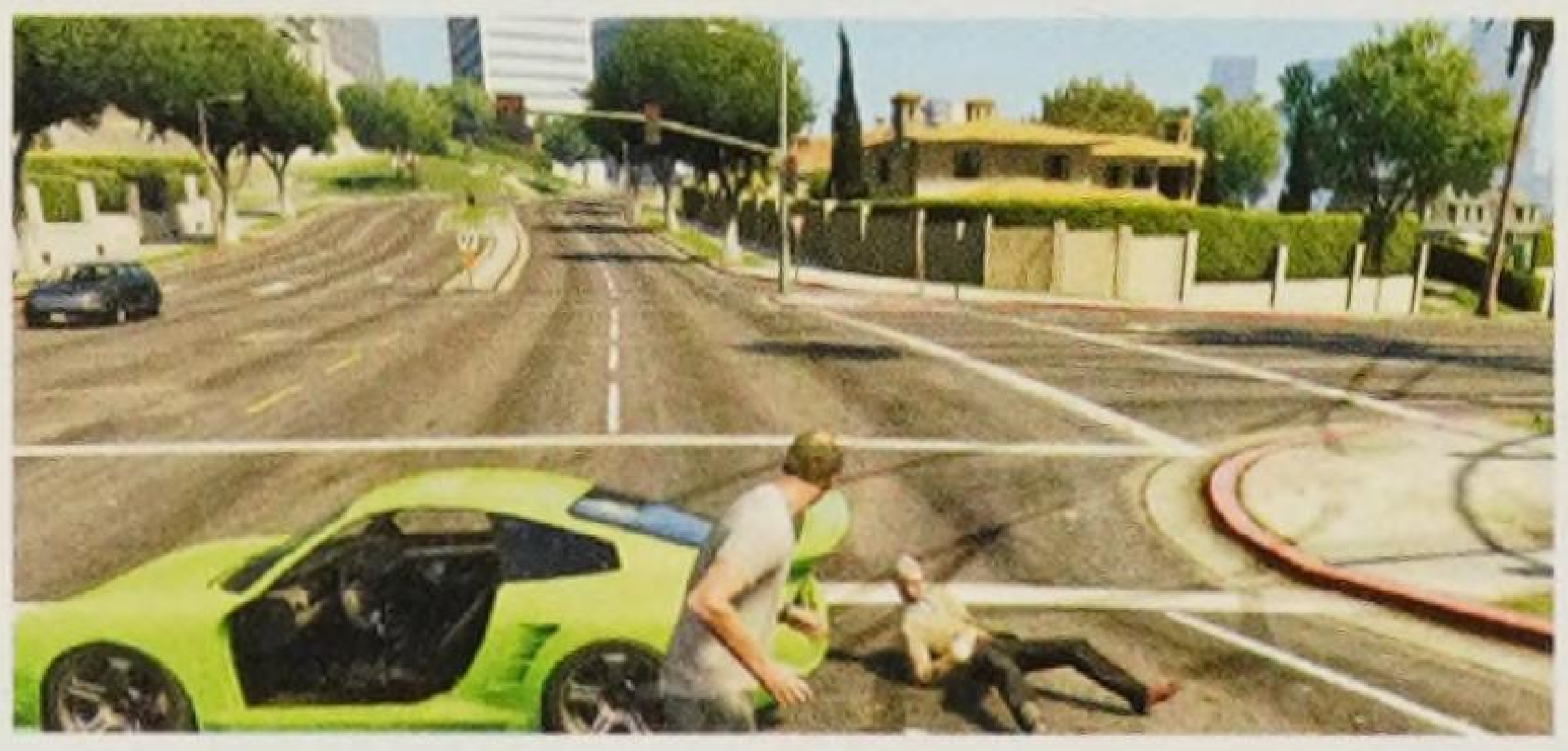



RICHMAN
Los Santos Golf Club
2
ROCKFORD HILLS
MORNINGWOOD
VINEWOOD
Los Santos Fwy
Vinewood Racetrack
EAST VINEWOOD
BACKLOT CITY
Del Perro Fwy
DOWNTOWN
Del Perro Fwy
LITTLE SEOUL
La Puerta Fwy
Olympic Fwy
VESPUCCI
SOUTH LOS SANTOS
EAST LOS SANTOS
1
LA PUERTA
Maze Bank Arena
18
16
2
5
19
17
22

▶ Stop and beat up Avery.

Stay on Lenny's tail and try to ram him or shoot out his tires. The green Comet is easy to spot, but it's also marked as the red blip on your radar. The red signifies that the car is fair game for punishment. But remember, the mission is failed if Lenny Avery dies. He tries to escape by driving up the winding roads of the Vinewood Hills. Try to nail his vehicle before he gets too far. A medal requirement is to stop Lenny's car within 40 seconds.

When the green Comet is finally incapacitated and Lenny gets out, wield a Nightstick or some other melee weapon (a medal requirement) and strike him; Trevor wants to rough up Avery just enough to frighten him. Once Lenny says he'll do anything, Trevor warns him to stay away from Josh's business and Lenny agrees. This completes the mission.



Mission Completion Stats: Closing The Deal

100%

- ● Pulverizer
- ● Seized

☑ Use a melee weapon to beat up Avery
☑ Stop Avery's car within 00:40

SURREAL ESTATE

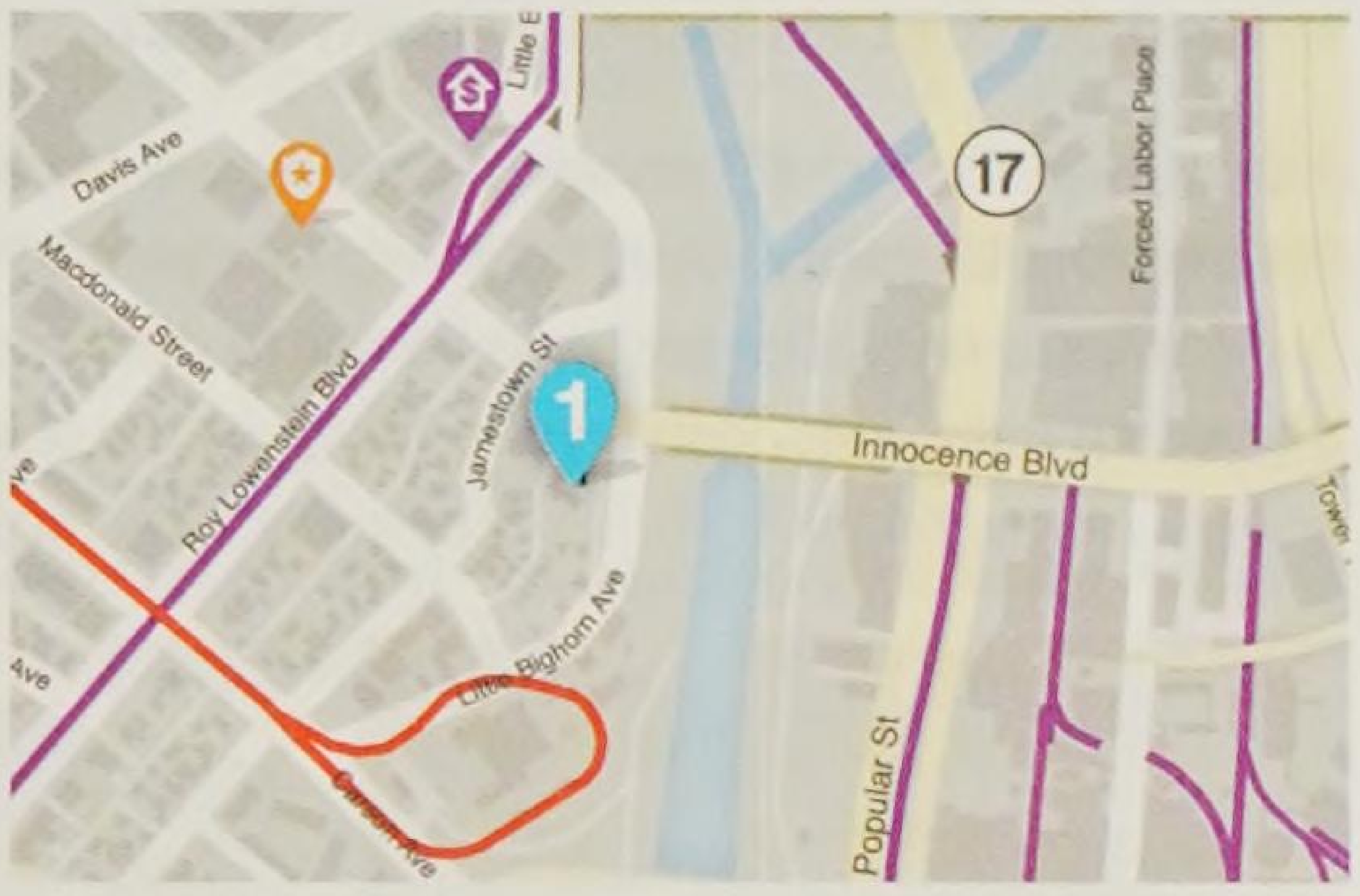
CONTACT POINT: *"J?" (Josh)*

PREREQUISITE: *Complete "Closing The Deal"*

PLAYABLE CHARACTER: *Trevor*

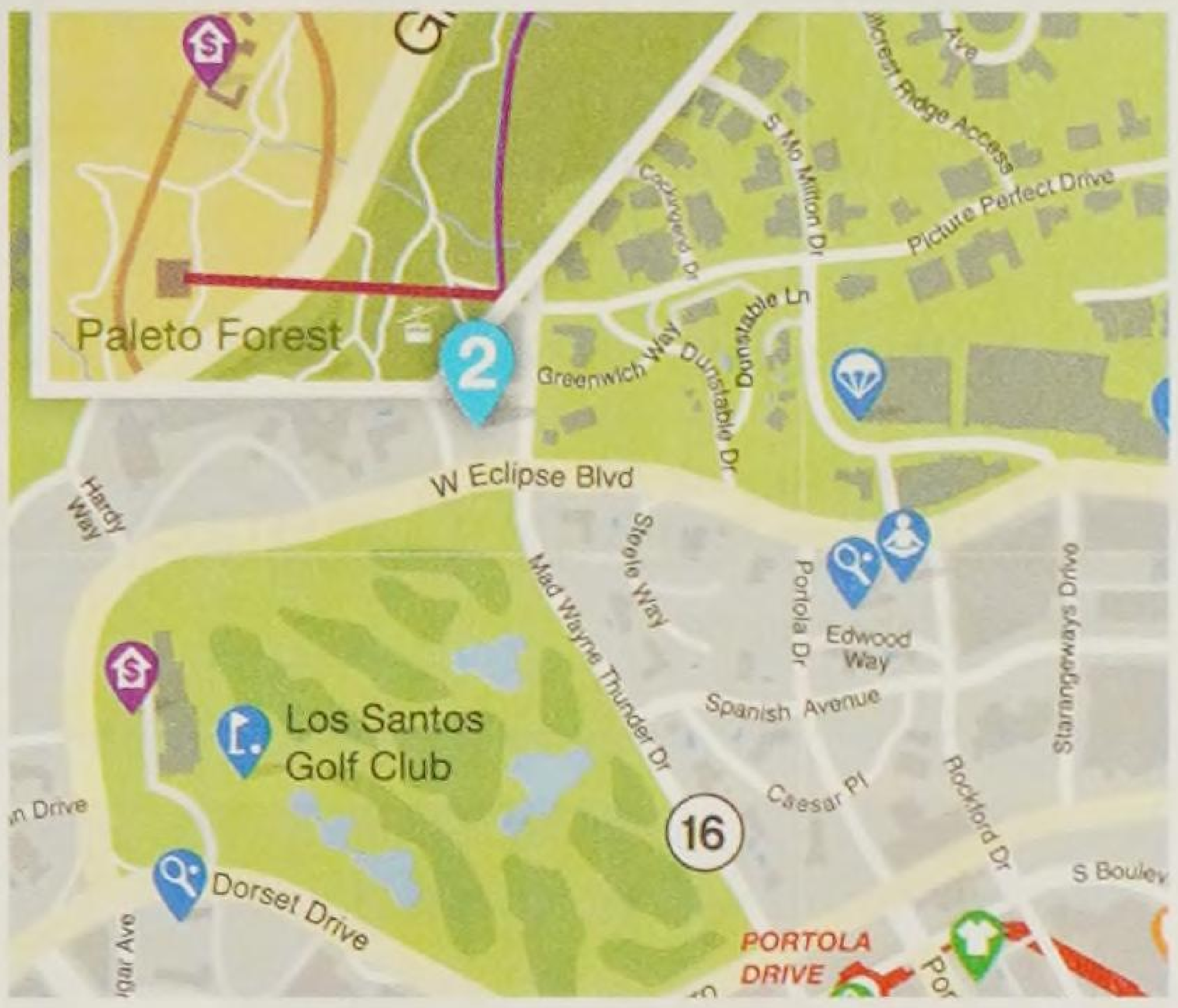
▶ Meet Josh and go to the motel room.

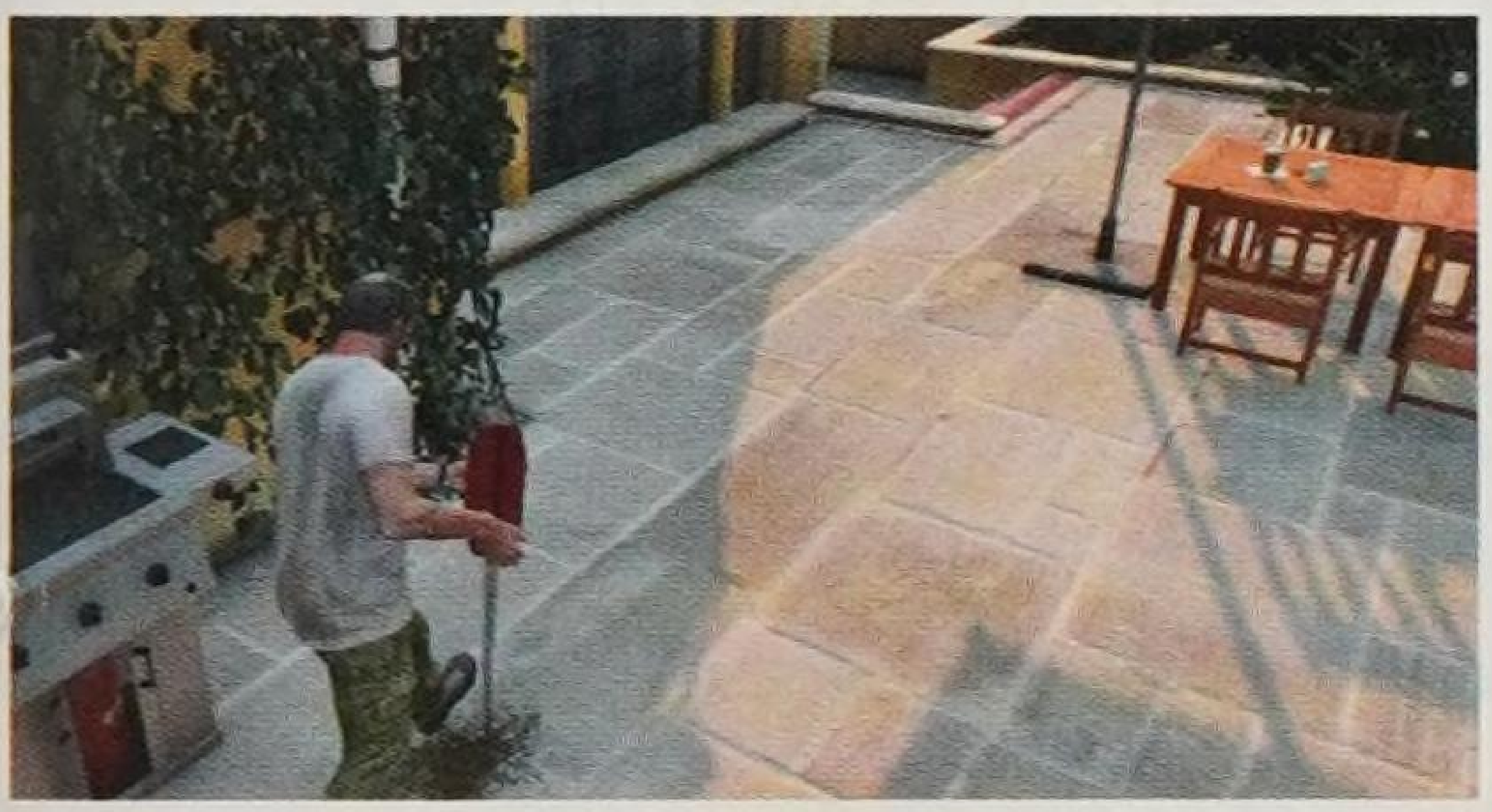
Send Trevor to the **"J?"** at the Bilingsgate Motel ① in East Los Santos. He sends Trevor up to room 9 again for some "bouncy-bouncy." Climb the stairs and approach the room to trigger a cutscene: Trevor learns the identity of his room 9 partner, and Josh offers a new proposal. His house is in foreclosure, but an unfortunate fire would give him a full insurance payout. Josh happens to have a gas can in his car. How convenient.


Davis Ave
Macdonald Street
Roy Lowenstein Blvd
Jamestown St
Innocence Blvd
Little Bighorn Ave
Popular St
Forced Labor Place
17
1

▶ Take Josh's car to his house.

Josh's Lampadati Felon GT (the blue radar blip) is nearby. Hop in and follow the yellow route to Josh's house ② in Rockford Hills. On the long drive, Josh calls to tell Trevor about a gas grill in the backyard that should be particularly explosive. When you arrive at the front gate, hop out of Josh's car and climb over the low section of wall to the gate's left. Walk around the house to the back patio and find the gas grill near the pool.


Paleto Forest
2
Greenwich Way
W Eclipse Blvd
Picture Perfect Drive
Hardy Way
Steele Way
Mad Wayne Thunder Dr
Portola Dr
Edwood Way
Spanish Avenue
Caesar Pl
Rockford Dr
Los Santos Golf Club
Dorset Drive
16
PORTOLA DRIVE

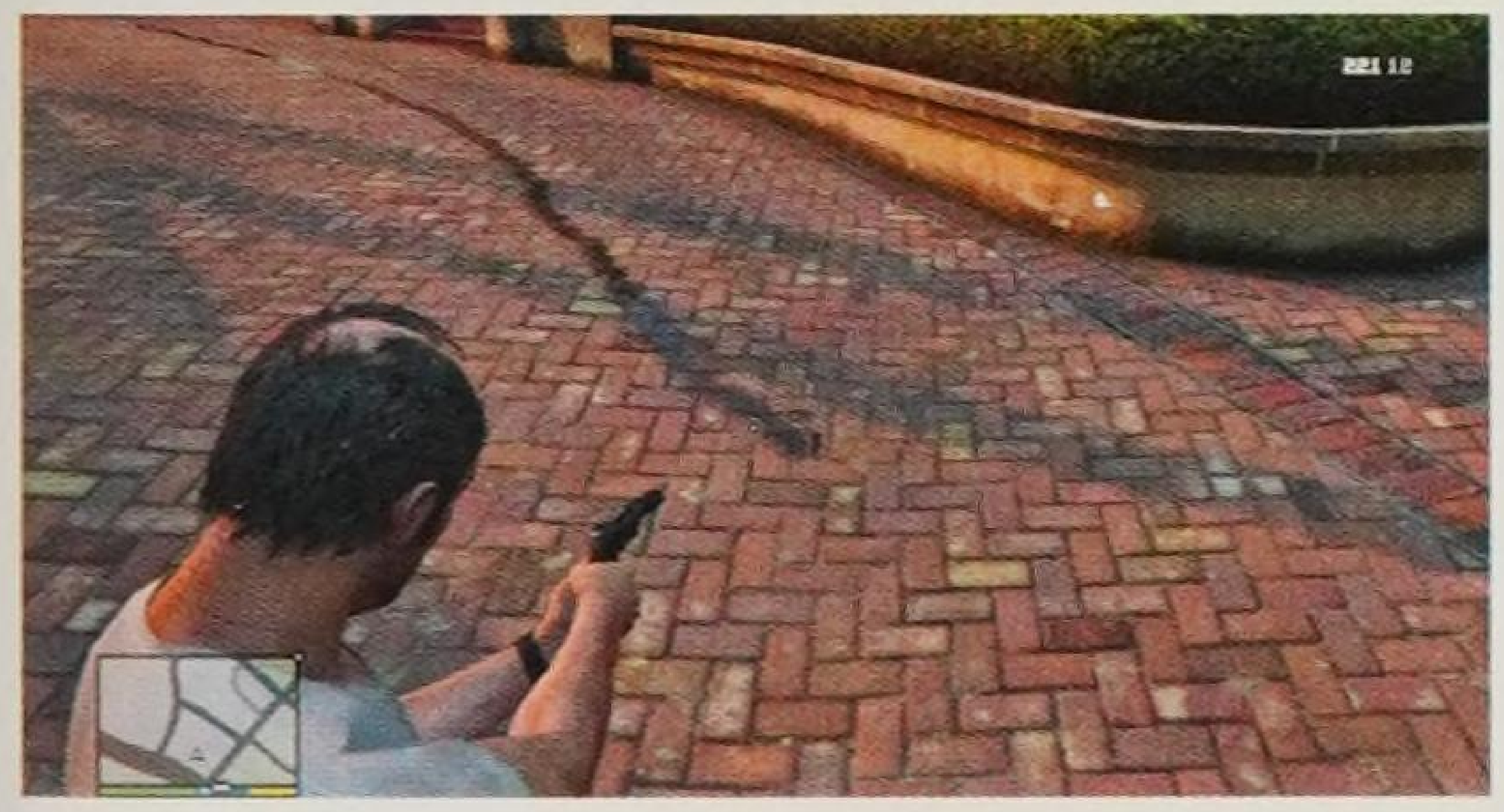


▶ Pour a gasoline trail.

When you reach the grill, note the dotted yellow line that appears on your radar. Open your weapon wheel and equip the Jerry Can. (Find it in the explosives section with Grenades and Sticky Bombs.) Then hold the control to pour gas and start walking along the dotted line shown on radar. (A medal requirement is to pour the trail perfectly in one go.) Pour the gasoline trail all the way to the driveway entry gate.

▶ Shoot the gasoline trail to ignite it.

Switch to any gun and shoot the trail to trigger a cutscene: the trail burns to the gas grill, which explodes and sets the house on fire. Quickly climb back over the wall in the same place. You must leave fast or you trigger a Wanted Level!



▶ Leave the area.

Hop in Josh's car and drive away. If you triggered a Wanted Level, lose the cops. When clear, Trevor automatically calls Josh to report, and a grateful Josh says he'll be in touch regarding scheduling with Mrs. Bernstein.

Mission Completion Stats: Surreal Estate

100%

● Out of the Frying Pan
● Pyromaniac

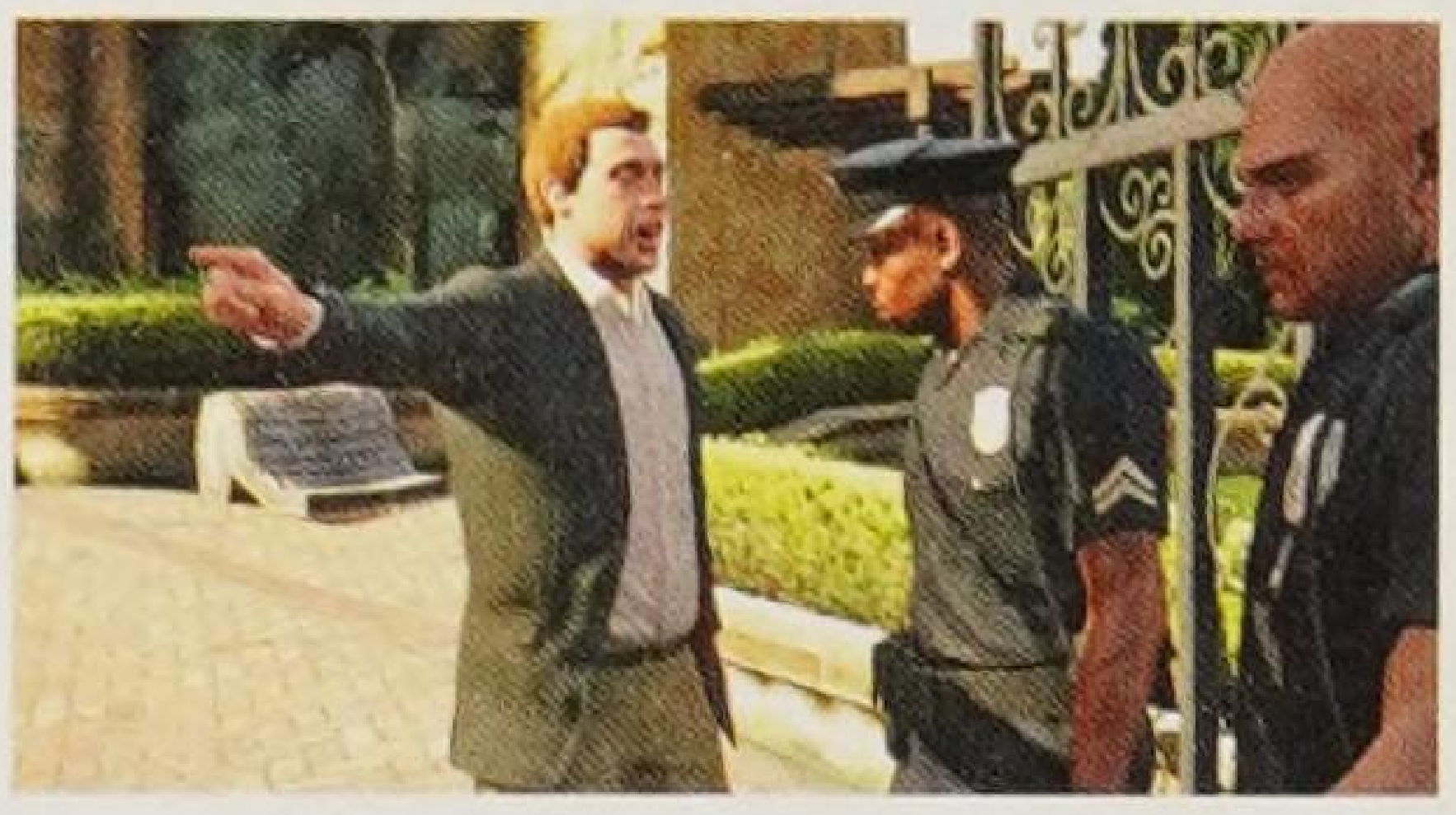
☑ Complete without alerting the cops
☑ Pour the gasoline trail perfectly in one go

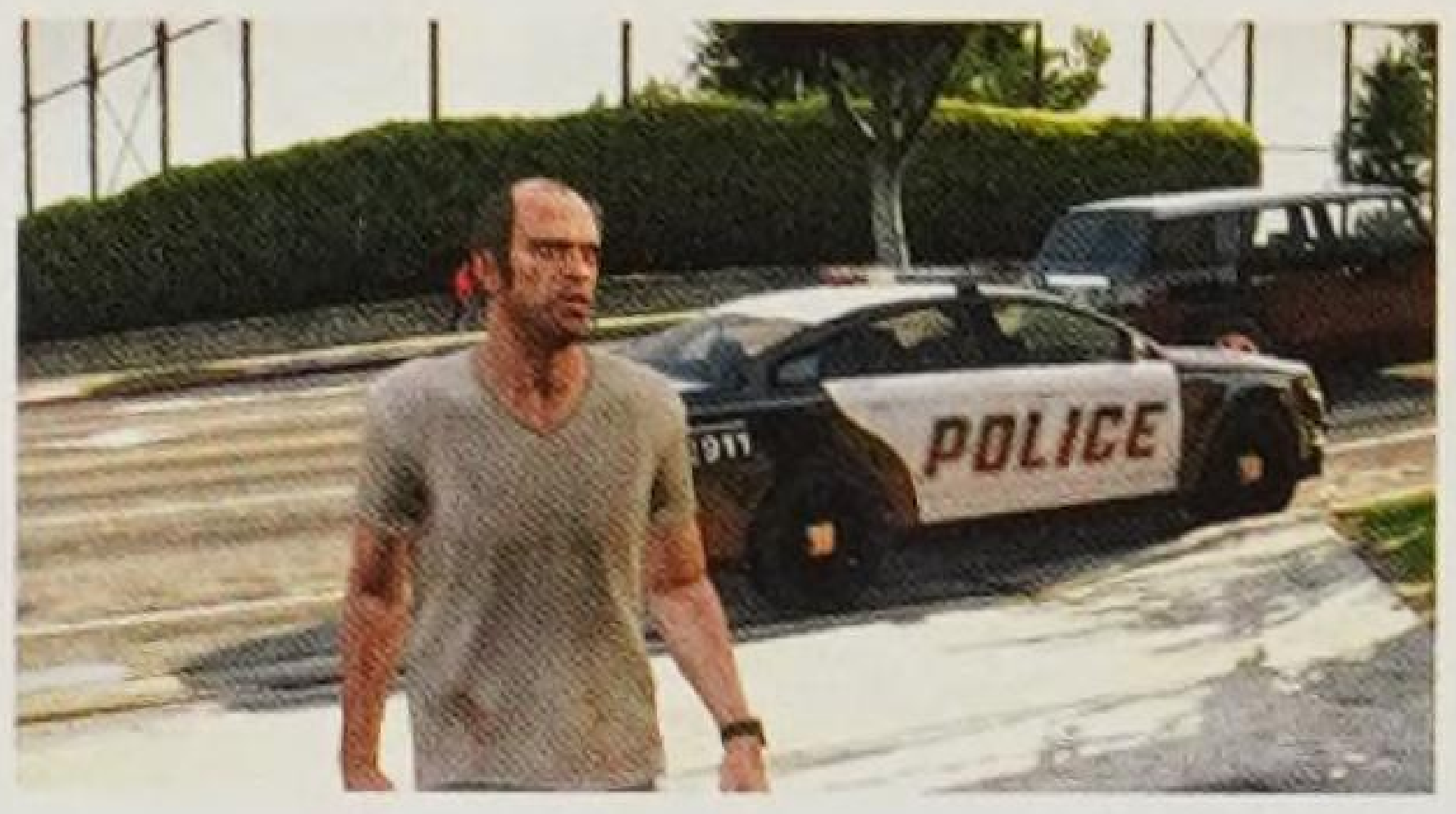
BREACH OF CONTRACT

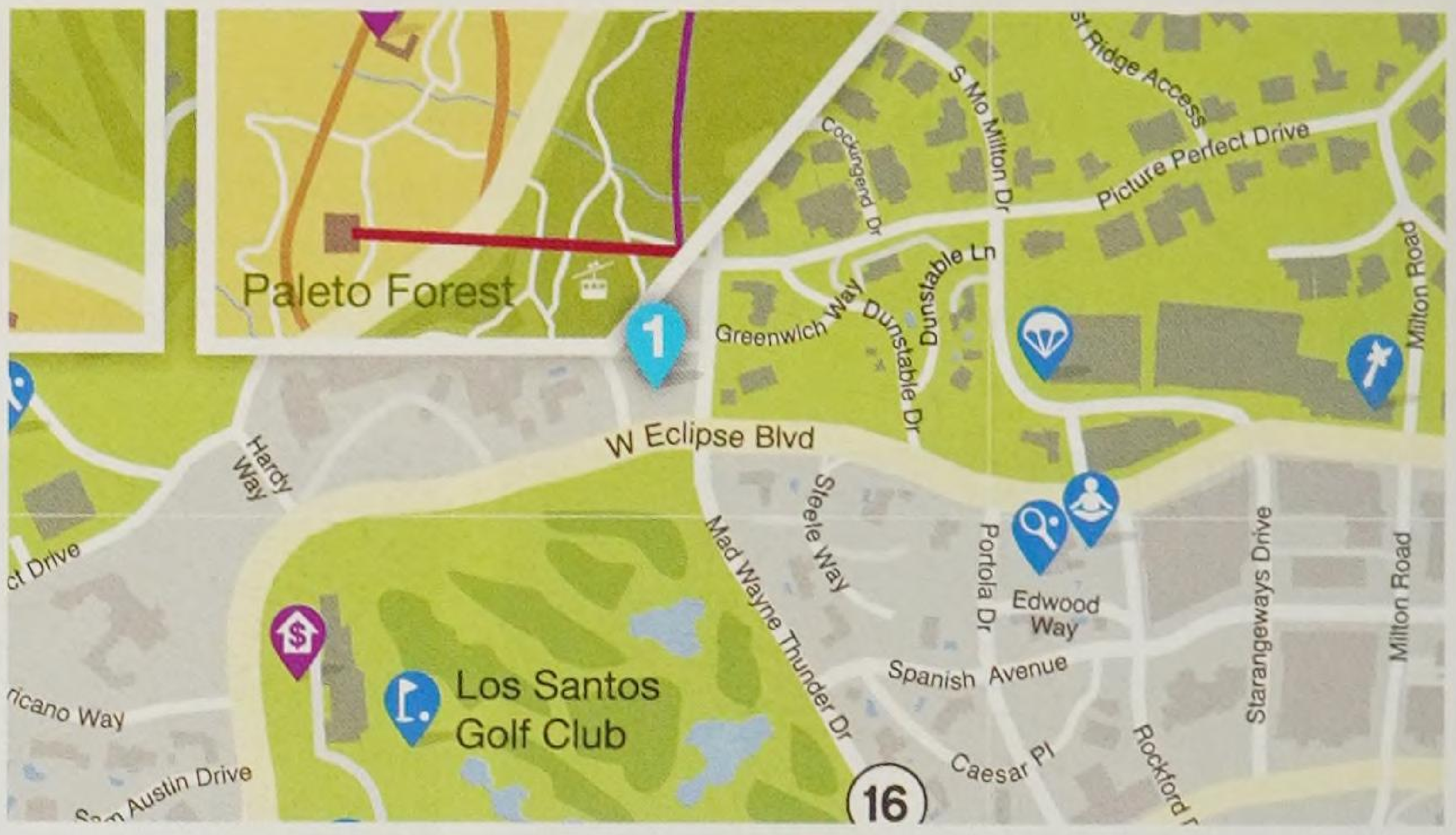
CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"J?" (Josh)	*Complete "Surreal Estate"*	*Trevor*

▶ Find Josh at his burned-down house.

Send Trevor to the **"J?"** at Josh's now-gutted house ① on West Eclipse Boulevard. Pull up and note the police cruiser parked on the street—you can "borrow" it shortly. The cops are talking to Josh at the gate. Approach to trigger the cutscene: Josh fingers Trevor as the arsonist who destroyed his house. Worse, he calls him an "Epsilonist." The cops pull their weapons.



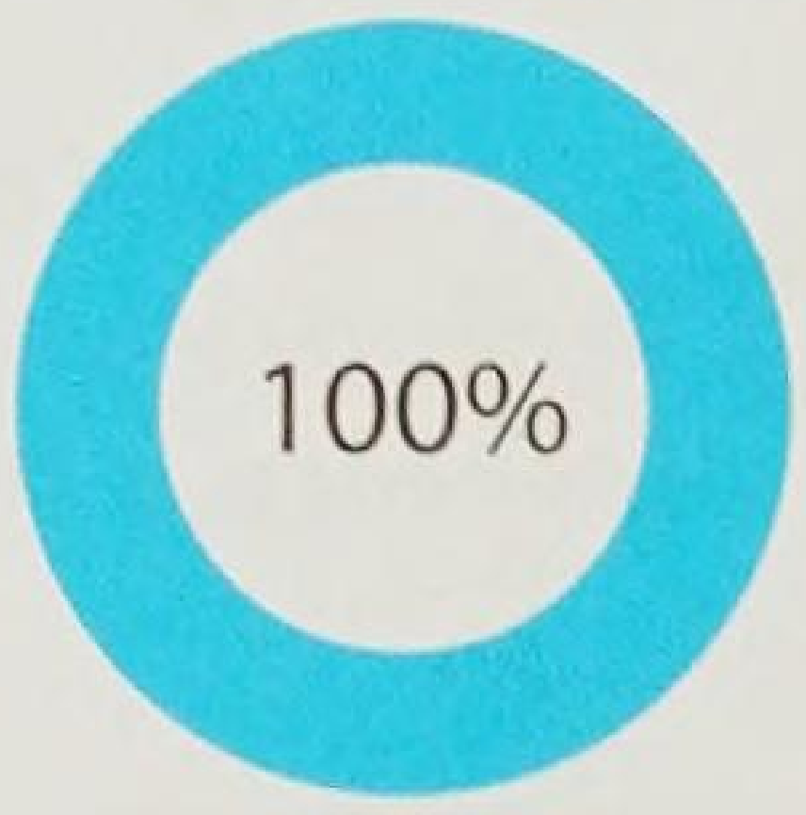



Paleto Forest
1
Greenwich Way
Cockingend Dr
S Mo Milton Dr
Dunstable Ln
Dunstable Dr
Ridge Access
Picture Perfect Drive
Milton Road
W Eclipse Blvd
Hardy Way
Steele Way
Mad Wayne Thunder Dr
Portola Dr
Edwood Way
Spanish Avenue
Caesar Pl
Rockford
Strangeways Drive
Los Santos Golf Club
Austin Drive
16

▶ Lose the cops.

You can sprint to your car and flee. But better yet, pull out a weapon and gun down Josh, then sprint to the police cruiser and escape in that. (Both of these actions are medal requirements.) A two-star Wanted Level kicks in, so you have to ditch a few pursuing cruisers. Standard evasive maneuvers should get you free and clear shortly.

Mission Completion Stats: Breach of Contract

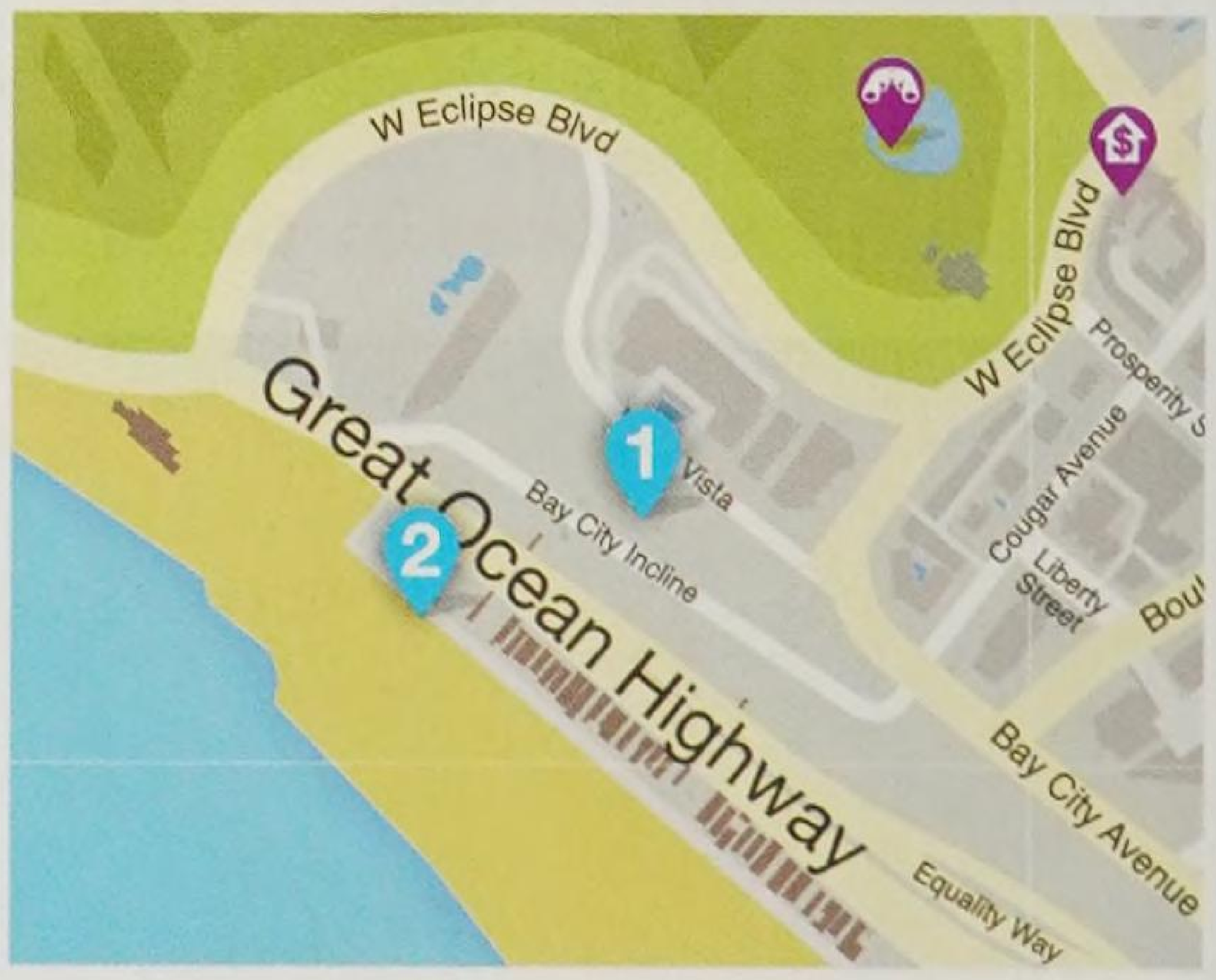


● Dirty Rat	☑ Kill Josh before escaping
● Hot Pursuit	☑ Escape in the parked police cruiser

Contact: Mary-Ann

EXERCISING DEMONS—MICHAEL

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"?" (Strangers and Freaks) or "F?"	*Complete "Complications" and "Pulling Favors"*	*Michael*


W Eclipse Blvd
W Eclipse Blvd
Prosperity St
1
Vista
2
Bay City Incline
Great Ocean Highway
Cougar Avenue
Liberty Street
Bay City Avenue
Equality Way

▶ Find Mary-Ann in Pacific Bluffs.

Send Michael to the **"?"** or the **"F?"** on the walking path ① in Pacific Bluffs overlooking the Great Ocean Highway. Approach the woman in exercise gear stretching by the fence to trigger a scene: Mary-Ann is very serious about her workout, and she challenges Michael to a race.

Race Mary-Ann.

Start running! Mary-Ann gets a head start, so follow her lead at first. Your running route is marked by a series of glowing blue waypoint arrows in the air. The waypoints also appear as yellow blips on your radar—the nearest waypoint is a big blip, and the next one is a smaller blip. Simply follow the waypoints as they lead down Bay City Incline and across the pedestrian walk-bridge that runs over the Great Ocean Highway to the beachfront.

At several points where the route switches back, you can find shortcuts by hopping over fences or cutting corners. This can help you win, but Mary-Ann despises rule-breakers. Earn the mission's Gold Medal by winning without taking any shortcuts.

After you cross the highway, the route veers to the right down the beachfront walkway. The finish line appears as a checkered flag icon on your radar. Avoid walkers and other runners as you dig down hard and sprint the last stretch to beat Mary-Ann. Watch out for a strolling couple that steps into your path just before the finish line ②.

Mission Completion Stats: Exercising Demons—Michael

100%

● Contender

☑ Win the race without using shortcuts

EXERCISING DEMONS—TREVOR

CONTACT POINT: *"F?" (Mary-Ann)*

PREREQUISITE: *Complete "Reuniting The Family"*

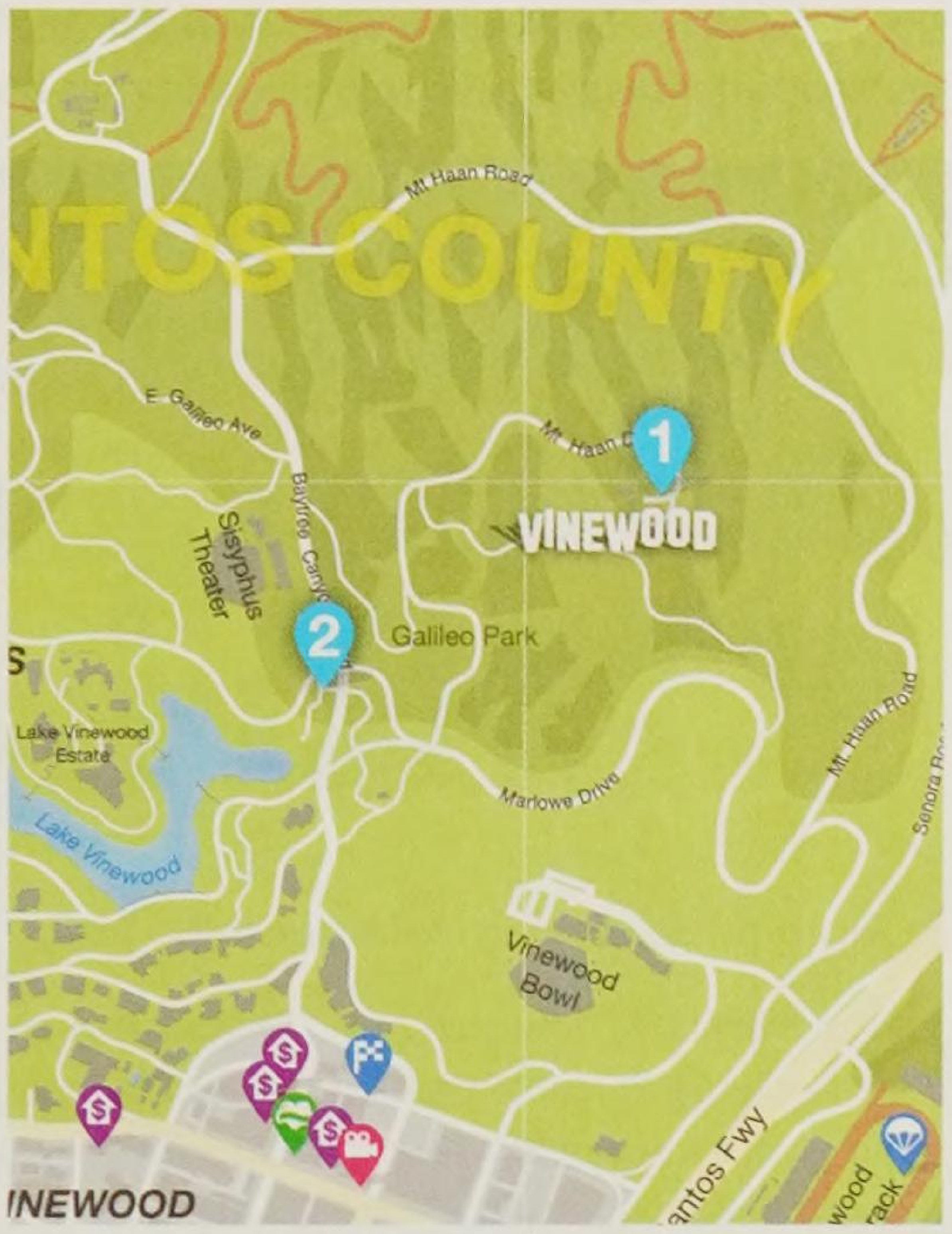
PLAYABLE CHARACTER: *Trevor*

Find Mary-Ann up in the hills.

Send Trevor to the **"F?"** at the end of Mt. Haan Drive ① behind the Vinewood sign in the hills. Approach Mary-Ann and her biking date to trigger a cutscene: Mary-Ann is unsatisfied with her date's progress and Trevor decides to intervene, seeing her as the girl of his dreams. As he puts it, "You are just perfect, crazy cakes."

Race Mary-Ann.

Mary-Ann takes off on her bike. Follow her down the bike trail that runs directly behind the famous Vinewood sign. As in other in-game races, the race route is marked by a series of glowing blue waypoint arrows in the air. The waypoints also appear as yellow blips on your radar—the nearest waypoint is a big blip, and the next is a smaller blip.



Follow the waypoints as they lead down the trail and then onto Mt. Haan Drive and across to another dirt trail. Don't anger Mary-Ann by running into her or else you lose medal points. When the trail ends, make a hard left onto Baytree Canyon Road and descend past the Sisyphus Theater. Pedal full-speed downhill and pass close to the stop sign as you shoot through the intersection.

Steer for the narrow gap in the trees across the road, and then veer through the row of portable toilets to reach the finish line 2.

Mission Completion Stats: Exercising Demons—Trevor

100%

● Good Cyclist	☑ Don't anger Mary-Ann by cycling into her
● Quick Win	☑ Win the race within 01:42

EXERCISING DEMONS—FRANKLIN	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" or "F?" (Mary-Ann)	*Complete "Predator"*	*Franklin*

▶ Find Mary-Ann in Paleto Bay.

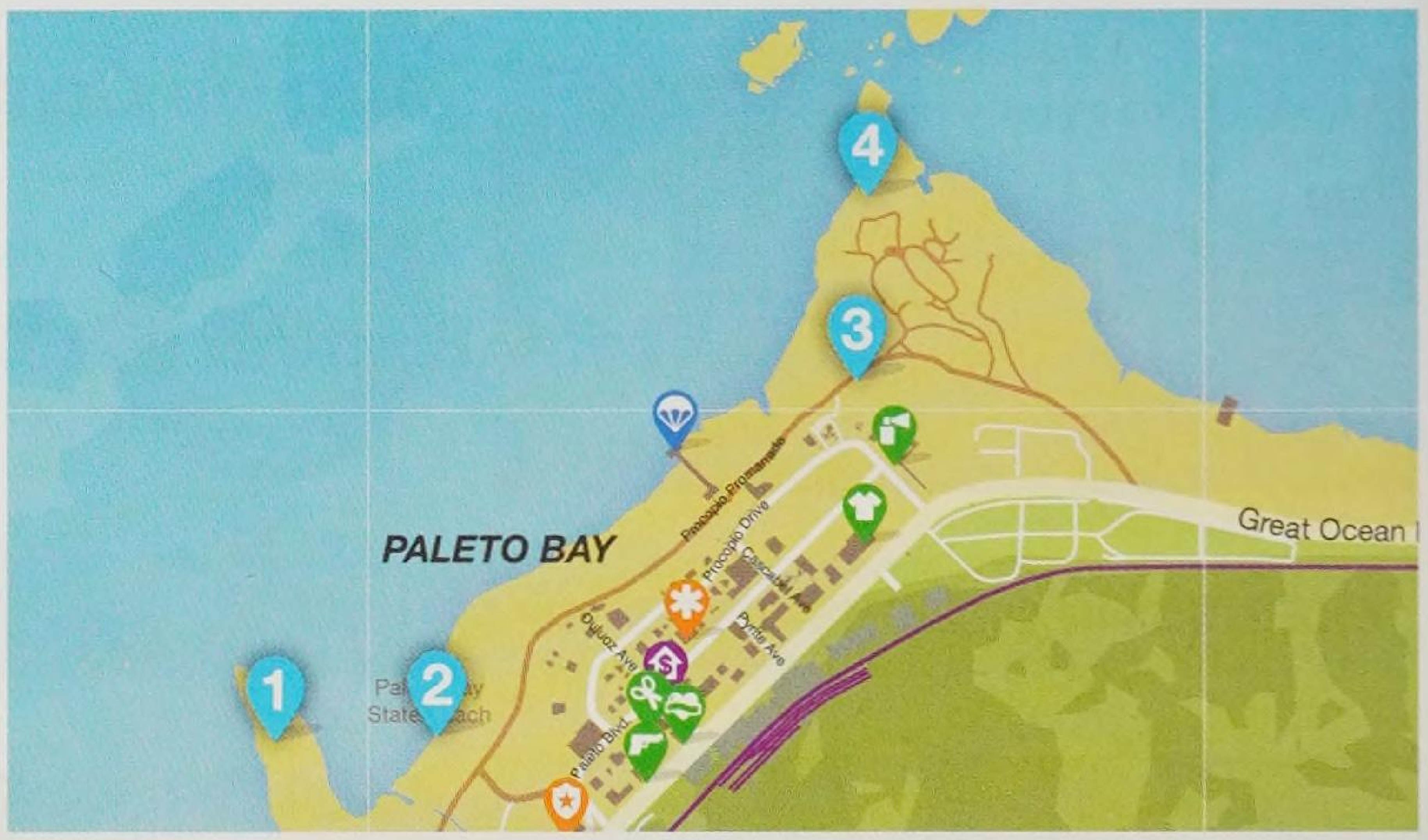
Send Franklin to the **"?"** or **"F?"** on the peninsula 1 jutting from the Paleto Bay State Beach. He finds Mary-Ann doing push-ups and berating herself, as usual. Approach her to trigger another race: She's prepping for a triathlon, or as she calls it, a "three-way."

▶ Swim across the bay.

Sprint to the water and start swimming across the bay. The race route waypoints are marked on your radar as a series of yellow blips—the nearest waypoint is a big blip, and the next one is a smaller blip. When you reach the destination marker on the opposite beach (the checkered flag on radar), sprint out of the water directly to one of the two bikes on the sand 2.

▶ Grab a bike and cycle around the trail.

Hop on either bike and start riding through the next set of waypoints. Ride along the Procopio Promenade and be ready to make a full speed stunt jump across the gap in a broken bridge. Hit the gap going fast or you won't make it! Then pedal hard down the last stretch to another checkpoint 3 marked as a checkered flag on radar.



▶ Run along the route.

Now comes the third phase of the triathlon. Ditch the bike and start running through the waypoints. Follow them to a bench on a promontory 4 with a stunning view of the ocean. Unfortunately, Mary-Ann is too overcome with self-loathing to enjoy it.

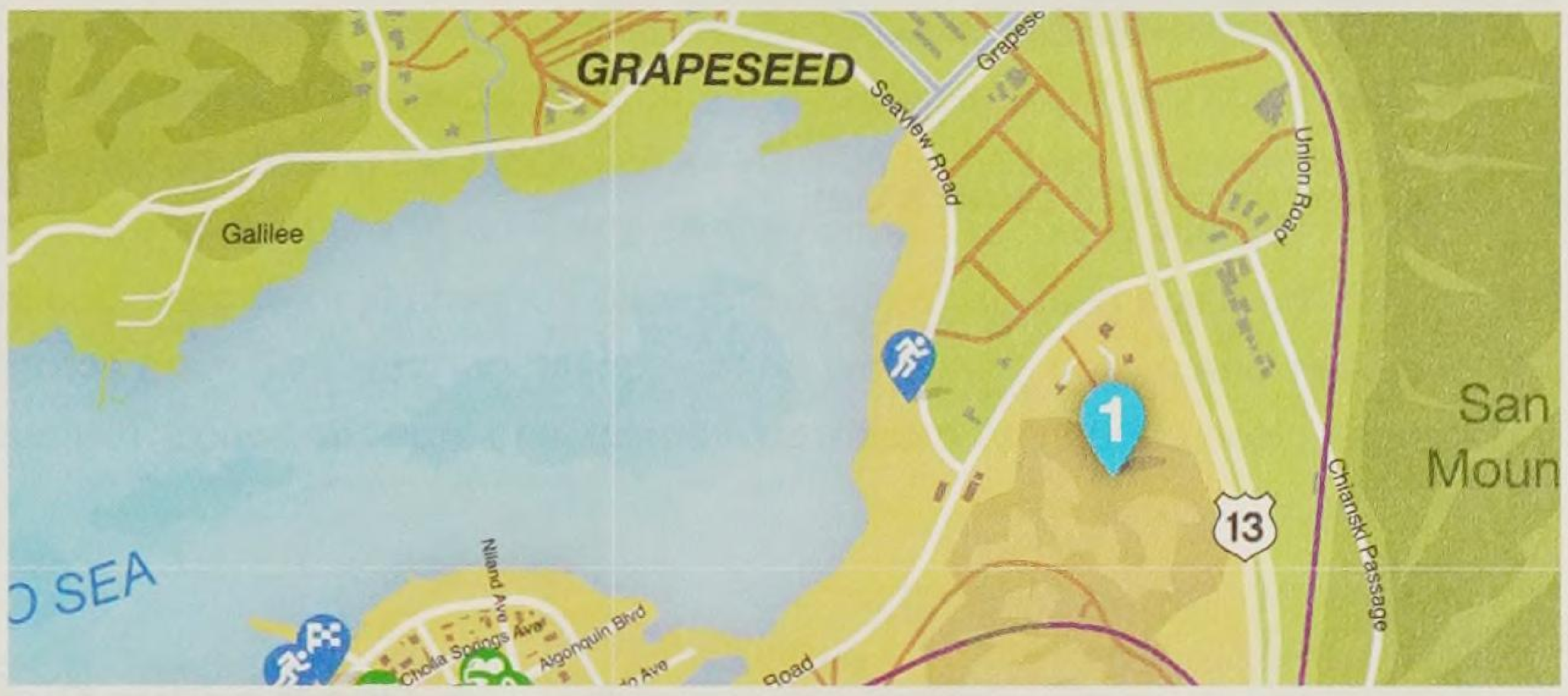
Mission Completion Stats: Exercising Demons—Franklin

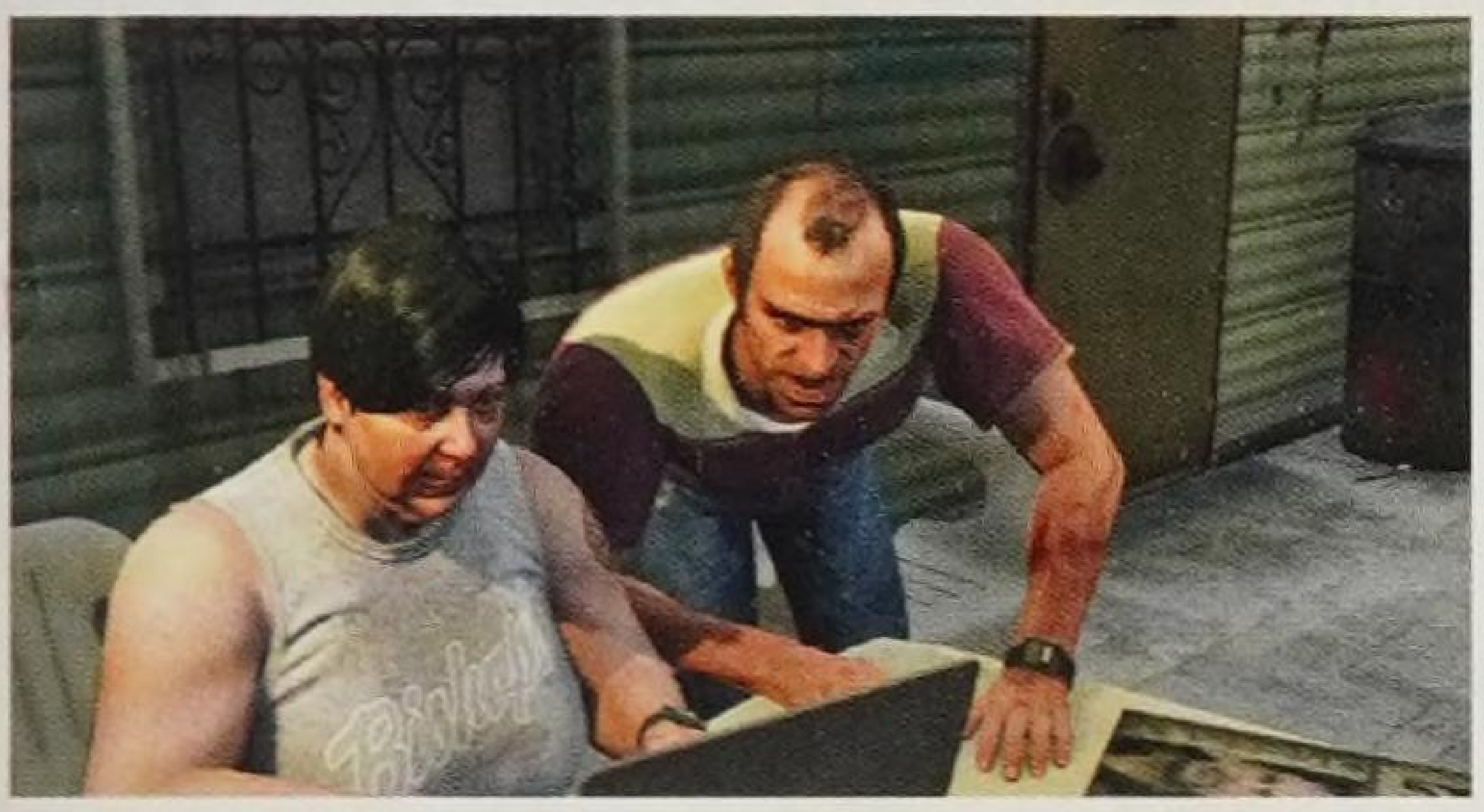
100%

● Champion ☑ Win the race without using shortcuts

Contact: Maude

SPECIAL BONDS	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" (Strangers and Freaks)	*Complete "Mr. Philips"*	*Trevor*


GRAPESEED
Galilee
Seaview Road
Union Road
San
Moun
13
Chianski Passage
SEA
1



▶ Find Maude at her trailer.

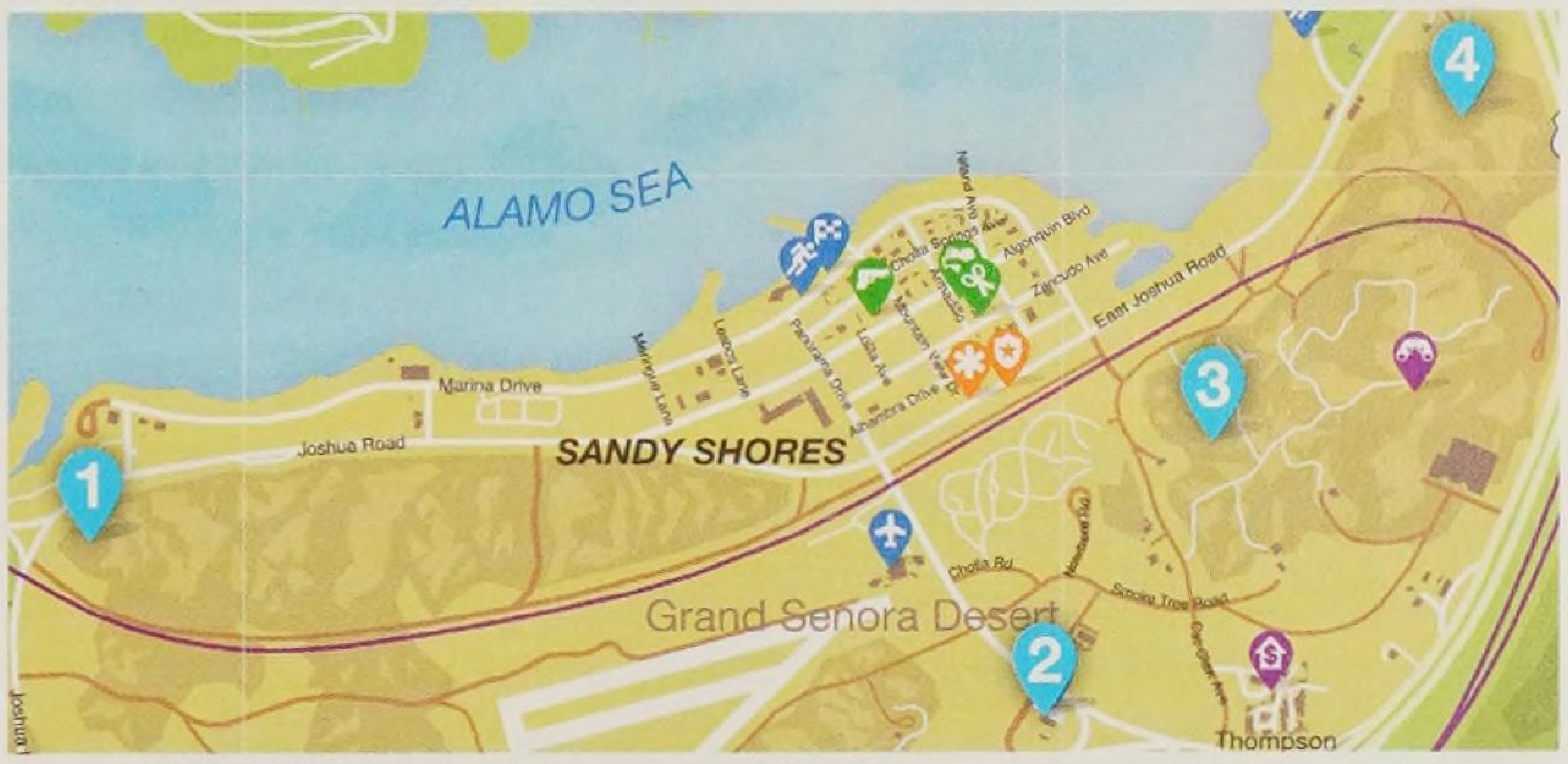
Send Trevor to the **"?"** marking a shabby house 1 at the end of a dirt lane off of East Joshua Road, just east of Sandy Shores. Approach the trailer to meet Maude, the local bail bondsman. She asks Trevor for help rounding up bail jumpers. Trevor responds, "Every man has his talents, Maude, and the rigorous administration of justice is one of mine."

▶ Pick up Bail Bond jobs from Maude.

Meeting Maude opens up a series of Bail Bond missions. Trevor receives regular emails from Maude with further details on these jobs. Check our Hobbies and Pastimes chapter for more on these.

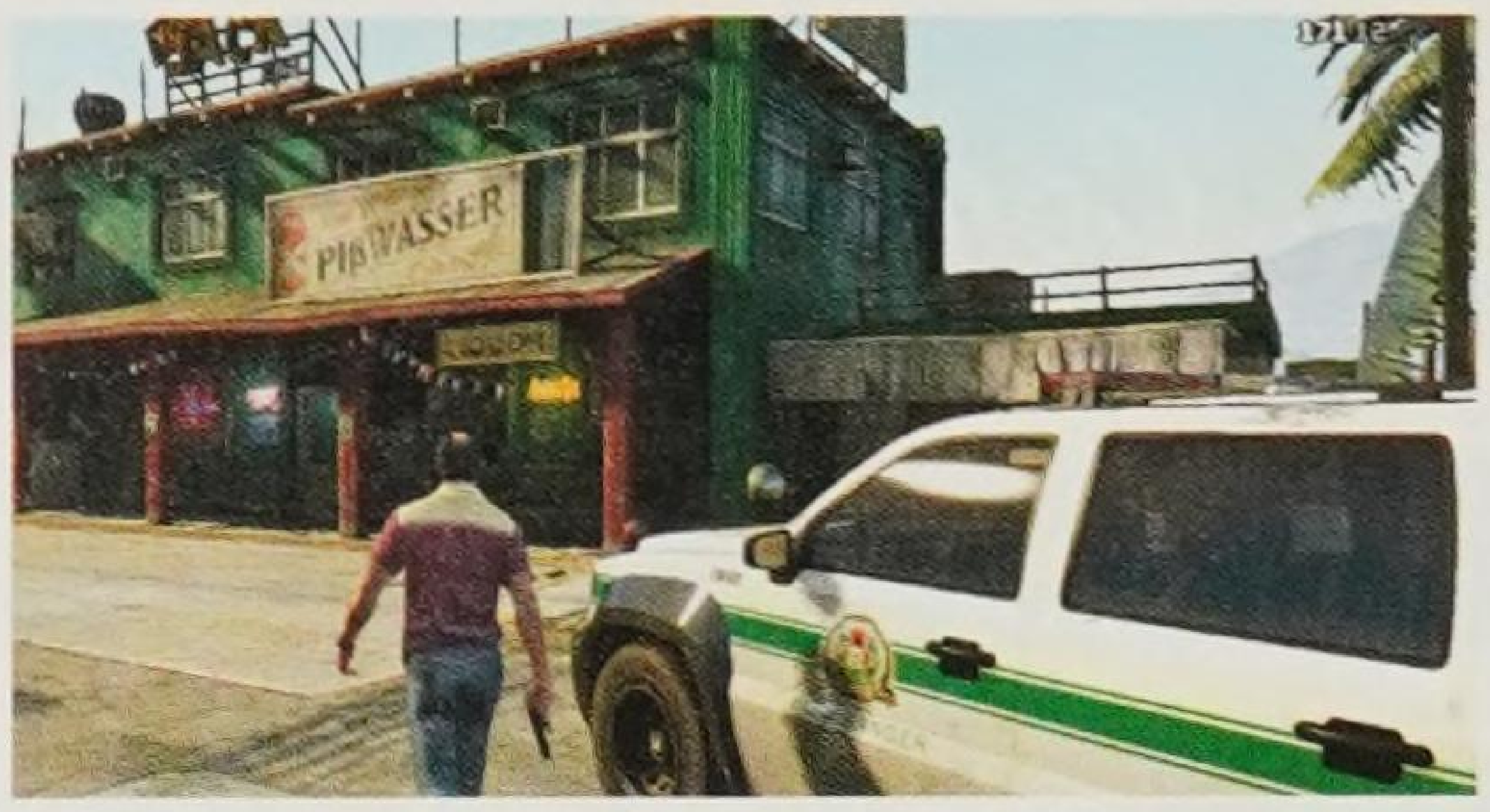
Contact: Minute Men

THE CIVIL BORDER PATROL	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" (Strangers and Freaks)	*Complete "Mr. Philips"*	*Trevor*


ALAMO SEA
SANDY SHORES
Marina Drive
Joshua Road
East Joshua Road
Grand Senora Desert
Thompson
1
2
3
4

▶ Meet the Minute Men.

Send Trevor to the **"?"** at the plant off of Joshua Road 1 on the Grand Senora Desert's western edge. Approach the two gentlemen peering into a passenger van to trigger a cutscene: Joe and Josef are looking for illegal immigrants. Joe gets notification of an intrusion, and he conscripts Trevor into their Civil Border Patrol.

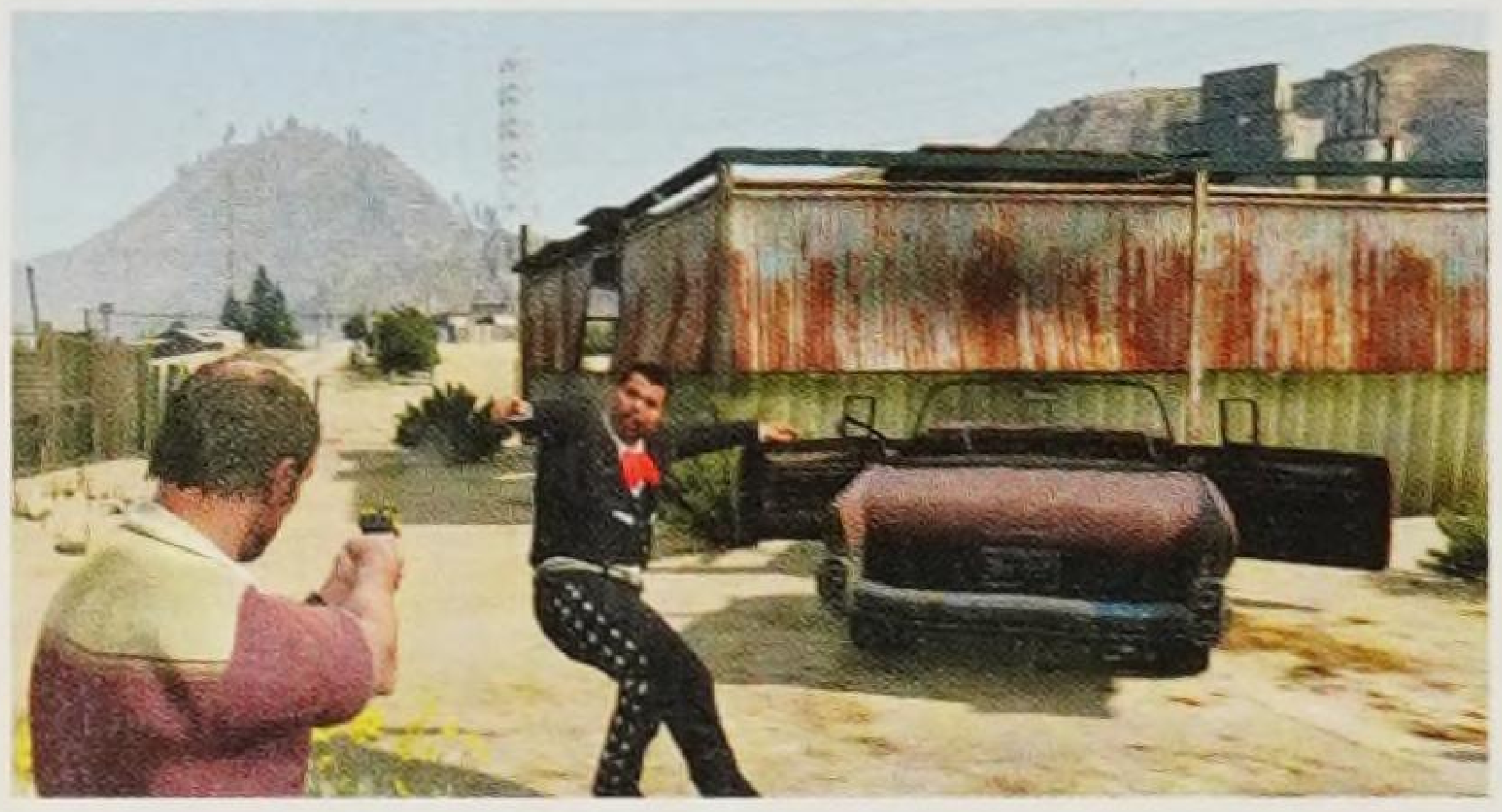


▶ Go to the Yellow Jack Inn.

Follow the yellow route in the patrol's Park Ranger SUV to the Yellow Jack Inn 2. Enter the bar and follow the yellow blip to find… nothing. As Trevor says, "This is pointless. Everyone in here has done something illegal." You're prompted to return to the patrol vehicle.

▶ Stop the mariachi band's car.

As you exit the bar, a beat-up Declasse Tornado convertible roars past. Joe says it's full of illegal folks! Hop in the Park Ranger and give chase. Joe gives Trevor a Stun Gun as you drive. Stay on the convertible's tail as it roars across Smoke Tree Road and cuts across the desert 3. Shoot at its tires or ram it if you can get close enough. (A medal requirement is to stop the band's Tornado within 40 seconds.)



▶ Use the Stun Gun on the mariachi.

If you don't catch them on the move, the mariachi band eventually stops at a decrepit tin shelter 4 near the Union refinery and gets out. Exit the SUV, wield the Stun Gun, and use it once on each of the two unarmed band members. This convinces them to get in the patrol's jeep. Make sure to get into their Tornado right away so you complete the medal requirement before the mission ends.

Mission Completion Stats: The Civil Border Patrol

100%

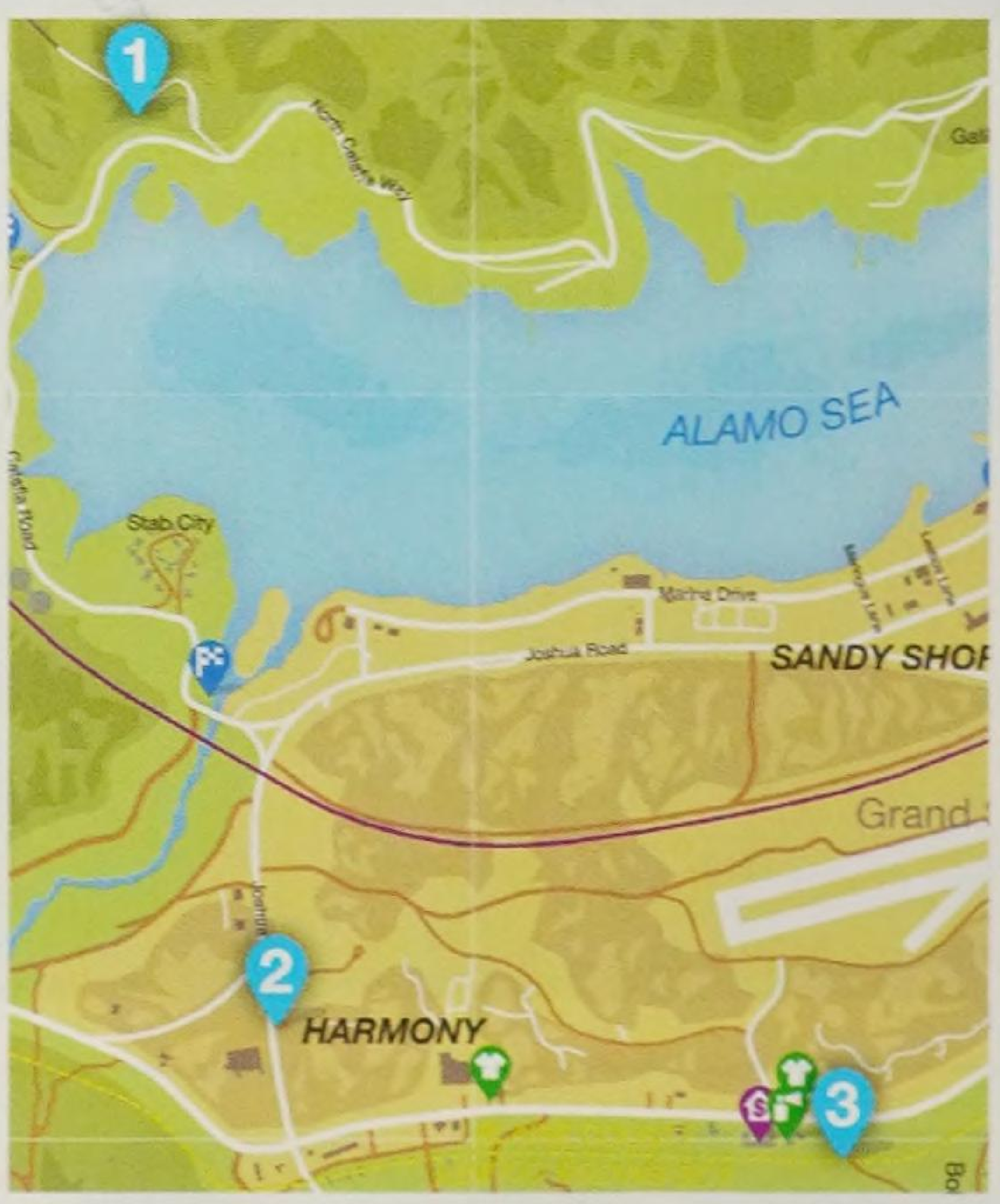
● Mariachi My Ride	☑ Steal the band's Tornado after stunning them
● Stop the Music	☑ Stop the band within 00:40

AN AMERICAN WELCOME

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"M?" (Minute Men)	*Complete "The Civil Border Patrol"*	*Trevor*

▶ Find Joe and Josef.

Send Trevor to the **"M?"** marking a spur off North Calafia Way 1 northwest of the Alamo Sea. The Civil Border Patrol's jeep sits on the roadside. Approach it to trigger a scene: Joe and Josef scare Trevor, then spot a questionable type down the road. Again, Trevor gets drafted to drive.

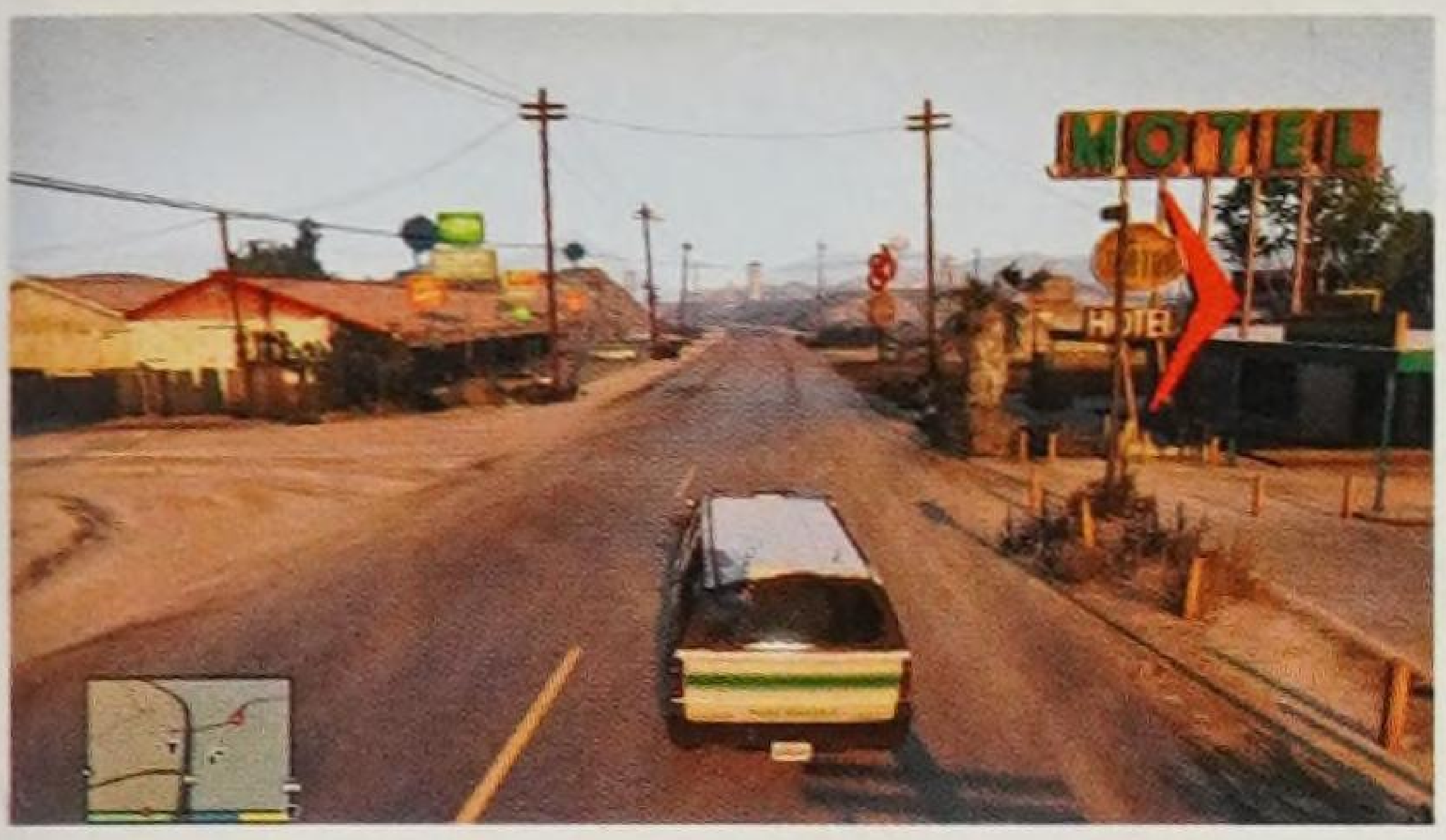


▶ Apprehend the questionable.

Switch your drive-by weapon to the Stun Gun and chase the man driving an ATV down to North Calafia Way. He then cuts hard right and speeds across the Calafia Bridge. Get close enough so that Joe or Josef can nail him with the Stun Gun. (You can ram him off the ATV, but one medal requirement is to stun all of the immigrants you chase.) Once the "questionable" is knocked off his vehicle, stop the jeep and let the patriots apprehend him.

Go to the cement factory.

Get back in the SUV and follow the new yellow route to the cement factory ② in the Grand Senora Desert. When you pull into the factory's front gate from Joshua Road, two bikers speed out of a back gate and head cross-country.



Apprehend the two bikers.

Chase down the bikers, both marked as red blips on your radar. Follow them through the oil fields and nail each one drive-by style with your Stun Gun or, easier, just get close enough that Joe or Josef can stun them. (Again, you can ram them off their bikes, but the medal requirement is to stun them.) If you knock one biker off his vehicle, Joe tells you to continue chasing the second biker; you can come back to arrest the first one later. The chase leads past a small commercial area on Route 68 and across the county line ③.

When you finally zap the second biker to the ground, stop and pick him up. (He gets in the car with no force needed.) Then follow the red blip back to the first biker and pick him up too.

Exit the vehicle.

Joe tells Trevor his work is done. The border zealots drive off and the mission ends as Trevor asks, "So I just get *left* here?" You can commandeer the first biker's motorcycle to get back to civilization.

Mission Completion Stats: An American Welcome

100%

- ● Shock and Awe
- ● Downed
- ● Double Downed

- ☑ Use the stun gun to stop all immigrants
- ☑ Stop the 1st group of immigrants within 00:30
- ☑ Stop the 2nd group of immigrants within 00:55

MINUTE MAN BLUES

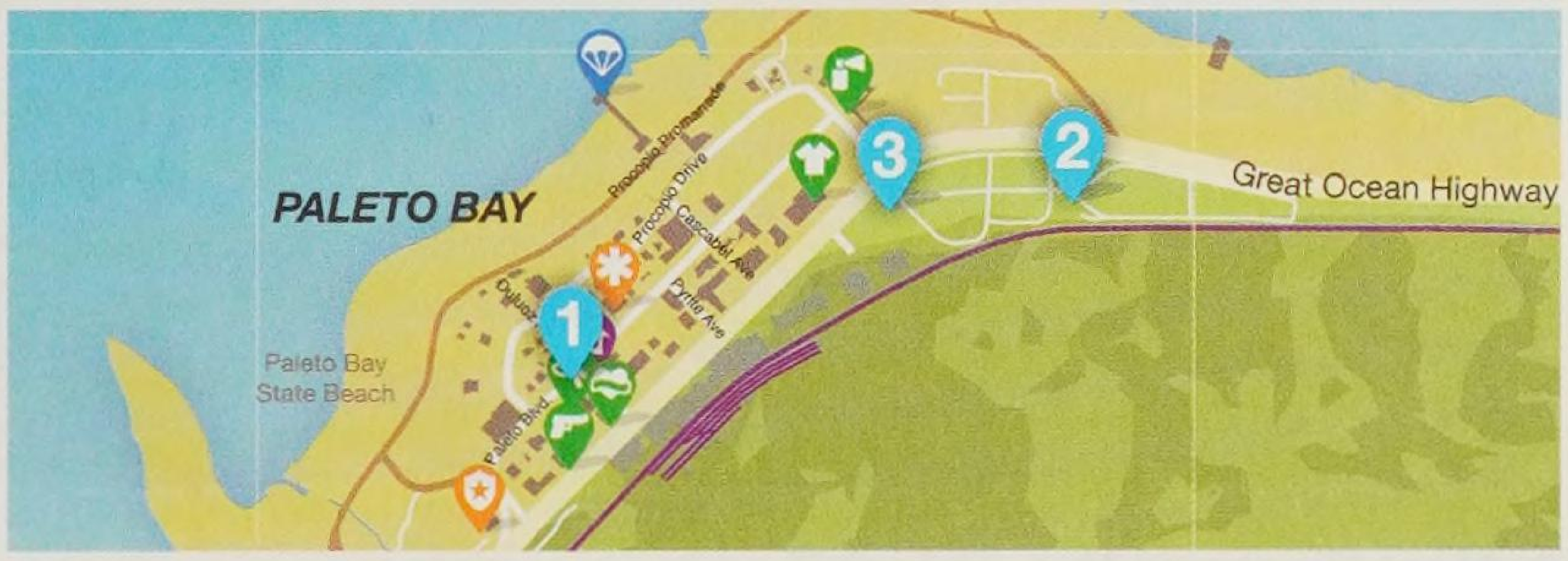
CONTACT POINT: *"M?" (Minute Men)*

PREREQUISITE: *Complete "An American Welcome"*

PLAYABLE CHARACTER: *Trevor*

Meet the "questionable" you apprehended.

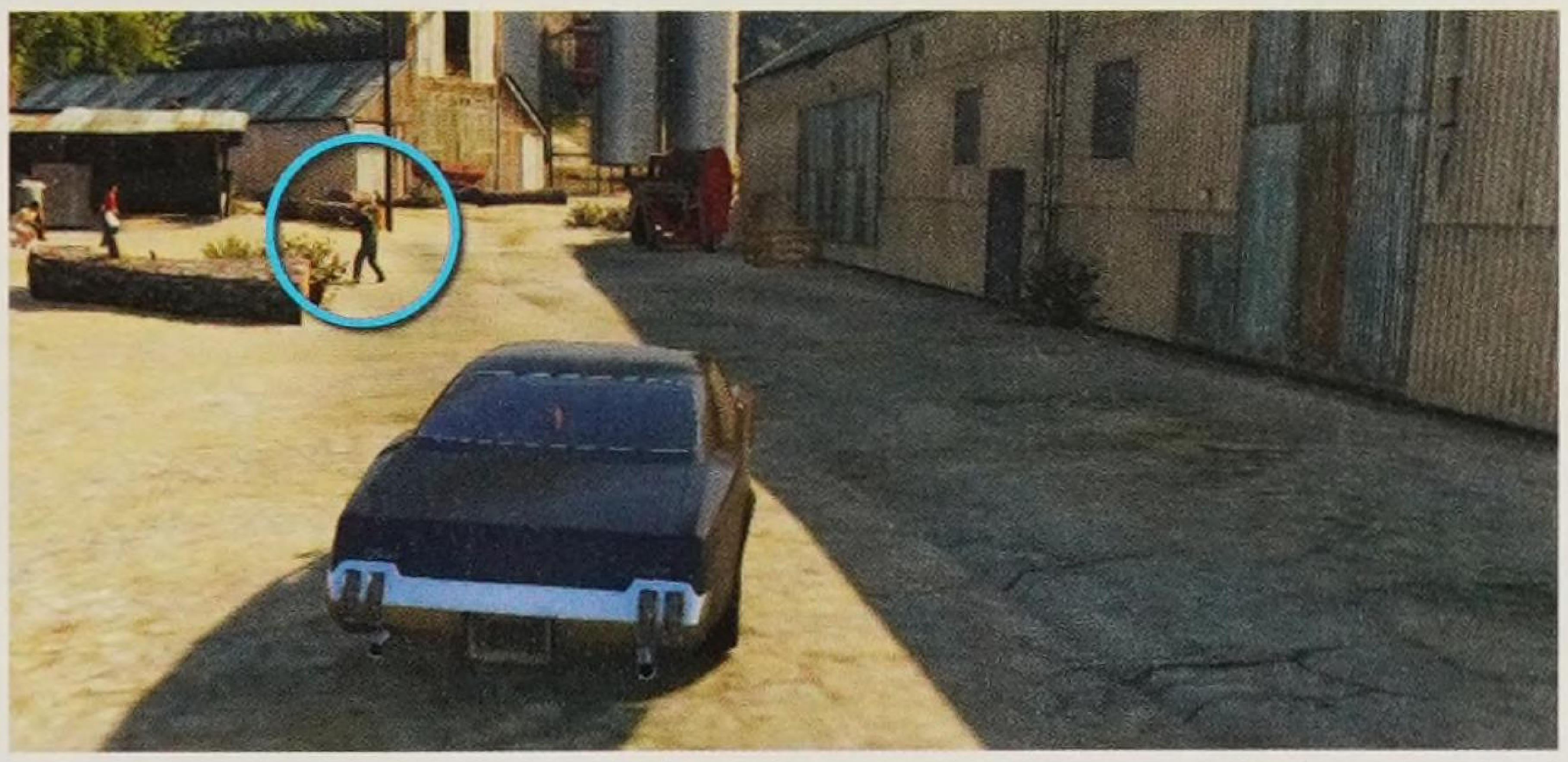
Send Trevor to the **"M?"** at the corner of Duluoz Avenue and Paleto Boulevard ① in the town of Paleto Bay. Approach the older gentleman in the hat sitting in front of Golden Buns Bakery to trigger a cutscene: this was the man on the ATV who Trevor helped apprehend in the previous mission, "An American Welcome." It turns out the man's family has been in the United States for 200 years. His accusations push Trevor to the edge, but the man doesn't flinch.

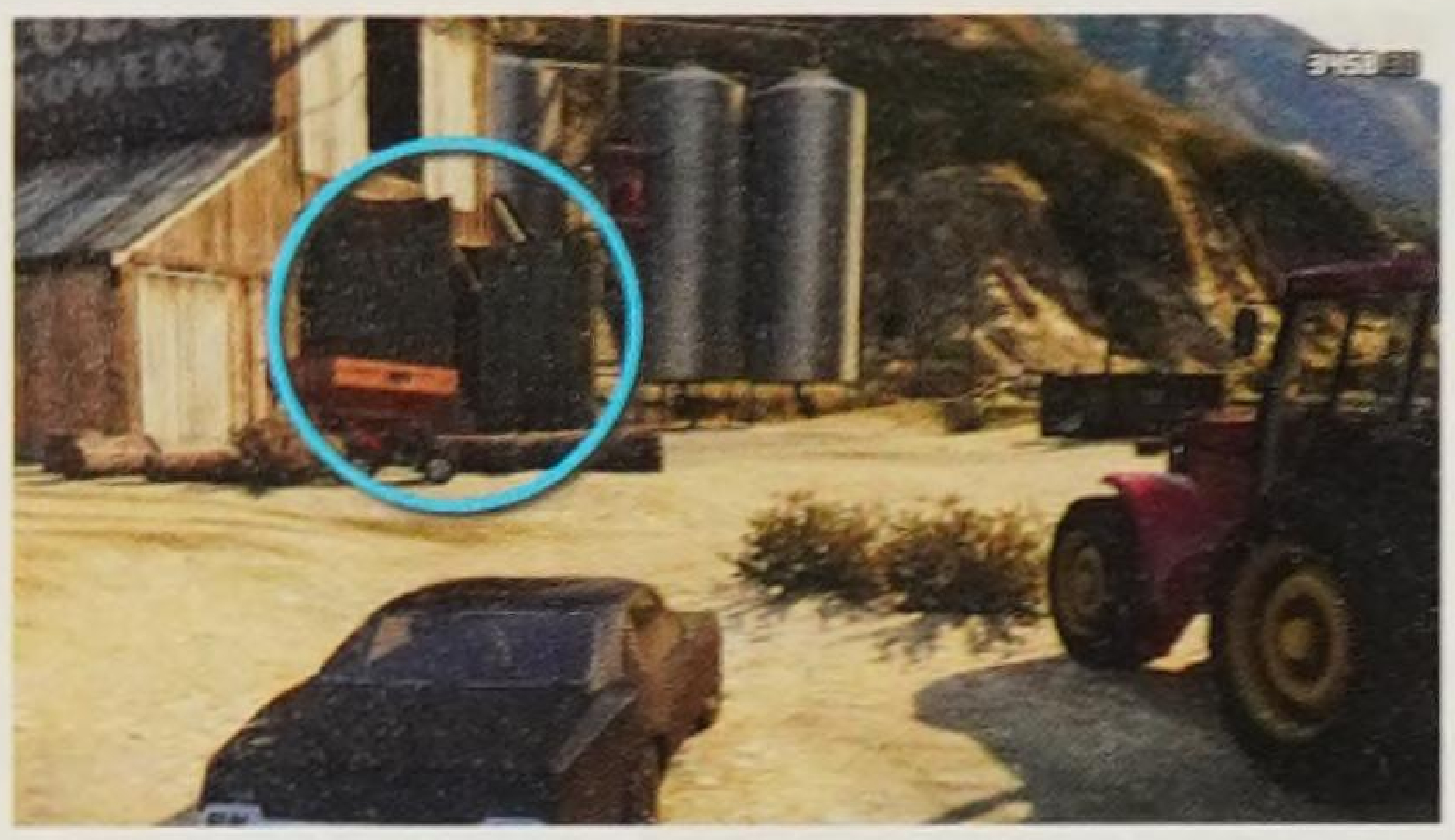


In fact, he demands that Trevor repay the debt he owes to the man's family, whose land is now in jeopardy. As he walks away, he reports that Trevor's Border Patrol "friends" were last seen bullying some people at the Zancudo Grain Growers Cooperative to the east, just off the Great Ocean Highway.

Kill Joe and Josef.

Follow the red route to the farm ②. As you drive, make sure your drive-by weapon is the Stun Gun. The two red radar blips mark the locations of Joe and Josef. When you first pull into the yard, Josef is threatening a group of workers at gunpoint. Drive directly at Josef (circled in our screenshot) and stun him from the car. Then exit your vehicle, switch to a regular gun, and kill Josef.





Get back in the car and drive toward the main doors of the barn (circled in our screenshot). As you approach, the doors burst open and Joe drives out in a tractor. He tries to flee, heading away from Trevor and down the lane through the orchard toward the farm exit ③.

To complete the mission medal requirements, you must stun and then kill Joe before he can leave the farm. Shoot at the tractor's tires from the car to disable it. When the tractor stalls, Joe jumps out and tries to flee on foot. Now you can switch to the Stun Gun and nail Joe with it so he falls. Make sure you get him before he leaves the farm! Then quickly switch to a regular gun. Terminate the patriot to complete the mission.

Mission Completion Stats: Minute Man Blues

100%

● What Goes Around...
● No Migration

☑ Use the stun gun on Joe and Josef before killing them
☑ Kill Joe and Josef before they leave the farm

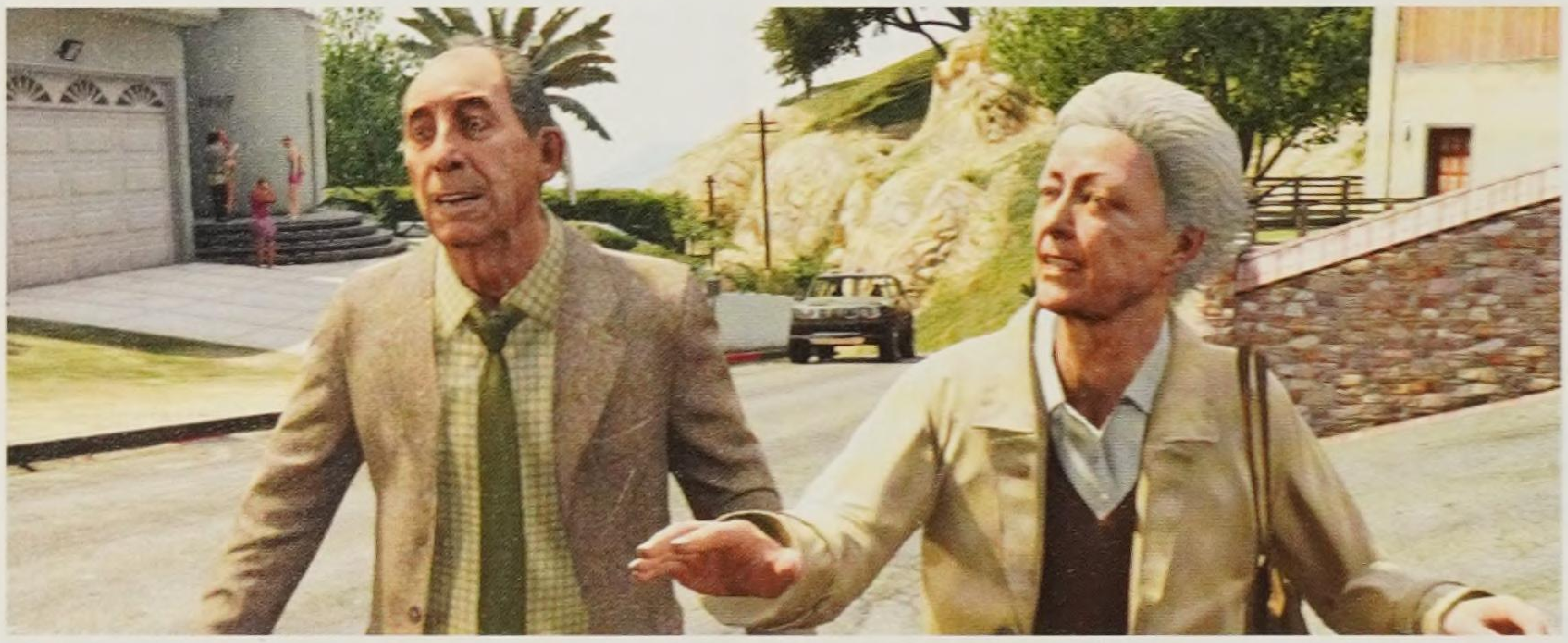
Contact: Nigel

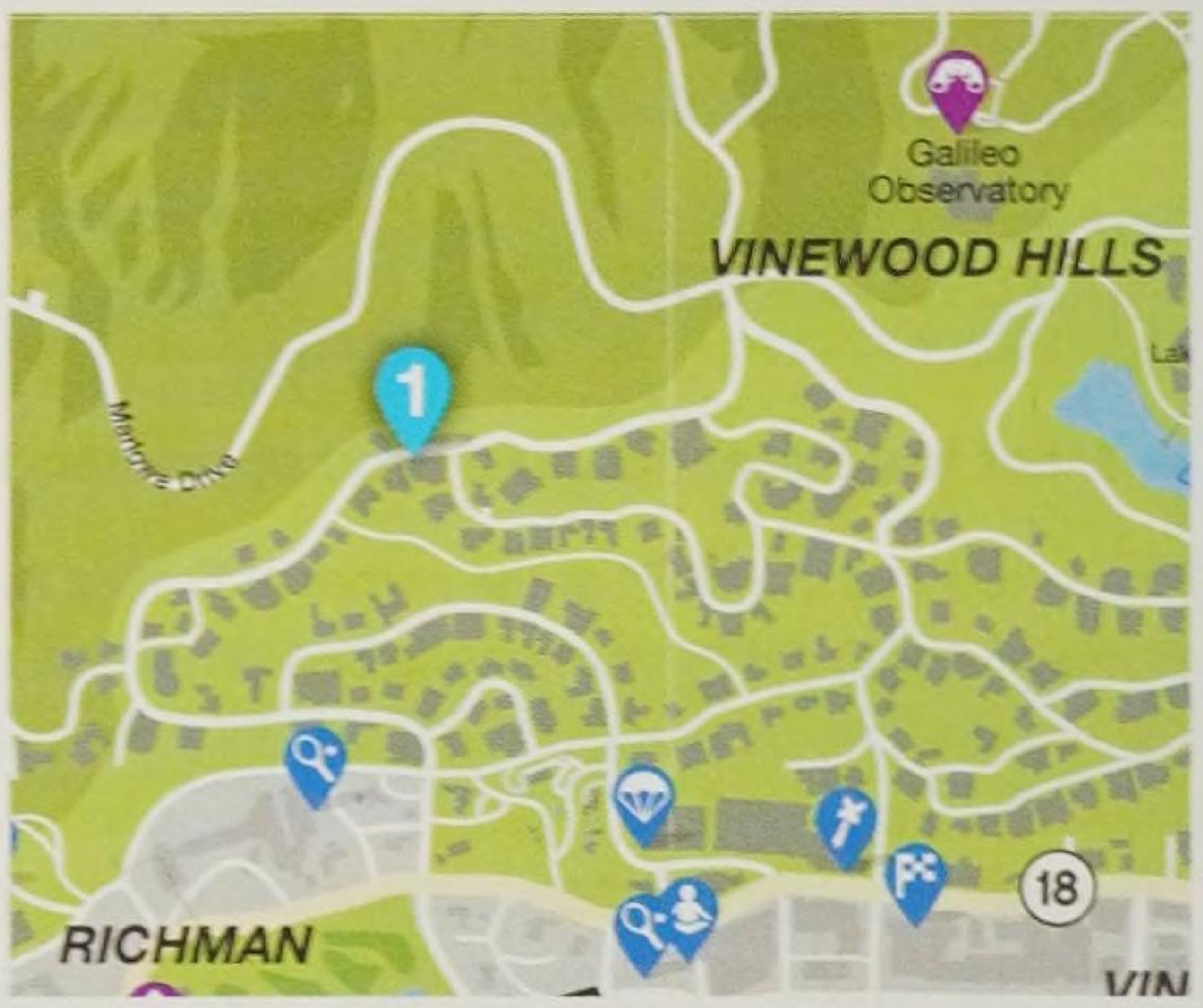
NIGEL AND MRS. THORNHILL

CONTACT POINT: *"?" (Strangers and Freaks)*

PREREQUISITE: *Complete "Friends Reunited"*

PLAYABLE CHARACTER: *Trevor*

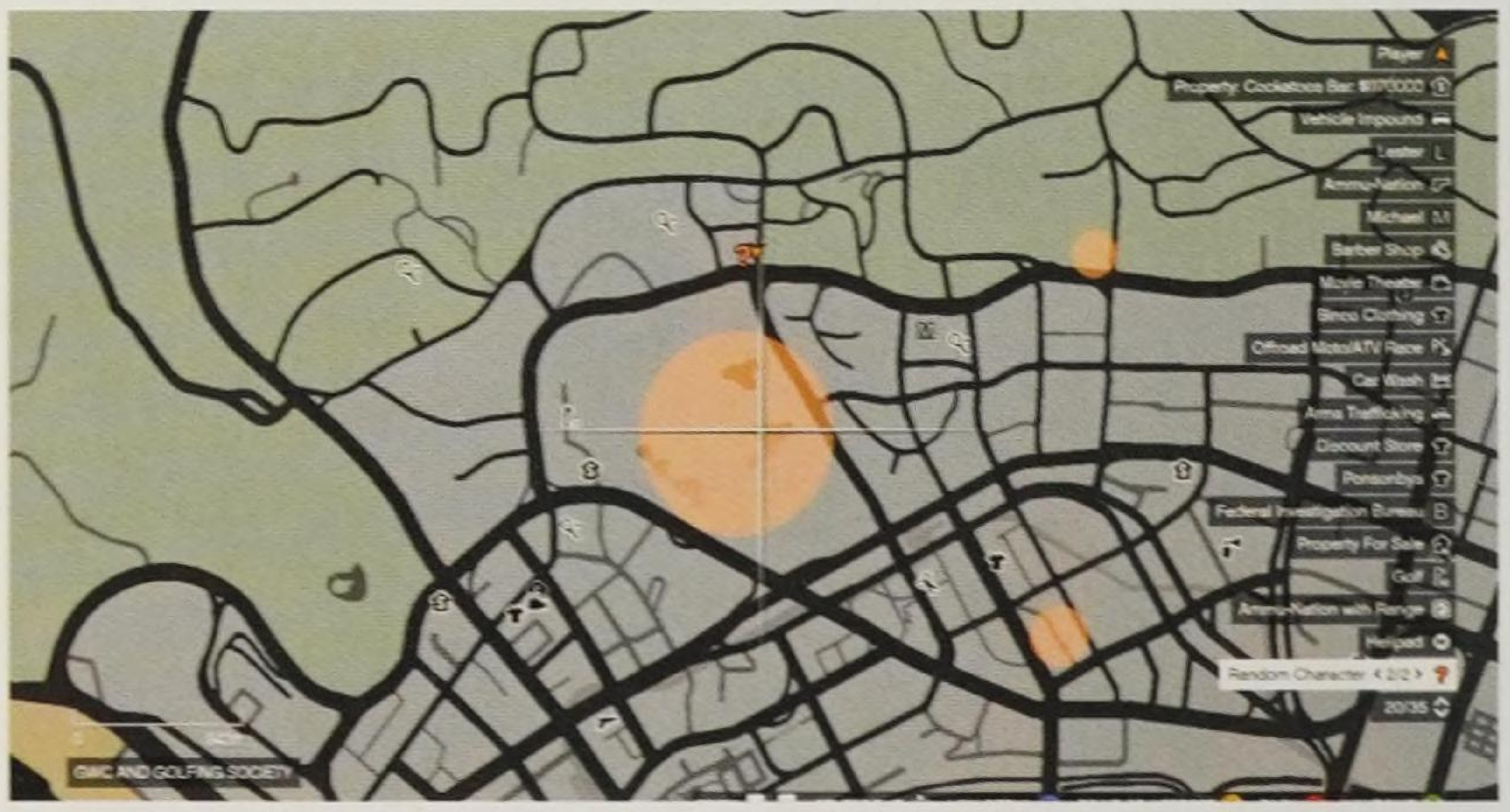



Galileo Observatory
VINEWOOD HILLS
1
18
RICHMAN

▶ Meet Nigel and Mrs. Thornhill.

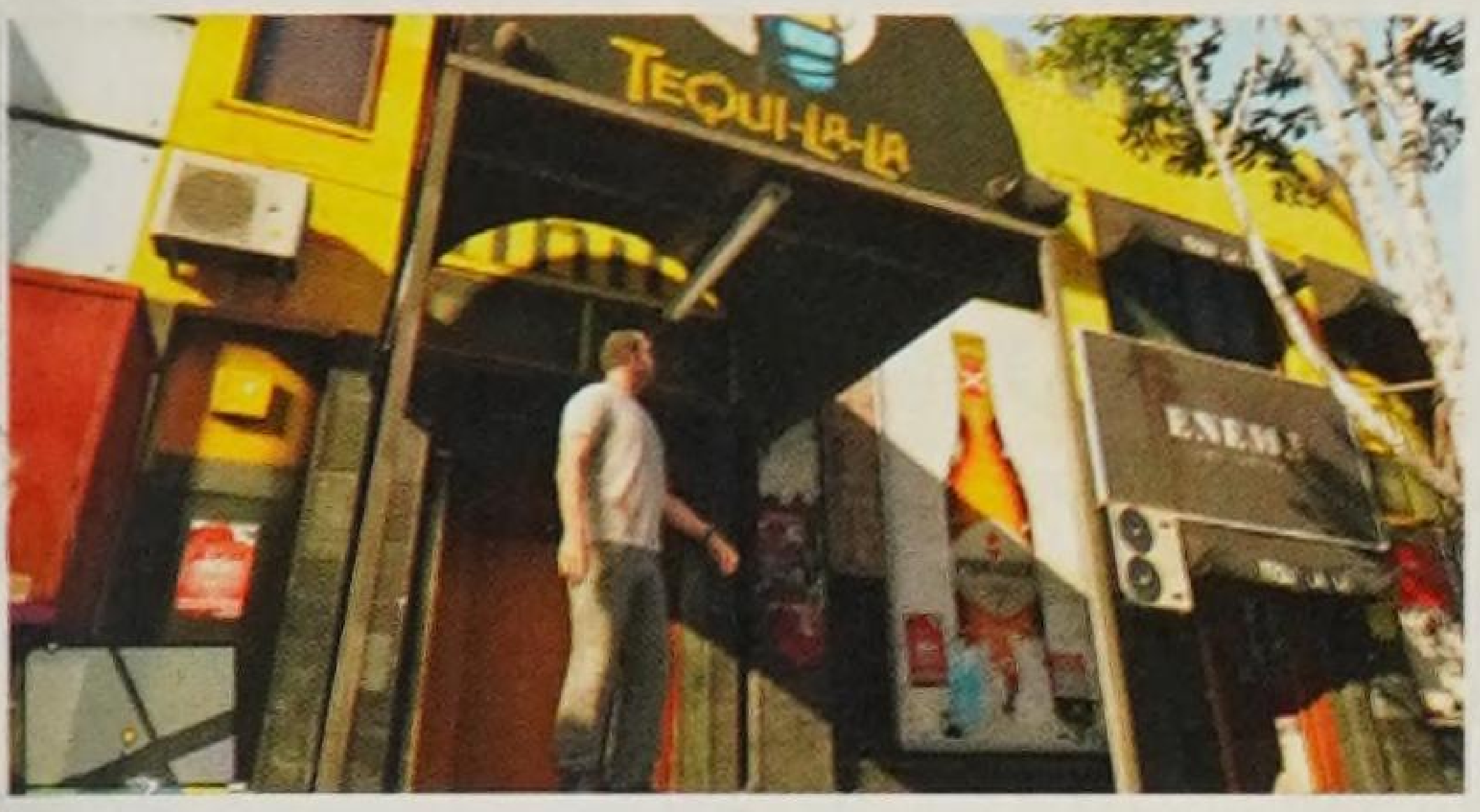
This is a simple meeting mission. Send Trevor to the **"?"** on Mad Wayne Thunder Drive ① in the Vinewood Hills. Approach the old couple rooting through garbage bins to trigger a cutscene: Nigel and Mrs. Thornhill mistake Trevor for 80s action icon Jock Cranley. The elderly Brits are celebrity worshippers who seek "Vinewood souvenirs"—items that once belonged to movie stars. After snapping a few playacting photos, Nigel asks for Trevor's help in collecting these souvenirs.

Soon after you part ways, Nigel sends Trevor an email with details of celebrity hotspots. This puts several orange circles on Trevor's map, marking areas where you can find celebrity items to steal for Nigel and Mrs. Thornhill.


Player
Vehicle Impound
Lester
Ammu-Nation
Michael
Barber Shop
Movie Theater
Binco Clothing
Offroad Moto/ATV Race
Car Wash
Arms Trafficking
Discount Store
Ponsonbys
Federal Investigation Bureau
Property For Sale
Golf
Ammu-Nation with Range
Helipad
Random Character
20/35

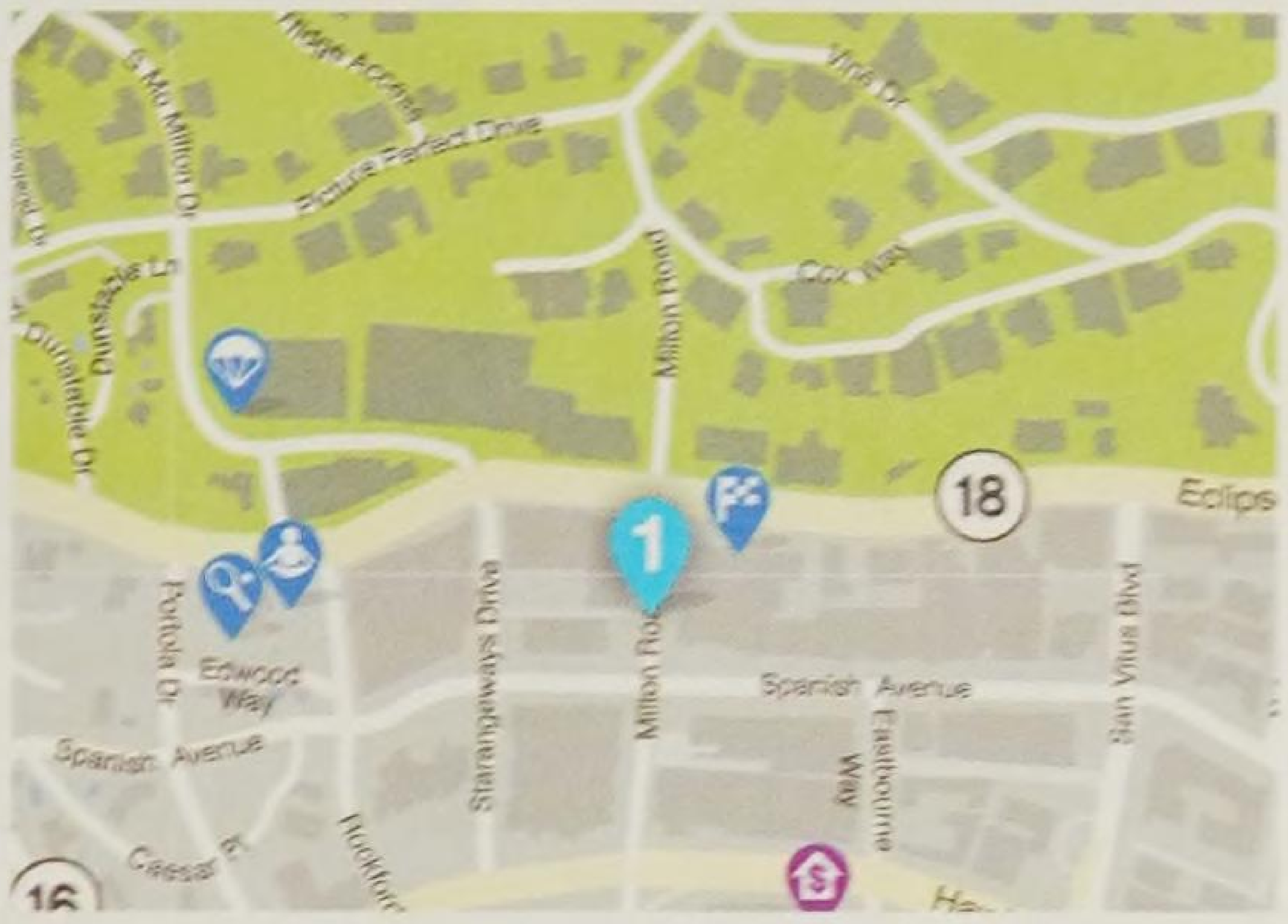
VINEWOOD SOUVENIRS—WILLY

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
Orange map circle	*Complete "Nigel and Mrs. Thornhill"*	*Trevor*



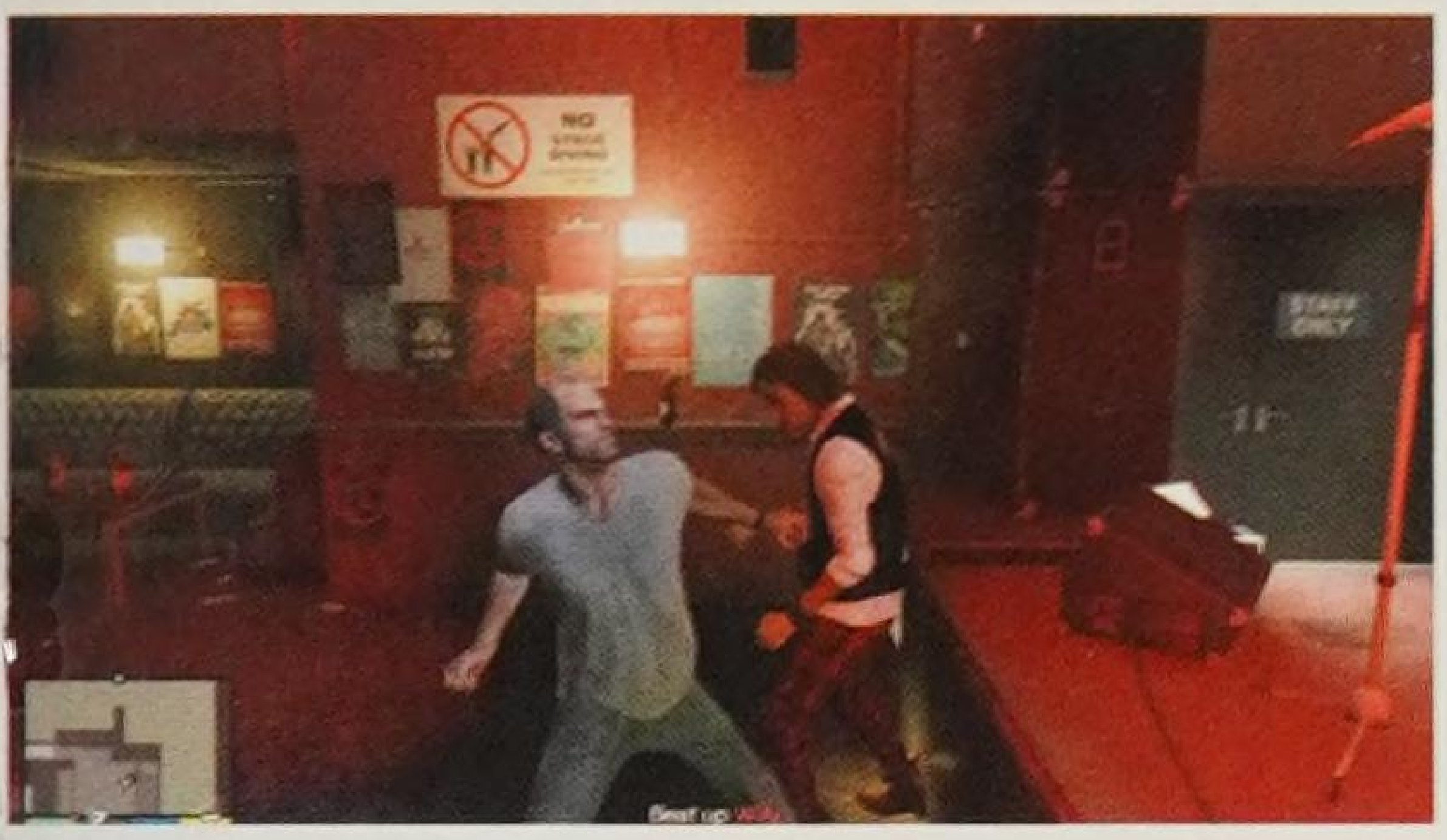
▶ Enter the club and find Willy.

Move to the orange map circle that covers the Tequi-La-La nightclub 1 on the corner of West Eclipse and Milton Road. Go through the main entrance under the awning and follow the music downstairs.



1
18
16
Milton Rd
Spanish Avenue
Edwood Way
Portola Dr
Picture Perfect Drive
Cox Way
Caesar Pl

The stage is set up for Willy's band, Love Fist. Willy stands near the stage talking to a woman.


Beat up Willy

▶ Beat up Willy and collect his gold tooth.

Now start punching Willy, or club him with a Nightstick. Hit fast so he can't strike back (a medal requirement). After a few good hits, Trevor knocks a gold tooth out of the rock star's mouth. A green blip marks the tooth's location on the floor. Run through the blip to pick it up.

▶ Leave the area.

Leave the area and lose any cops if you've triggered a Wanted Level to complete the mission. Trevor automatically calls Nigel to report.

Mission Completion Stats: Vinewood Souvenirs—Willy

● Fist Fury ☑ Take no damage during the fight with Willy

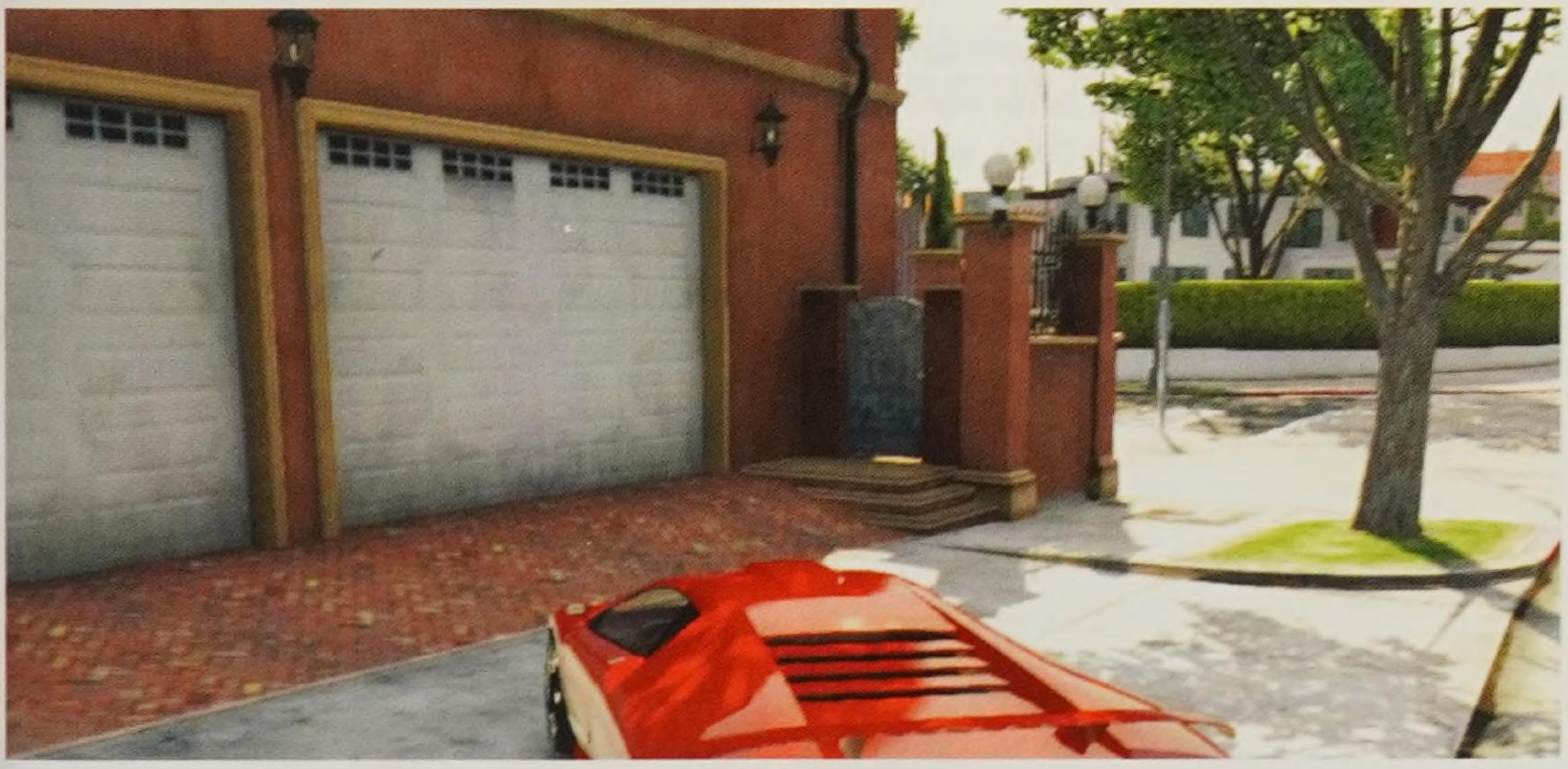
● Entourage ☑ Talk to the entourage

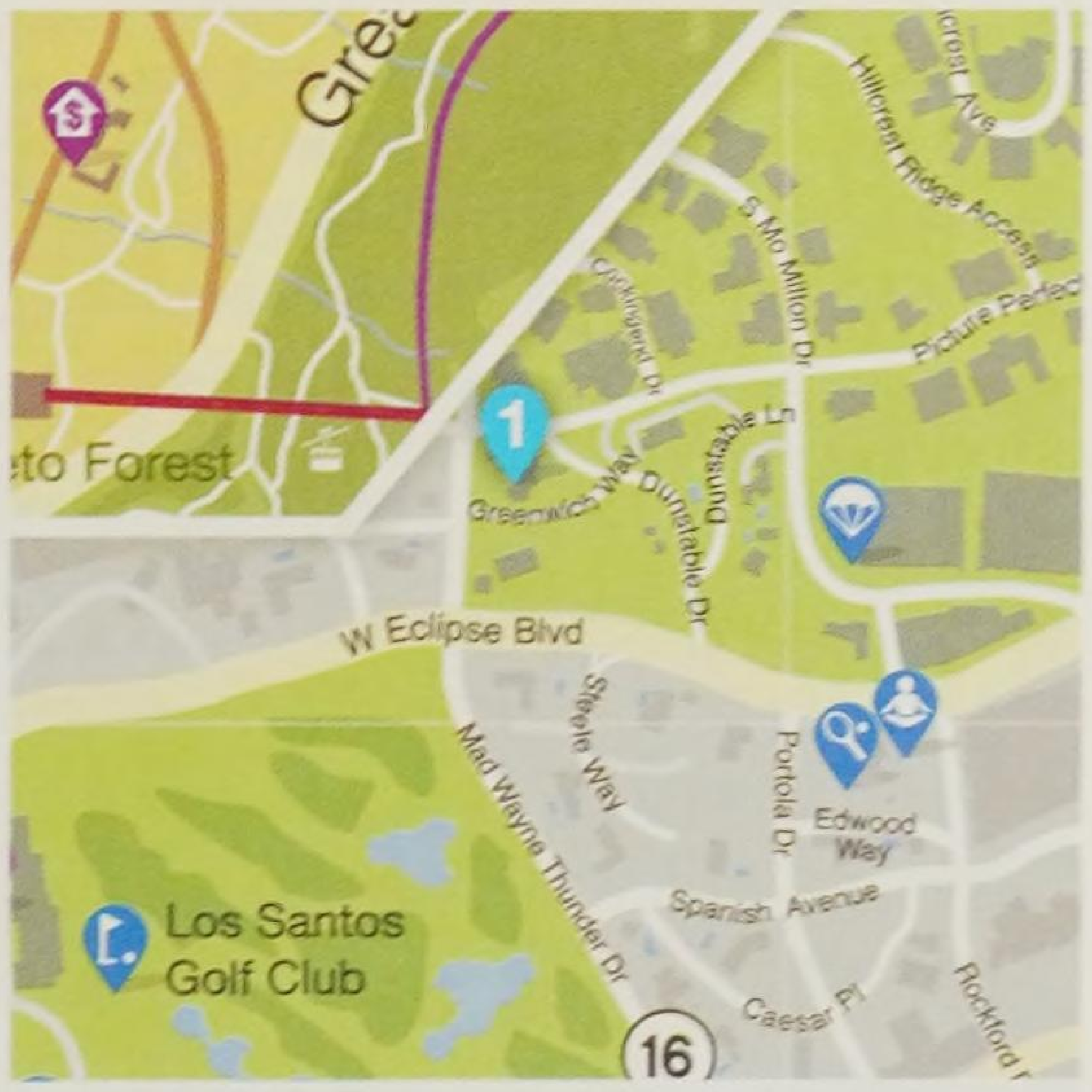
VINEWOOD SOUVENIRS—TYLER

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
Orange map circle	*Complete "Nigel and Mrs. Thornhill"*	*Trevor*

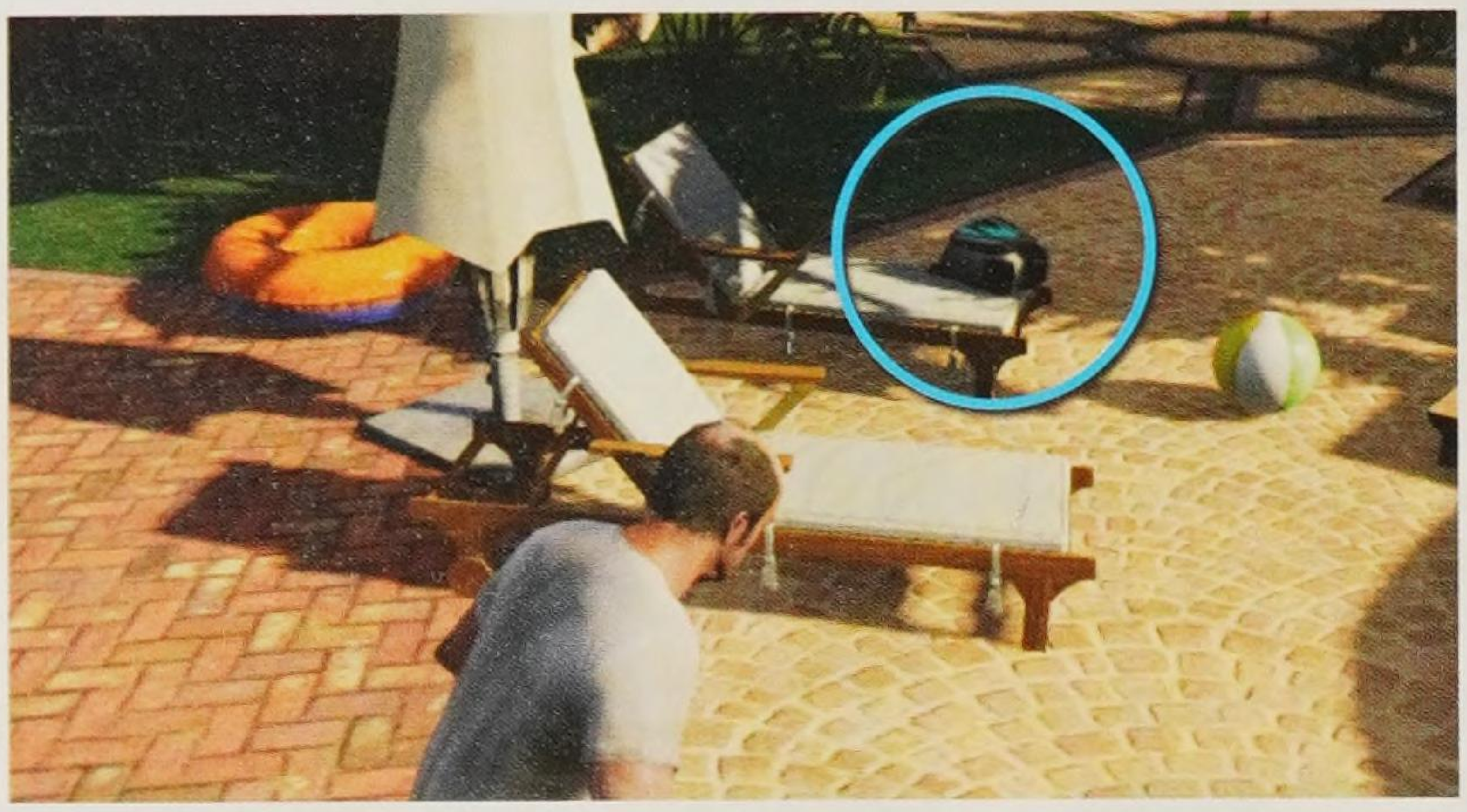
▶ Find Tyler Dixon.

Go to the orange map circle at the big estate 1 on Mad Wayne Thunder Drive and Greenwich Way. This is the home of megastar Tyler Dixon. Pull into the small driveway leading to the twin garage doors.



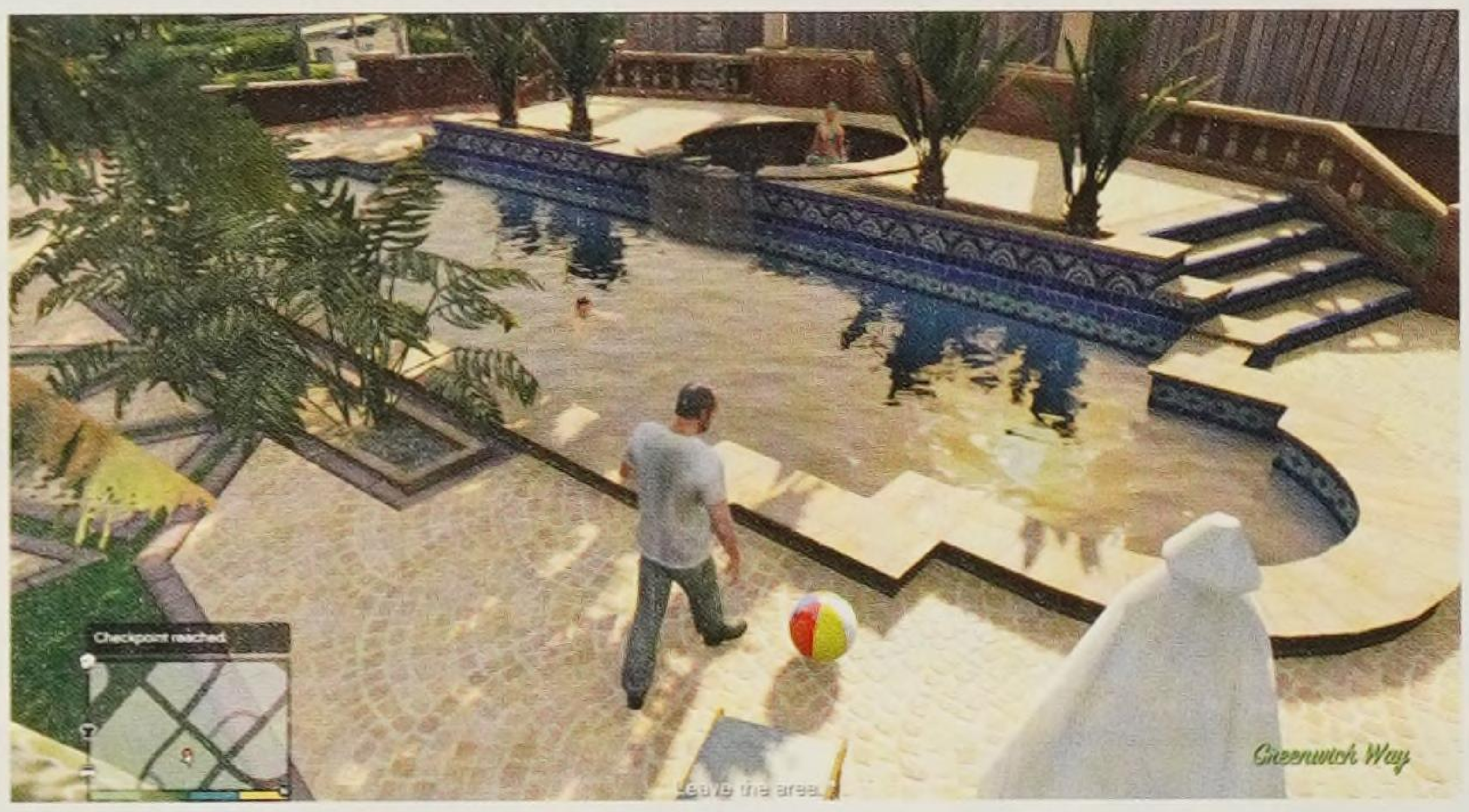


1
W Eclipse Blvd
Greenwich Way
Mad Wayne Thunder Dr
Dunstable Ln
Los Santos Golf Club
Edwood Way
Spanish Avenue
Portola Dr
Caesar Pl
16



▶ Steal Tyler Dixon's clothes.

Facing the doors, turn left and climb over the gate. Go into stealth mode, sneak up on the gardener, and take him out with a stealth attack (a Gold Medal requirement). Then creep around the far side of the house to find the pool area where Tyler swims laps as his girlfriend sits in the hot tub. Creep along the house behind the trees and plants to Tyler's clothes (the green blip) folded on the lounge chair. Nab them and creep to the gate ahead of you. Then return to your car. Try to avoid detection the entire way!


Checkpoint reached
Leave the area
Greenwich Way

▶ Leave the area and lose the cops.

If Tyler or his girlfriend spots you, quickly nab the clothes and run past the pool to the nearest gate. Crawl over and escape in your car. Tyler calls the cops, so you have a Wanted Level to lose. When you're free, Trevor automatically calls Nigel to report the new addition to his collection.

Mission Completion Stats: Vinewood Souvenirs—Tyler

100%

● Weed Killer
● Pilferer

☑ Take out the gardener with a stealth attack
☑ Steal the clothes without being detected

VINEWOOD SOUVENIRS—KERRY

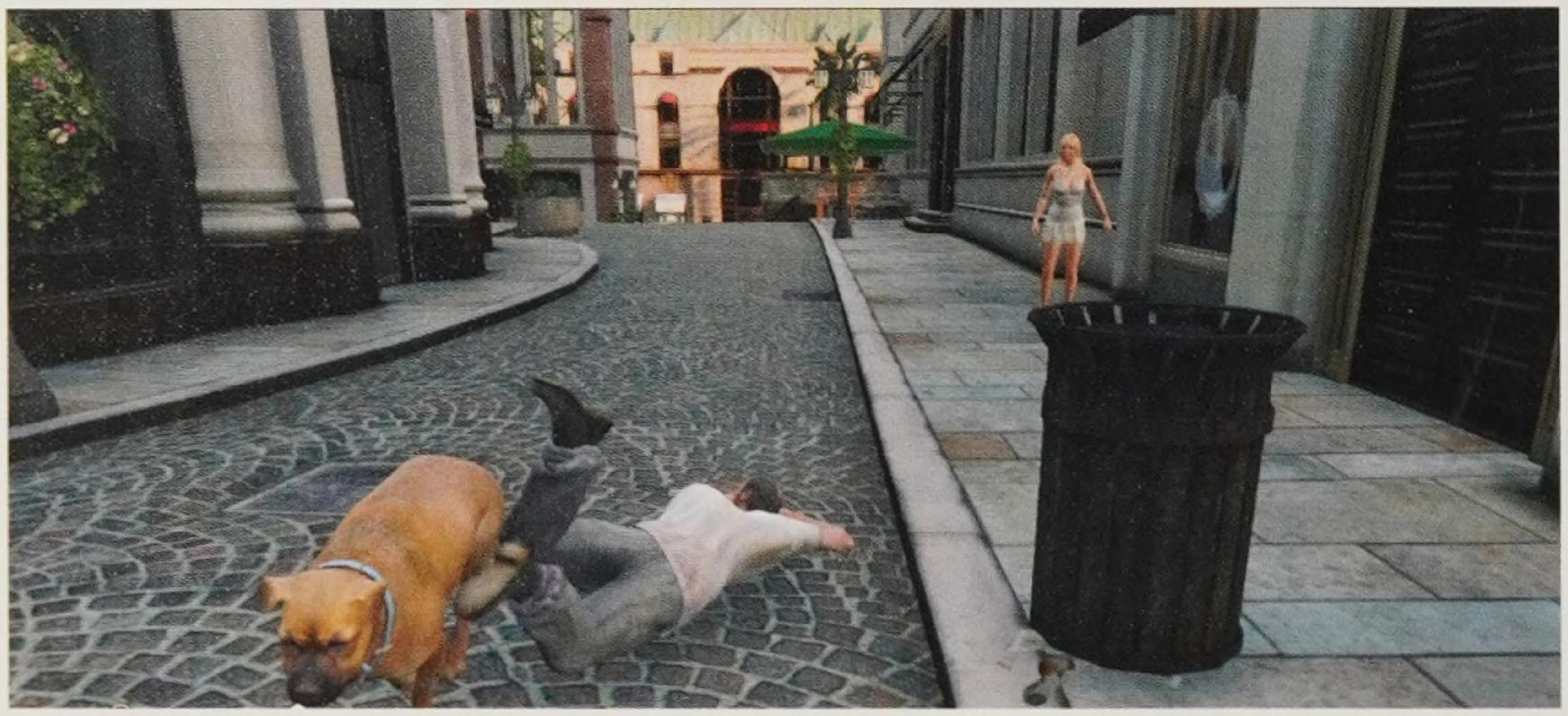
CONTACT POINT: *Orange map circle*

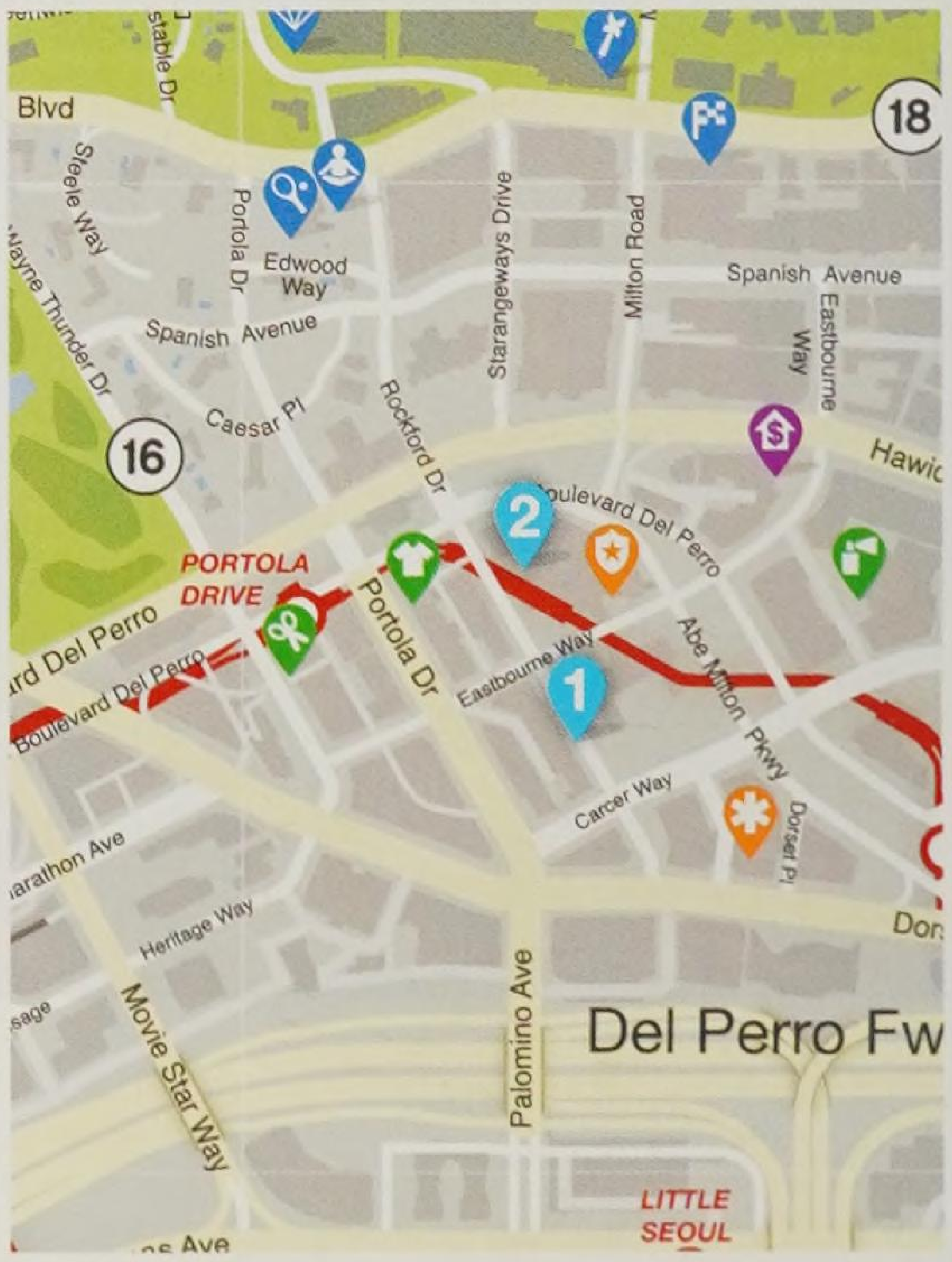
PREREQUISITE: *Complete "Nigel and Mrs. Thornhill"*

PLAYABLE CHARACTER: *Trevor*

▶ Go to Kerry.

Go to the orange map circle that covers the swanky Rockford Hills walking mall 1 between Eastbourne and Cancer Ways. (It's the mall with Vangelico, the place you hit in "The Jewel Store Job.") As Trevor walks down the mall, a blue blip appears on radar marking the location of Kerry McIntosh and her dog Dexie. When you approach them, Dexie suddenly spooks and flees!




Blvd
Steele Way
Portola Dr
Edwood Way
Spanish Avenue
Caesar Pl
Rockford Dr
Strangeways Drive
Milton Road
Spanish Avenue
Eastbourne Way
18
16
2
1
PORTOLA DRIVE
Boulevard Del Perro
Portola Dr
Eastbourne Way
Abe Milton Pkwy
Cancer Way
Dorset Pl
Heritage Way
Movie Star Way
Palomino Ave
Del Perro Fw
LITTLE SEOUL

Catch Dexie.

Chase the dog. Try to stay close as Dexie runs up Rockford Drive and veers across the street to the fire station ② and stops near a fire truck. Approach the dog to trigger a scene: Trevor swipes Dexie's blue collar, then gives Nigel a call.

Nigel
CONNECTED

Mission Completion Stats: Vinewood Souvenirs—Kerry

100%

● Hot on the Paws

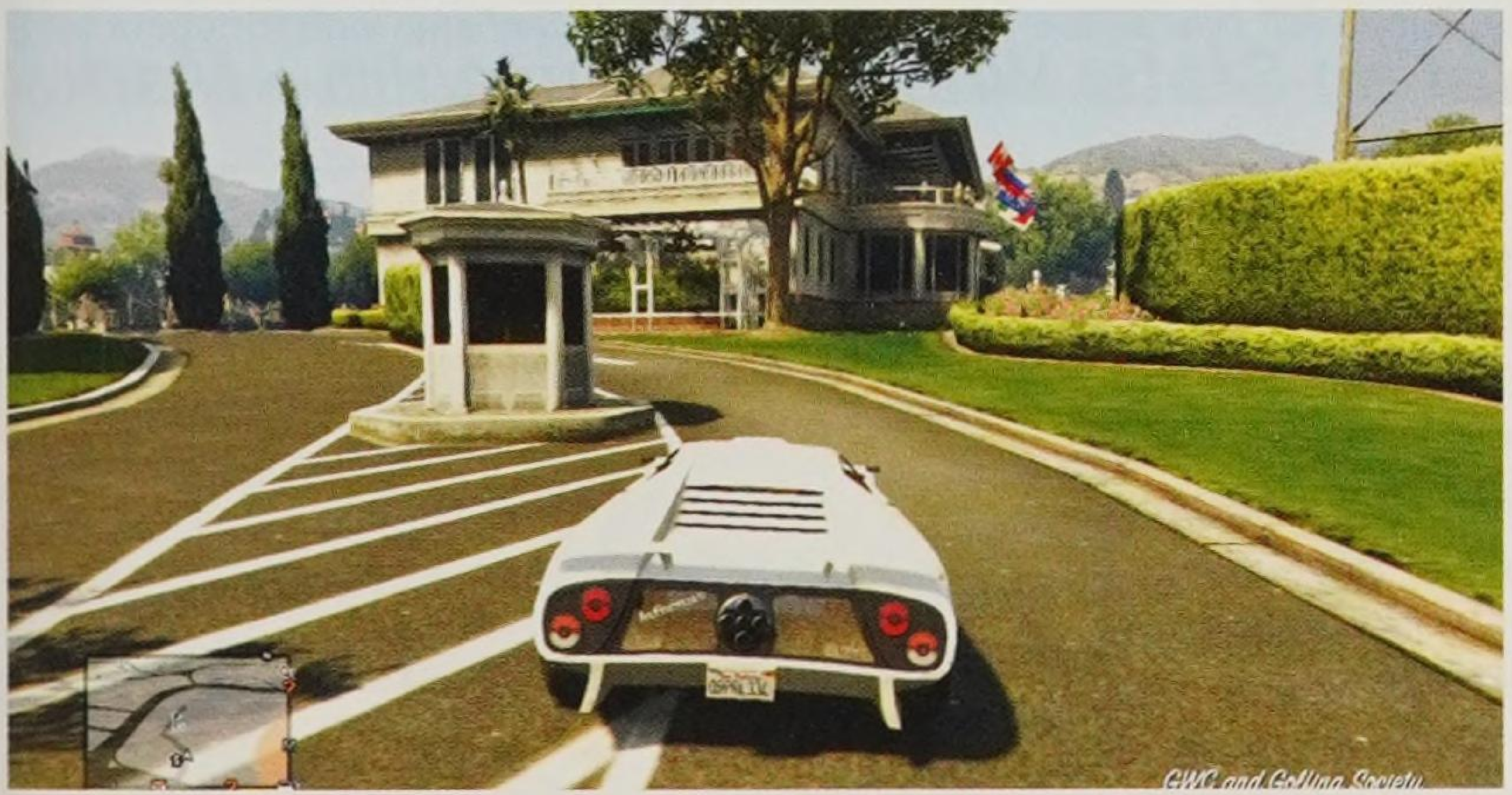
☑ Stay close to Dexie throughout the chase

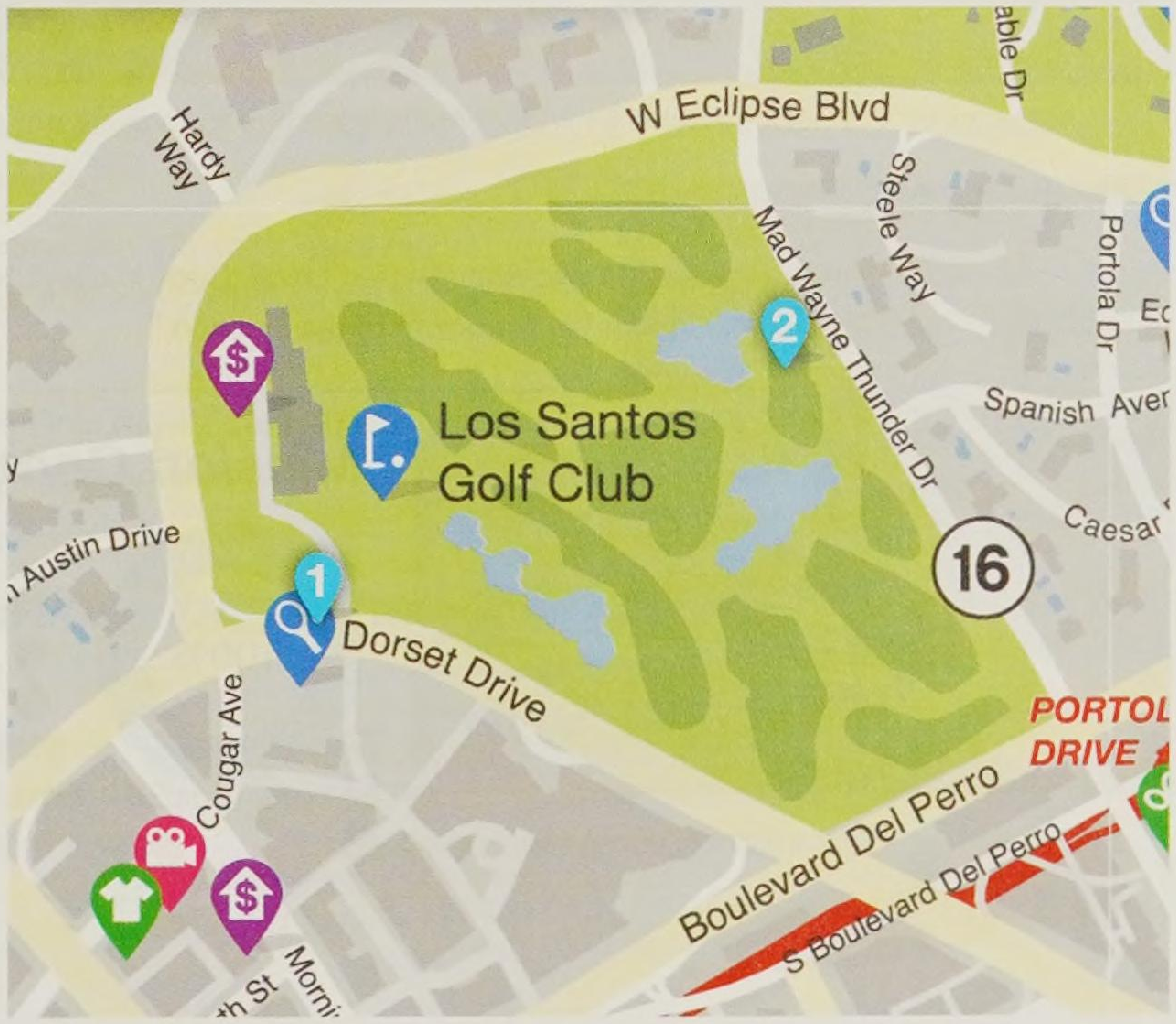
VINEWOOD SOUVENIRS—MARK

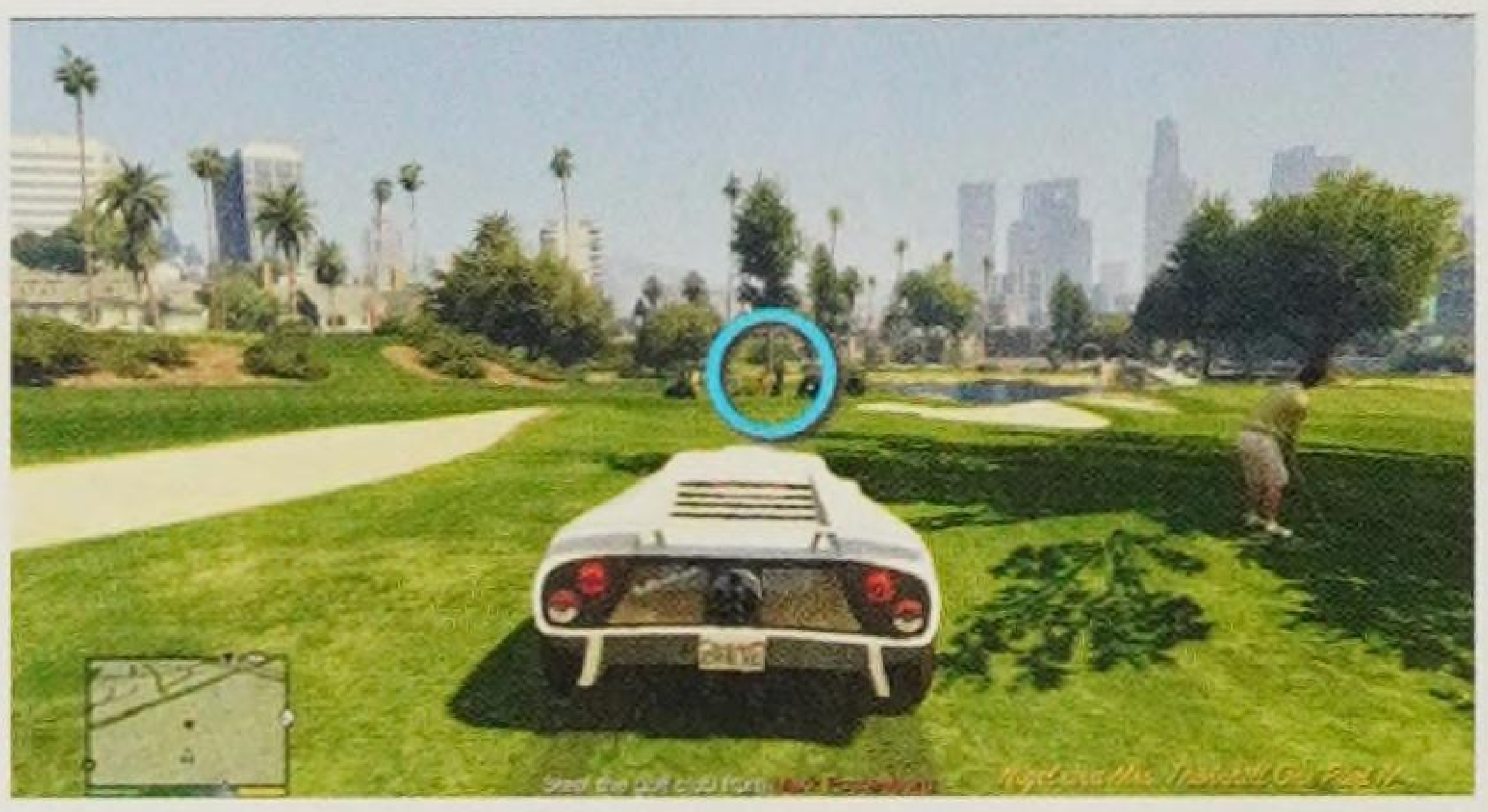
CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
Orange map circle	*Complete "Nigel and Mrs. Thornhill"*	*Trevor*

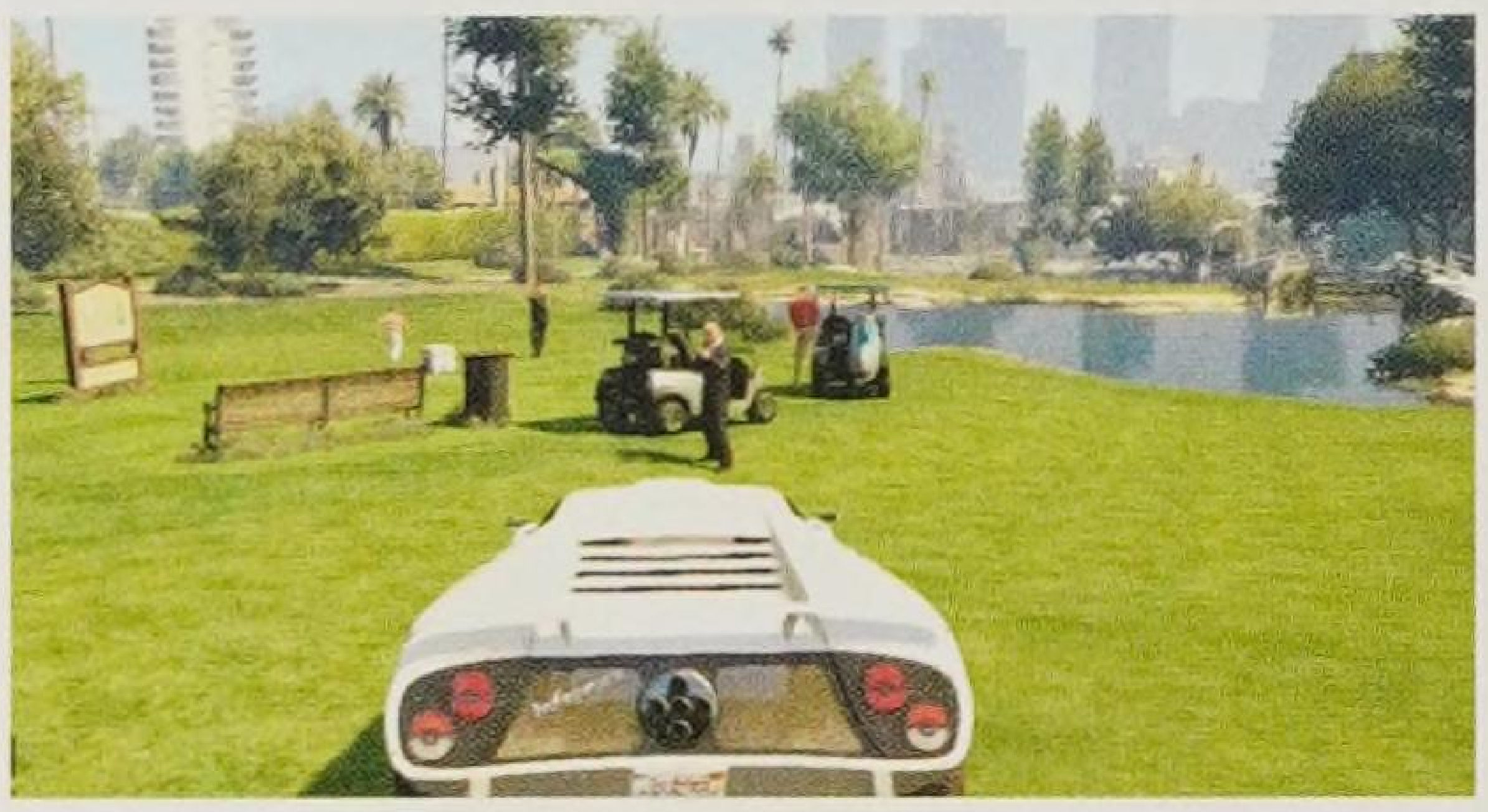
Find Mark Fostenburg.

Make sure you have a Sniper Rifle before starting the mission. An orange map circle covers the location of the Los Santos Golf Club. Drive into the club's main entrance ①, which is the only vehicle entrance to the course. Stay in your car and drive to the end of the parking lot, then veer around the clubhouse to the right. Drive directly across the golf course toward the orange circle on your radar.


GWC and Golfing Society


W Eclipse Blvd
Hardy Way
Steele Way
Mad Wayne Thunder Dr
Portola Dr
Spanish Ave
Caesar
Los Santos Golf Club
Austin Drive
Dorset Drive
Cougar Ave
16
1
2
PORTOL DRIVE
Boulevard Del Perro
S Boulevard Del Perro





▶ Steal the golf club from Mark Fostenburg.

Completing this mission's three medal requirements is tricky, unless you do them in the following order:

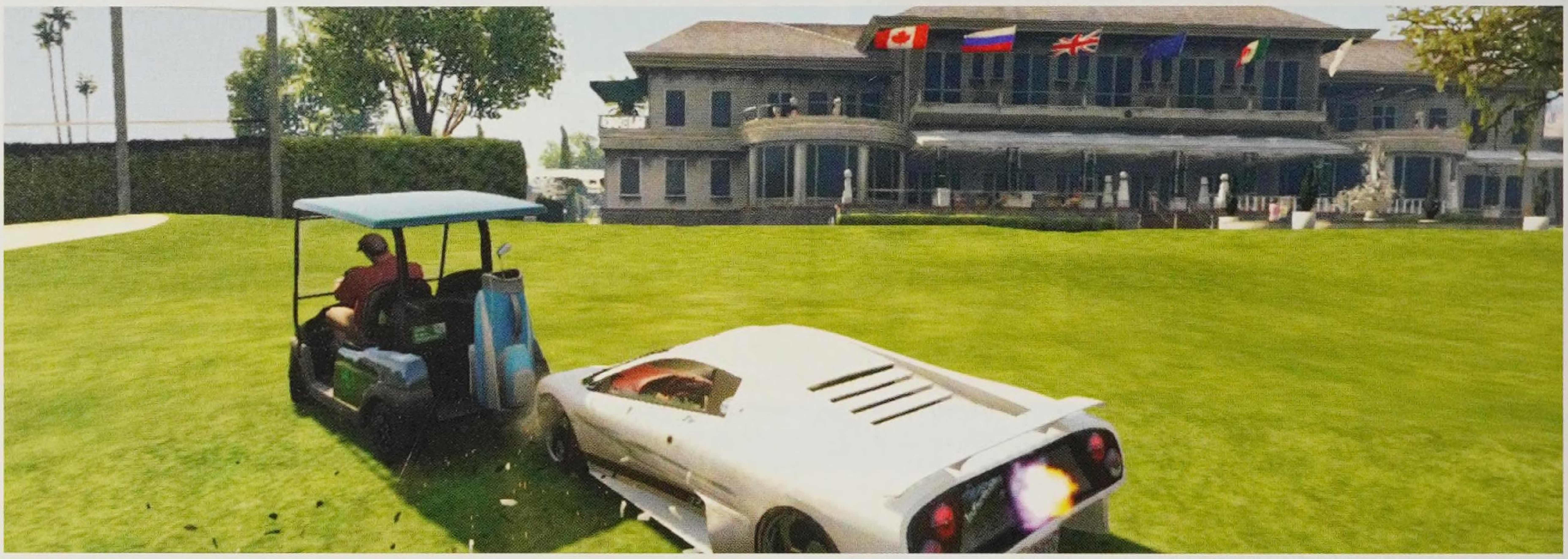
First off, note that after entering the orange radar circle, it disappears and a red blip marks the location of famous actor Mark Fostenburg. This starts an internal timer. You must steal Mark's golf club within 30 seconds to get medal points, so complete the next steps as fast as you can.

Speed toward the red blip, but halt your vehicle the moment you spot Fostenburg's party (circled in our screenshot) on the Hole 5 tee. If you get too close, Mark is alerted and his three security guards open fire as he leaps into his golf cart and flees, making it very difficult to beat the 30-second timer. Keeping a good distance, get out of your car and use the Sniper Rifle to get a headshot on Mark, the guy on the tee in the red golf shirt.

A green blip appears on radar marking the golf club. Hop back in your car and speed toward the green blip, running over any of the black-suited security guards on the way. Hop out and collect the club from Fostenburg's golf cart.

Now you can turn your attention to the remaining shooters. Switch to your favorite close-quarters gun and nail all three security guards. This completes the mission medal requirements. Hop back in your car and retrace your route across the course to the club's entrance ①.

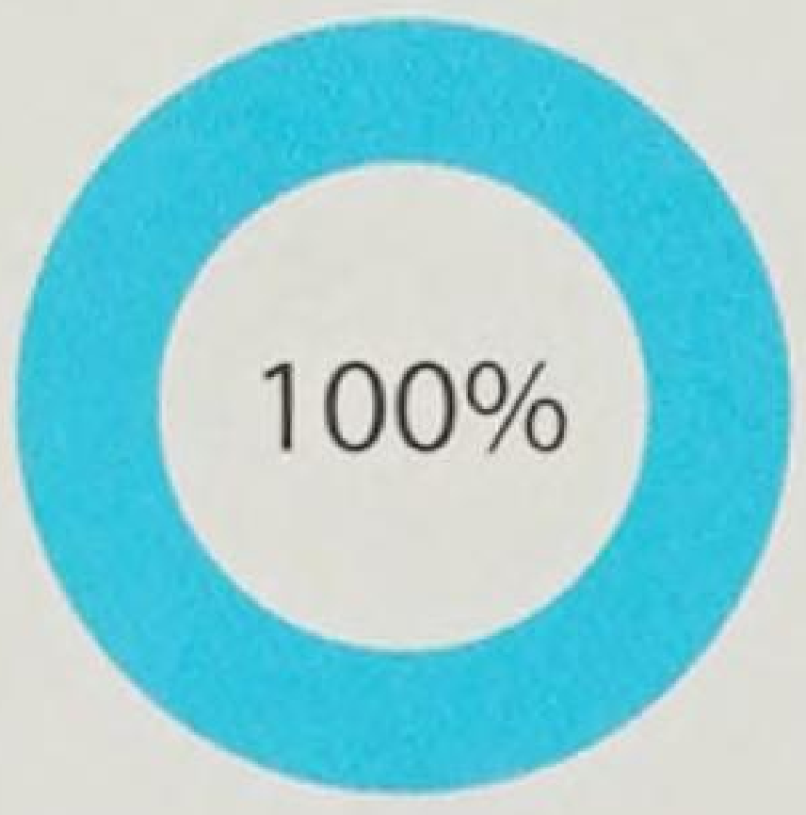
If Mark Fostenburg manages to reach his golf cart and flee, you have to chase him down. He cuts across the course, making a run for the exit. If you can't stop Mark before he leaves the course, he flees toward the Del Perro. Shoot the tires of Mark's golf cart to force him to abandon his vehicle during this chase. Hop out of your vehicle and snag the club (the green blip) from the golf bag in the cart.



▶ Lose the cops.

Exit the golf course quickly to lose the two-star Wanted Level. Duck in alleys to avoid pursuing LSPD units. When you finally get clear, Trevor automatically calls Nigel to report the acquisition for his "museum of dysfunction."

Mission Completion Stats: Vinewood Souvenirs—Mark



● Under Par
● Hole in One
● FOUR!

☑ Collect the golf club within 00:30
☑ Kill Mark with a headshot
☑ Kill Mark and his 3 security guards

VINEWOOD SOUVENIRS—AL DI NAPOLI

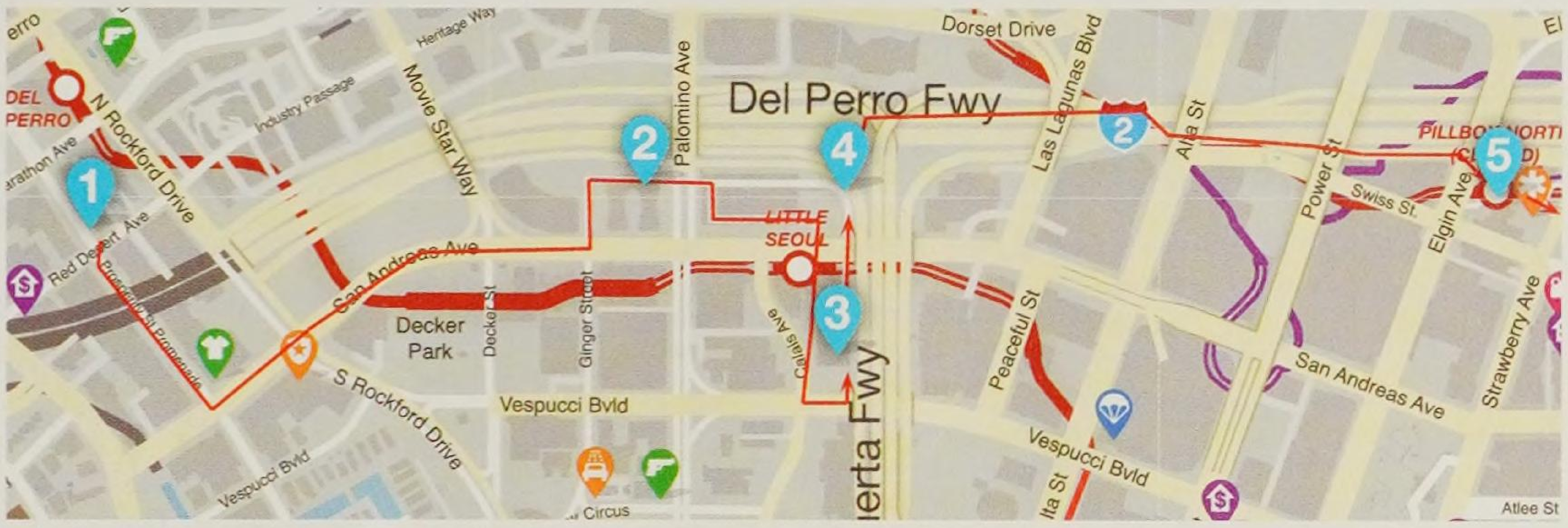
CONTACT POINT: *"N?" (Nigel)*

PREREQUISITE: *Complete all earlier "Vinewood Souvenirs" missions*

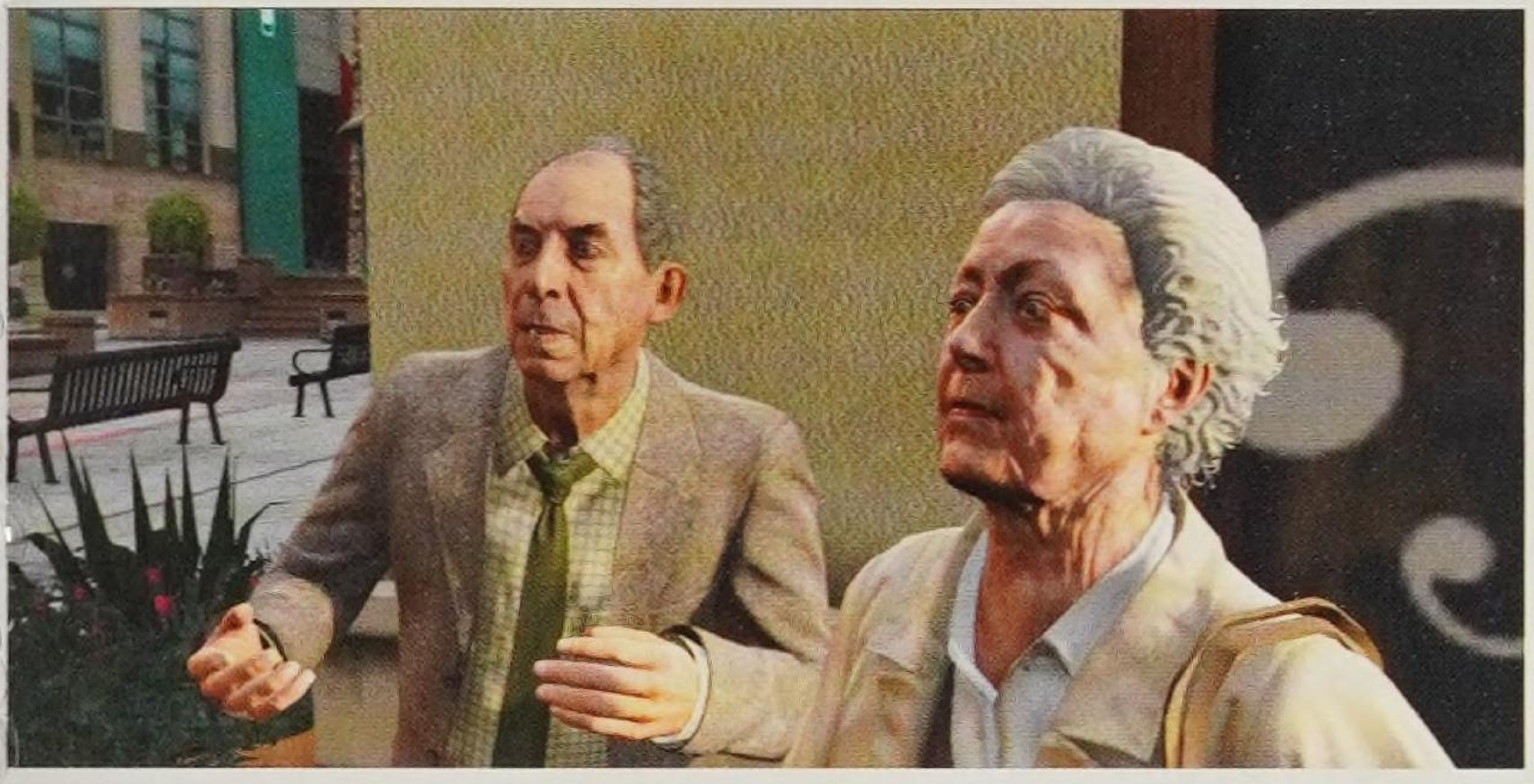
PLAYABLE CHARACTER: *Trevor*

▶ Find Al Di Napoli.

Follow the **"N?"** to the front corner of the White Widow store ① on the Prosperity Street Promenade at Red Desert Avenue. Nigel is peeking around the corner at someone. Approach him to trigger the scene: Nigel and Mrs. Thornhill have spotted Al Di Napoli and wish to speak with him somewhere private. When the actor emerges, he recognizes the English stalkers and takes off in his SUV.



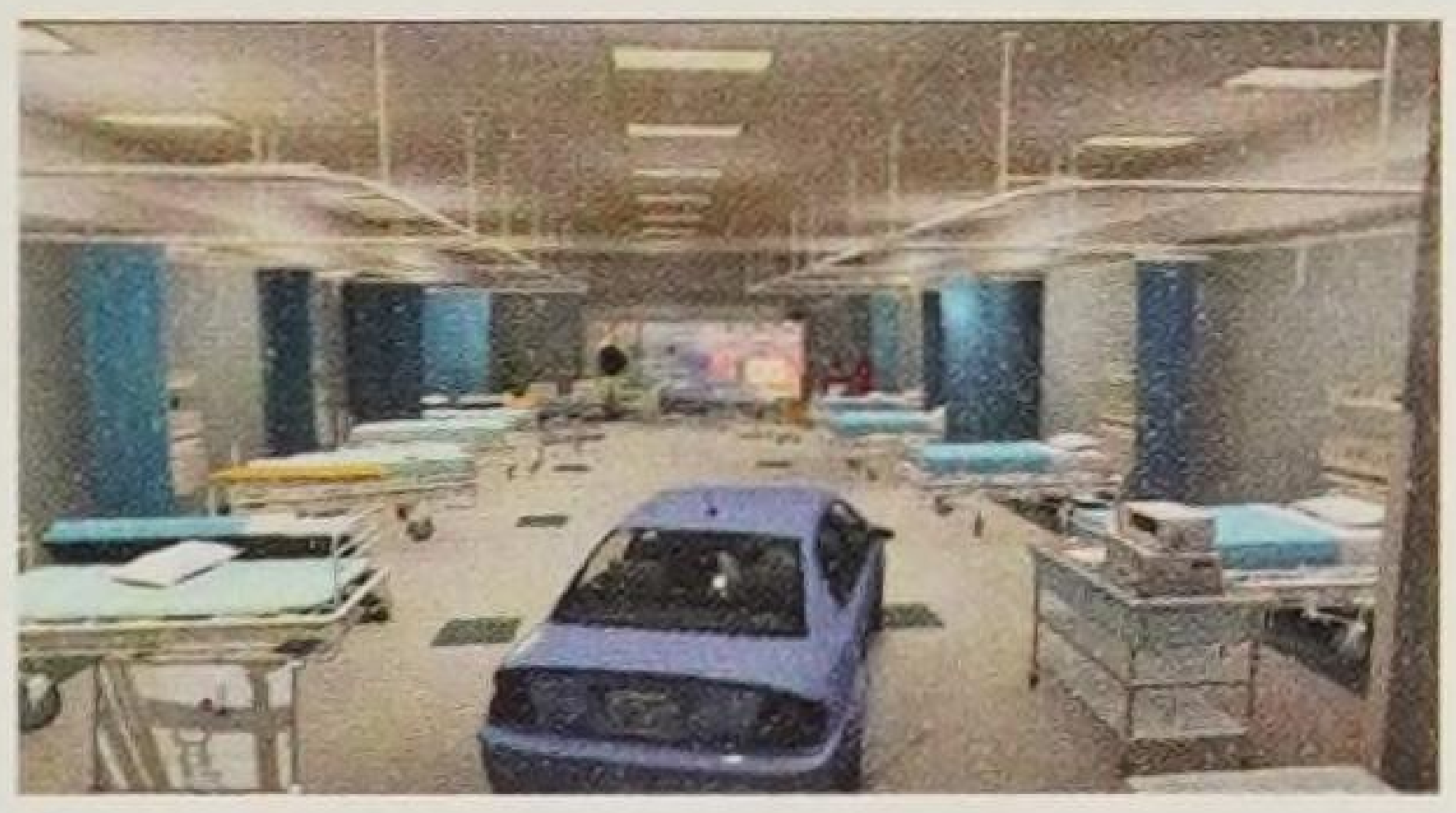
Del Perro Fwy
Dorset Drive
Heritage Way
Industry Passage
Movie Star Way
Palomino Ave
Las Lagunas Blvd
Alta St
Power St
Swiss St
Elgin Ave
Pillbox Hill
DEL PERRO
N Rockford Drive
Red Desert Ave
Marathon Ave
San Andreas Ave
Decker Park
Decker St
Ginger Street
Little Seoul
Calais Ave
Peaceful St
Vespucci Blvd
S Rockford Drive
Circus
Strawberry Ave
Atlee St
1
2
3
4
5



▶ Get in Nigel's car and chase Al Di Napoli.

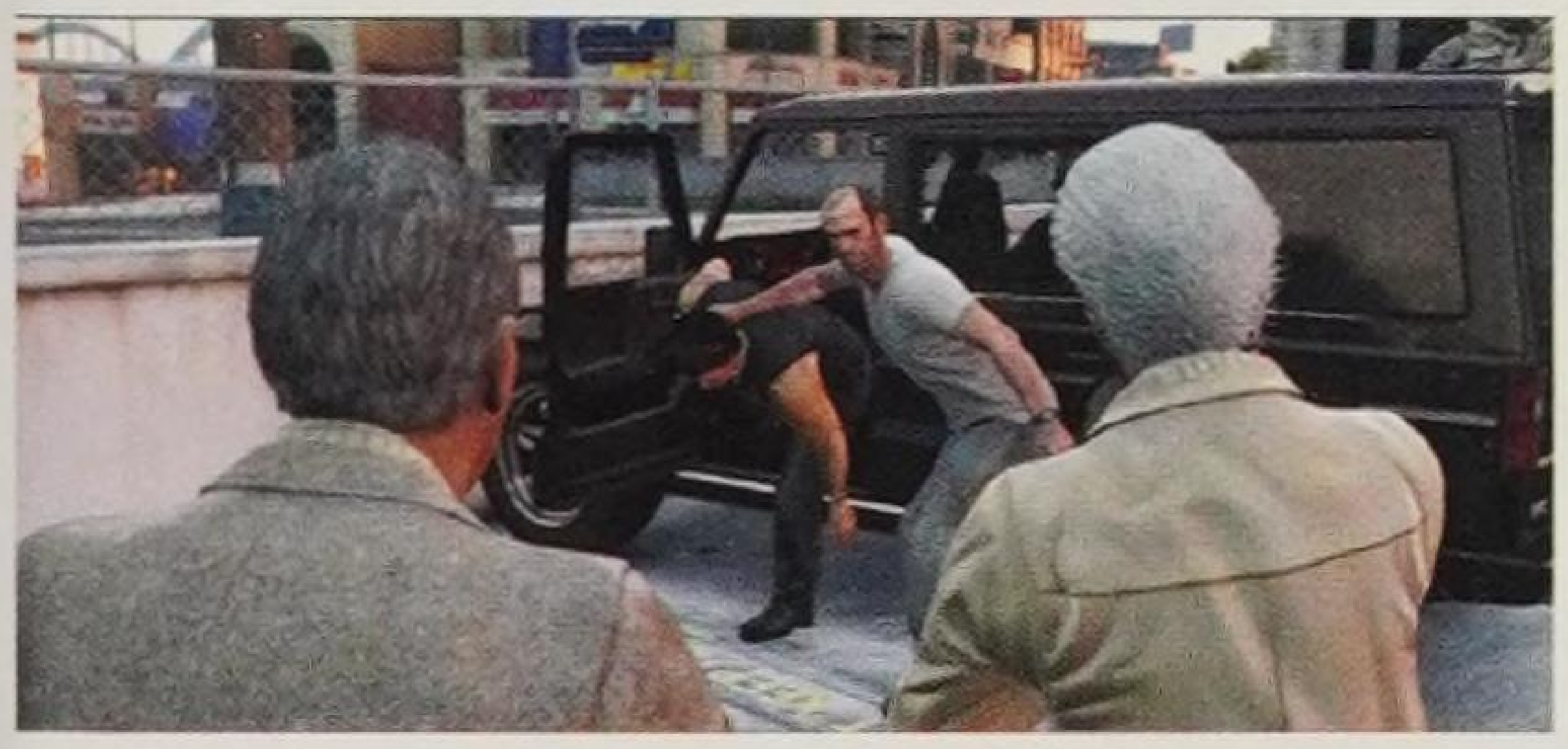
Hurry to the driver's side of Nigel's "chariot," hop in, and give chase to Di Napoli. You can't catch him during this chase, but you must stay close to pass the mission and earn medal points. (The full chase route is marked as a red line on our mission map.) He turns left up the promenade, which is crowded with shoppers. Stay on his tail as he veers onto San Andreas Avenue, takes a sharp left onto Ginger Street, and then ducks into the underpass ② where he takes a right exit. Track the red blip on your radar if you lose sight of Di Napoli's SUV.

Al tries every evasion trick in the book, including driving across a pedestrian plaza, cutting through a parking garage ③, and then racing through a broken barrier ④ into the oncoming lane of the Del Perro Freeway. Stay with Al as he darts from lane to lane along the Del Perro and takes the Vinewood Downtown exit 2A. At the top of the exit ramp, a desperate Di Napoli drives directly through the glass door entrance of the Pillbox Hill Medical Center's emergency receiving unit ⑤.

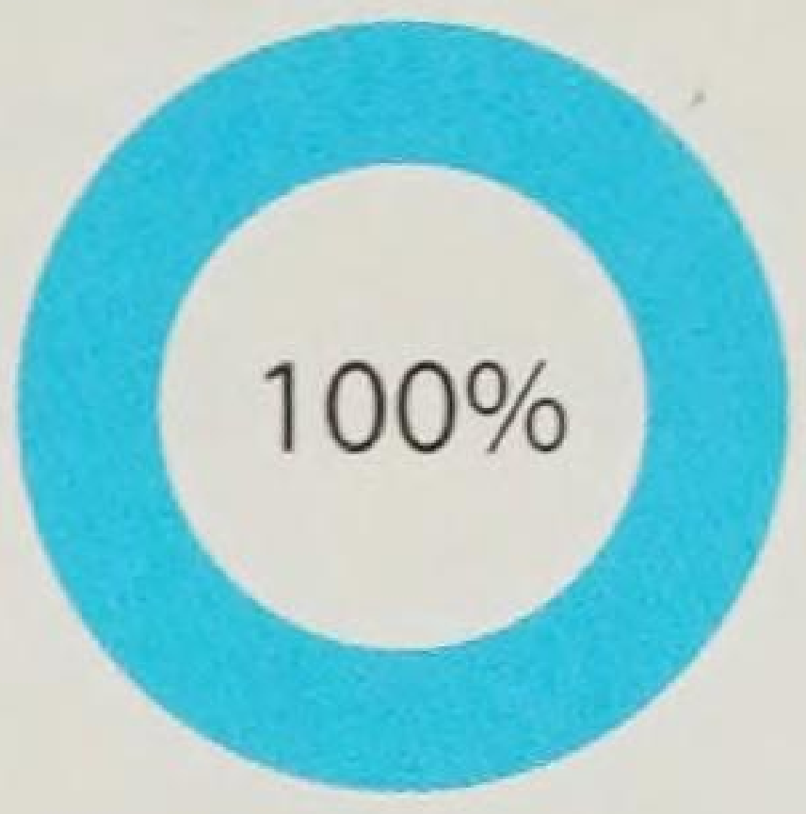


Drive carefully through the shattered walls in the wards, following Al's path of destruction. (To complete a medal requirement, don't hit anyone in the hospital.) When you reach the long row of beds, speed up and hit the last wall hole to complete a jump from the third story down onto Strawberry Avenue.

This triggers a final cutscene: The leap has knocked out Al, and Trevor hustles him into Nigel's trunk. The British loons drive off happily to their lockup for some private conversations with their favorite movie star.



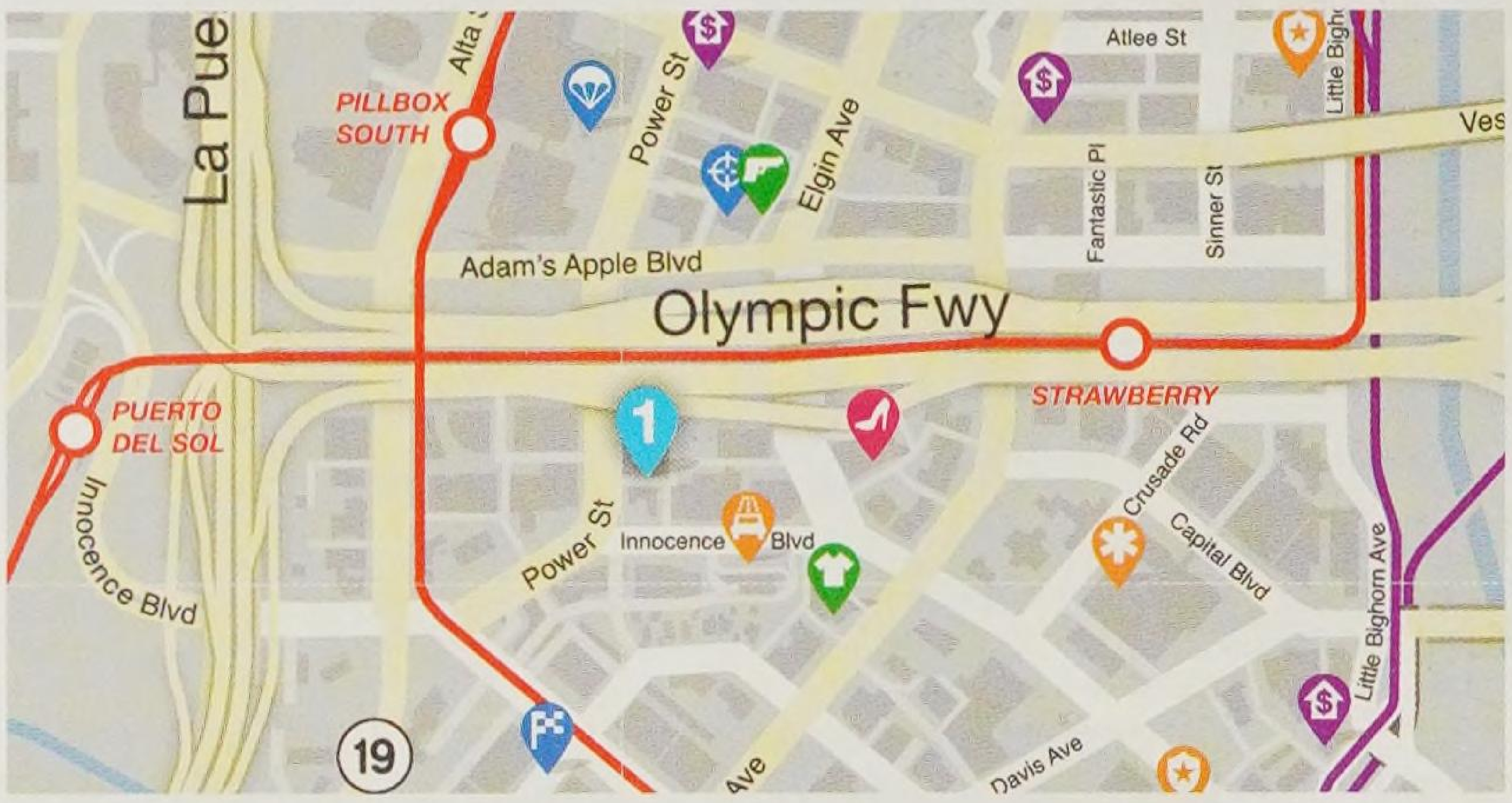
Mission Completion Stats: Vinewood Souvenirs—Al Di Napoli

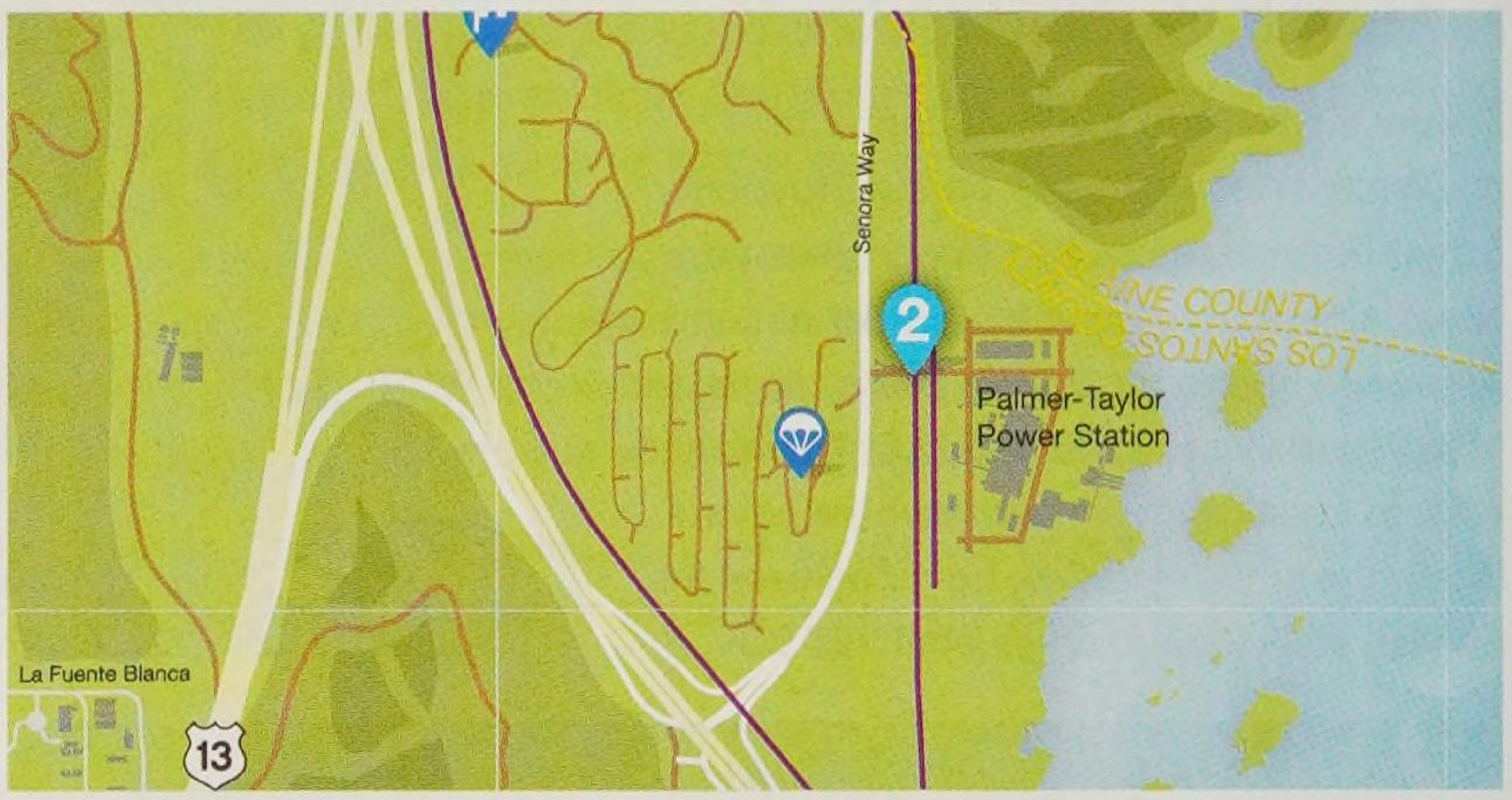


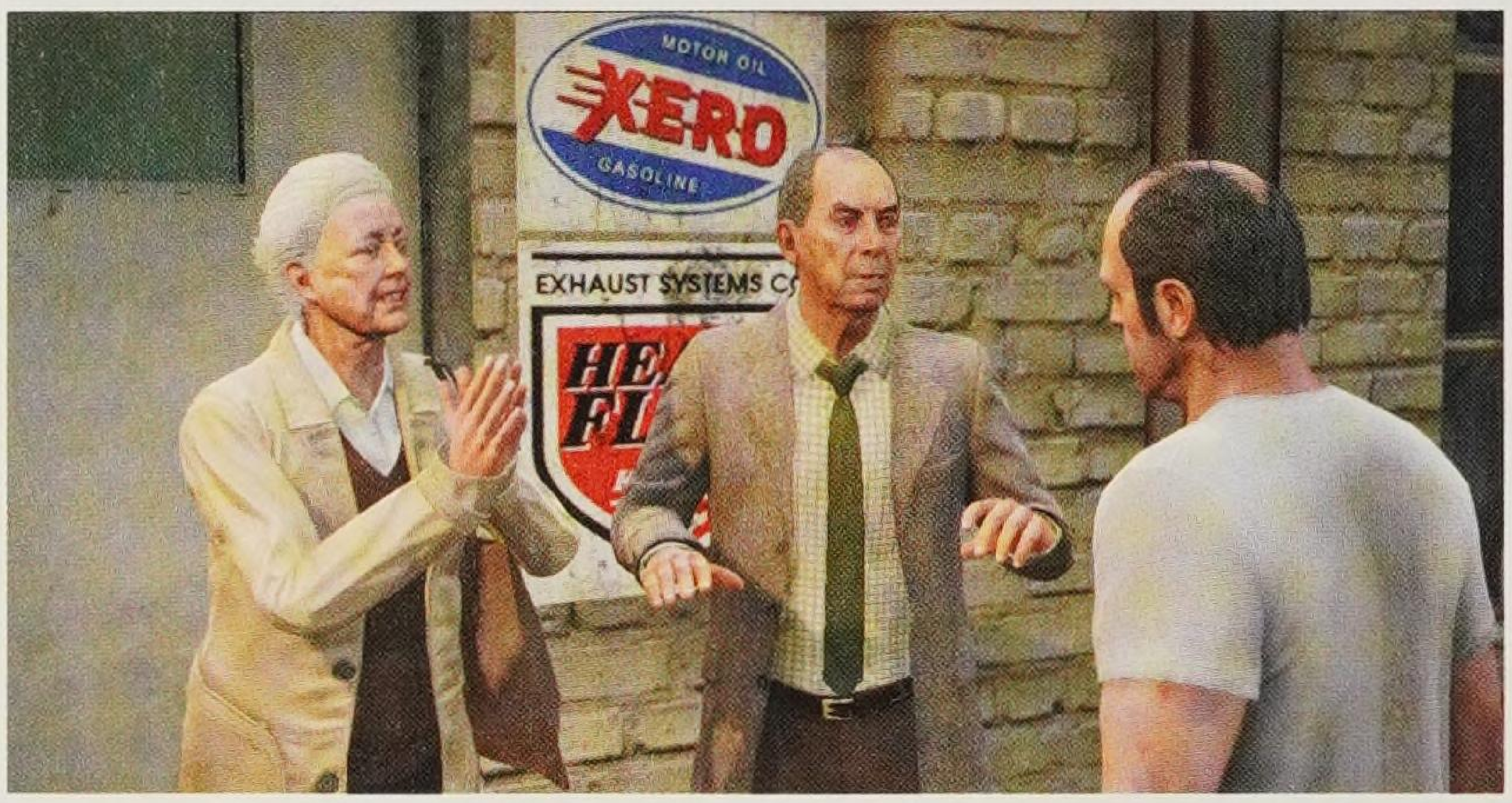
● Stalker	☑ Stay close to Al Di Napoli throughout the chase
● Accident and Emergency	☑ Avoid hitting anyone in the hospital
● Not a Scratch	☑ Complete with minimal damage to Nigel's car

VINEWOOD SOUVENIRS—THE LAST ACT

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"N?" (Nigel)	*Complete "Vinewood Souvenirs—Al Di Napoli"*	*Trevor*

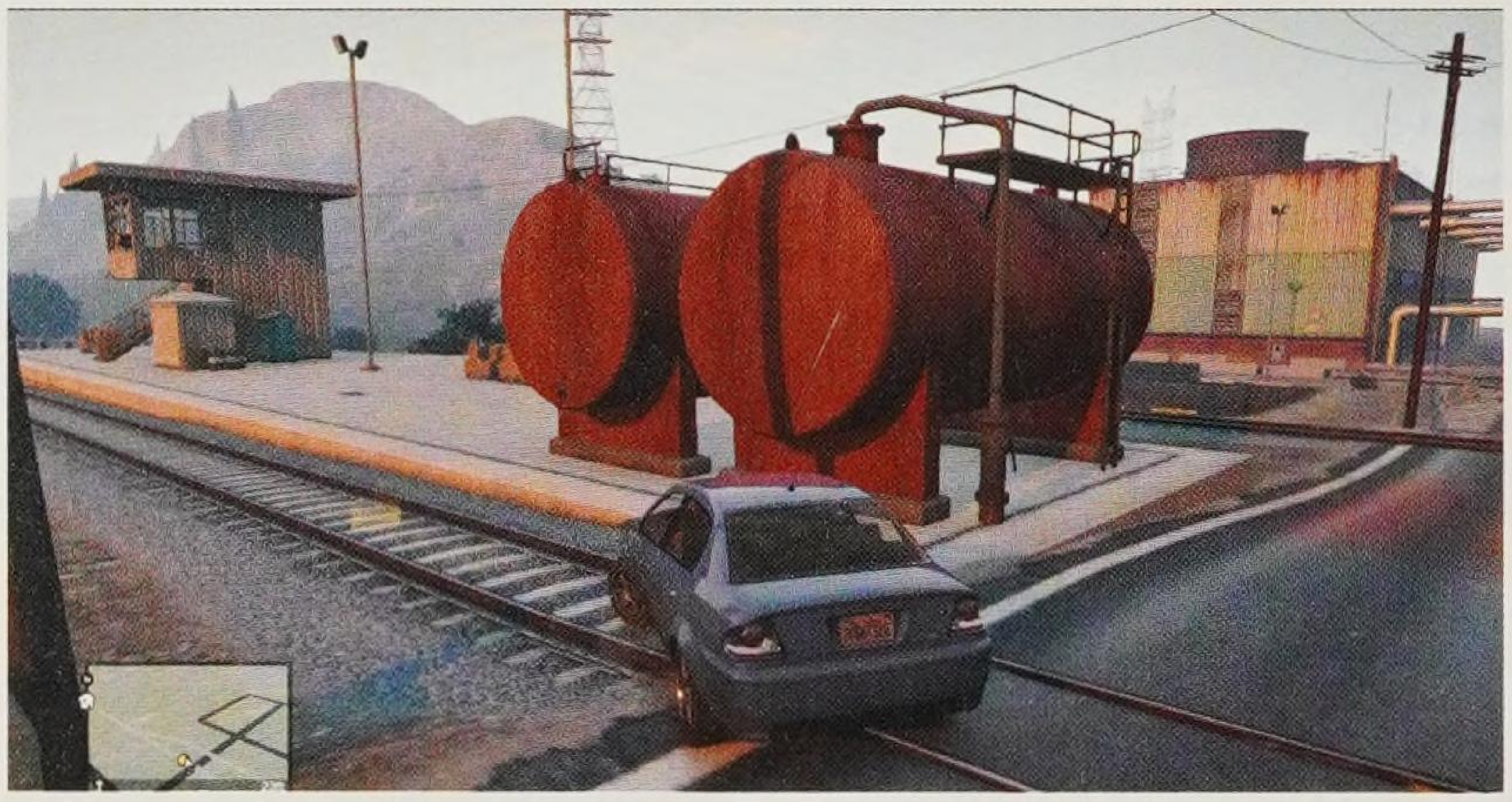

La Puerta
PILLBOX SOUTH
Power St
Elgin Ave
Atlee St
Fantastic Pl
Sinner St
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Innocence Blvd
Power St
Innocence Blvd
Crusade Rd
Capital Blvd
Little Bighorn Ave
Davis Ave
Ave
19
1


Senora Way
2
Palmer-Taylor Power Station
La Fuente Blanca
13


MOTOR OIL
XERO
GASOLINE
EXHAUST SYSTEMS

▶ Meet Nigel and Mrs. Thornhill.

Send Trevor to the **"N?"** in an industrial alley behind an auto parts shop, where Nigel waits near his car ①. Al Di Napoli is being a difficult prisoner, and Trevor suggests a couple of solutions. The English couple defers to Trevor's judgment on the matter.



▶ Drive Nigel's car to the train tracks.

Di Napoli is in the trunk of Nigel's car. Get in and follow the yellow route northeast. It's a long trip, and Al spends some time pleading for mercy. An onscreen message displays a choice: You can continue to the fatal destination or stop the car and release Al. If you choose to indulge Trevor's dark pathologies, proceed to the railroad crossing ② off of Senora Way at the entrance to the Palmer-Taylor Power Station.

Drive the car to the destination marker on the railroad tracks and face the direction the train is coming. A medal requirement is to wait in the car until the last second, then exit just before the train hits. This is a difficult feat if the car is stationary; a slightly easier method is to drive the car down the tracks toward the approaching train, and then bail out at the last moment. When the deed is done, Trevor calls Nigel with the news.

Mission Completion Stats: Vinewood Souvenirs—The Last Act

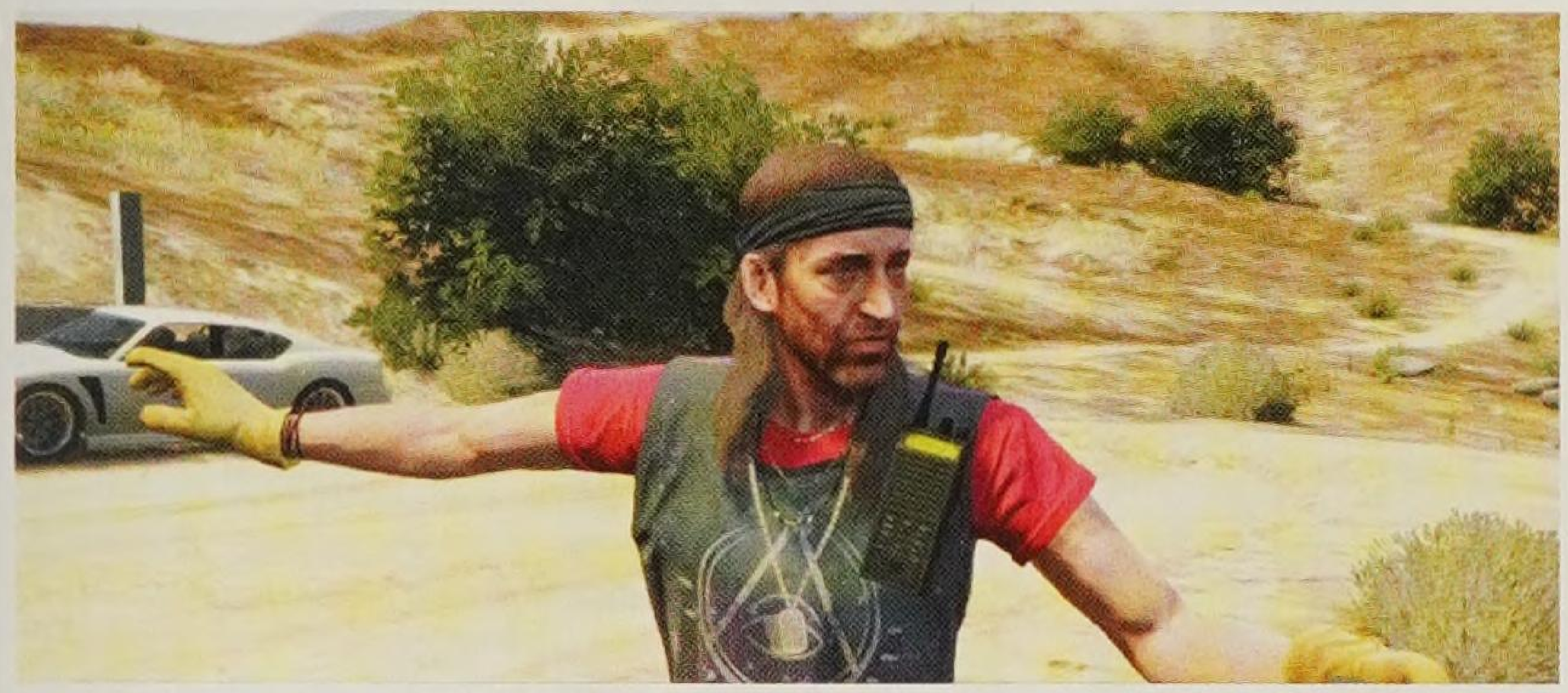
100%

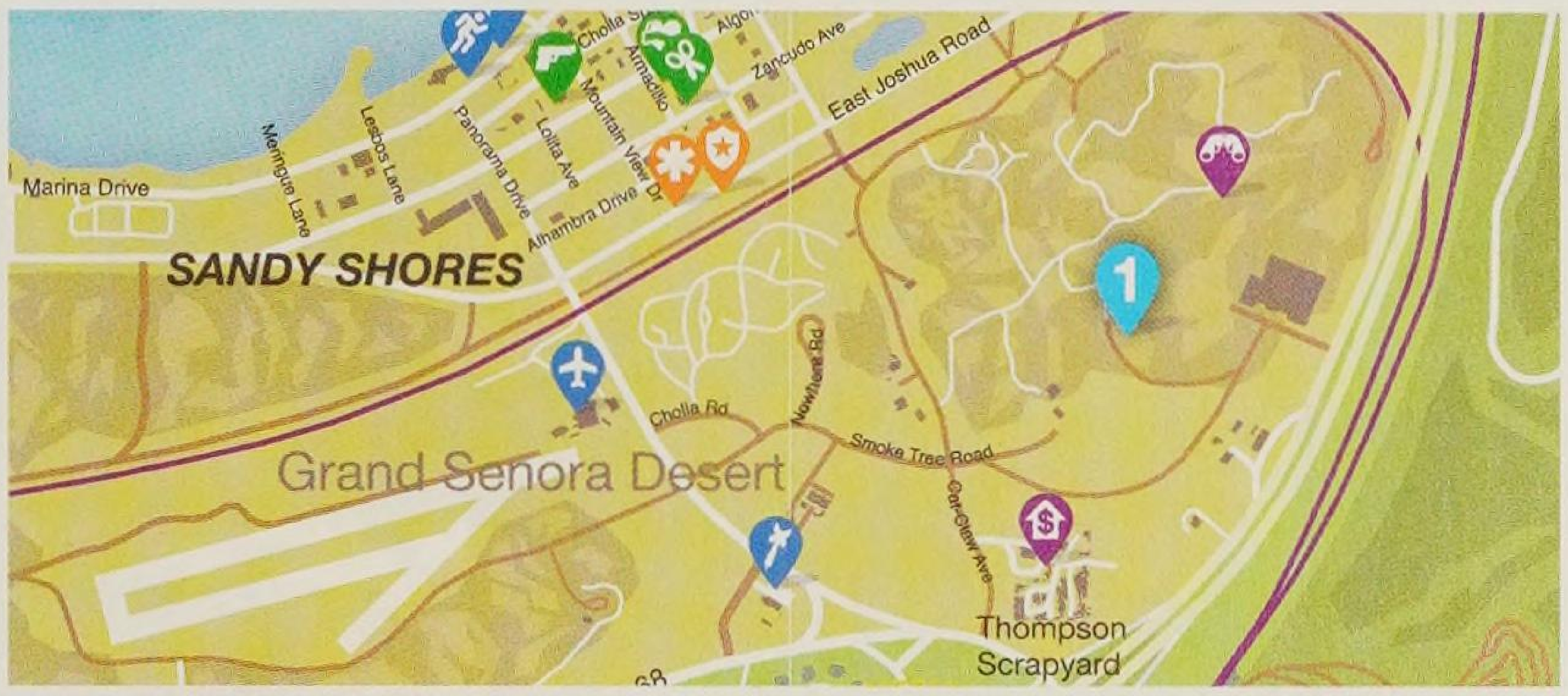
- ● Skin of Your Teeth
- ● Locomotivation

- ☑ Exit the car just before the train hits
- ☑ Kill Al Di Napoli using the train

FAR OUT

CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"?" (Strangers and Freaks)	*Complete "Fame or Shame"*	*Franklin*




Cholla S
Algon
Zancudo Ave
East Joshua Road
Armadillo
Mountain View Dr
Lolita Ave
Panorama Drive
Lesbos Lane
Meringue Lane
Marina Drive
Alhambra Drive
SANDY SHORES
1
Cholla Rd
Nowhere Rd
Smoke Tree Road
Grand Senora Desert
Cat-Claw Ave
Thompson Scrapyard
68

▶ Find Omega in Sandy Shores.

Send Franklin to the green question mark in east Sandy Shores. Spot the paranoid, eccentric hippie 1 scanning his property for alien life forms. He asks if Franklin has seen any aliens and describes his own close encounter: They named him "Omega" and were about to abduct him when their spaceship crashed. He asks for help finding the pieces to their ship and displays an image of a Spaceship Part on his phone. There are 50 well-hidden Spaceship Parts to find for Omega. Once you've found them all, another Omega encounter unlocks.

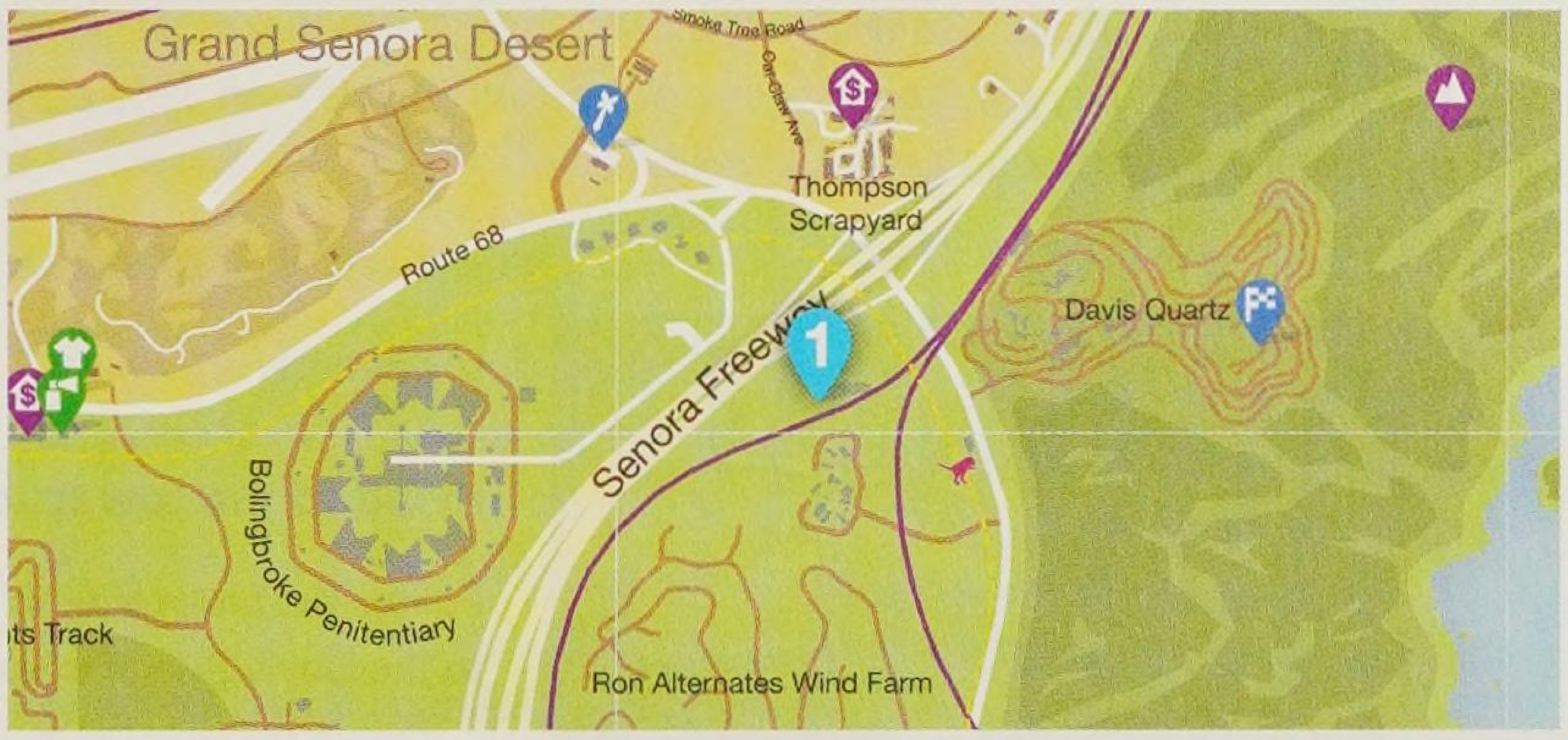
THE FINAL FRONTIER

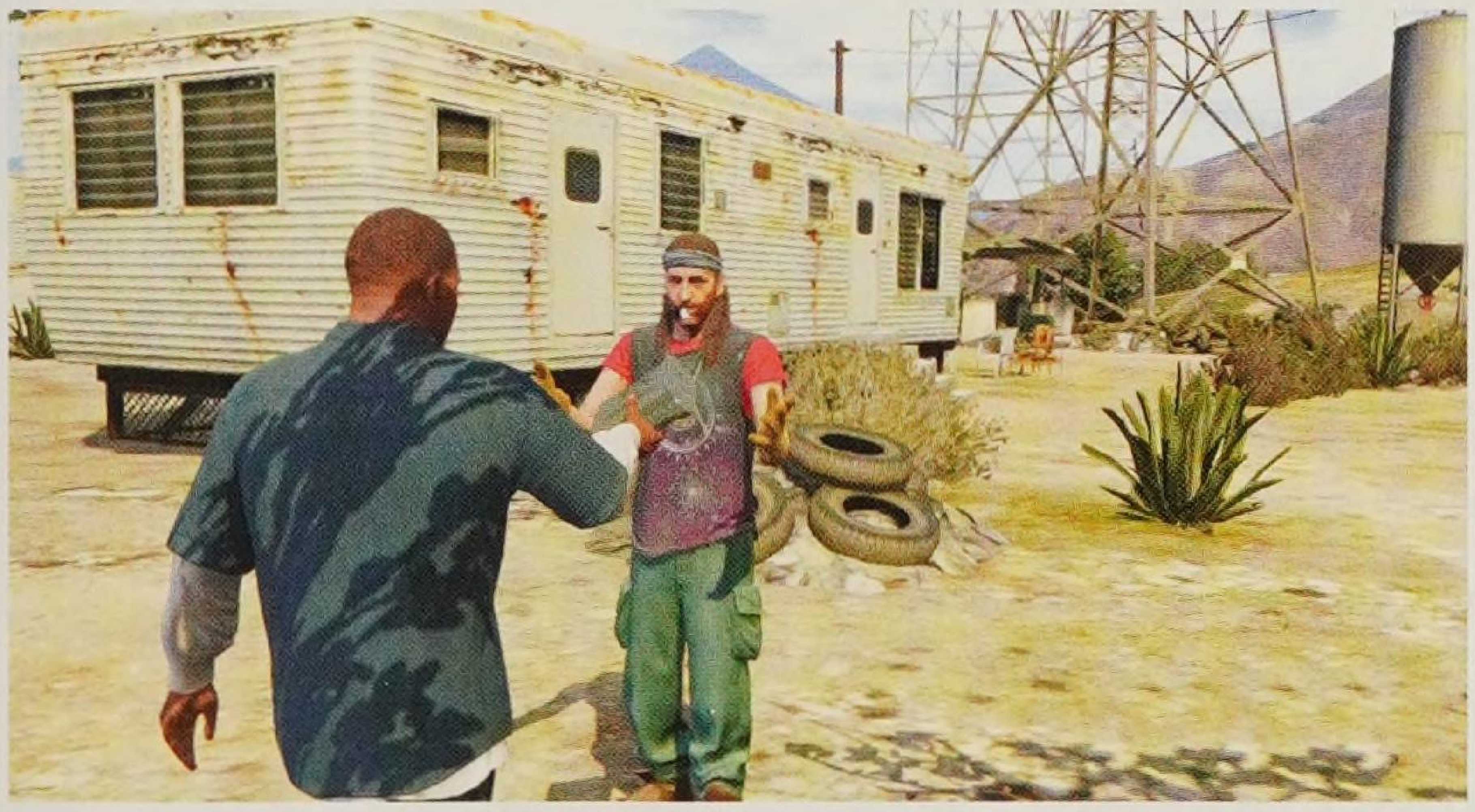
CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
"O?" (Omega)	*Complete "Far Out" and collect all 50 Spaceship Parts*	*Franklin*

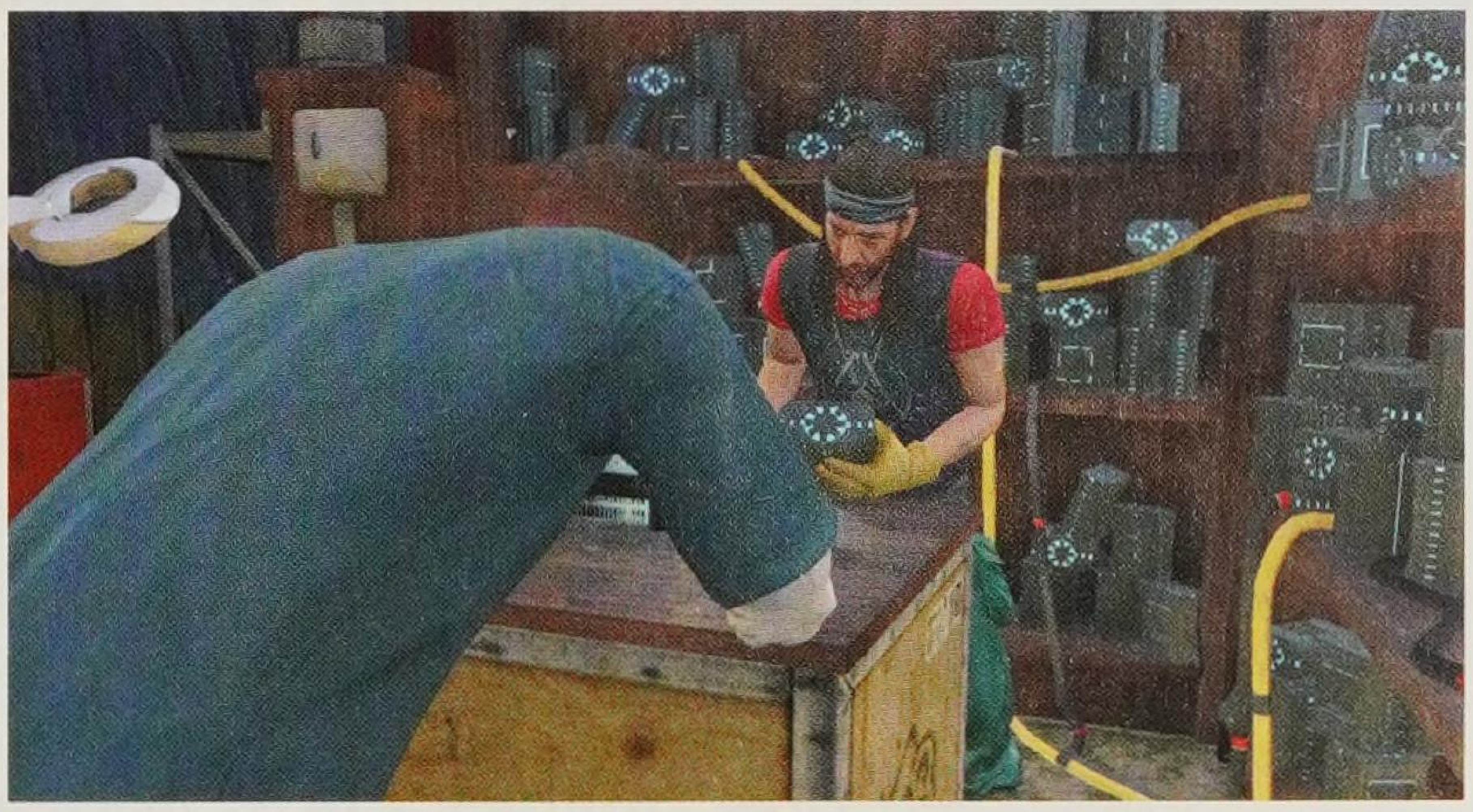
▶ Return to Omega at his trailer.

Once all 50 Spaceship Parts are collected, a text reminder to visit Omega at his trailer is received and an **"O?"** appears on the map in the Ron Alternates Wind Farm (of all places). When Franklin arrives, Omega is beside himself with joy to see the final piece.

Omega says he has something to show Franklin. While walking to his workshop where he's been storing all the Spaceship Parts, he says he's been assembling the spaceship exactly to the aliens' specifications. All he needs to complete the ship is this final piece. Omega opens the doors and affixes the final piece. We'll let you be the judge of his accomplishment.

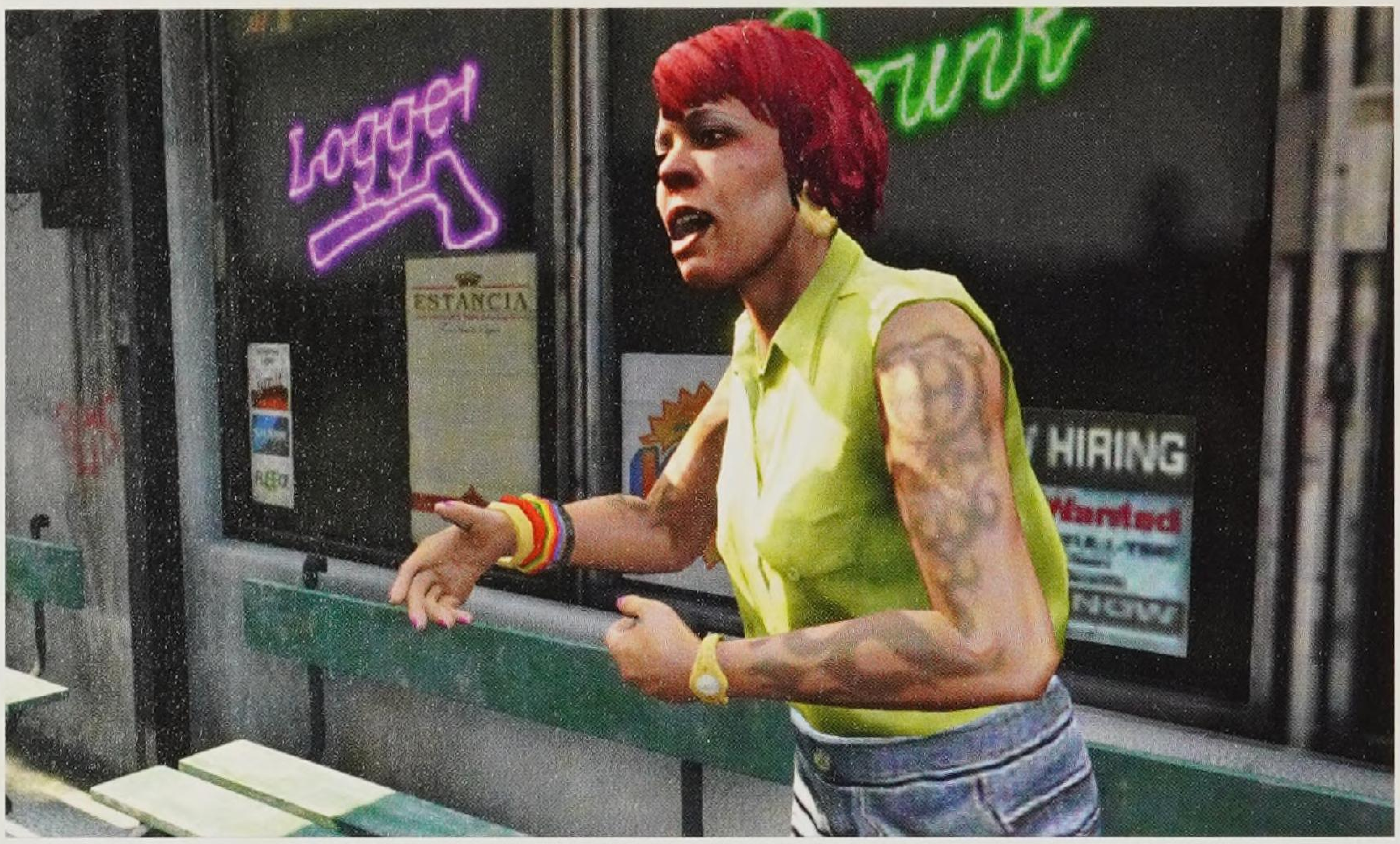

Grand Senora Desert
Smoke Tree Road
Cat-Claw Ave
Thompson Scrapyard
Route 68
Davis Quartz
Senora Freeway
1
Bolingbroke Penitentiary
ts Track
Ron Alternates Wind Farm

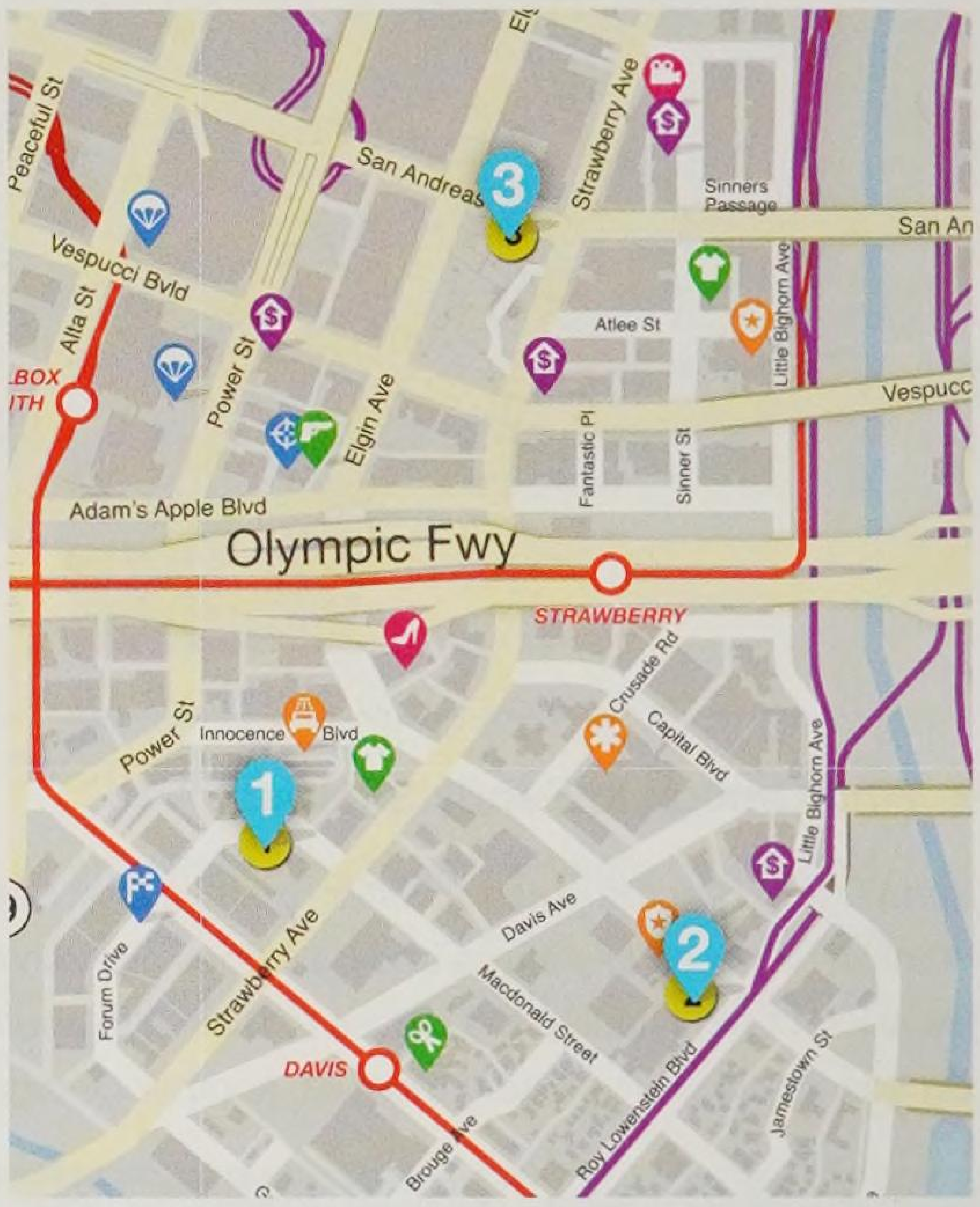




Contact: Tonya

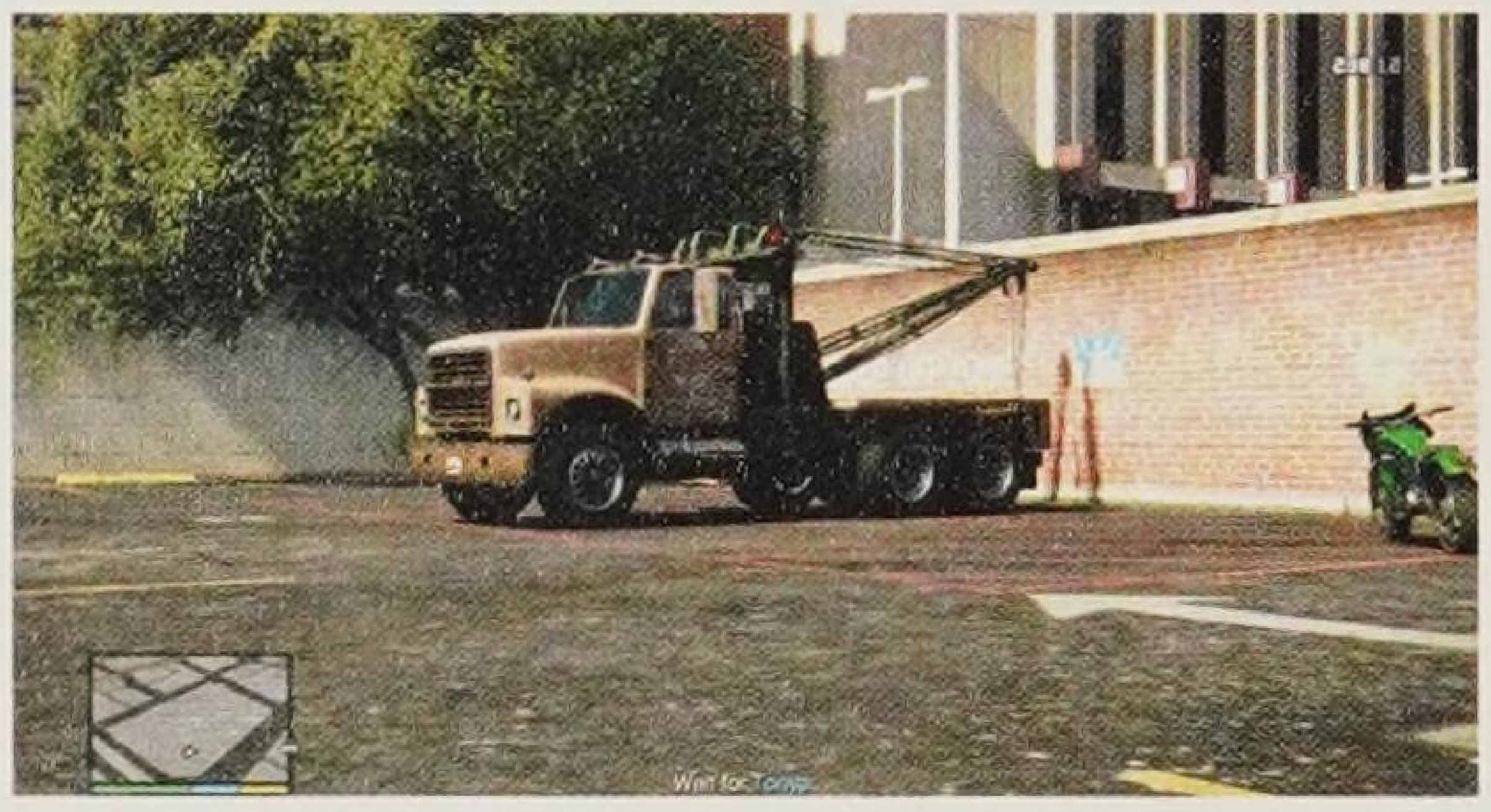
PULLING FAVORS	CONTACT POINT:	PREREQUISITE:	PLAYABLE CHARACTER:
	"?" (Strangers and Freaks)	*Complete "Repossession"*	*Franklin*


Logger
ESTANCIA
HIRING
Wanted
NOW


Peaceful St
San Andreas
Strawberry Ave
Sinners Passage
San An
Vespucci Blvd
Alta St
Power St
Atlee St
Elgin Ave
Fantastic Pl
Sinner St
Little Bighorn Ave
Vespucc
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
Crusade Rd
Capital Blvd
Power St
Innocence Blvd
Davis Ave
Macdonald Street
Forum Drive
Strawberry Ave
DAVIS
Brouge Ave
Roy Lowenstein Blvd
Jamestown St
1
2
3

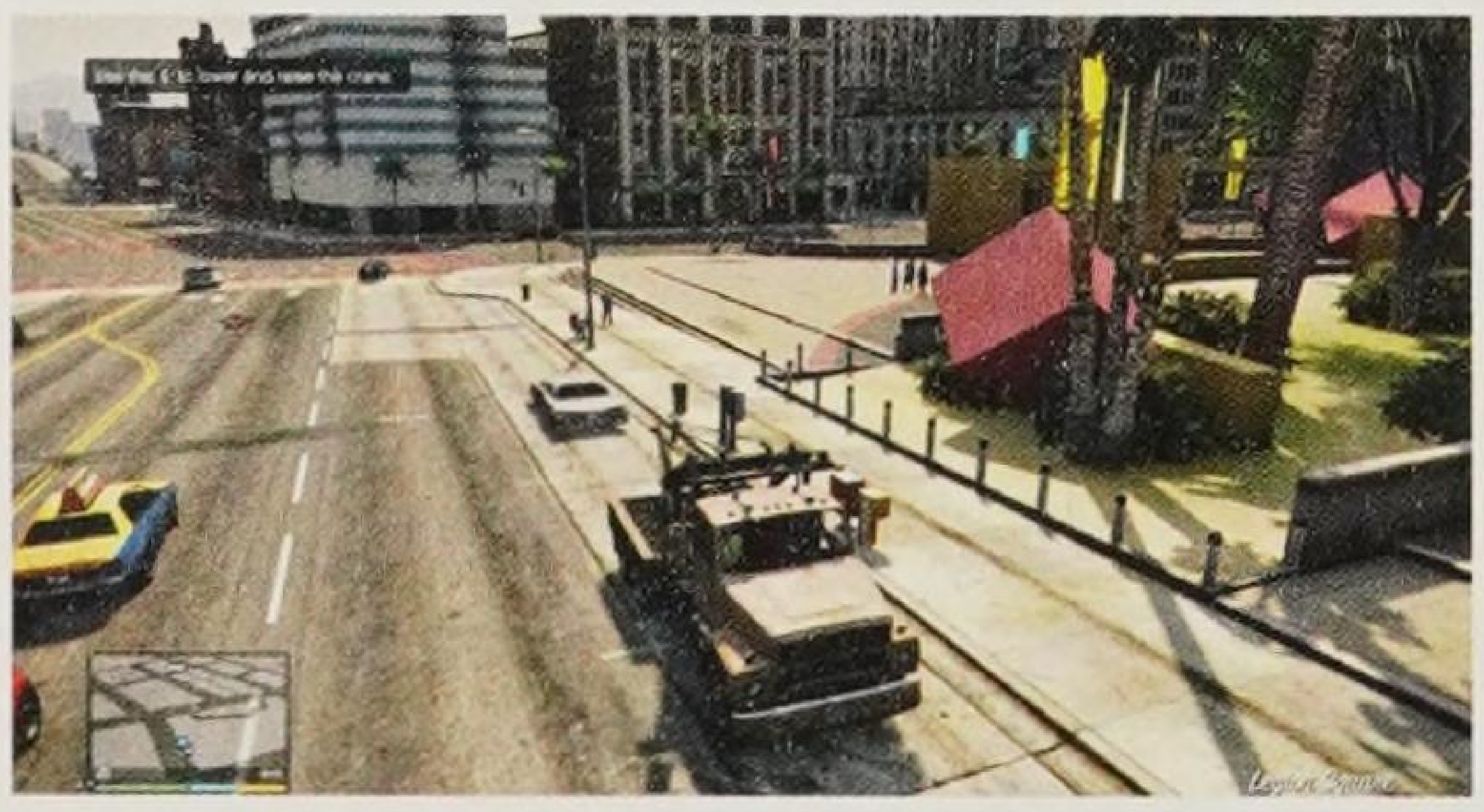
▶ Meet with Tonya.

When you complete "Repossession" early in the game, a question mark appears on the map directly across the street from Franklin's house. Follow the **"?"** to meet a new contact, Tonya ①, and trigger a cutscene: Tonya's man JB is out of commission, and she needs help with their towing business. Franklin isn't too thrilled about the work, but he agrees to help.



▶ Go to the tow truck.

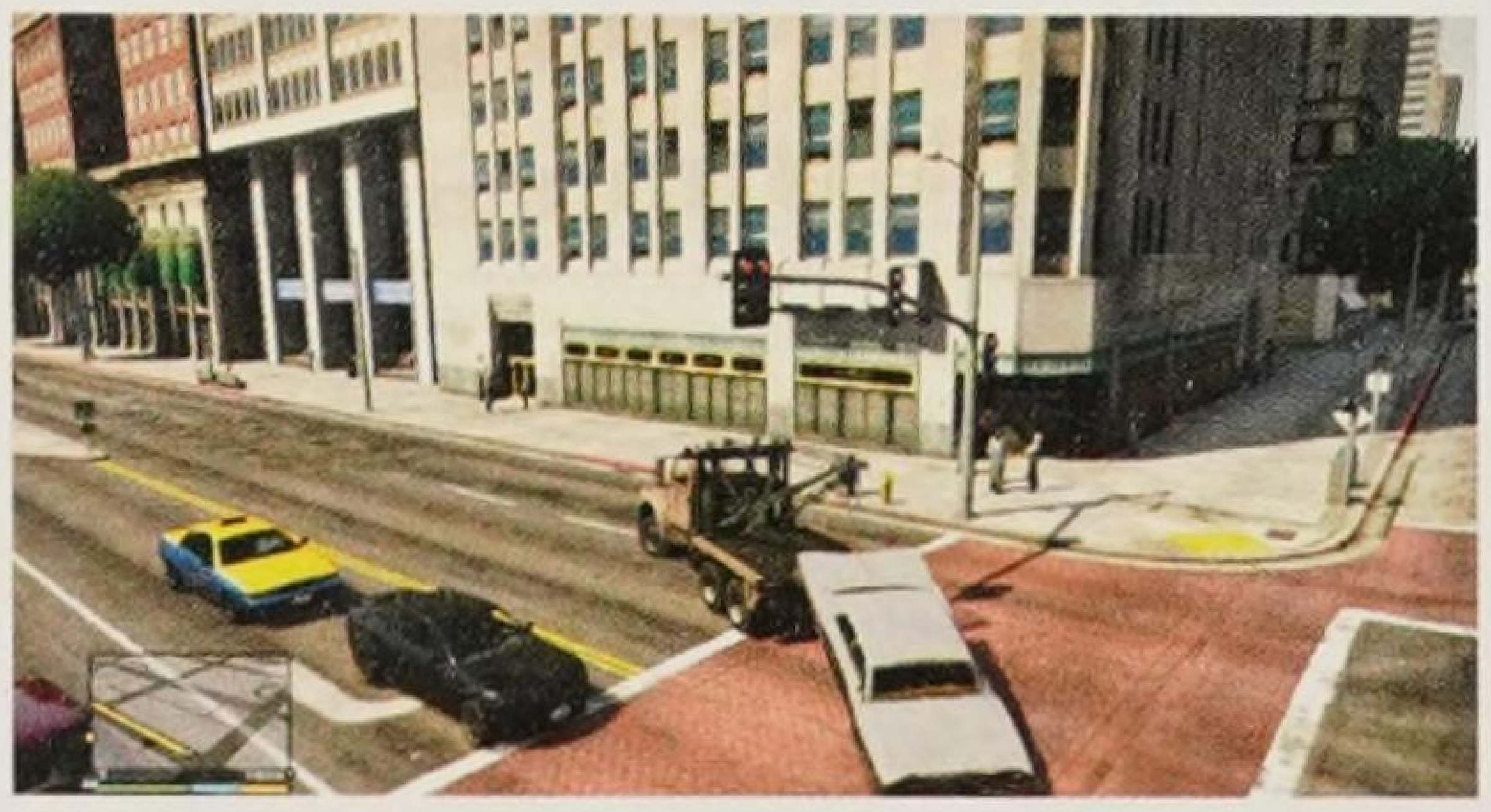
Follow the blue route to the destination, an impound lot ② on the corner of Innocence Boulevard, next to the Davis Sheriff's Station. Drive into the lot and climb into the tow truck. Wait for Tonya to get in too.



▶ Go to the abandoned car.

Drive the tow truck through the exit gate (it opens automatically when you approach). Follow the new blue route to the car ③ abandoned on San Andreas Boulevard next to Legion Square. Pull in front of or behind the car, then swing your camera view around to the front of the truck to make sure you're lined up straight.

Use the left stick to make sure the crane is lowered all the way. Then slowly back up into the car. The crane automatically hooks to the car. Lift the crane to raise the car.



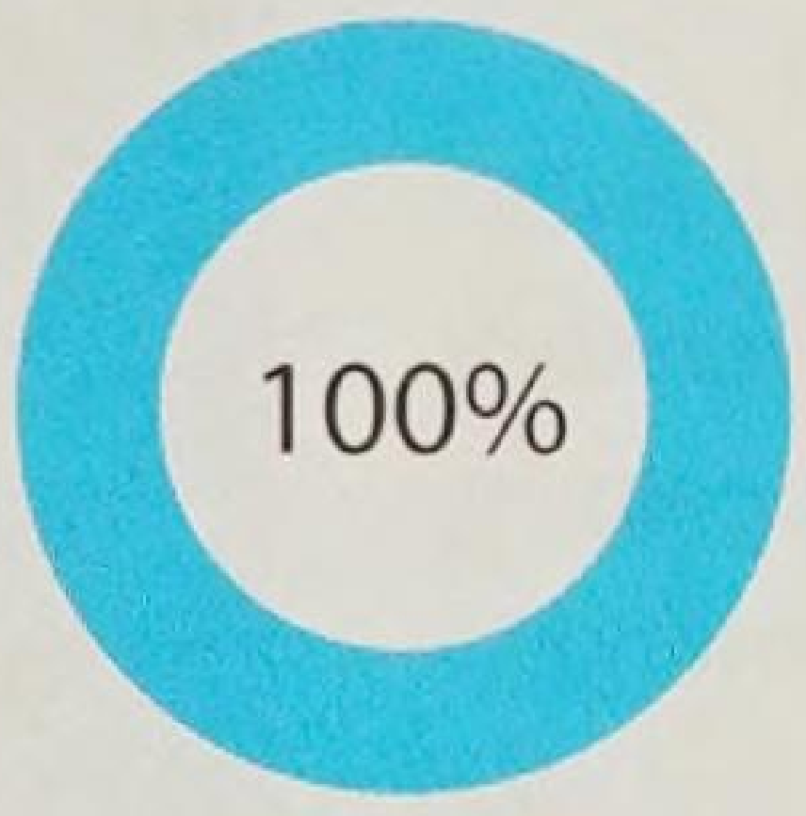
▶ Tow the car to the impound lot.

Follow the yellow route back to the impound lot ②. Drive carefully to keep the car hooked.

Release the vehicle in the drop-off zone.

When you arrive at the impound, pull the car into the red-striped No Parking area and stop the truck. Press the button indicated onscreen to unhook it from the tow truck. Done!

Mission Completion Stats: Pulling Favors



- ● Mission Time
- ● Unhook Bonus

- ☑ Complete within 05:00
- ☑ Keep the vehicle hooked until delivery

PULLING ANOTHER FAVOR

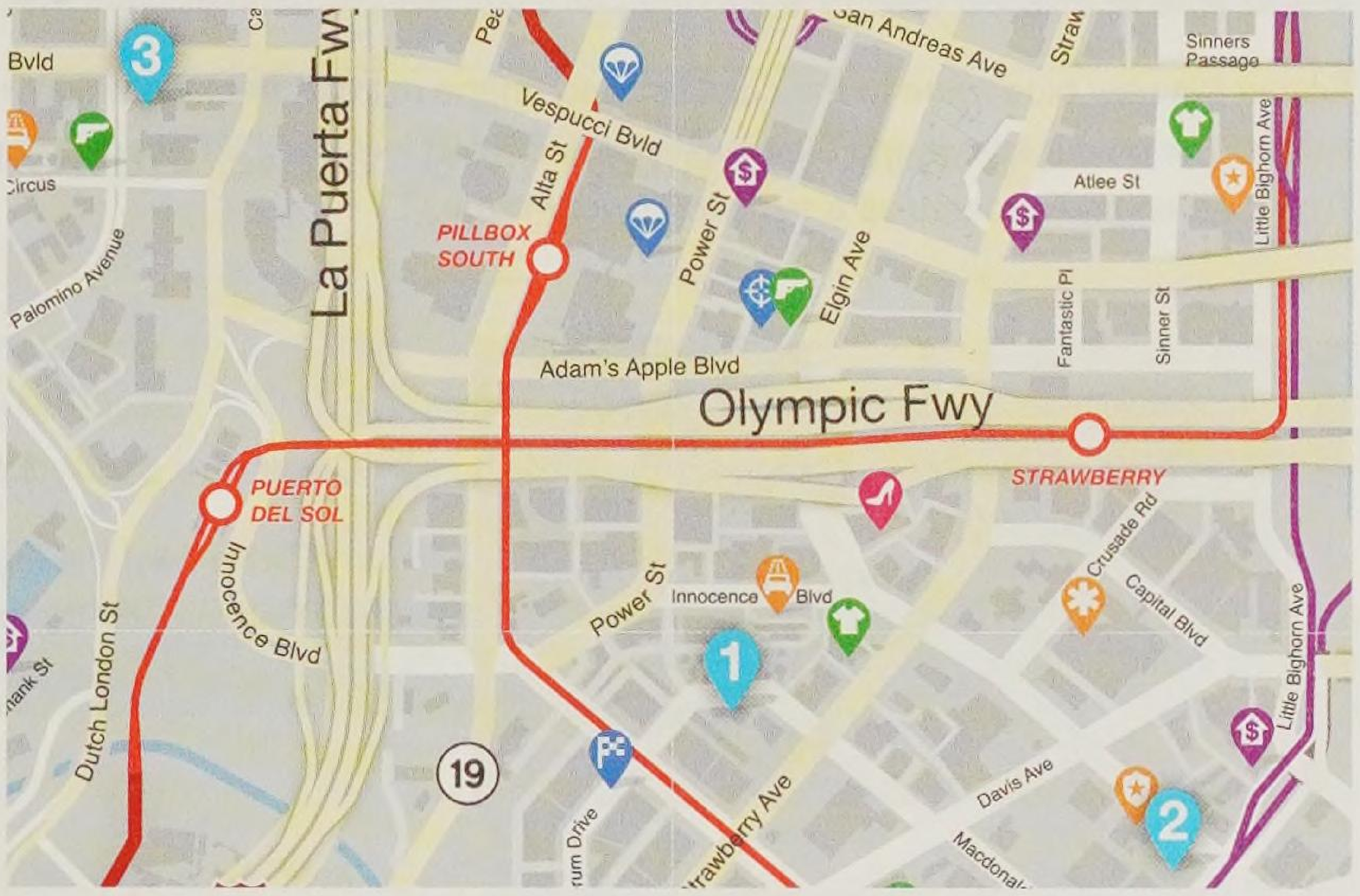
CONTACT POINT: *"T?" (Tonya)*

PREREQUISITE: *Complete "Pulling Favors"*

PLAYABLE CHARACTER: *Franklin*

Find Tonya in Strawberry.

Send Franklin to the **"T?"** at the liquor store ① across the street from his Strawberry safehouse. Tonya is there with the same tale: JB's job is in jeopardy, and she needs help with the towing work. Get in a vehicle and wait for Tonya to join Franklin.



3
Bvld
Circus
Palomino Avenue
La Puerta Fwy
Vespucci Bvld
Alta St
PILLBOX SOUTH
San Andreas Ave
Power St
Elgin Ave
Sinners Passage
Atlee St
Fantastic Pl
Sinner St
Little Bighorn Ave
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
PUERTO DEL SOL
Innocence Blvd
Power St
Innocence Blvd
Crusade Rd
Capital Blvd
Dutch London St
1
19
Strawberry Ave
Davis Ave
Macdonald
2

Go to the tow truck.

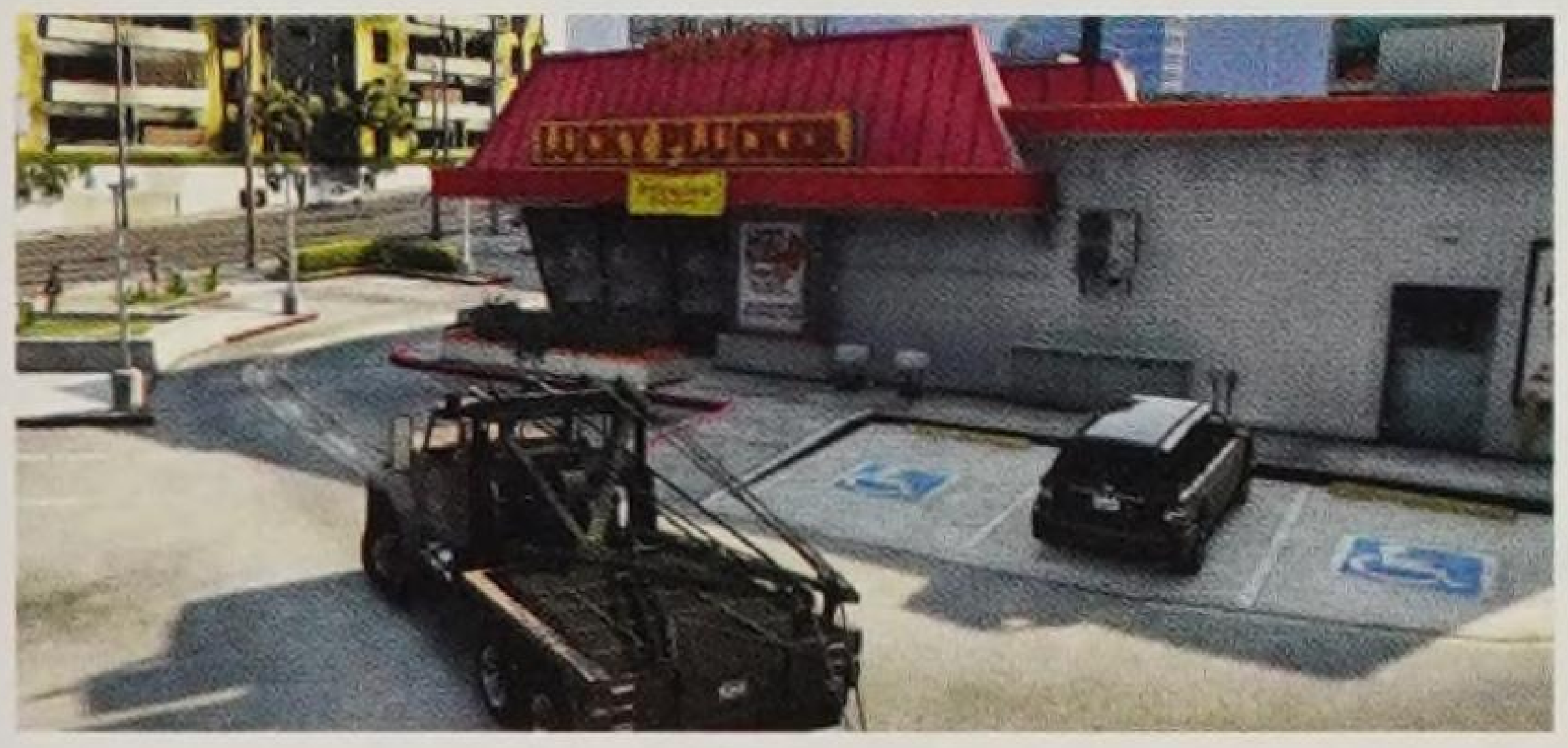
Drive to the impound lot ② and hop in the tow truck. Wait for Tonya to join you in the truck, then pull out of the lot.

Go to the illegally parked car.

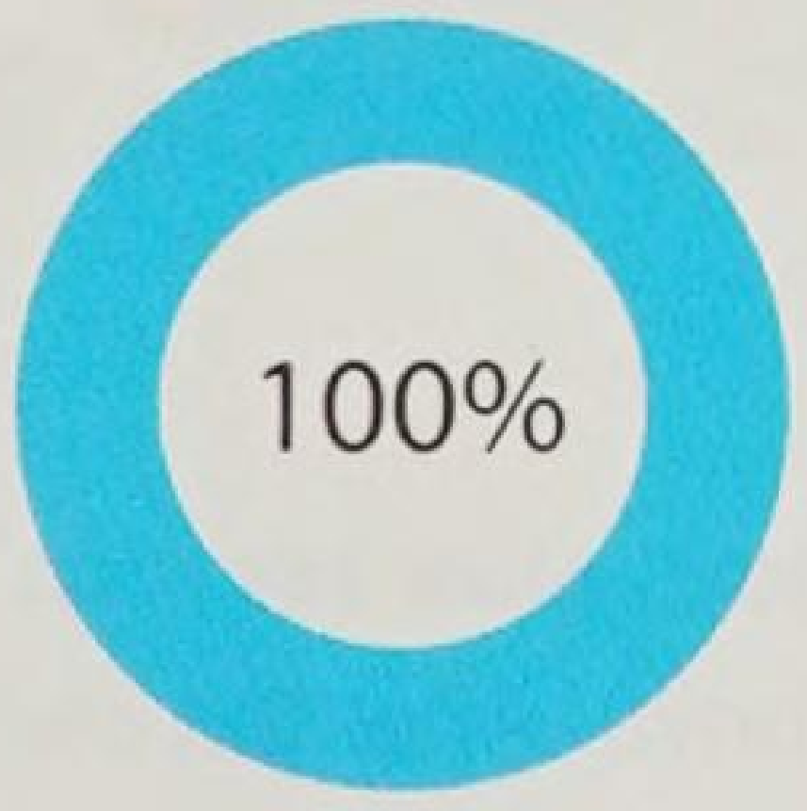
Follow the blue route to the parking lot of a Lucky Plucker chicken restaurant ③. Some fool illegally parked his SUV in a handicap parking spot. Align the back of the tow truck with the SUV, lower the crane, back up the truck into the target vehicle to hook it, and then raise the crane.

Deliver the car to impound.

Haul the SUV to the impound lot ② and drop it off in the red-striped zone to complete the mission.


LUCKY PLUCKER

Mission Completion Stats: Pulling Another Favor

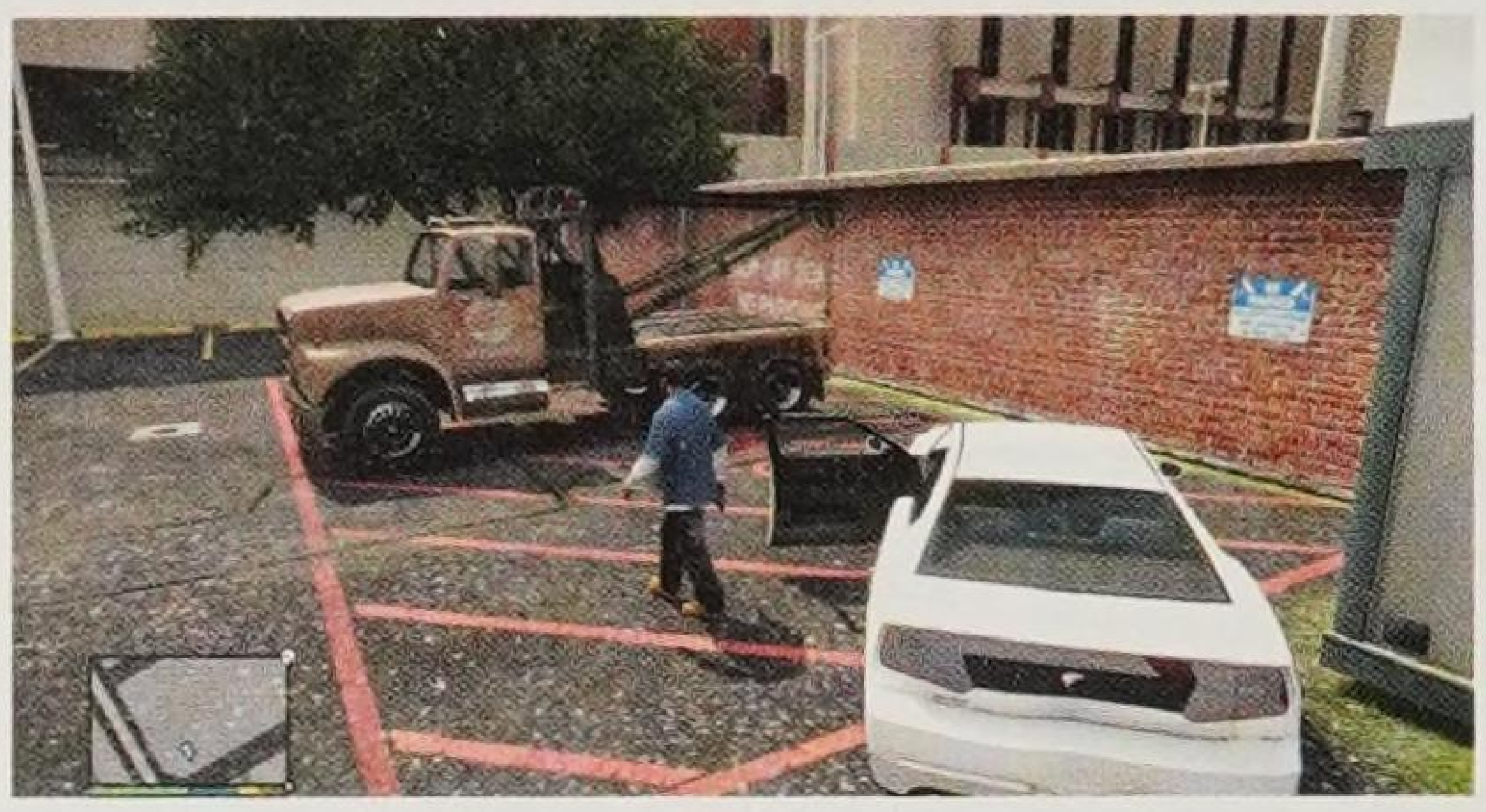


- ● Mission Time
- ● Unhook Bonus

- ☑ Complete within 05:30
- ☑ Keep the vehicle hooked until delivery

PULLING FAVORS AGAIN

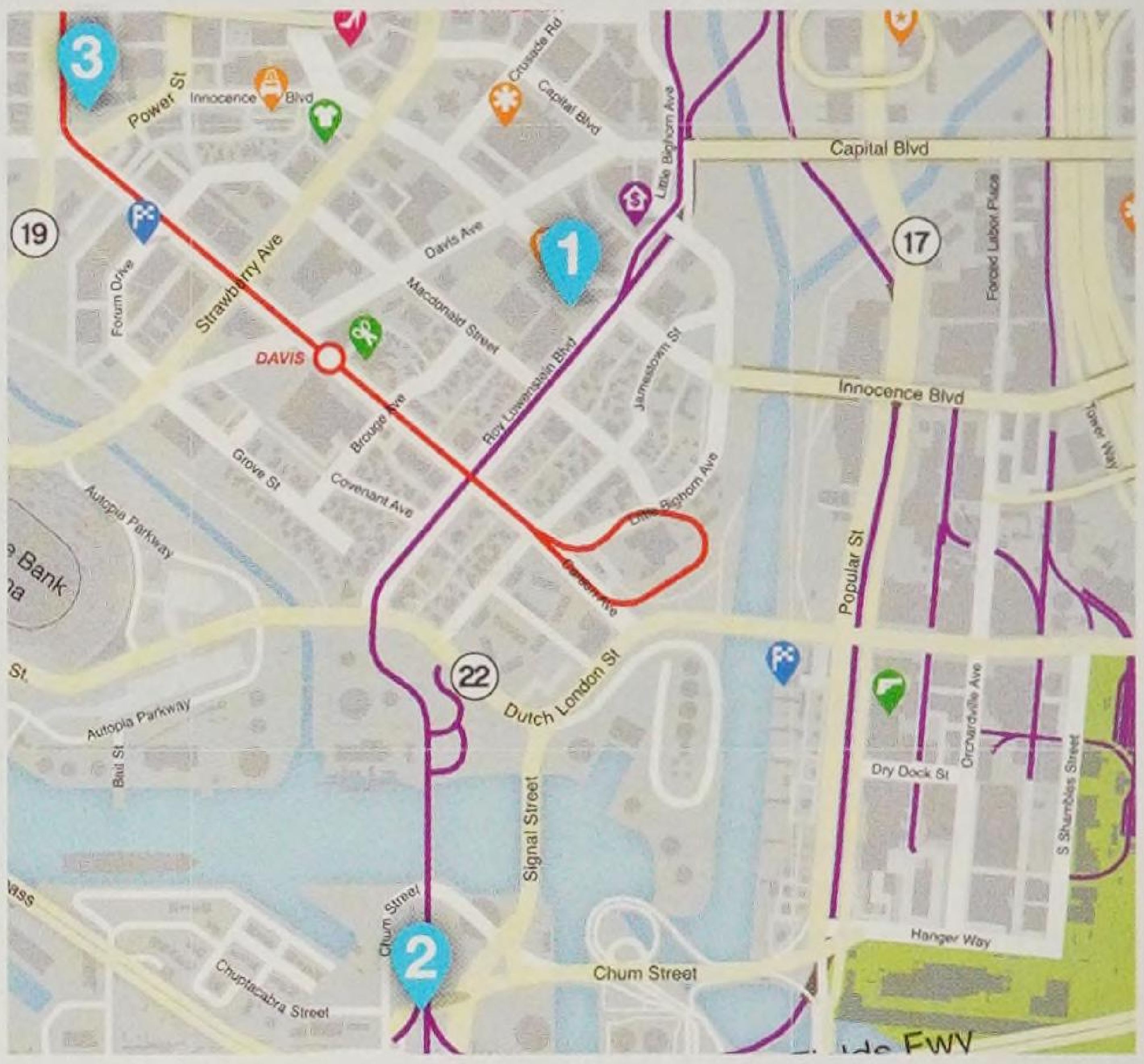
CONTACT POINT: *Call Tonya after she texts*
PREREQUISITE: *Complete "Pulling Another Favor"*
PLAYABLE CHARACTER: *Franklin*



▶ Call Tonya and go to the truck.

Shortly after you complete the previous towing mission for Tonya, she sends Franklin a text that her man JB is missing and would he "PLZ help a sista out with another job." Bring up Franklin's cellphone and call Tonya. Once again, she needs Franklin to do some towing.

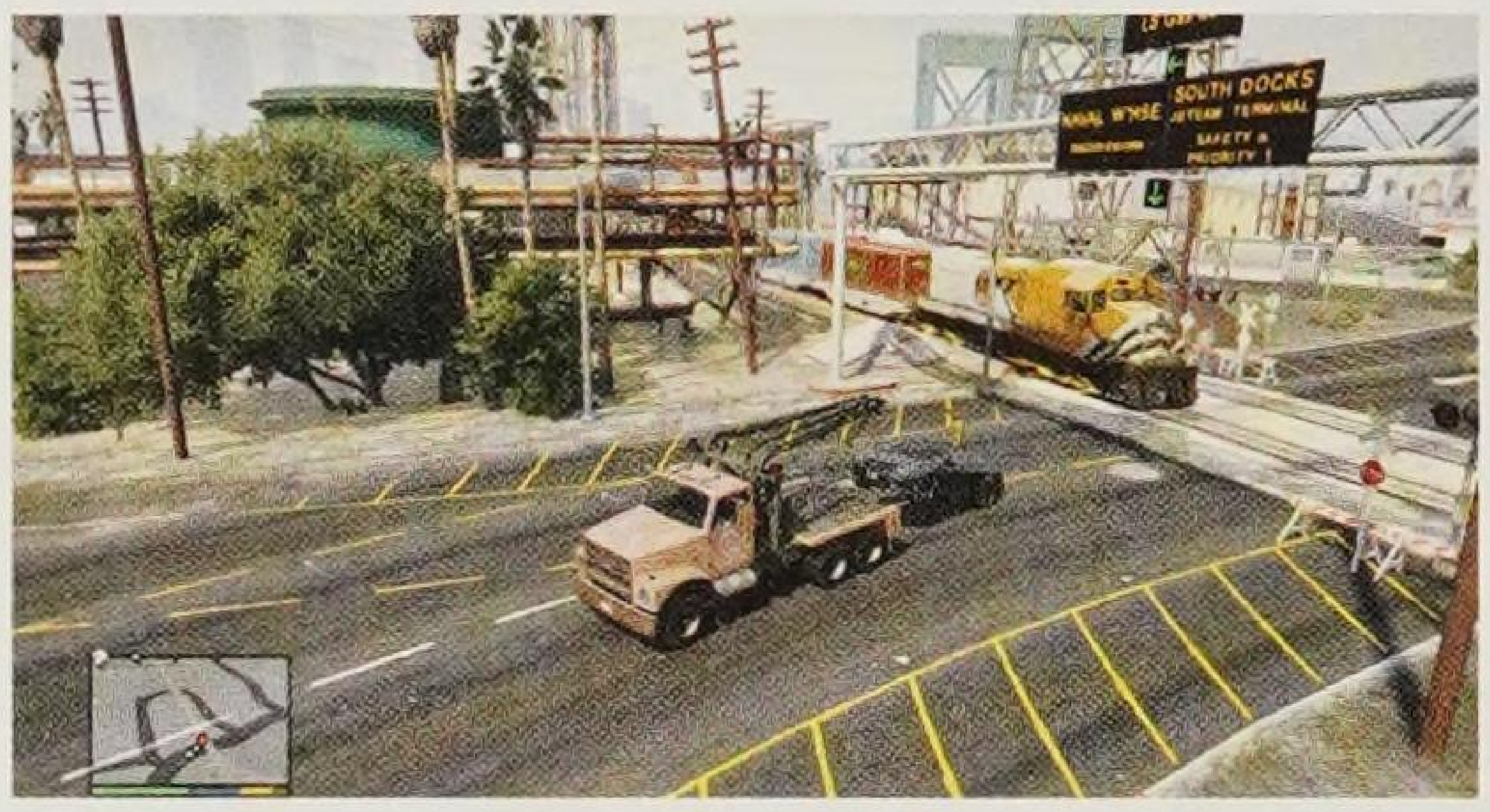
After the call, follow the blue route to the impound lot 1 on Innocence and Roy Lowenstein Boulevard and get in the tow truck.



1
2
3
Power St
Innocence Blvd
Capital Blvd
Strawberry Ave
DAVIS
Innocence Blvd
Popular St
Dutch London St
Signal Street
Chum Street
Hanger Way
Dry Dock St

▶ Go to the stalled car.

Follow the new blue route to the car 2 stalled on the railroad tracks running across Chum Street. The owner is trying to start the vehicle with no luck, and a train is approaching! (The train engine appears as a red blip on your radar.)



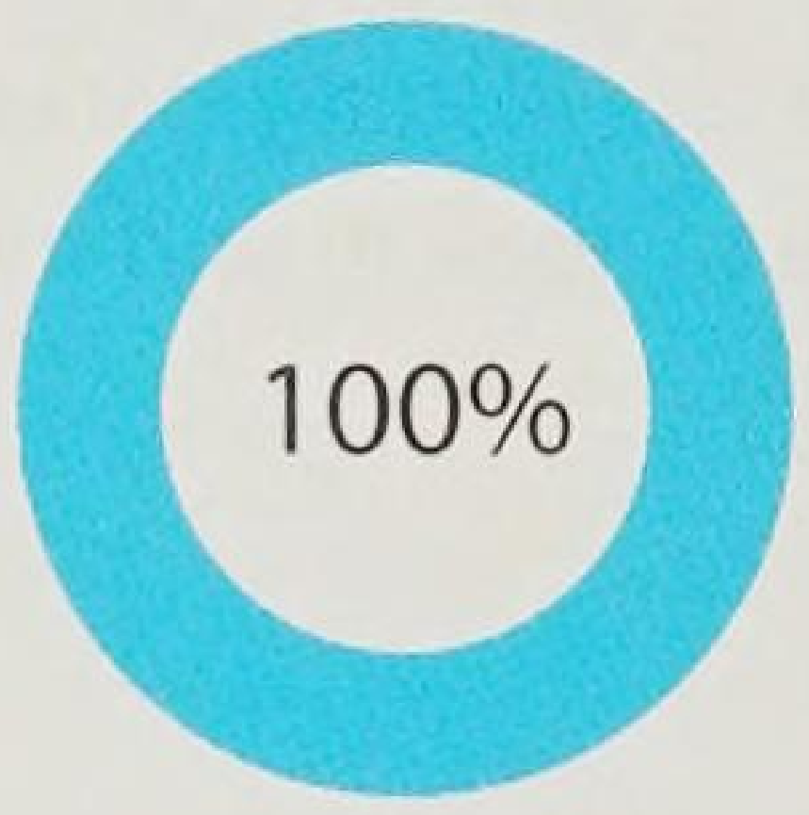
▶ Clear the stalled car before the train hits it.

Hurry! Drive past the stalled car and pull over in front of it so your truck's back is directly aligned with the vehicle. Lower the crane and back up into the car to hook it. Then immediately pull forward to get it off the tracks before the train smashes it!

▶ Tow the car to the auto repair shop.

Wait until the car's owner hops in the truck cab with Franklin. Then haul the car along the yellow route to the Glass Heroes Auto Repair shop 3 off of Power Street. Pull into the yellow destination marker and unhook the vehicle to complete the mission.

Mission Completion Stats: Pulling Favors Again

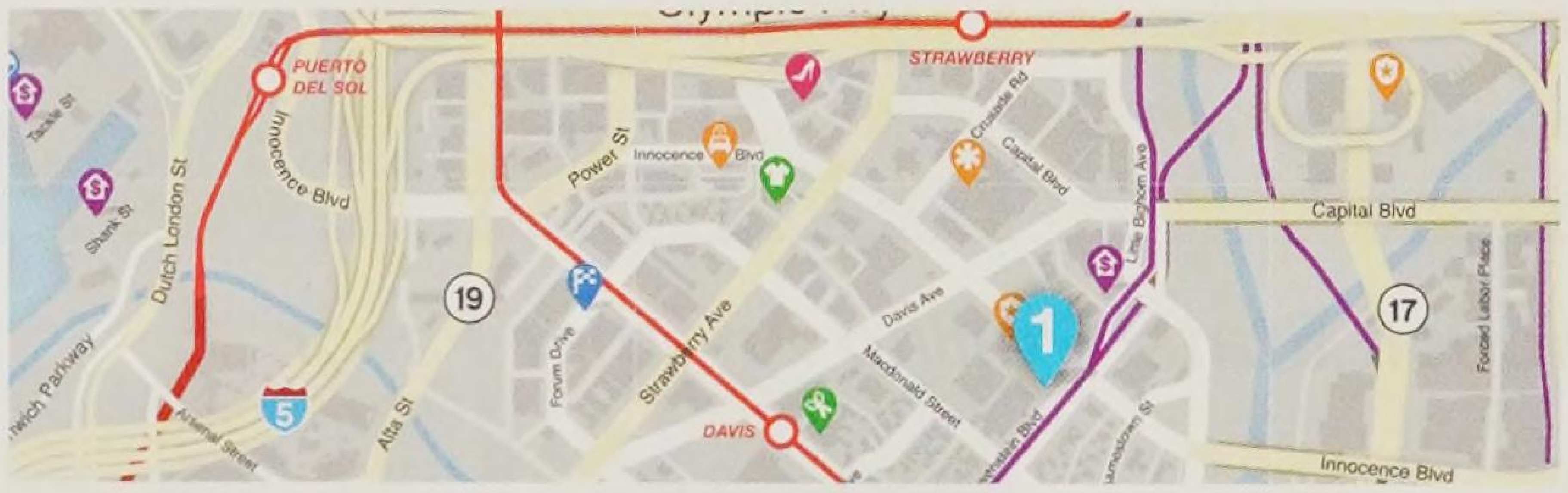


● Mission Time — ☑ Complete within 07:00

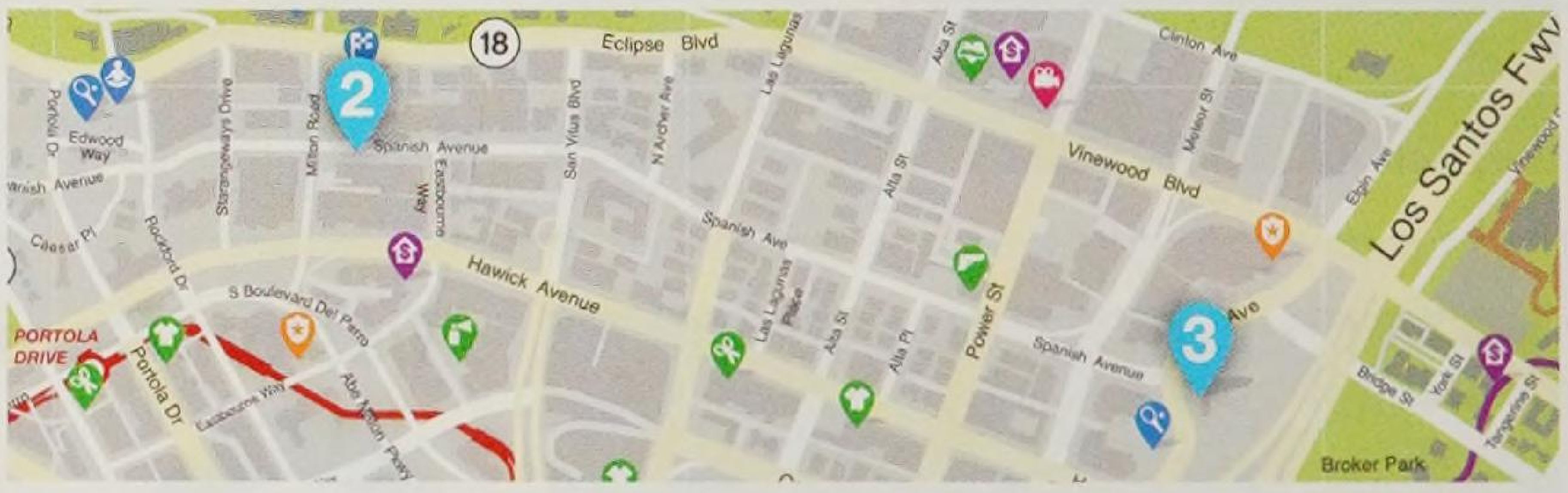
● Unhook Bonus — ☑ Keep the vehicle hooked until delivery

STILL PULLING FAVORS

CONTACT POINT: *Call Tonya after she texts*
PREREQUISITE: *Complete "Pulling Favors Again"*
PLAYABLE CHARACTER: *Franklin*



1
PUERTO DEL SOL
STRAWBERRY
DAVIS
Capital Blvd
Innocence Blvd



2
3
Eclipse Blvd
Hawick Avenue
Vinewood Blvd
Los Santos Fwy
PORTOLA DRIVE
Broker Park

▶ Call Tonya and go to the tow truck.

Shortly after completing "Pulling Favors Again" for Tonya, she sends Franklin another text. Now her man JB is getting clean but "fiending bad sick as a dog," and she needs help with one more towing job. Bring up Franklin's cellphone and call Tonya. After the call, follow the blue route to the impound lot 1 on Innocence and Roy Lowenstein Boulevard and get in the tow truck.

Go to the broken down car.

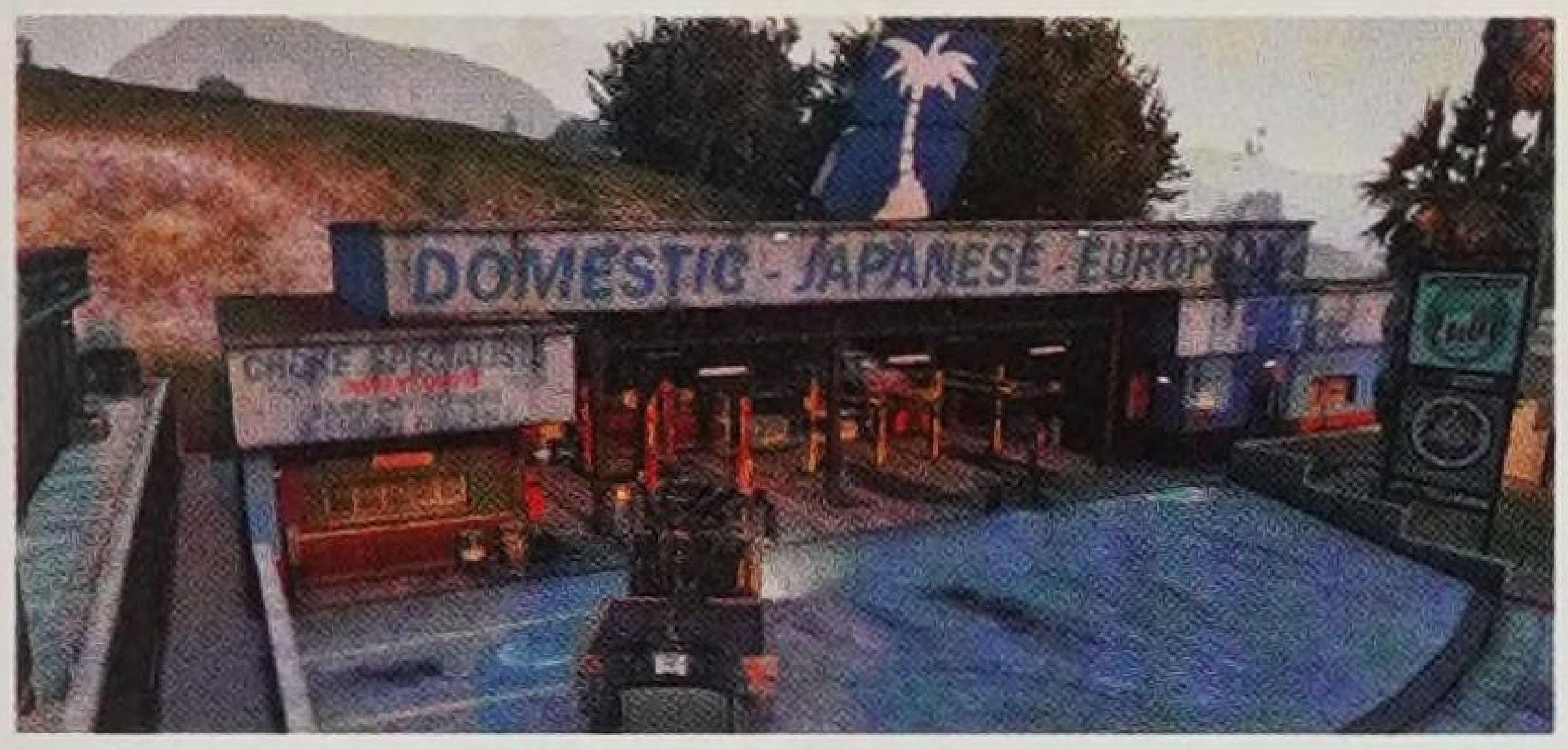
Follow the new blue route. Continue along the route to the stalled car with its hood up ② on Spanish Avenue.

Let the car owner in the tow truck.

Pull in front of the stalled car and wait until the owner hops in the truck with Franklin. Then back the truck into the car to hook it, and start following the yellow route.

Tow the car to the auto repair shop.

Haul the car down Spanish Avenue to the auto repair shop ③ on Elgin Avenue. Drive into the destination marker and unhook the car to complete the mission.



Mission Completion Stats: Still Pulling Favors

100%

● Mission Time
● Unhook Bonus

☑ Complete within 06:00
☑ Keep the vehicle hooked until delivery

PULLING ONE LAST FAVOR

CONTACT POINT: *"T?" (Tonya)*
PREREQUISITE: *Complete "Still Pulling Favors"*
PLAYABLE CHARACTER: *Franklin*

Meet Tonya outside the liquor store.

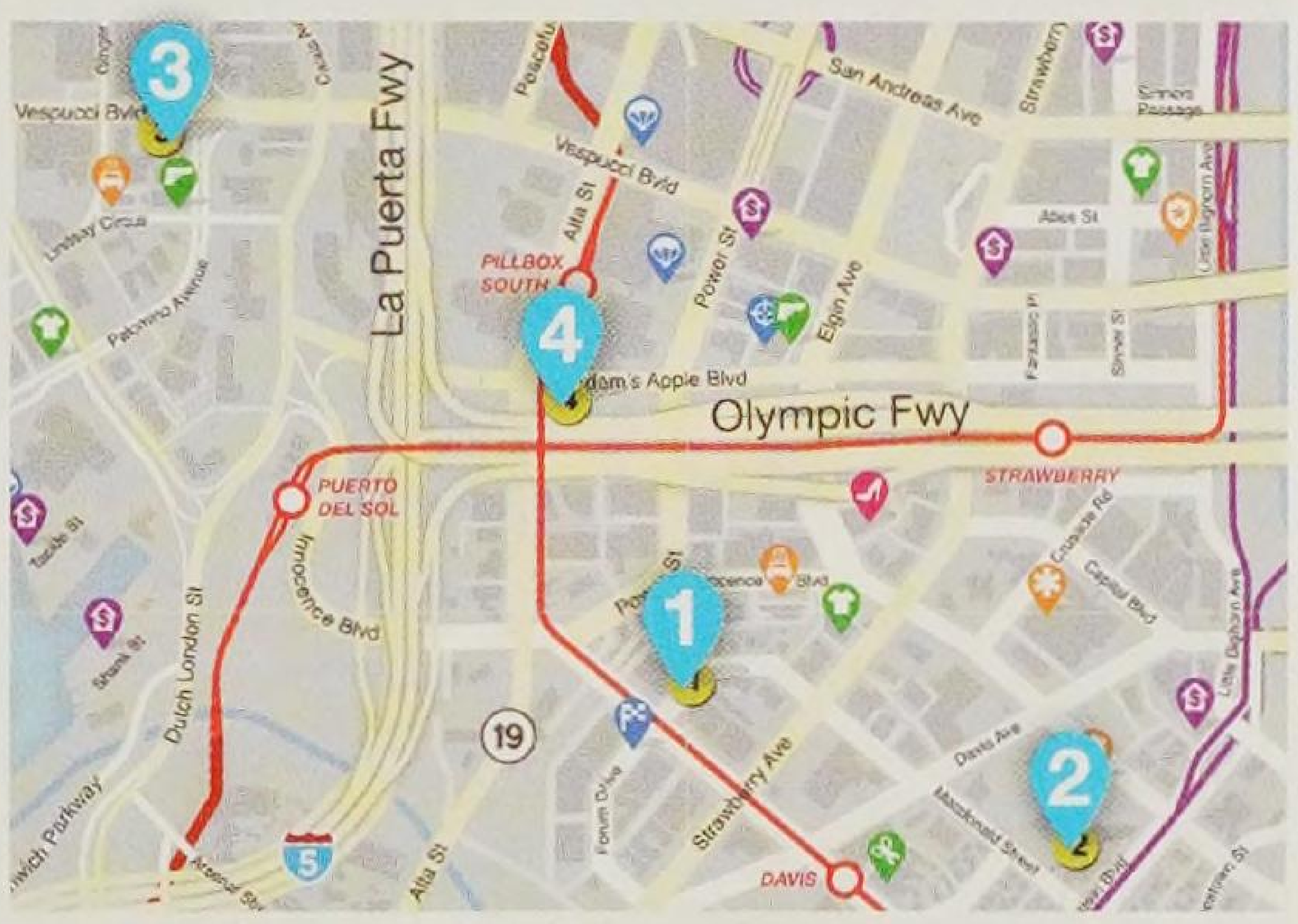
Send Franklin to the **"T?"** outside the liquor store ① across the street from his Strawberry safehouse. Tonya is not doing well, and Franklin's patience is nearly spent. But he agrees to one last towing job. Get in a vehicle and wait for Tonya to join Franklin.

Take the tow truck to the crashed car.

Follow the blue route to the impound lot ② on Innocence and Roy Lowenstein Boulevard, get in the tow truck, and wait for Tonya to join Franklin. Then follow the new blue route to the accident site ③ on Vespucci Boulevard. The ambulance is just leaving as you arrive.

Tow the car to the auto repair shop.

Back up to the rear of the car that's crashed into the palm tree and hook it. Then follow the yellow route to the Vapid dealership ④ on Adam's Apple Boulevard. (The auto dealership has one of our favorite billboard signs in the game: "Vapid—Since 1942.")



Drive Tonya to the impound lot.

Follow the yellow route back to the impound lot ②. When you arrive, Tonya hops out and thanks Franklin. This completes the series of Tonya missions.

Mission Completion Stats: Pulling One Last Favor

100%

● Mission Time
● Unhook Bonus

☑ Complete within 05:00
☑ Keep the vehicle hooked until delivery

Rampages

CONTACT POINT:

“?”

PREREQUISITES:

- *Complete “Trevor Philips Industries.”*

The goal of a Rampage is to defeat the required number of enemies in the time allotted. You do not incur a Wanted Level during this challenge.

RAMPAGE ONE

Neutralize 25 Rednecks

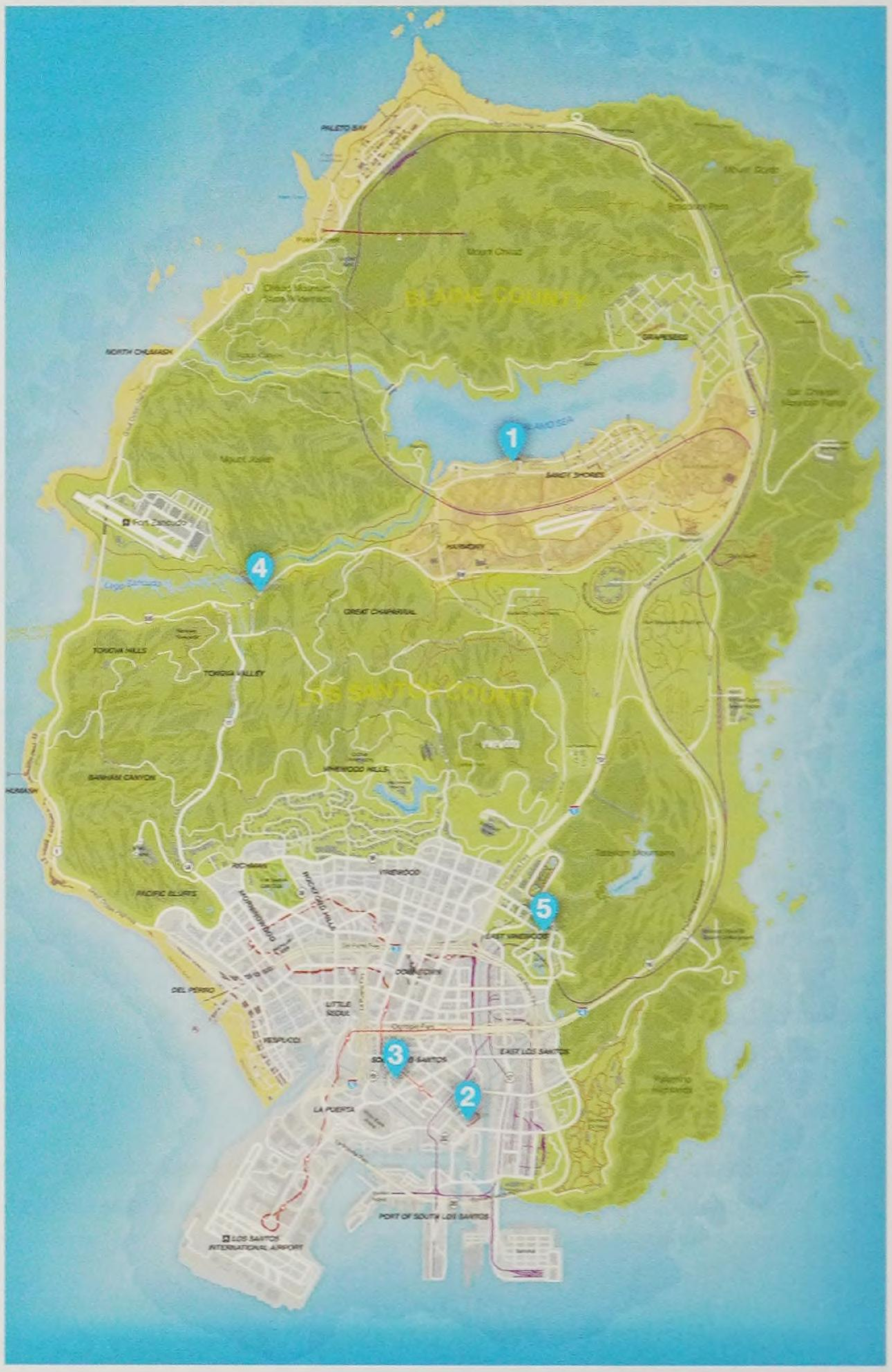
TIME LIMIT: *2 MINUTES*
GOLD REQUIREMENTS:

- *Get 45 kills*
- *Get 3 headshots*
- *Destroy 2 vehicles*

Send Trevor to the orange “**?**” map icon in Sandy Shores on Marina Drive 1. At the Liquor Market, find two rednecks sitting on a couple cheap plastic chairs and getting drunk in front of the store. Trevor instigates a fight by asking one of the fellows for a sip of his beer. When they refuse, the situation gets heated and Trevor automatically enters his special rage mode and the Rampage begins.

RAGE ON RAGE

Just because Trevor is raging during the entire Rampage, don’t be fooled—you can still enter Trevor’s Specialty rage skill and get completely medieval on the targets!



Begin the challenge by gunning down the two jokers that sent Trevor into his rage. Soon two vehicles with a couple of rednecks in each of them pull up. Go ahead and get your two vehicle quota by switching out the Assault Rifle—grabbed from the first redneck—for Grenades and toss one under each vehicle. Make sure to keep moving. This makes you a harder target, keeps you from being surrounded, and allows you to hunt down more rednecks in a shorter period of time.

Move around the liquor store and look for enemies on nearby rooftops. Avoid being out in the open. A good place to be is on top of the liquor store. You can find a rooftop access ladder on the west side. This gives you the height advantage and allows you to back away from enemy fire if it gets bad.

RAMPAGE TWO

Neutralize 30 Gang Members

TIME LIMIT: *2 MINUTES*
GOLD REQUIREMENTS:

- *Get 45 kills*
- *Get 6 headshots*
- *Destroy 2 vehicles*

Head to the orange "**?**" icon, marked as ② on our map at the corner of Macdonald Street and Jamestown Street in Rancho, Los Santos. Here Trevor picks a fight with a couple Mexican gang members. During the intro scuffle, Trevor takes an SMG out of the hands of one of the gang members.

Gang members immediately race up in muscle cars and SUVs. Finding cover is key to your survival here. Trevor's rage mode makes you pretty resilient to attacks, but gang members are coming at you from three different directions on the corner of this block.

The utility boxes on the sidewalk (across the street to the north) provide good cover from the gang members coming from both directions down Macdonald Street.

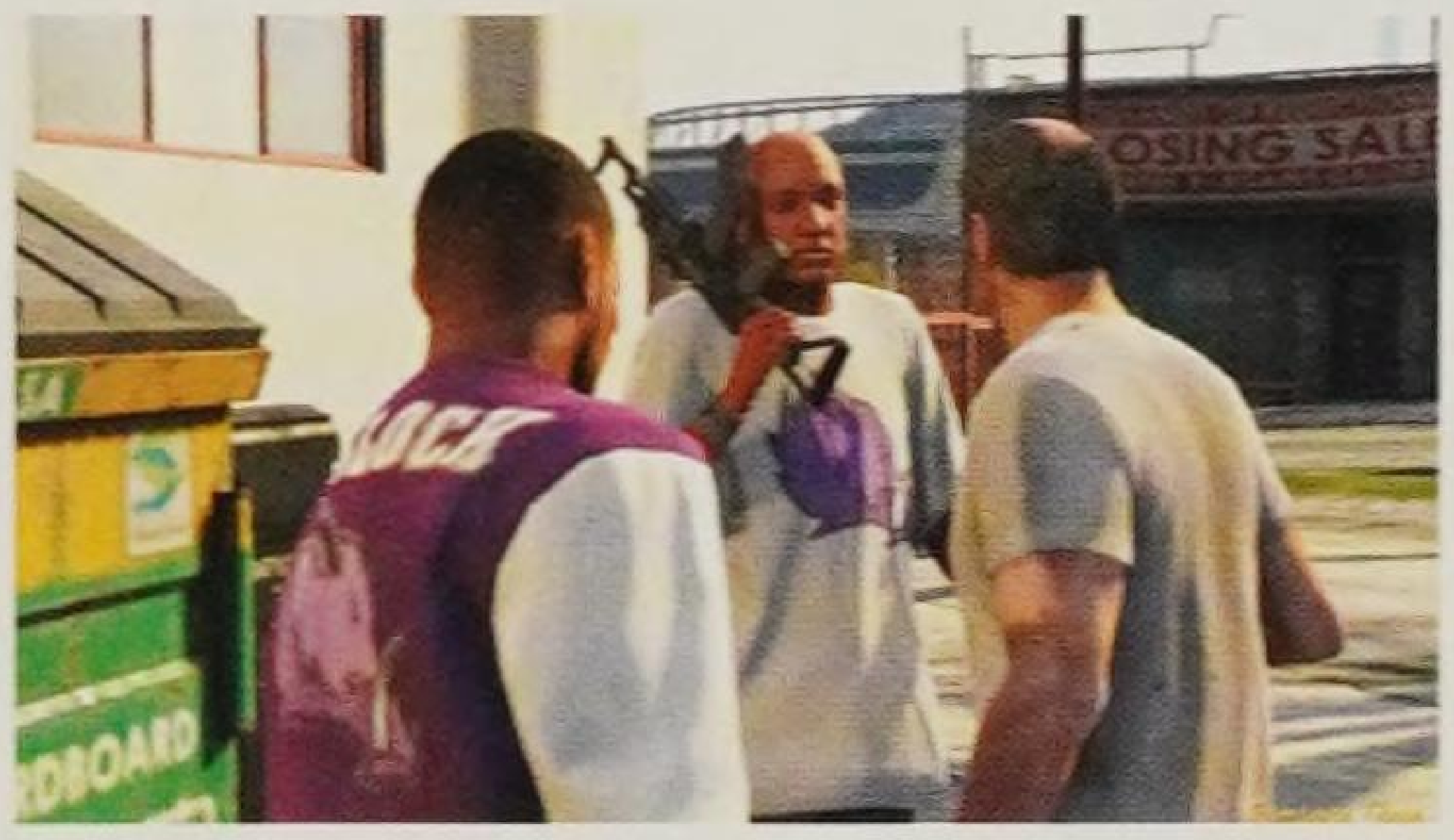
To eliminate enemies at the pace needed to make Gold, venture up or down Macdonald Street to seek out those gang members on rooftops or around the corners of nearby houses. Don't forget you also have access to Grenades; these make quick work of a few gang members at a time when you blow up newly approaching vehicles.

RAMPAGE THREE

Neutralize 30 Gang Members

TIME LIMIT: *2 MINUTES*
GOLD REQUIREMENTS:

- *Get 50 kills*
- *Get 6 headshots*
- *Destroy 2 vehicles*



Head to the orange "**?**" icon, marked as ③ on our map at an alley on Forum Drive in Chamberlain Hills, Los Santos. Here Trevor picks a fight with a couple of Ballas and grabs an AK47 as he head-butts one of the unfortunate hoodlums.

Remain near the entrance to the alley and pick your targets within the alley while watching the balconies and in-between apartment areas in the alleyway. Vehicles arrive from the far end of the alley and race toward you.

Try to take out the drivers before they get too close. Use Grenades on their vehicles when you get a chance. Always keep an eye on the street and sidewalks behind you by glancing at the radar from time to time. Use the dumpsters for cover if you're receiving too much damage.

RAMPAGE FOUR

Neutralize 35 Attacking Soldiers

TIME LIMIT: *3 MINUTES*
GOLD REQUIREMENTS:

- *Get 45 kills*
- *Get 6 headshots*
- *Destroy 2 tanks*

Head to the orange "**?**" icon, marked as ④ on our map on Fort Zancudo Approach road in Great Chaparral. Here Trevor runs into a couple of soldiers changing a tire on their military Canis Crusader. Shortly into the conversation, the soldiers start making fun of Trevor's Canadian accent. That's enough to send him into a rage.

Trevor grabs a Grenade Launcher out of the back of the military vehicle and threatens the soldiers. They take off running and the Rampage begins. In this challenge, you have access to Grenades, the Grenade Launcher, and an Assault Rifle. Use the Assault Rifle when picking off individual soldiers. Use the Grenade Launcher when taking out Canis Crusaders, Barrack trucks, and Tanks.

The soldiers and vehicles come from both directions on the main road, but mostly from the north. Vehicles also approach from the direction of the fort via the intersecting roadway. The short wall behind the two flags on the corner is a great place to make your stand. The wall offers great protection. You can swing out and grenade the vehicles that approach from two directions while keeping an eye on your radar to make sure no one sneaks up via the road to the south.

The wall even offers great protection from the Rhinos' attacks. A tank shell hitting the wall directly on the other side from where you are covering can be deadly. So when you see the tanks aiming to shoot, move from one side of the wall to the other and take your shots at the tank each time you reach another side of the wall.

RAMPAGE FIVE

Neutralize 20 Hipsters

TIME LIMIT: *2 MINUTES*
GOLD REQUIREMENTS:

- *Get 30 kills*
- *Get 10 headshots*
- *Destroy 2 vehicles*

Head to the orange "**?**" icon, marked as ⑤ on our map in Mirror Park, Los Santos. Trevor runs into an annoying hipster across from Mirror Park Tavern at the Cool Beans coffee house. Trevor hates hipsters.

He throws the kid's phone in the street, confronts the boy about his offensive shirt, and calls him out as a post-ironic hipster. This starts the rage. Trevor grabs a Shotgun from beside the table and goes off.

You have access to Grenades and a Sawed-Off Shotgun in this challenge. Use the Shotgun on the hipsters and the Grenades on their vehicles. Never stop moving and keep your back to the shops on either side of the street to avoid being flanked.

A good place for cover is at the top of the stairs behind the table where you started the mission. There's a tall wall that you can't shoot over, but the opening to the stairs offers a good view of the street and sidewalk. The hipsters funnel onto the stairs if you allow them, making them easy targets. You can also access the rooftop from the opposite end of this balcony. This provides a good view of the nearby intersection, making it easy to lob Grenades at vehicles.

RANDOM EVENTS

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Random Events

100% Completion
Random Events = 5%

Of the 57 Random Events, only 14 need to be completed in order to go towards 100% completion of the game.

$ **ATM Robberies** ● **Security Van Locations** ● **Shops You Can Rob**

① **Abandoned Vehicle 1:** Smoke Tree Road, Grand Senora Desert

② **Abandoned Vehicle 2:** Ron Alternates Wind Farm

③ **Arrests 1:** Grapeseed, beside the O'Neal farm

④ **Arrests 2:** Senora Freeway, Ron Alternates Wind Farm

⑤ **Bike Thief City 1:** Little Bighorn Avenue, Rancho

⑥ **Bike Thief City 2:** Bridge Street, Hawick

⑦ **Border Patrol 1:** Mt Haan Road, Grand Senora Desert

⑧ **Border Patrol 2:** Tataviam Mountains

⑨ **Border Patrol 3:** Raton Canyon

⑩ **Burial:** Paleto Bay, Blaine County

⑪ **Bus Tour:** Alta Street, Downtown Vinewood

⑫ **Car Thief 1:** Great Ocean Highway, North Chumash

⑬ **Car Thief 2:** Exceptionalists Way, Los Santos International Airport

⑭ **Chase Thieves City 1:** Hawick Avenue, Hawick

⑮ **Chase Thieves City 2:** San Andreas Avenue, Textile City

⑯ **Chase Thieves Country 1:** Grapeseed Main Street, Grapeseed

⑰ **Chase Thieves Country 2:** Route 68, Grand Senora Desert

⑱ **Crash Rescue:** Senora Freeway, Mount Chiliad

⑲ **Construction Accident:** Calais Avenue, Little Seoul

⑳ **Countryside Gang Fight:** Marina Drive, Alamo Sea

㉑ **Countryside Robbery:** Route 68, Harmony

㉒ **Deal Gone Wrong:** Chiliad Mountain State Wilderness

㉓ **Domestic:** Wild Oats Drive, Vinewood Hills

㉔ **Drug Shootout:** Mount Chiliad

㉕ **Drunk Driver 1:** Palomino Avenue, La Puerta

㉖ **Drunk Driver 2:** Armadillo Avenue, Sandy Shores

㉗ **Escape Paparazzi:** Vinewood Boulevard, Downtown Vinewood

㉘ **Gang Intimidation:** El Rancho Boulevard and Fudge Lane, El Burro Heights

㉙ **Getaway Driver:** Corner of Strawberry Avenue and Forum Drive, Strawberry

㉚ **Hitch Lift 1:** Ineseno Road, Banham Canyon

㉛ **Hitch Lift 2:** North Calafia Way, Mount Chiliad

㉜ **Hitch Lift 3:** East Joshua Road and San Chianski Mountain Range

㉝ **Hitch Lift 4:** Great Chaparral

㉞ **Rogue Altruists:** Baytree Canyon Road, Grand Senora Desert

㉟ **Luring Girl Into Alley:** Supply Street, La Mesa

㊱ **Mugging 1:** Carson Avenue, Strawberry

㊲ **Mugging 2:** Meteor Street, Hawick

㊳ **Mugging 3:** Vespucci Boulevard, Pillbox Hill

㊴ **Prisoner Lift 1:** Grand Senora Desert near Bolingbroke Penitentiary

㊵ **Prisoner Lift 2:** Grand Senora Desert near Bolingbroke Penitentiary

㊶ **Shop Robbery 1:** Eastbourne Way, Rockford Hills

㊷ **Shop Robbery 2:** Prosperity Street Promenade, Del Perro

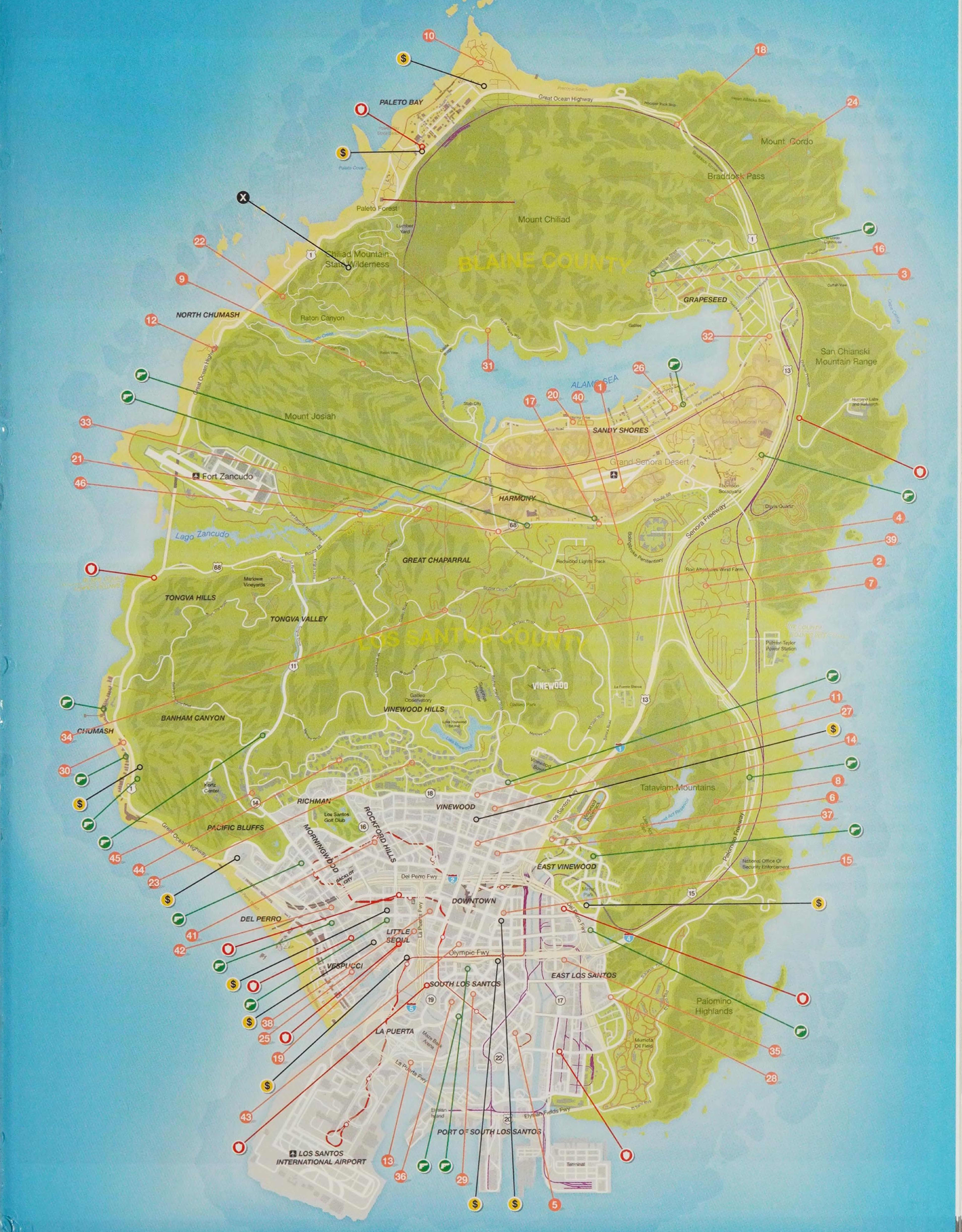
㊸ **Simeon Yetarian:** Adam's Apple Boulevard and Power Street, Strawberry

㊹ **Snatched:** South Mo Milton Drive, Vinewood Hills

㊺ **Sports Bike Thief:** North Rockford Drive, Richman

㊻ **Stag Do Running Man:** Route 68, Great Chaparral

Ⓧ **Altruist Cult Shootout:** Chiliad Mountain State Wilderness



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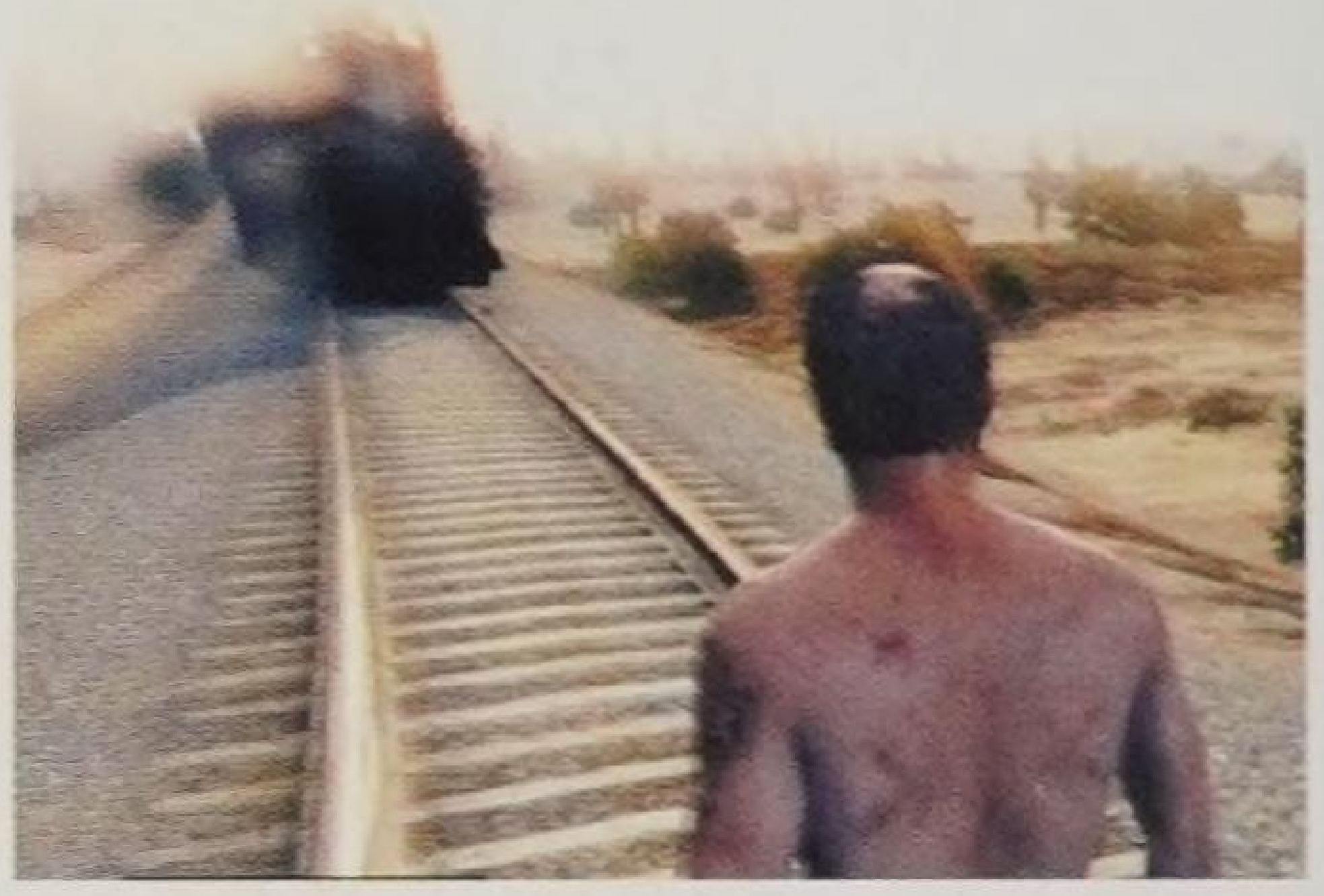
ABANDONED VEHICLE 1

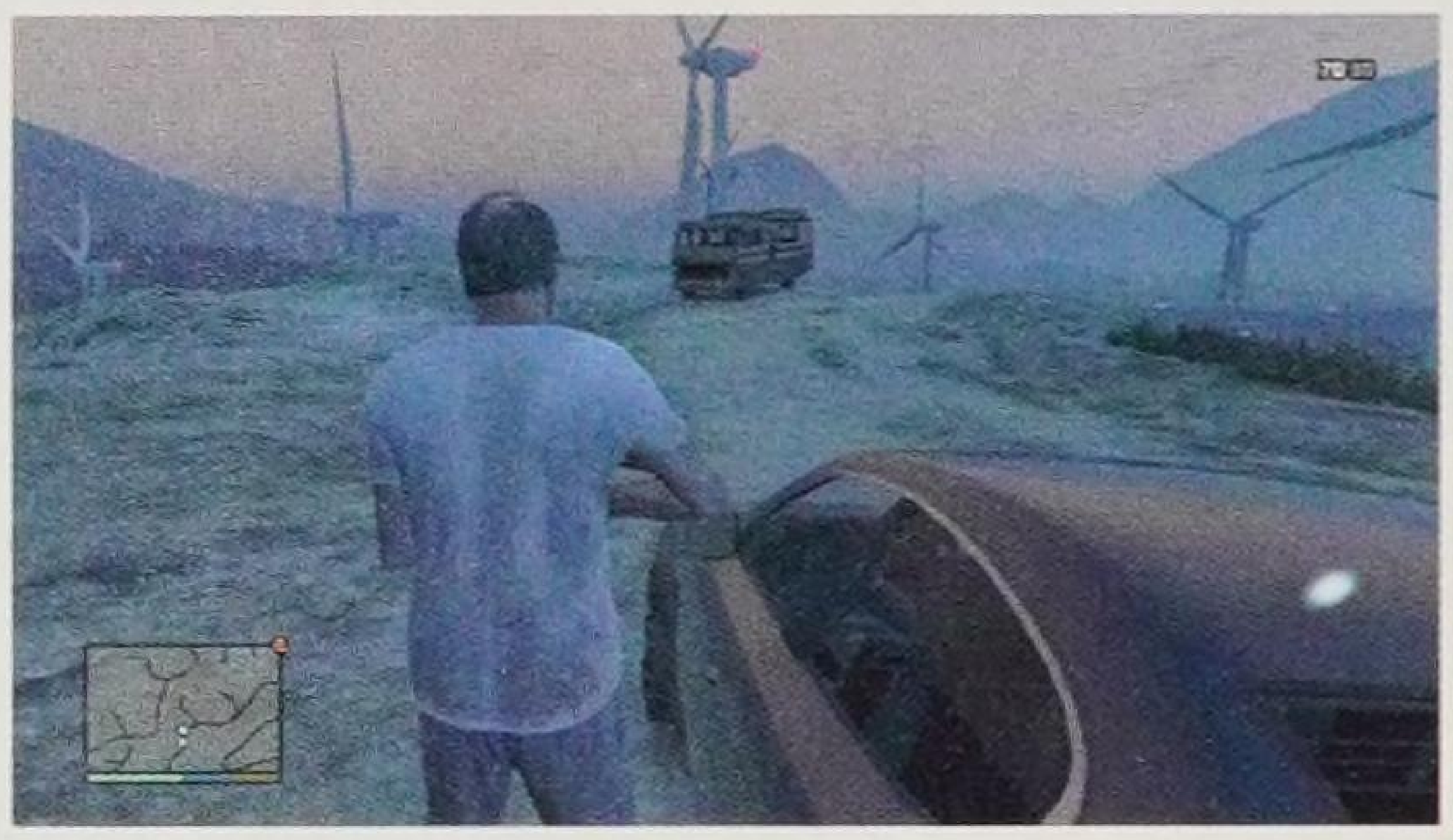
LOCATION: *Smoke Tree Road, Grand Senora Desert* **(1)**
CHARACTER: *All*
REWARD: –

If you see this abandoned BF Surfer near the side of the remote Grand Senora Desert road at night, keep on driving. This is a rare Random Event where the outcome is usually bad. If you get out of your vehicle to investigate the abandoned vehicle, a man comes out of hiding behind you and immediately shoots you in the face with a stun gun. Once stunned, you pass out and wake up on railroad tracks wearing only underwear. The creepy guy obviously had his way with you while you were out. The only way to avoid this shocking development is to activate Trevor's Special the very instant you exit the vehicle and gun the perv down.



ABANDONED VEHICLE 2

LOCATION: *Ron Alternates Wind Farm* **(2)**
CHARACTER: *All*
REWARD: –

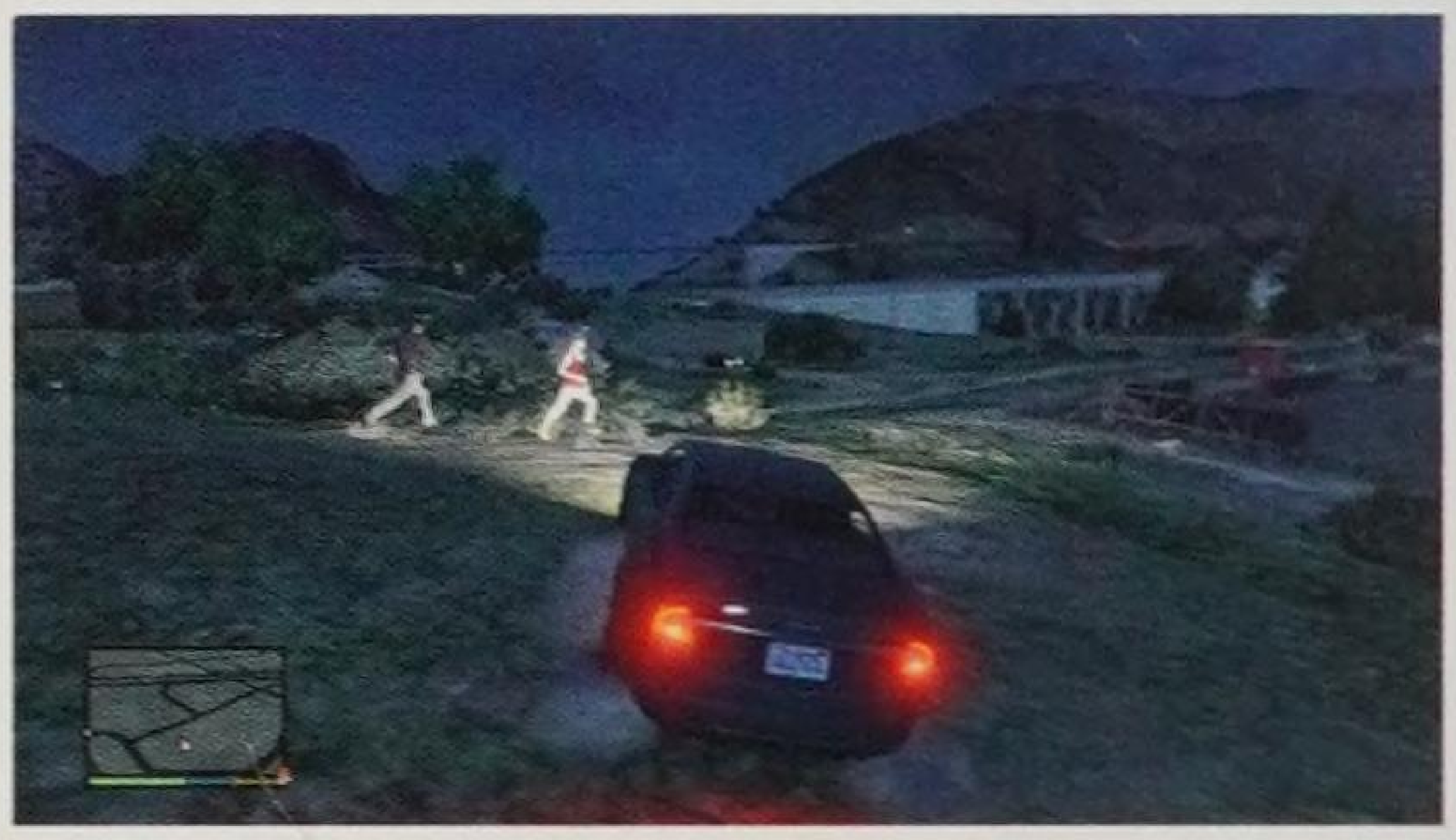


A couple of redneck guys are on the highest Wind Farm road. They are in a Zirconium Journey having an incestuous "special time" with each other. Spot the rocking RV and overhear their perverse conversation. When you approach the vehicle within approximately fifteen feet, the rednecks spot you, stop what they are doing, exit the vehicle without pants, and begin shooting. Gun them down and take their weapons.

ARRESTS 1

LOCATION: *Grapeseed, beside the O'Neil farm* **(3)**
CHARACTER: *All*
REWARD: *$250 for helping the criminal*

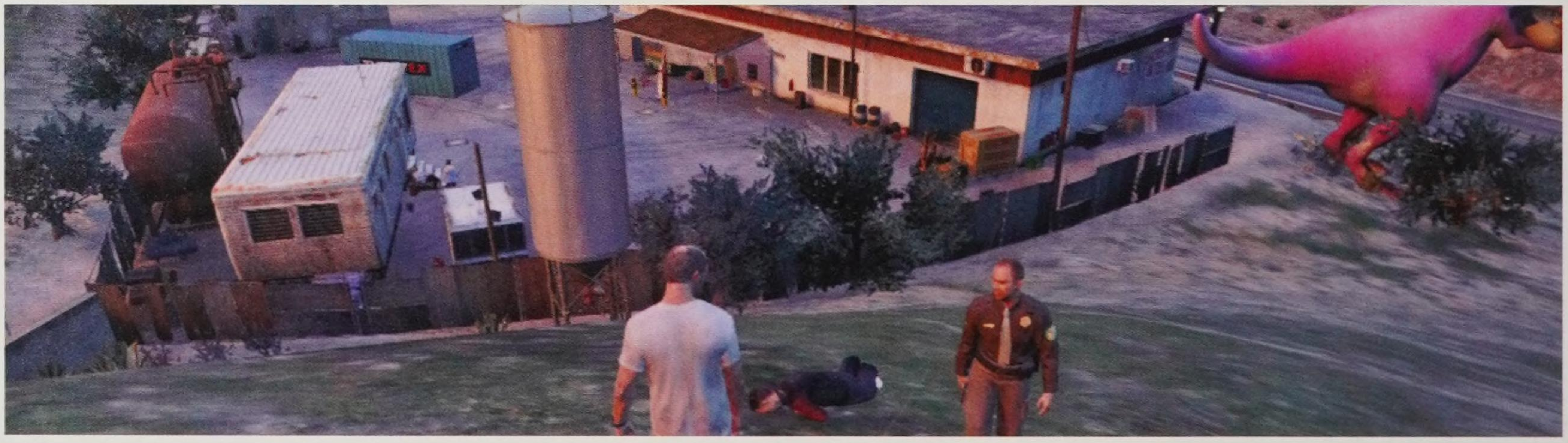
Officer Lewis chases a suspect through a field in Grapeseed near the O'Neil farm. The perp and the police officer's blips blink from blue to red, indicating that you can help or hurt either one of them. Gunning or running down the police officer incurs a three-star Wanted Level and the suspect takes off running for freedom. However, the criminal rewards you $250 before taking off. Gunning down the criminal first also incurs a two-star Wanted Level for firing weapons in sight of a police officer. It's best to just run over the perp, or take the cop's advice and go about your own business. Officer Lewis urges you to leave the crime scene if you get too close to the apprehended criminal. The outcome can affect your stats.



ARRESTS 2

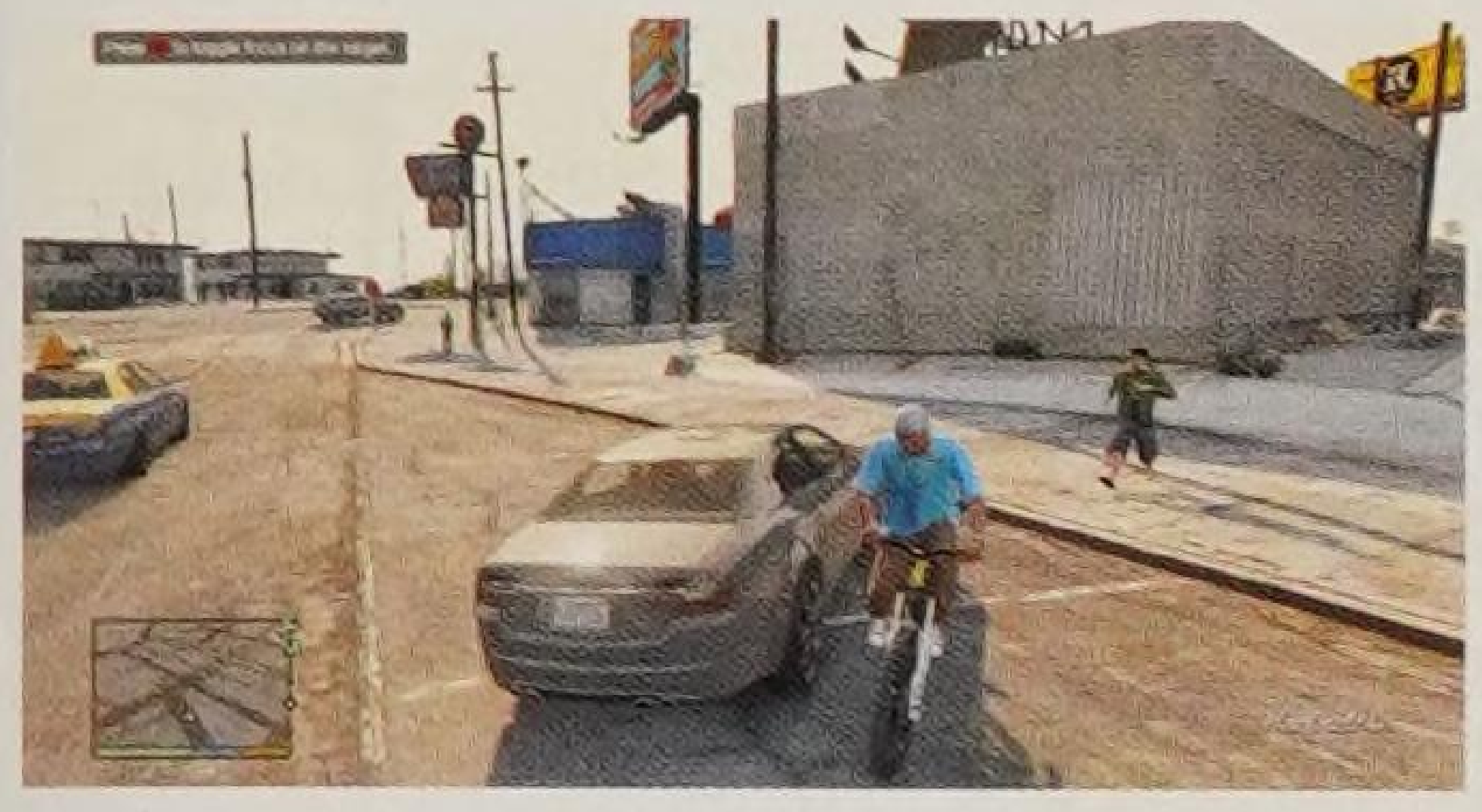
LOCATION: *Senora Freeway, Ron Alternates Wind Farm* **(4)**
CHARACTER: *All*
REWARD: *$250 for helping the criminal*

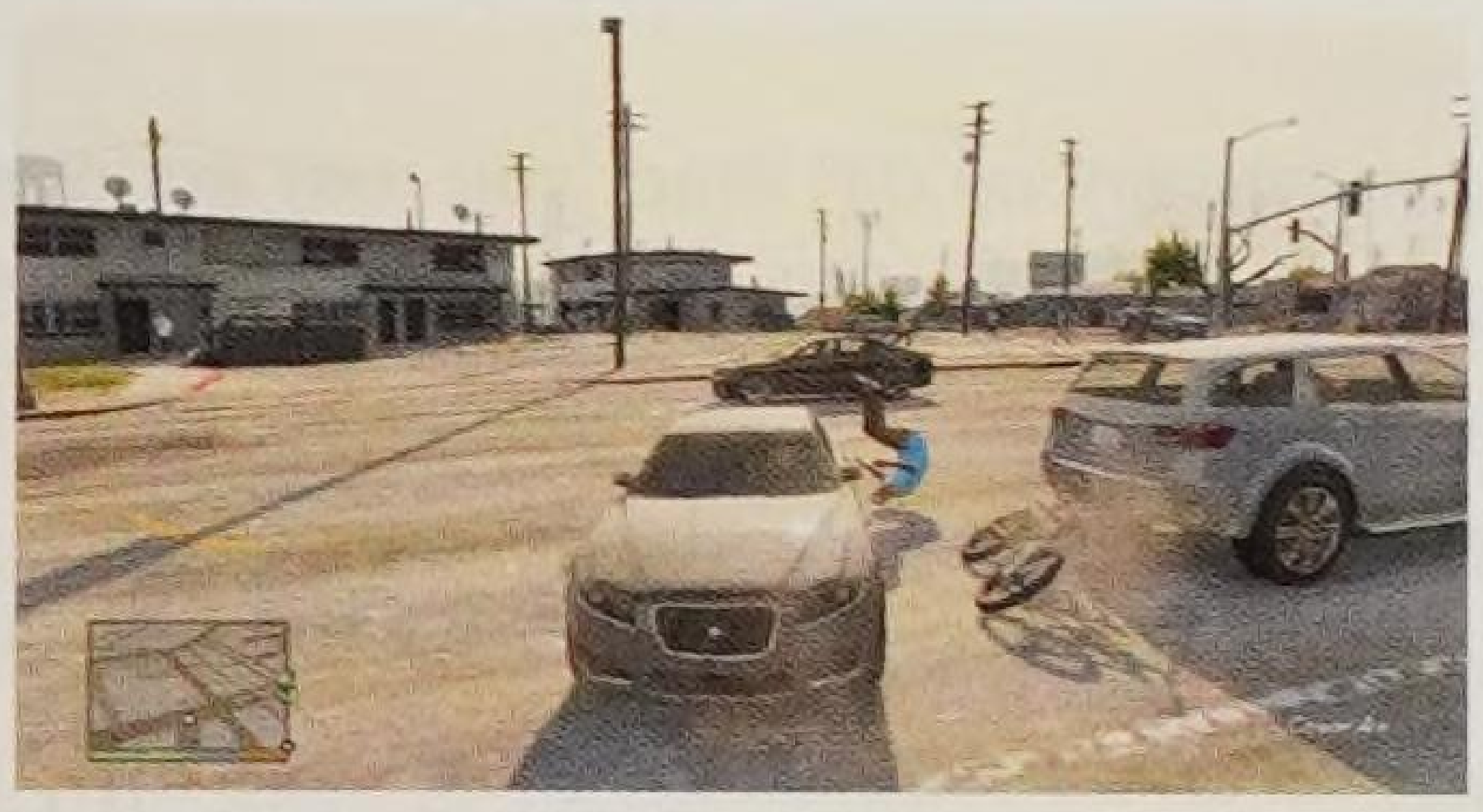
Officer Lewis chases a suspect along a hill beside Rex's Diner near the Wind Farm. The perp and the police officer's blips blink from blue to red, indicating that you can help or hurt either one of them. If you help the perp, a reward of $250 is received. Gunning down the police officer or running him over incurs a three-star Wanted Level and the suspect takes off running. Gunning down the criminal first also incurs a two-star Wanted Level for firing weapons in sight of a police officer. In this situation, it's best to just run over the perp, or take the cop's advice and go about your own business. Again, there is no reward for helping the police. The outcome can affect your stats.



BIKE THIEF 1

LOCATION:	CHARACTER:	REWARD:
Little Bighorn Avenue, Rancho **(5)**	*All*	*+3 Stamina Stat*



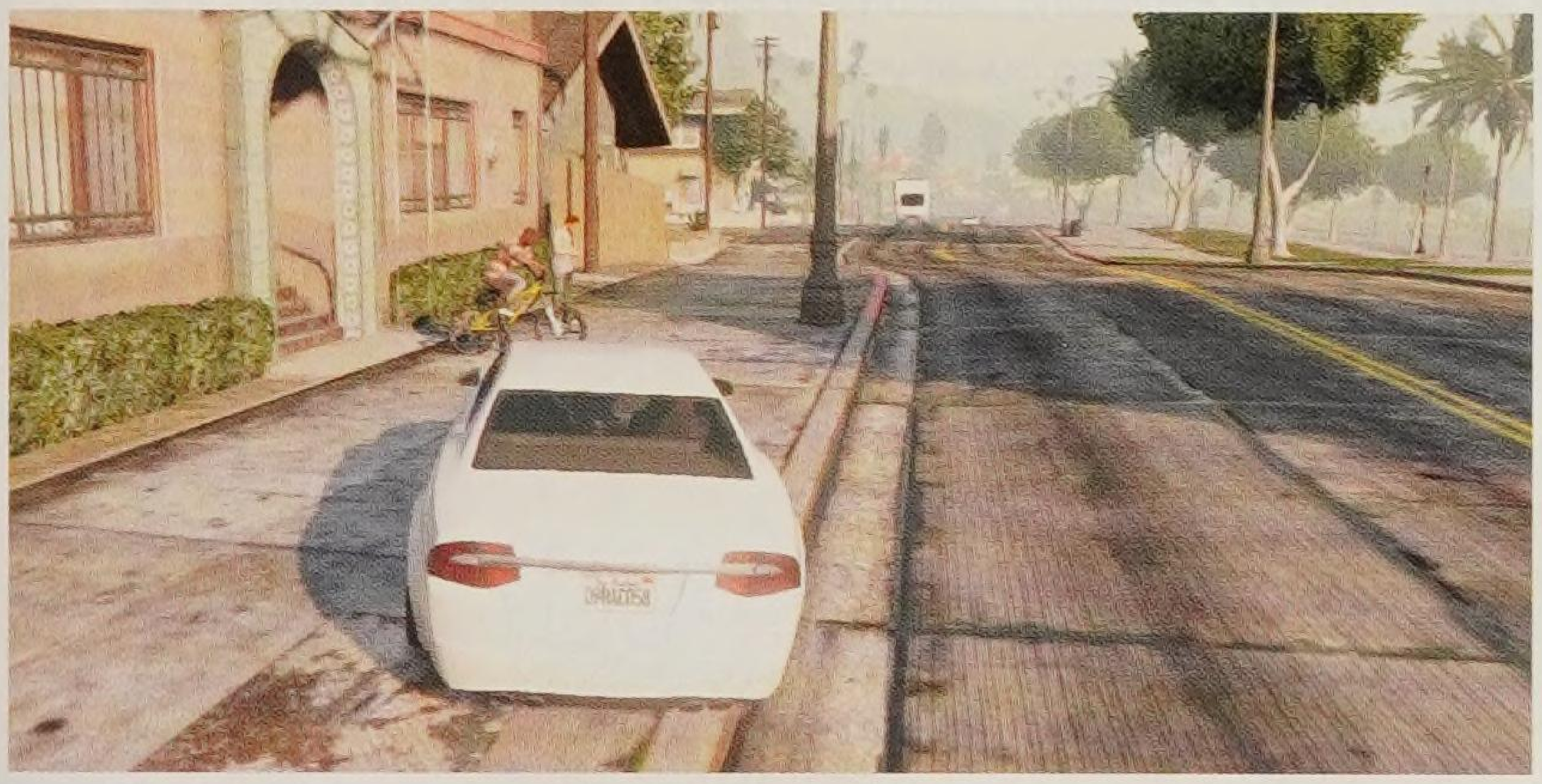


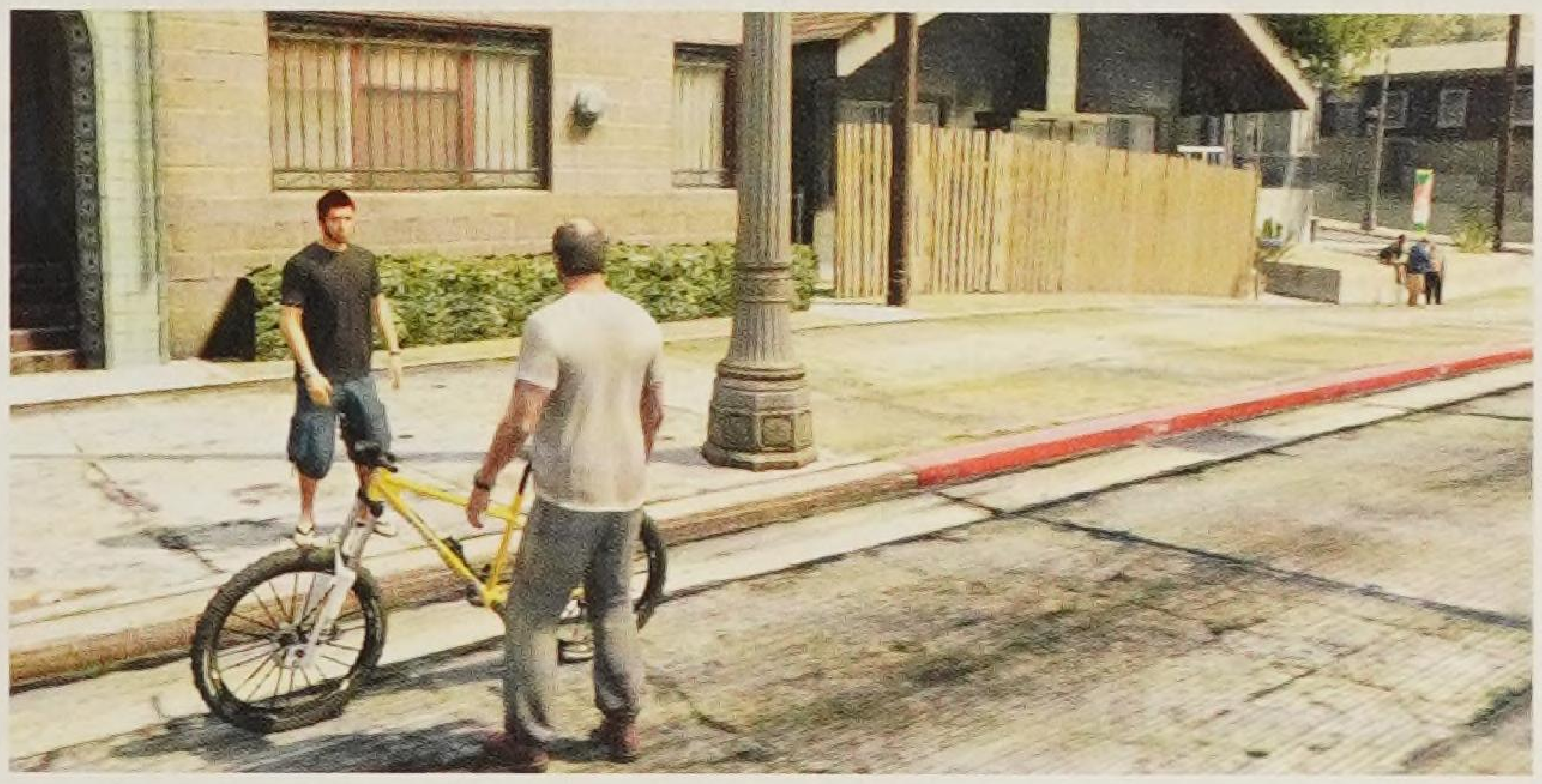
On Little Bighorn Avenue, notice a red blip on the radar. While approaching the location, spot a bike owner screaming at a guy who's pedaling off on the stolen bike. The thief is the red blip on the radar. If you're driving, floor it and run over the bike thief as he races away, or simply gun him down. Exit your vehicle and mount the bike. Pedal back to return the bike to the owner, who appears as a blue blip on the radar. He rewards you with his gratitude, along with shares in Animal Ark that you can sell for $100,000.

BIKE THIEF 2

LOCATION:	CHARACTER:	REWARD:
Bridge Street, Hawick **(6)**	*All*	*+3 Stamina Stat*

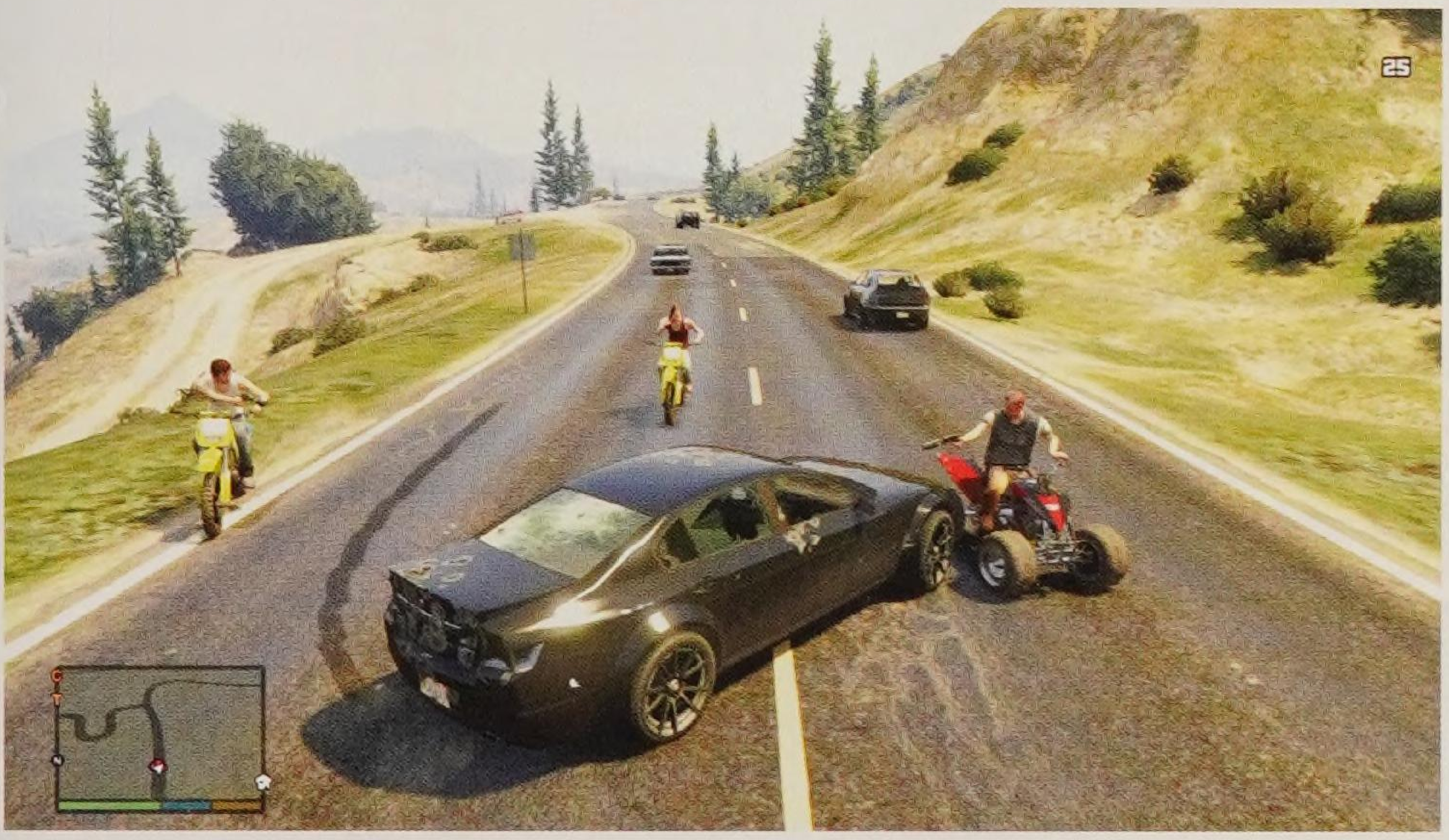
Follow the red blip to a young man standing on a sidewalk with his back to his Scorcher (mountain bike). Seconds later, a bike thief runs out of an alley, hops on the bike, and races away. Gun it and run the bike thief over. Then return the Scorcher to its owner (blue radar blip). After thanking you, the owner rides off.





BORDER PATROL 1

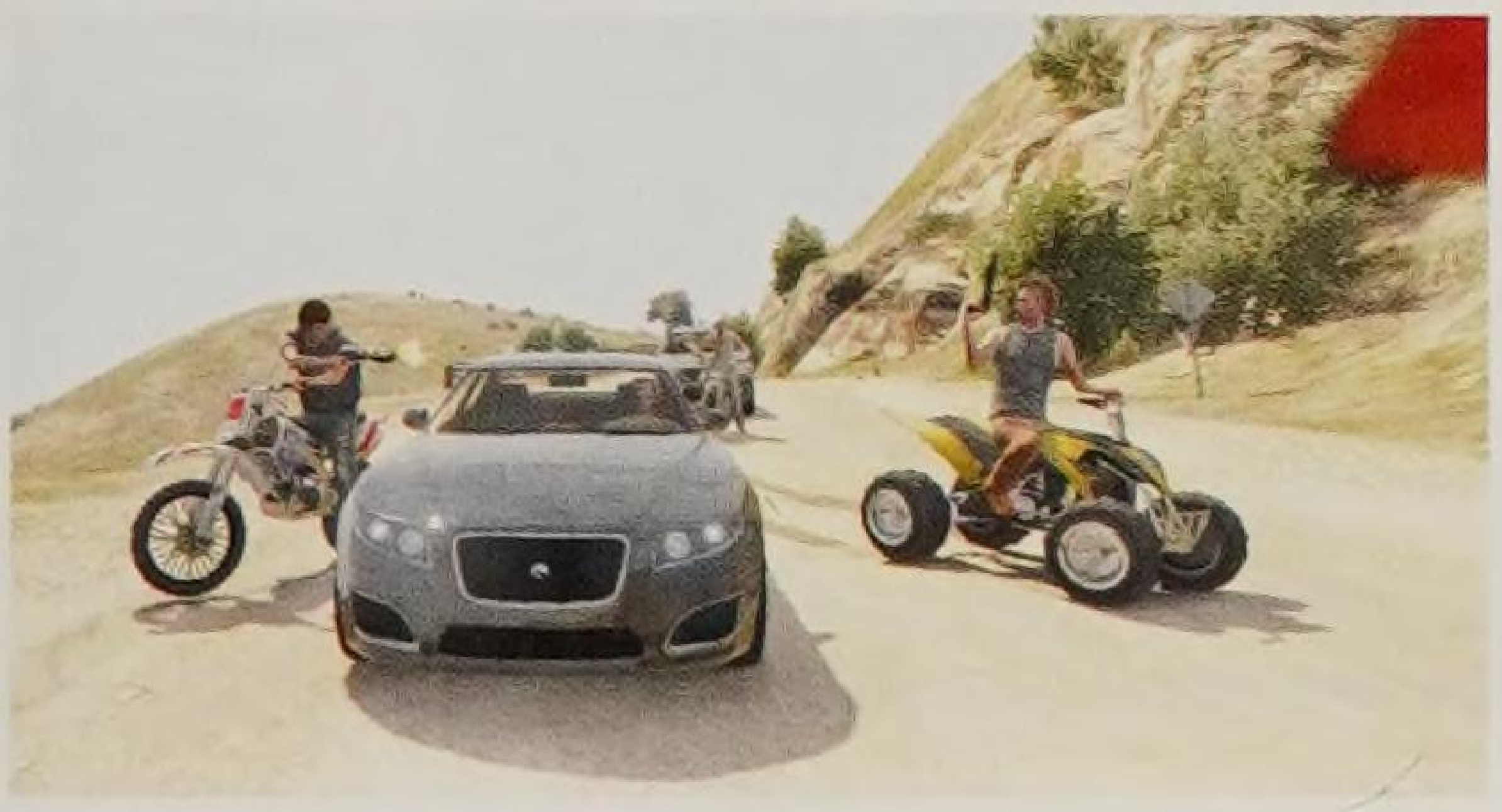
LOCATION:	CHARACTER:	REWARD:
Mt Haan Road, Grand Senora Desert **(7)**	*All*	*$700 in total money drops*



When cruising this winding Vinewood Hills road, you may hear a few rednecks on Sanchez dirt bikes and/or Blazers screaming obscenities at you and to pull over. They accuse you of being an immigrant. Depending on the character you are playing when you encounter these guys determines what kind of racist stuff they yell. It's quite entertaining to leave them alive long enough to hear what they have to say to your current character. These three rednecks are armed with Sawed-Off Shotguns and have no intentions of allowing you to reason with them; they open fire within range. If you are in a vehicle, use drive-by shooting to finish off those that are difficult to run over. If you're on foot, keep running and gunning to take them out. If you need a few bucks (each redneck has between $77 and $78), a Sawed-Off Shotgun or some shells, take the time to collect the items they dropped.

BORDER PATROL 2

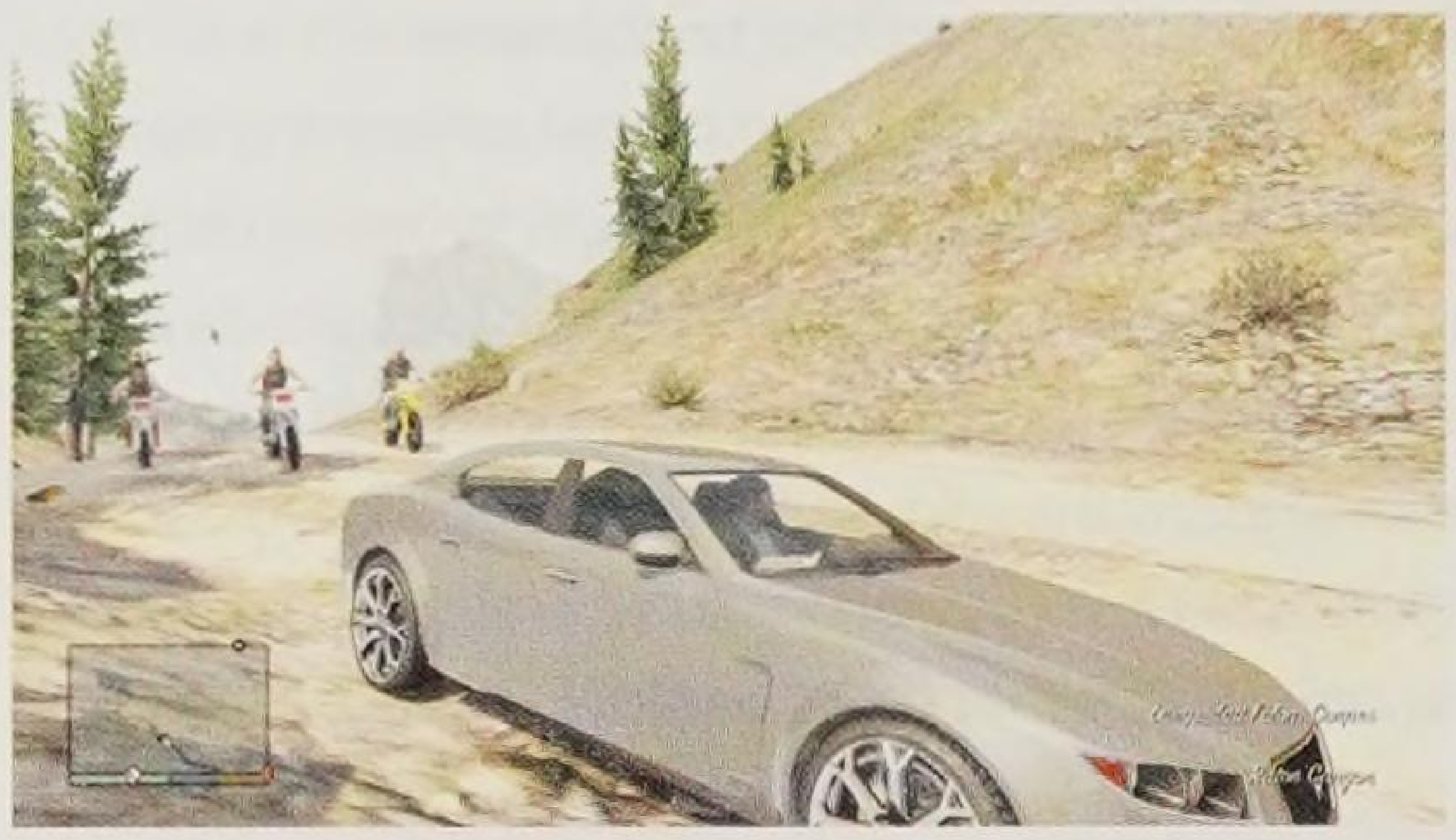
LOCATION:	CHARACTER:	REWARD:
Tataviam Mountains **(8)**	*All*	*$700 in total money drops*



While on this unmarked dirt road just west of the Palomino Freeway, you may encounter three rednecks armed with Sawed-Off Shotguns. They open fire as soon as they come within range of your vehicle. They accuse you of being an immigrant. Use drive-by shooting to take them down before they send you to the hospital. If you need a few bucks, a Sawed-Off Shotgun or some shells, take the time to collect the booty.

BORDER PATROL 3

LOCATION: *Raton Canyon* **(9)**
CHARACTER: *All*
REWARD: *$700 in total money drops*

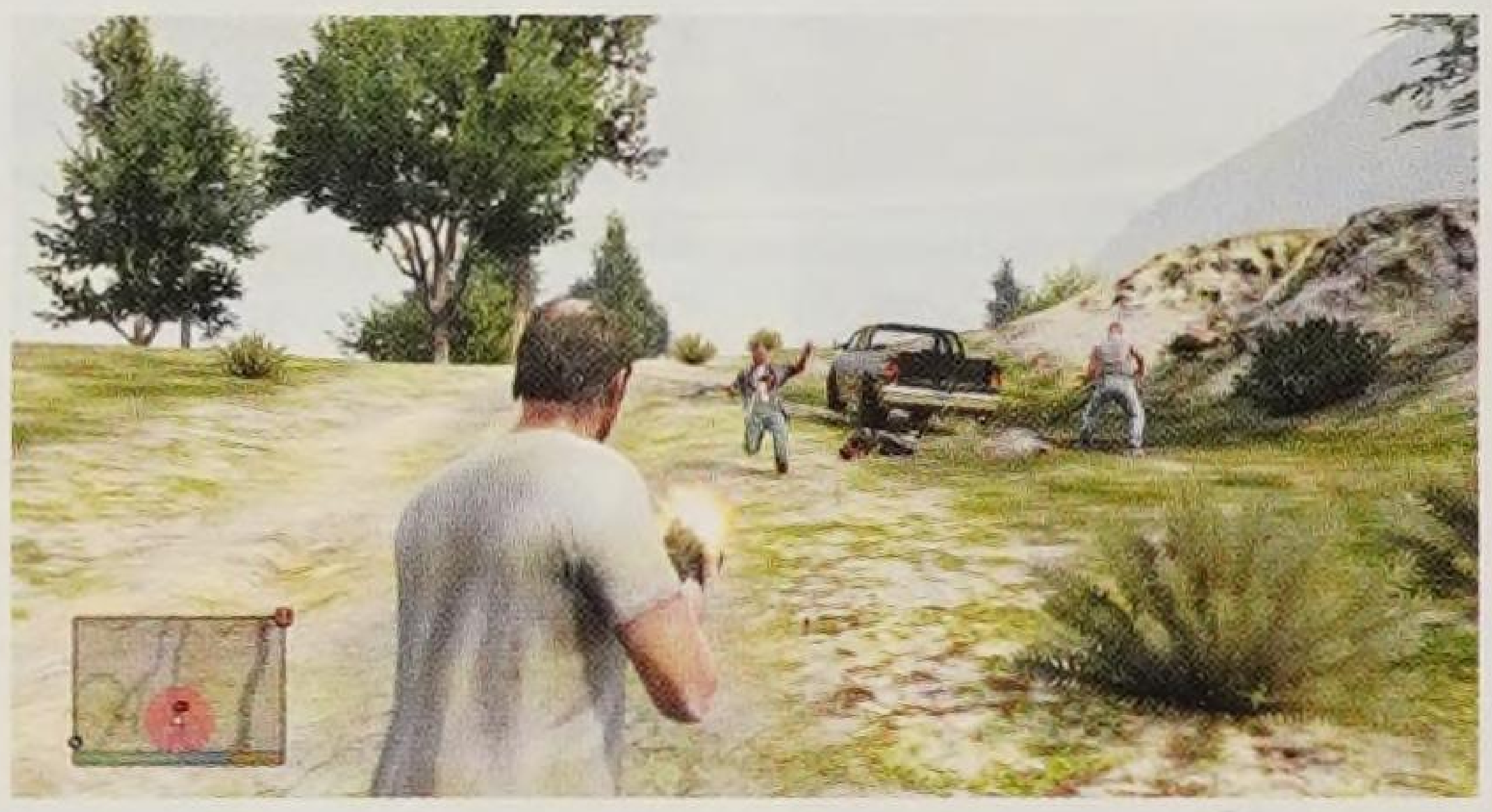


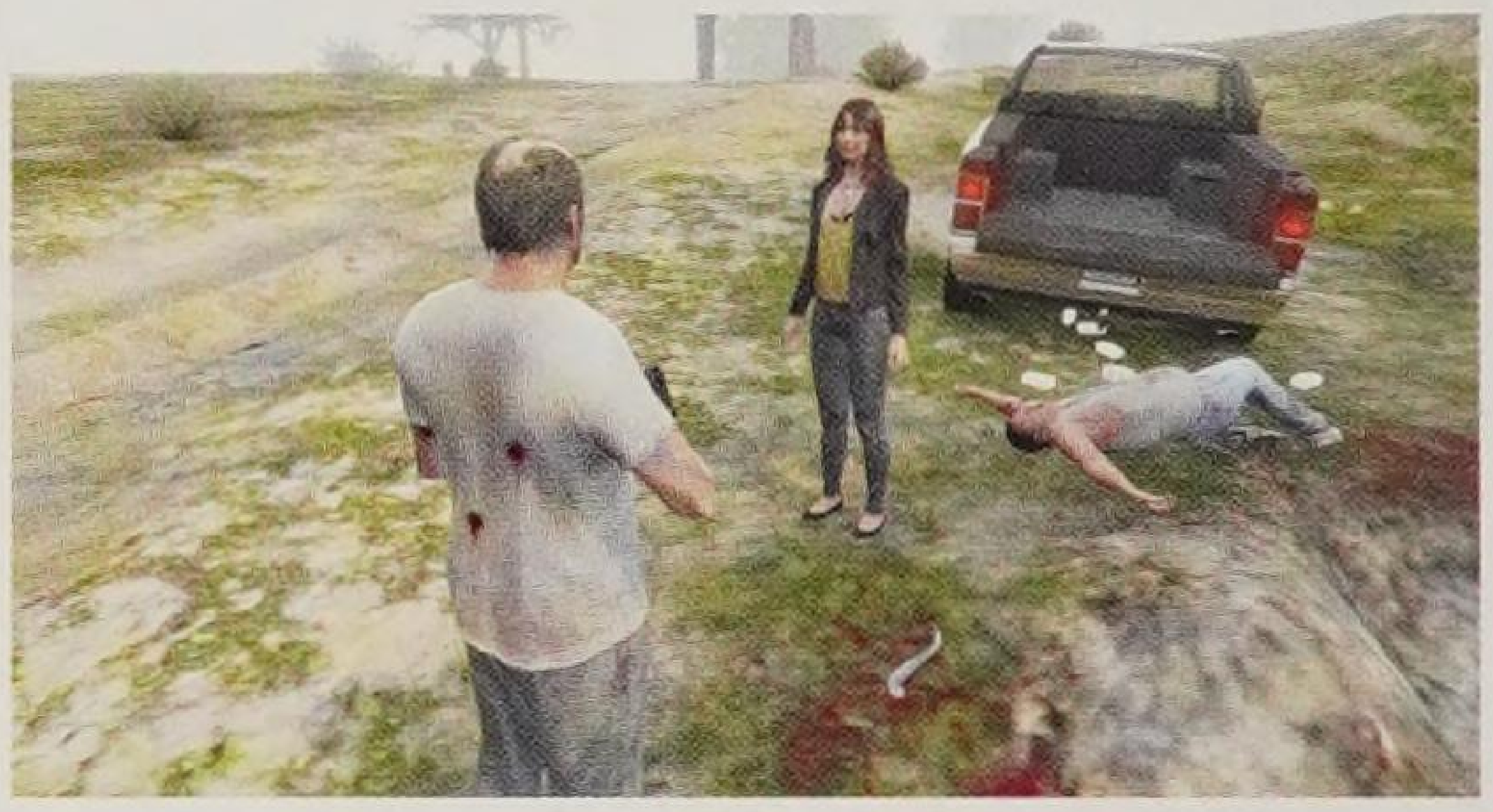
While traveling this mountainous dirt road, you may encounter three rednecks riding Sanchez dirt bikes and/or Blazers while armed with Sawed-Off Shotguns. They open fire as soon as they come within range of your vehicle. They accuse you of being an immigrant and have unique, racist remarks depending on what character you are playing as when you meet them. Use drive-by shooting to take them down before they send you to the hospital. A good tactic in this area is to drive up a hill and whip the vehicle around and shoot the thugs as they file up the hill. These rednecks carry over $77 to $78 each, so make sure to rob them afterwards.

BURIAL

LOCATION: *Paleto Bay, Blaine County* **(10)**
CHARACTER: *All*
REWARD: *Full special ability meter*

While exploring the northernmost roads on the map (near the north coastline), you come across a couple creepy dudes burying a bound woman who is very much alive. You often come across these guys when playing as Franklin just after finishing "Exercising Demons—Franklin." Startle and disrupt their activity by driving or walking near. They pull guns almost immediately. Use drive-by techniques or jump out of your vehicle at a safe distance and gun them down on foot. Approach the bound woman to automatically free her. The scumbags drop a lot of cash (average $600); make sure to pick it up before driving the stranded victim to a waiting friend.





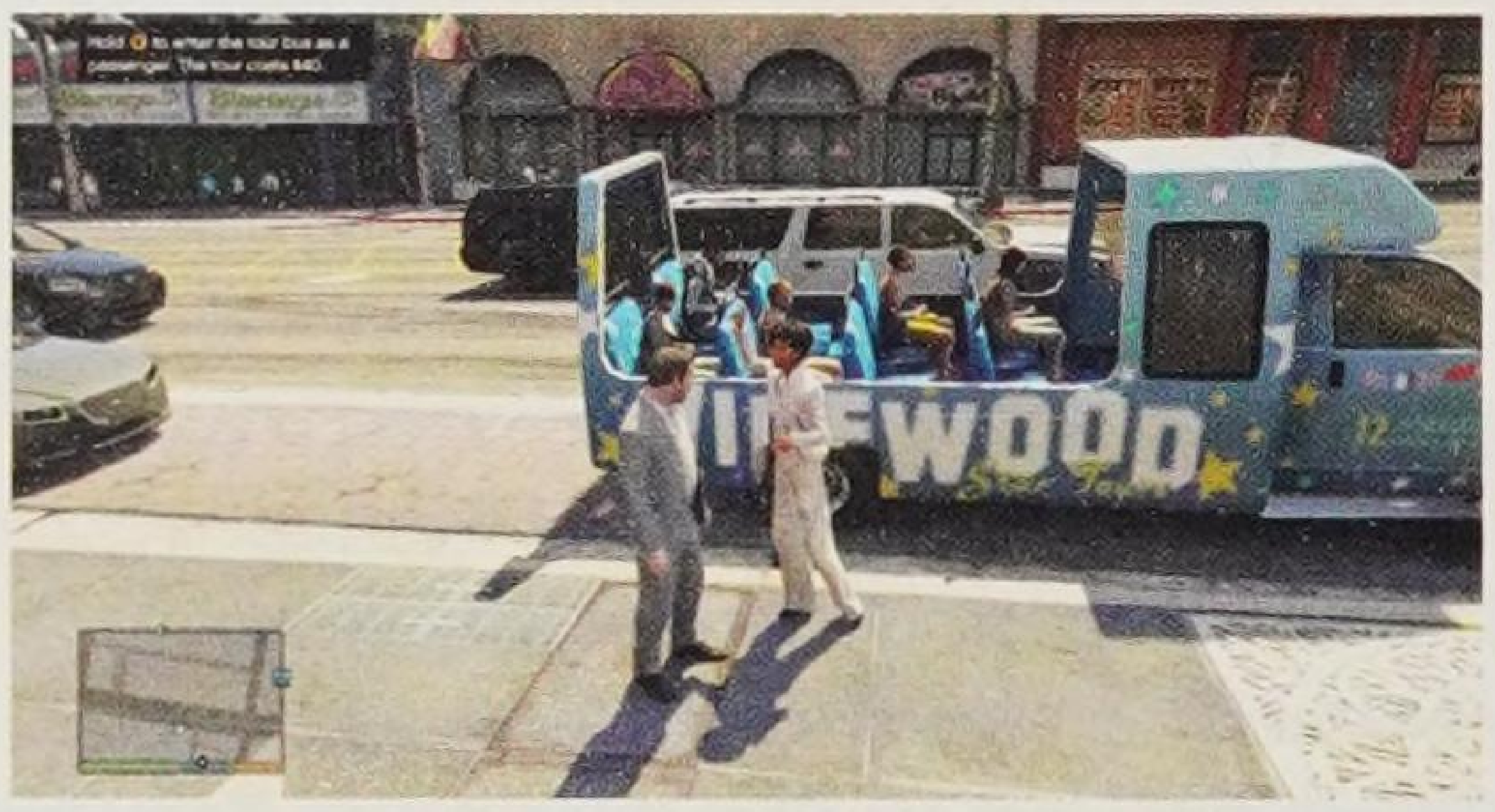
Once the lady enters your vehicle, a yellow route appears on the radar, indicating a simple route to a waiting friend in Vinewood Hills. Follow the route and listen to her amazing kidnapping story. Turns out she's a gangster's daughter and saving her will make him extremely happy.

Altruist Cult Victim

When driving this victim while playing as Trevor, you have the option of delivering her to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.

BUS TOUR

LOCATION: *Alta Street, Downtown Vinewood* **(11)**
CHARACTER: *All*
REWARD: —



The Vinewood Tours building is adjacent to an Up-n-Atom fast food restaurant on the indicated street in Downtown Vinewood. A blue tour bus is parked in front of the tour bus building (indicated by a van icon on the map and radar). Approach the lady standing on the sidewalk near the bus and dish out $40 to take the tour. To start the tour, press and *hold* the Vehicle Entry button.

During the tour, press the Vehicle Entry button again to exit, or press the Jump button to trip skip to the next destination. Press the Reload button to toggle first person view and use the camera control to look around. Just as the paint on the side of the tour bus suggests, there are several points of interest on the tour. The following list displays the tour destinations in chronological order:

- *Gentry Manor Hotel*
- *Dungeon Crawler nightclub*
- *Tequi-La-La rock bar*
- *Director, Mark Fostenburg's home*
- *Television exercise guru, The Craze's home*
- *Celebrity wild child, Martha Term's home*
- *Richman Hotel*
- *Tivoli Theater*
- *Richards Majestic Studios*
- *Portola Drive*
- *Epsilon Center*
- *City Hall*
- *Oriental Theater*

VINEWOOD
Star Tours
12 AMAZING

CAR THIEF 1

LOCATION:	CHARACTER:	REWARD:
Great Ocean Highway, North Chumash **(12)**	*All*	*Return car: +5 Driving Skill*

While driving along the indicated west coast highway, spot a car thief making off with a pink, classic Vapid Peyote near Hookies. Catch up to the vehicle (red blip on the radar) as it races away in the opposite direction from your approach. Try to target the vehicle's driver with drive-by attacks. Try not to damage the car to a point that it explodes. If you can't take out the driver easily, enough damage to the vehicle forces the driver out. If the driver exits the stolen vehicle, he draws a Pistol and shoots. Gun him down, and then commandeer the vehicle and drive it back to the rightful owner (blue blip on the radar).

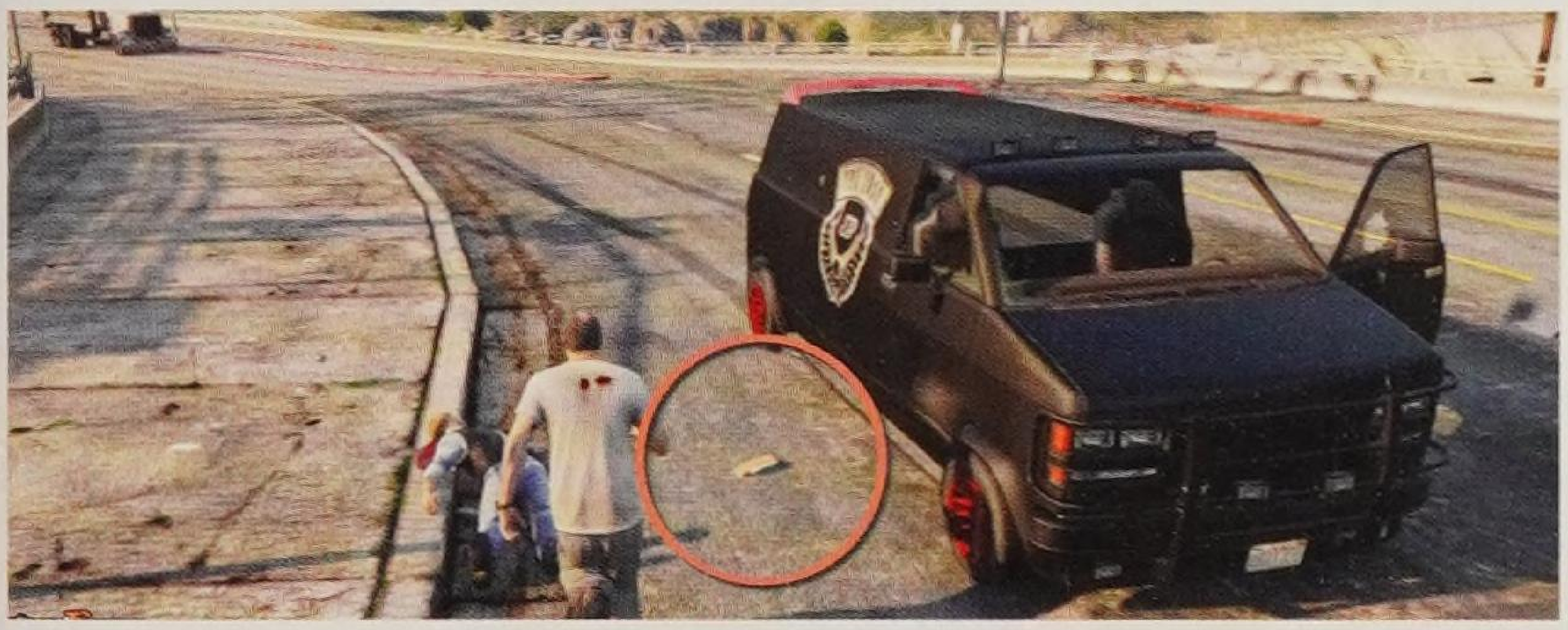
CAR THIEF 2

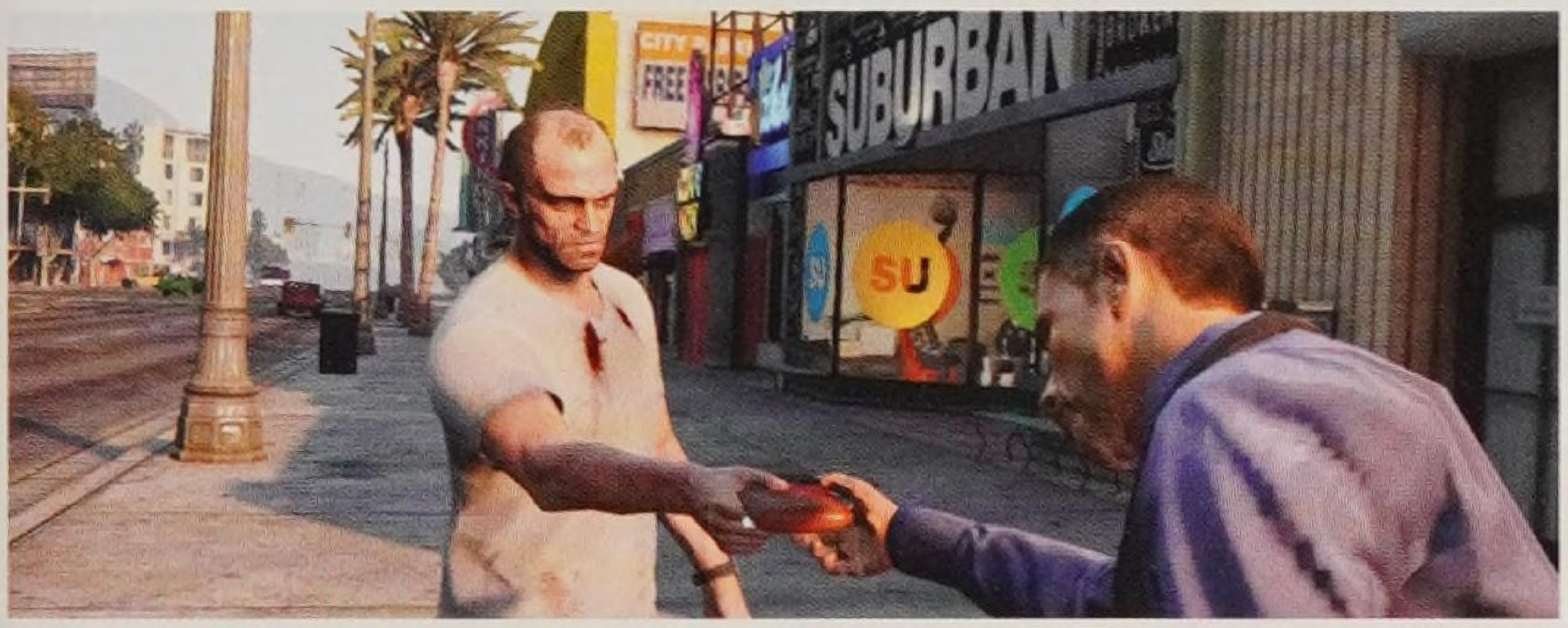
LOCATION:	CHARACTER:	REWARD:
Exceptionalists Way, Los Santos International Airport **(13)**	*Michael only*	*Return car: +5 Driving Skill*

On the corner indicated on the map, spot a man approaching a parked Obey Rocato (crossover vehicle) in a corner parking lot. He pulls the driver from the vehicle and burns out of the lot heading east. Damage the vehicle to the point the driver stops and exits, or try doing less damage to the vehicle by using precise drive-by shooting techniques. Expect extreme resistance if the thief exits the vehicle. Gun him down and return the vehicle to the owner, Saeeda (blue radar blip). Sometime later, you receive an email from Saeeda Kadam. It turns out Ponsonbys is a client of hers so she send a new Pale Blue Suit to your wardrobe for helping her out.

CHASE THIEVES CITY 1

LOCATION:	CHARACTER:	REWARD:
Hawick Avenue, Hawick **(14)**	*All*	*Keep cash: $2000; Return cash: $200, full special meter*





Spot a black, windowless van with "The Lost" decaled on the side pulling away from a robbery victim on the road indicated on the map. The victim chases the van on foot to no avail. Follow the black van as it heads east on the same road. Shoot the tires out from behind the vehicle or aim for occupants through the two back windows. If you can get beside the vehicle, perform drive-bys on the driver to quickly put a stop to the vehicle.

Be prepared for a gunfight if all four occupants (red blips on radar) exit the vehicle. A green blip appears near the stopped van. Use your stopped vehicle for cover if on foot. Follow the blip to the location of the robbery victim's brown wallet.

The wallet contains $2000! You can keep it or deliver the wallet to the victim (blue blip on the radar). A Wanted Level could possibly be earned with all the shooting that occurs in this mission. The victim only awards you $200 for returning his wallet. His $1800 is deducted from the $2000 added when you picked up the wallet. If that leaves a bad taste in your mouth, take the dude out and get $452 back.

CHASE THIEVES CITY 2

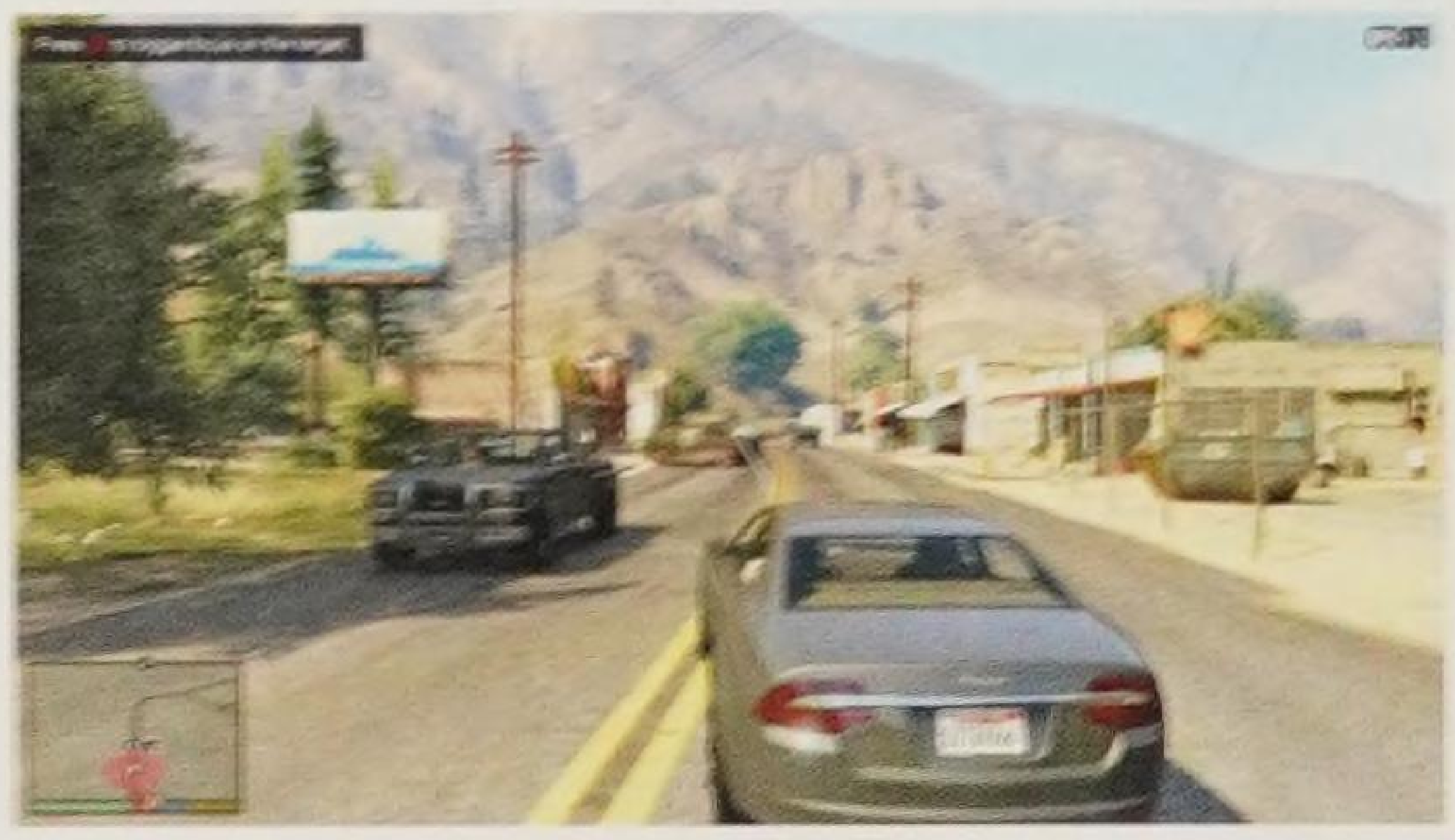
LOCATION:	CHARACTER:	REWARD:
San Andreas Avenue, Textile City **(15)**	*All*	*Keep cash: $500; Return cash: $50, full special meter*

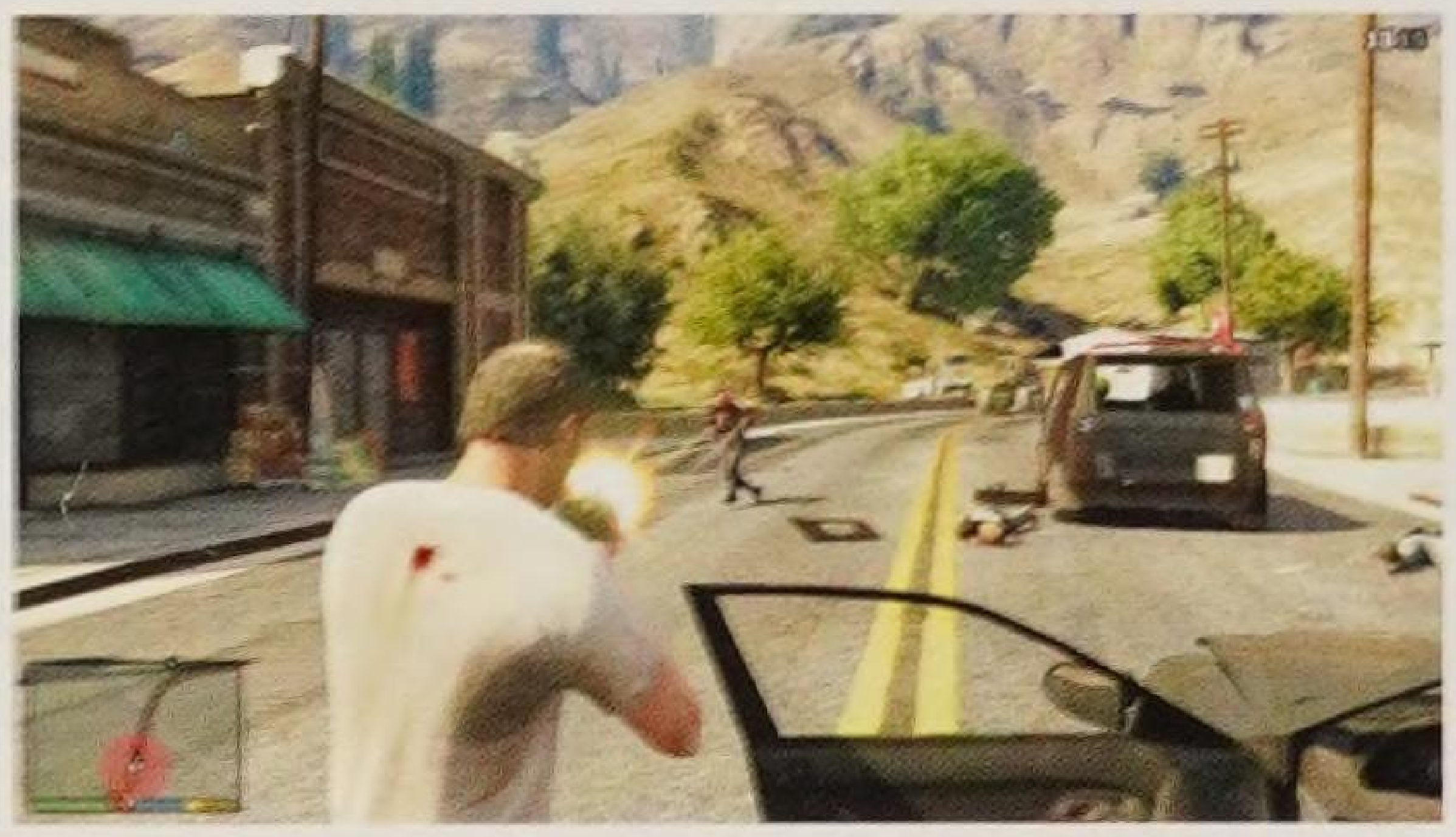
DOWNTOWN
TRANSIT

Spot a robbery occurring on the sidewalk indicated on the map in Textile City. A Lost gang member knocks the victim down, stealing his wallet in the scuffle. The robber runs to a nearby motorcycle where a second Lost gang member waits. If you can ram the bike before the passenger mounts, this is a very short chase. Gun the gang members down before they can draw their Sawed-Offs, take the dropped wallet (green blip on radar), and return it to the victim. If the robbers escape on the bike, gun them down or ram the bike until they fall off. The victim offers you a $50 reward for the return of his wallet, which contained $500. If you don't return the wallet, you walk away with $500 instead of $50. If you attack him for the remaining money, you only get $91.

CHASE THIEVES COUNTRY 1

LOCATION:	CHARACTER:	REWARD:
Grapeseed Main Street, Grapeseed **(16)**	*All*	*Keep cash: $250; Return cash: $25, full special meter*





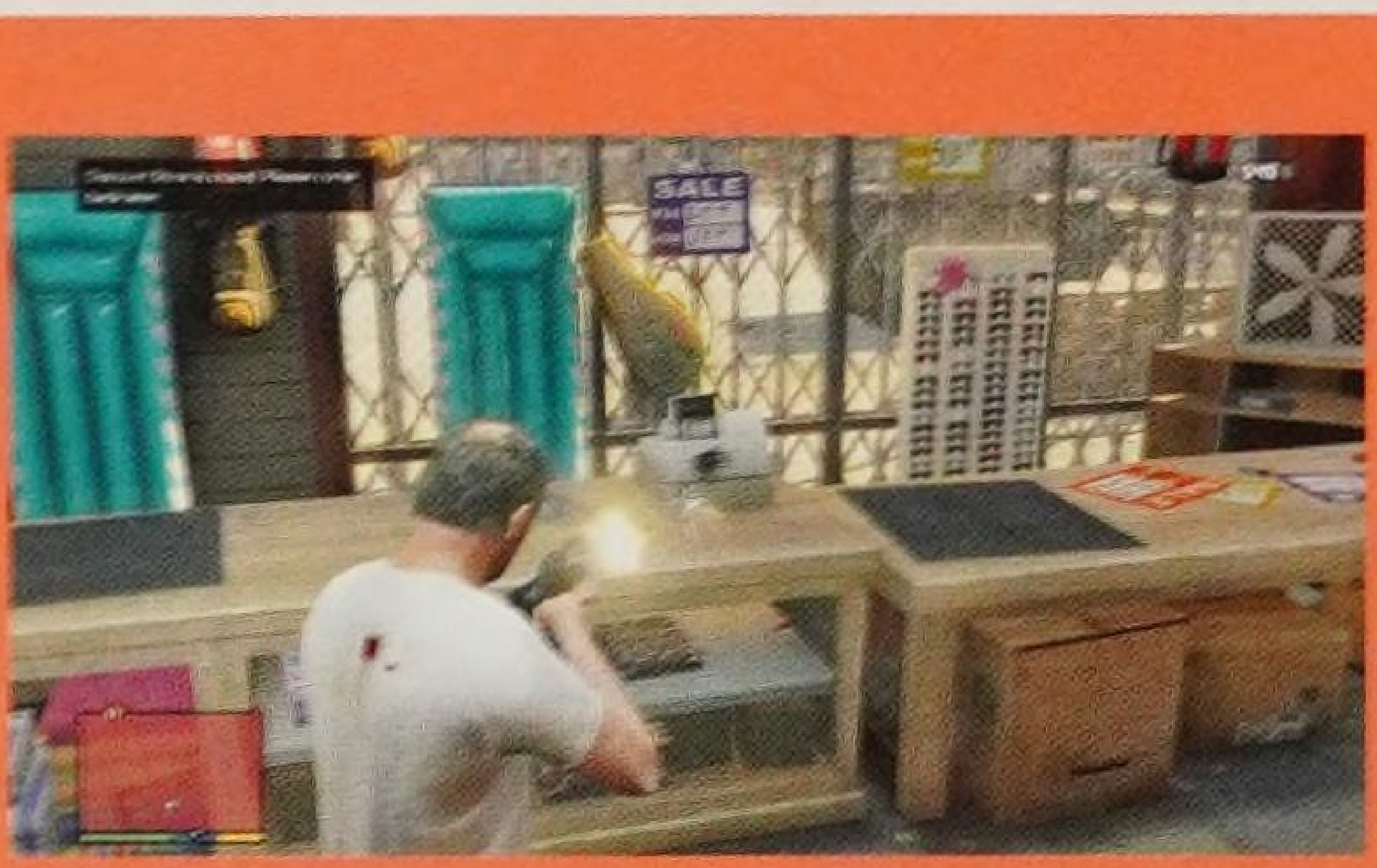
Four gang members attack an innocent bystander, take his wallet, and try to flee in The Lost Gang Burrito van. If you are approaching this incident head-on, target the driver of the vehicle through the front windshield using a drive-by attack. Taking out the driver keeps the van from moving and forces the occupants to exit the vehicle.

Either continue your drive-by spree, using the car for added armor, or exit the vehicle and attack with a more powerful weapon available when on foot. Gun down all The Lost gang members, and then return the wallet (green blip on the radar) to the owner (blue blip).

The wallet contains $250. If the van never moves, the victim sometimes collects the wallet before you do; this results in no reward. The cheap victim awards you $25 for the return of the wallet. Consider keeping the wallet for yourself. If you take the victim down for more, you only get another $76.

✱ Rob the Discount Store

All the shooting in the area shuts down the discount clothing store across the street from the robbery victim. Enter the unattended store, shoot the registers open, and pick up the moneybags. You should take around $550 for your troubles.

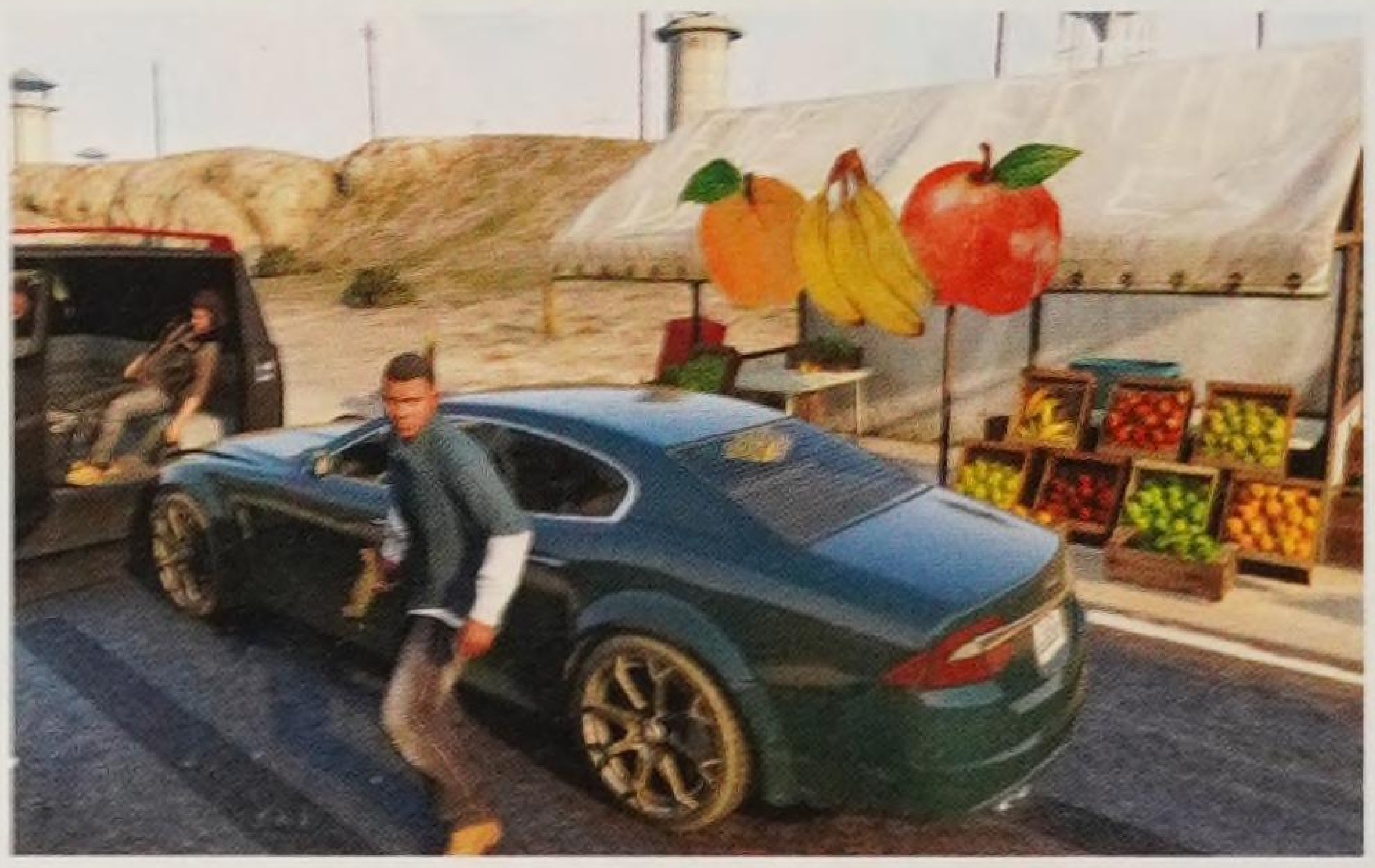


CHASE THIEVES COUNTRY 2

LOCATION:	CHARACTER:	REWARD:
Route 68, Grand Senora Desert **(17)**	*All*	*Keep cash: $120; Return cash: $12, full special meter*

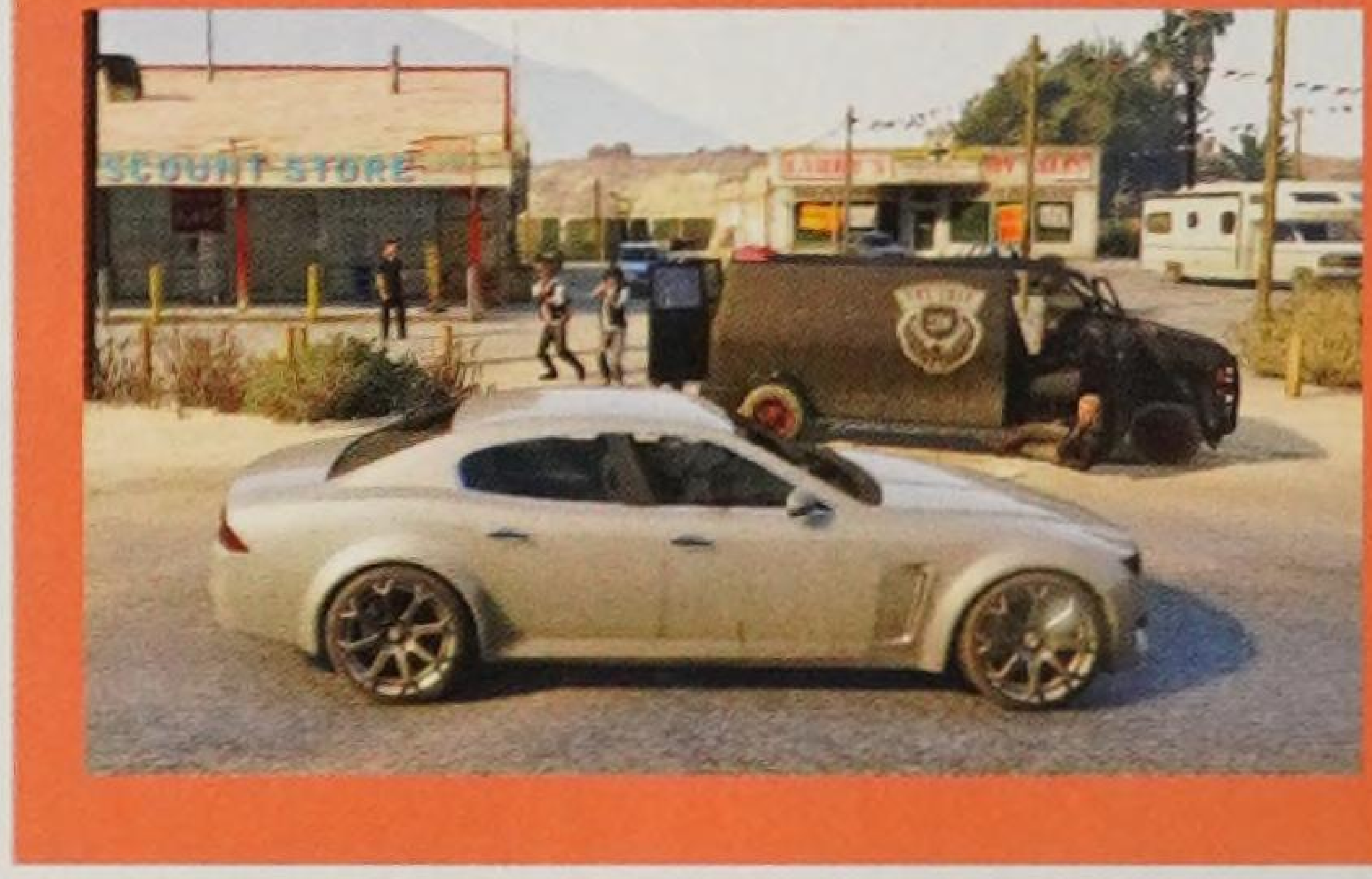
A black van full of The Lost gang members overtakes a victim near Franklin's mod shop. The gang steals his wallet, and tries to escape. While chasing the van, the back doors open and reveal the armed gang members inside. Gun them down through the open back doors before they send you to the hospital. You can also target the driver through the open back doors. If this is too difficult, drive up beside the van and take out the driver.

Once all gang members are dead, the wallet is revealed where the van stops. But in this scenario, biker backup is quickly on the way and local drivers are out to get you. Get off the road and take cover behind stopped vehicles and gun down the bikers, then retrieve the weapons and the wallet (green blip) and take it back to the owner (blue blip on the radar). The wallet contains $120. Keep it, or return it to the victim for a measly $12.



✱ Not Too Close

If you are too good and stop the van near the robbery victim, chances are the victim will reach the stolen money before you do and no reward will be given.

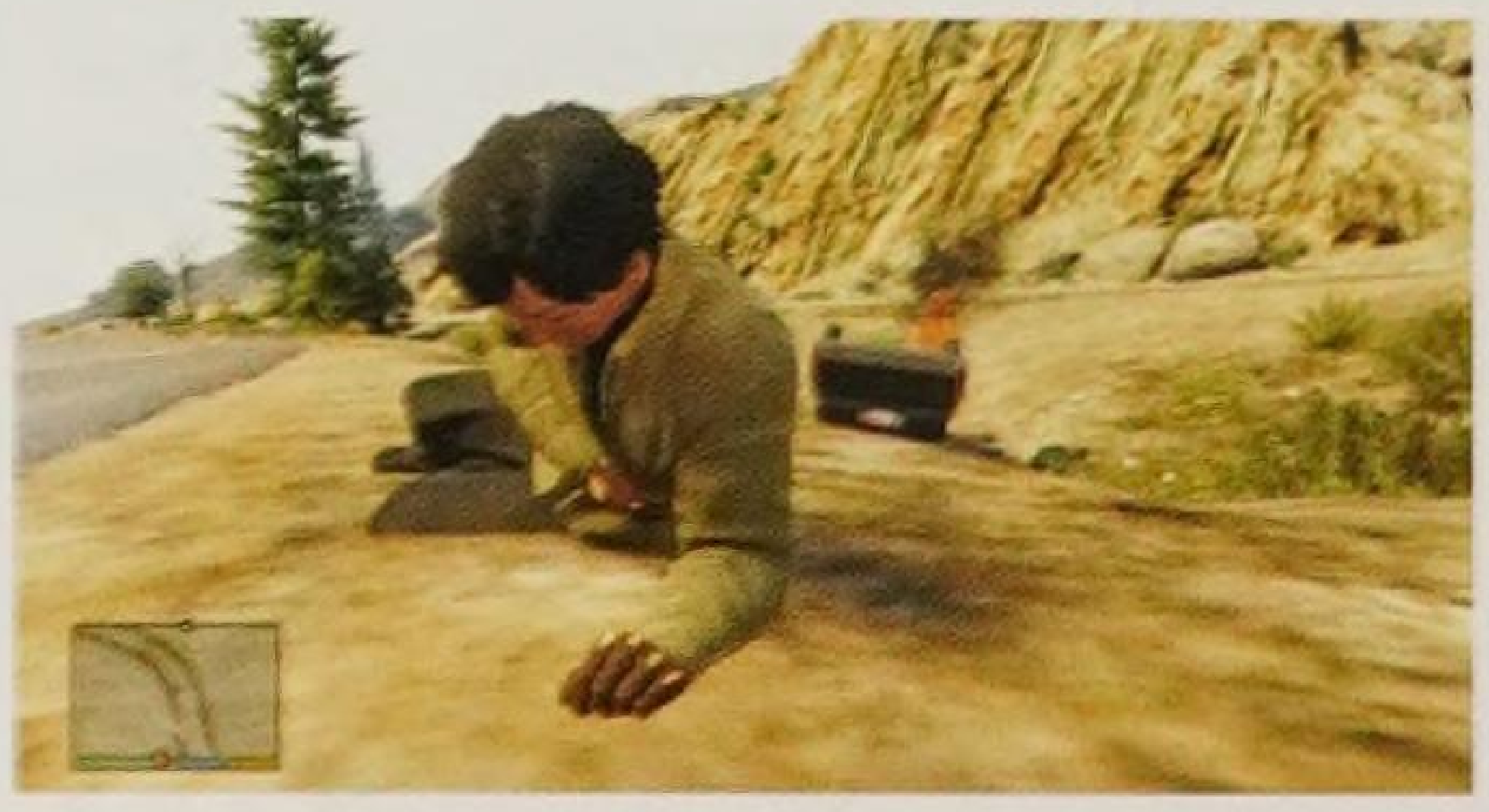


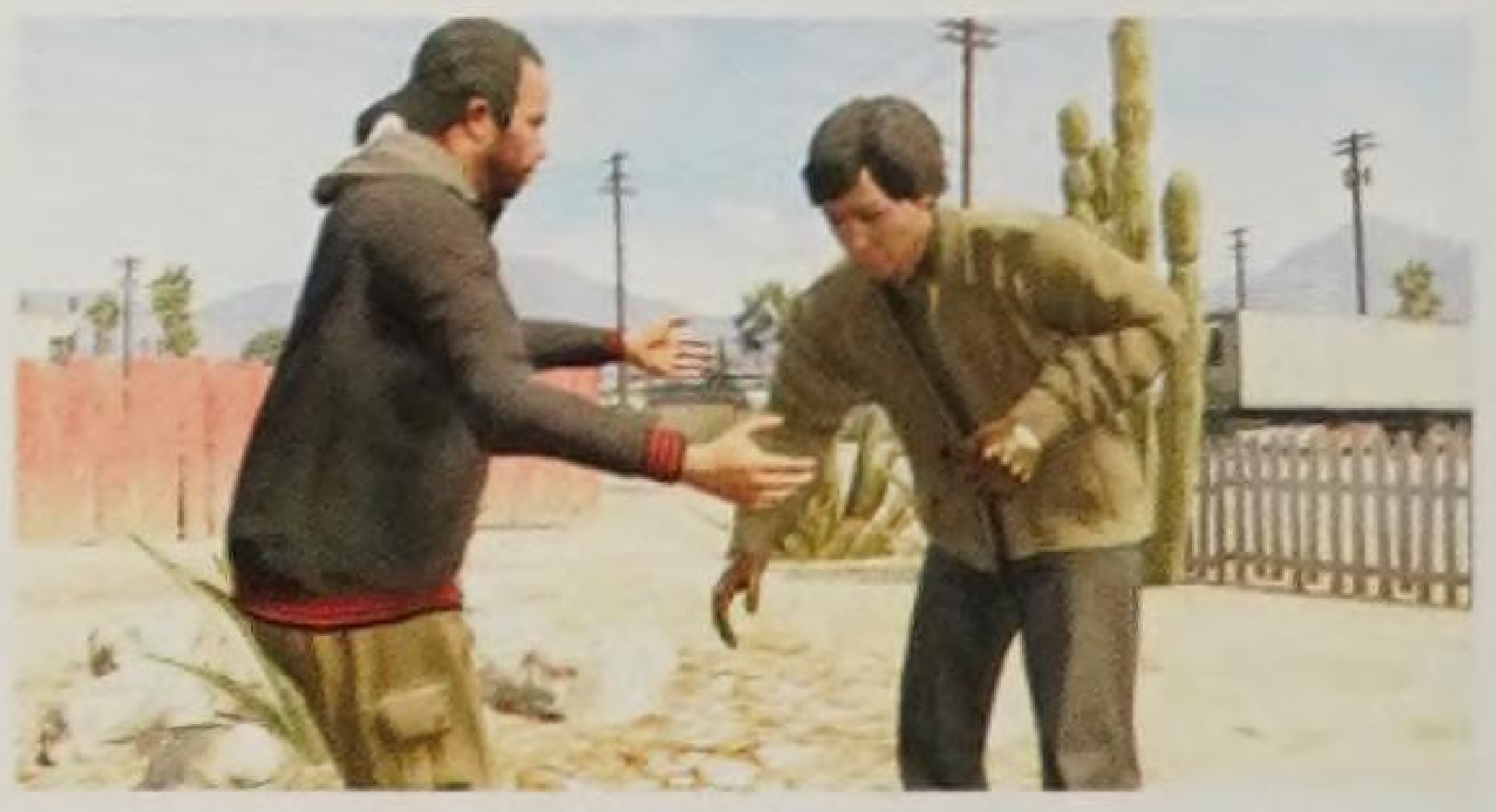
CRASH RESCUE

LOCATION:	CHARACTER:	REWARD:
Senora Freeway, Mount Chiliad **(18)**	*All*	*Unlocks heist crew member Taliana Martinez*

Locate an overturned vehicle in the median on the Senora Freeway, locate an overturned vehicle in the median. A dead man lies near the overturned vehicle and a lady in men's clothing and driving gloves has crawled to safety near the roadside. Approach the lady on foot to rescue her. She wants to leave before the cops arrive and find her with the dead man.

Enter your vehicle and the lady follows. Once inside, she says she is staying in Sandy Shores on Cholla Springs Avenue. A yellow route marker leads to her hideout where a friend can patch her up, no questions asked. While driving her to the destination, you discover that she is a getaway driver. After getting her to the destination safely, you discover that she is a heist crewmember named Taliana Martinez, and she is then available to hire as a driver on Heist Missions.

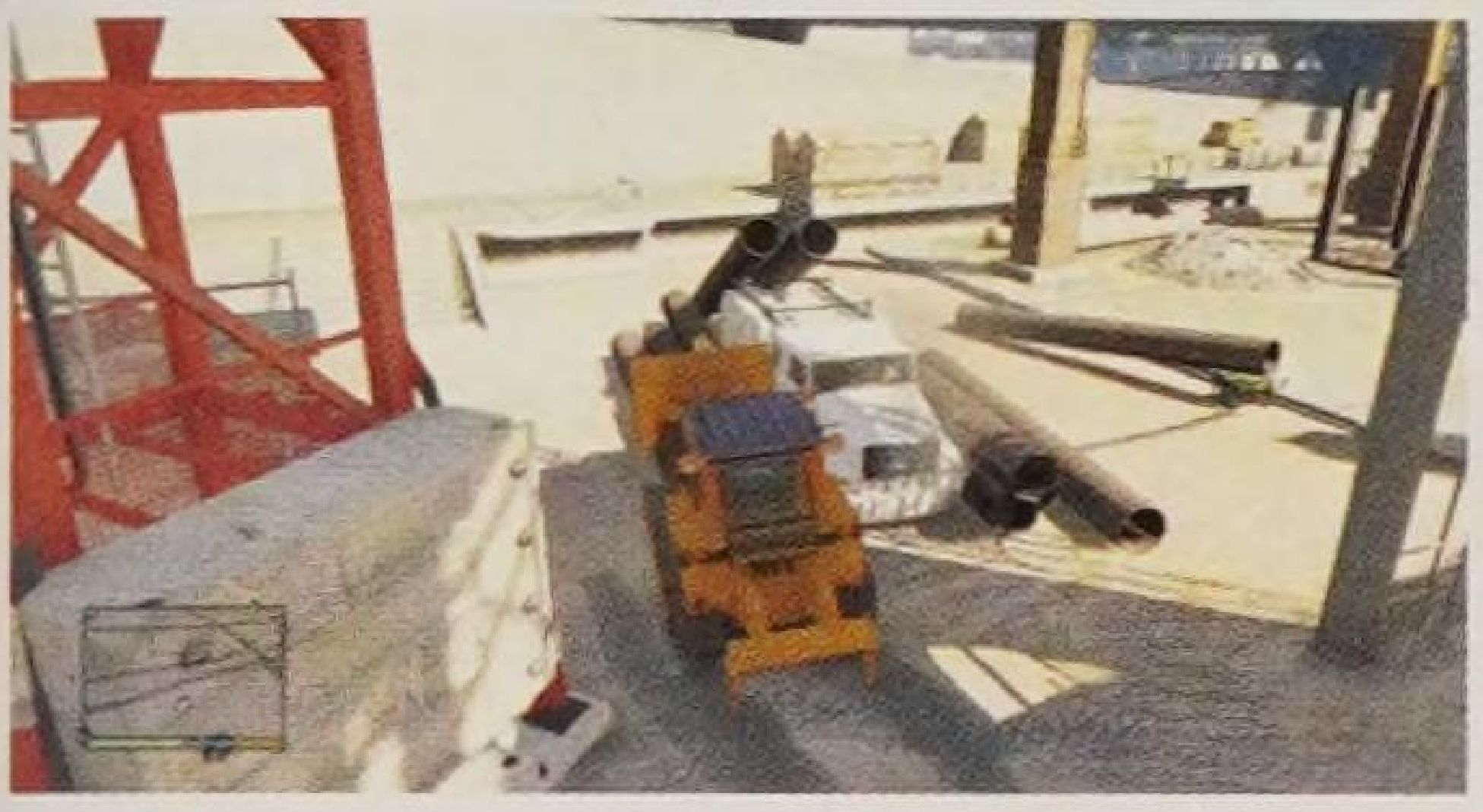


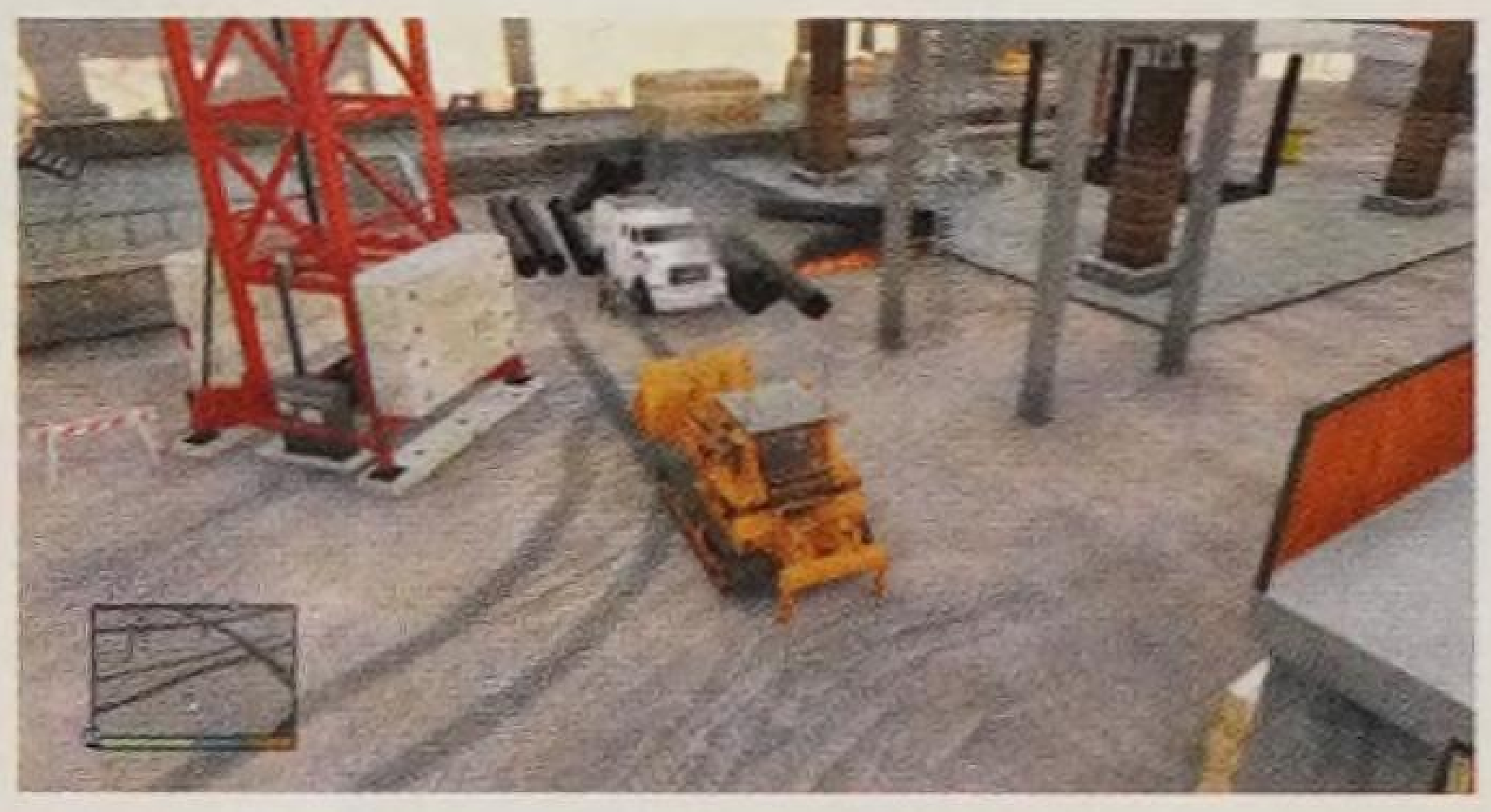


CONSTRUCTION ACCIDENT

LOCATION: *Calais Avenue, Little Seoul* **(19)**
CHARACTER: *All*
REWARD: *+2 Driving Ability*

When entering the construction site in Little Seoul (see map) from the west side, spot a construction accident below the large crane. The crane drops a load of pipes on and around a gas truck. The driver is one day away from retirement. When control returns to you, the driver is heard saying he can smell gas. You must act quickly. Enter the nearby HVY Dozer (marked as a blue blip on the radar). Once inside, drive to the accident site. If you push the pile of pipes on the driver's side of the gas truck, an explosion occurs when the pipes hit the nearby, sparking, fuel-driven generator. This sends you to the hospital and the driver to the morgue.





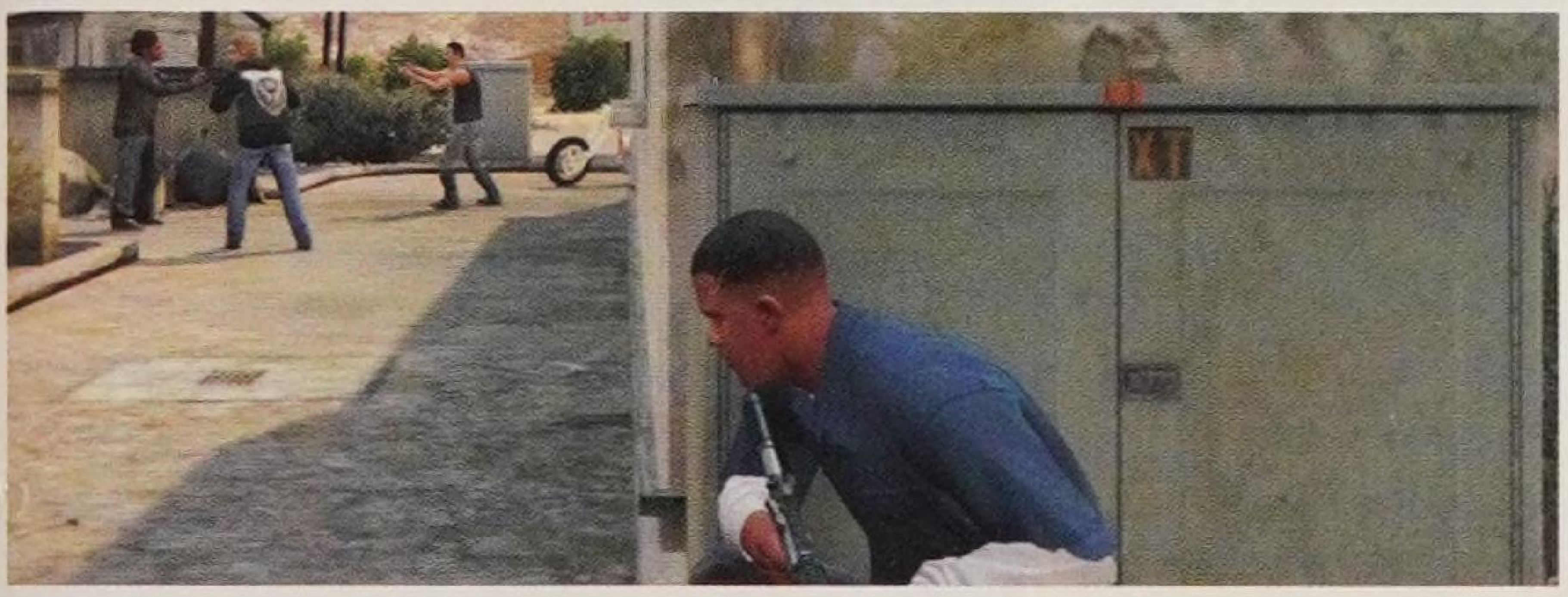
However, if you push the pipes away from the passenger side of the truck, the driver scoots across the front seat and exits through the passenger door. A fuel leak from the generator begins to burn and the fire creeps near the truck as the driver makes his escape. After running for cover, the driver thanks you and begins smoking a cigarette. Safety first.

COUNTRYSIDE GANG FIGHT

LOCATION: *Marina Drive, Alamo Sea* **(20)**
CHARACTER: *Michael or Franklin*
REWARD: *$1000 in money pickups*

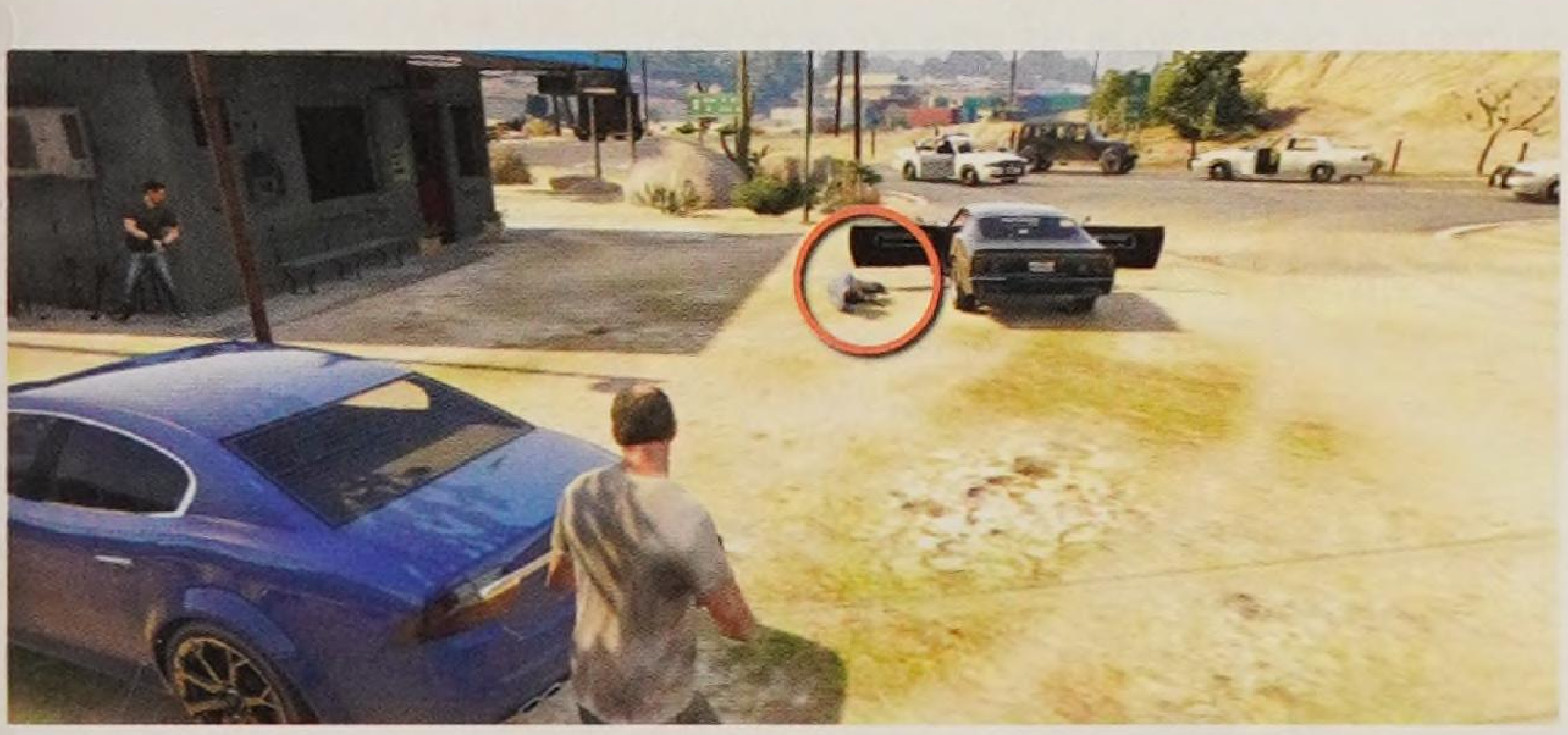
At an old abandoned storefront in Alamo Sea (see map), a couple of Lost bikers hold a drug dealer at gunpoint. One of the bikers demands owed money. The dealer pleads for a couple more days. Exit your vehicle and take cover behind the corner of the building. Swing out and shoot both bikers while avoiding the dealer. The man thanks you and asks you to follow him across the street.

A motorcycle gang consisting of four riders drives by when he reaches his vehicle and opens the door. He ducks down beside his vehicle, yelling at you to do the same. Moments after stopping at the abandoned store across the street, the gang becomes hostile. We suggest taking cover in the nearby open dilapidated storefront. Four red blips appear on the radar. From cover, pop out around the wall and shoot each of the bikers before they get organized or too close. Once the last biker is killed, the victim pays you $1000 and takes off. Collect the bikers' dropped weapons.



COUNTRYSIDE ROBBERY

LOCATION: *Route 68, Harmony* **(21)**
CHARACTER: *All*
REWARD: *$1000 in money pickups and/or $10,000 in money cases*

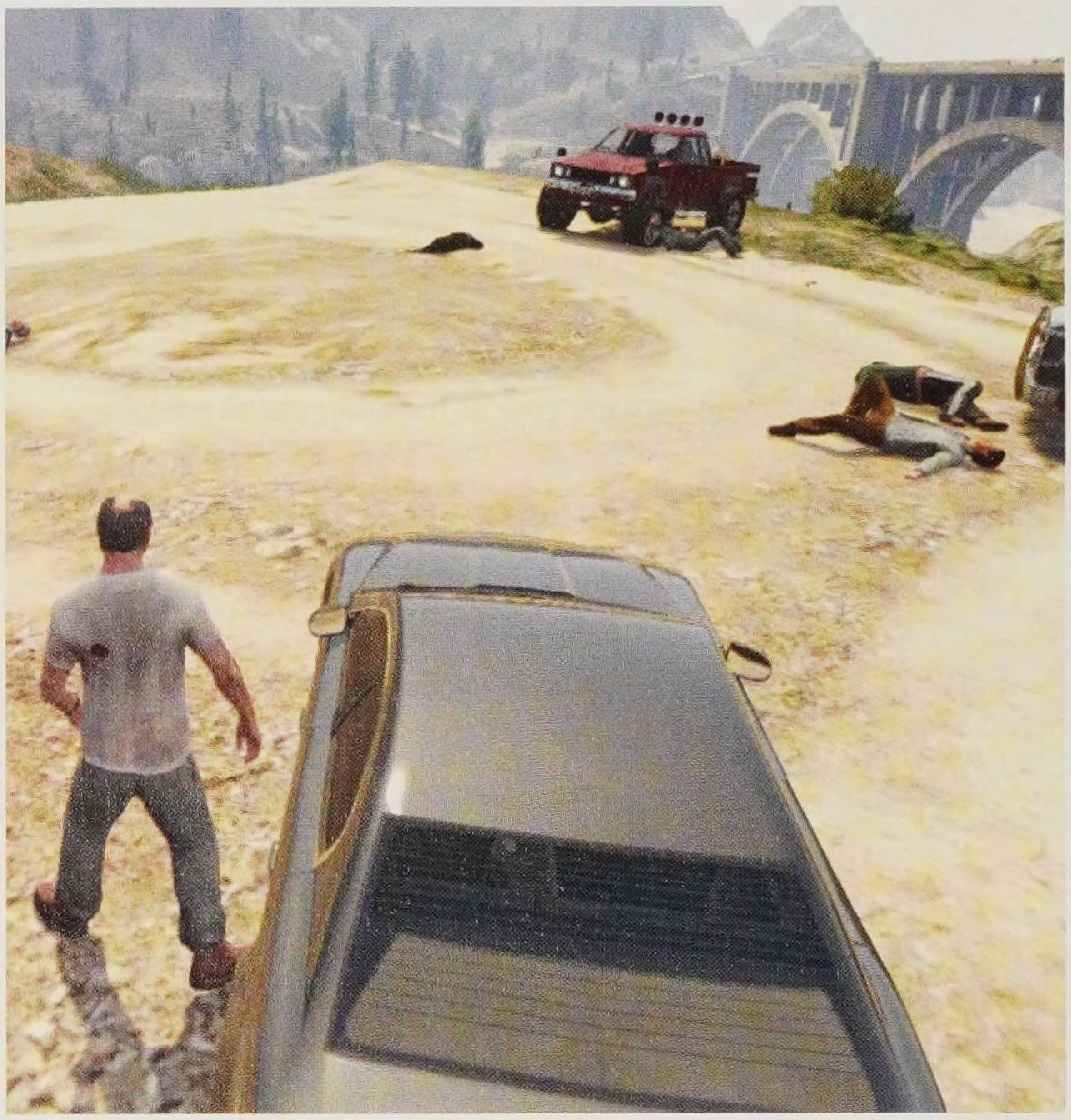


A shootout between some rednecks and the law occurs at a shady motel on the corner indicated on our map. Drive through the police cars without harming any cops. If you harm a police officer, they turn on you and half of the blue blips on the radar turn red (representing the opposing force you choose to attack). Drive into the parking lot behind the criminals. Exit your vehicle and wait for one of the crooks to get shot down. Walk to the downed crook and pick up his dropped briefcase of money. The second crook quickly turns on you. Gun him down and take his briefcase. The cops see it as police evidence and you receive a two-star Wanted Level. You could also get a Wanted Level for hanging around too long after killing the crooks without picking up the money. Jump in your car and head east off-road to lose the heat. The dropped attaché cases are each filled with $5000 in cash!

If instead you decided to help the crooks, you get a three-star Wanted Level, one of the crooks takes off with one of the briefcases, and the dead crook's attaché case is the only one remaining. So you have the heat along with being out $5000.

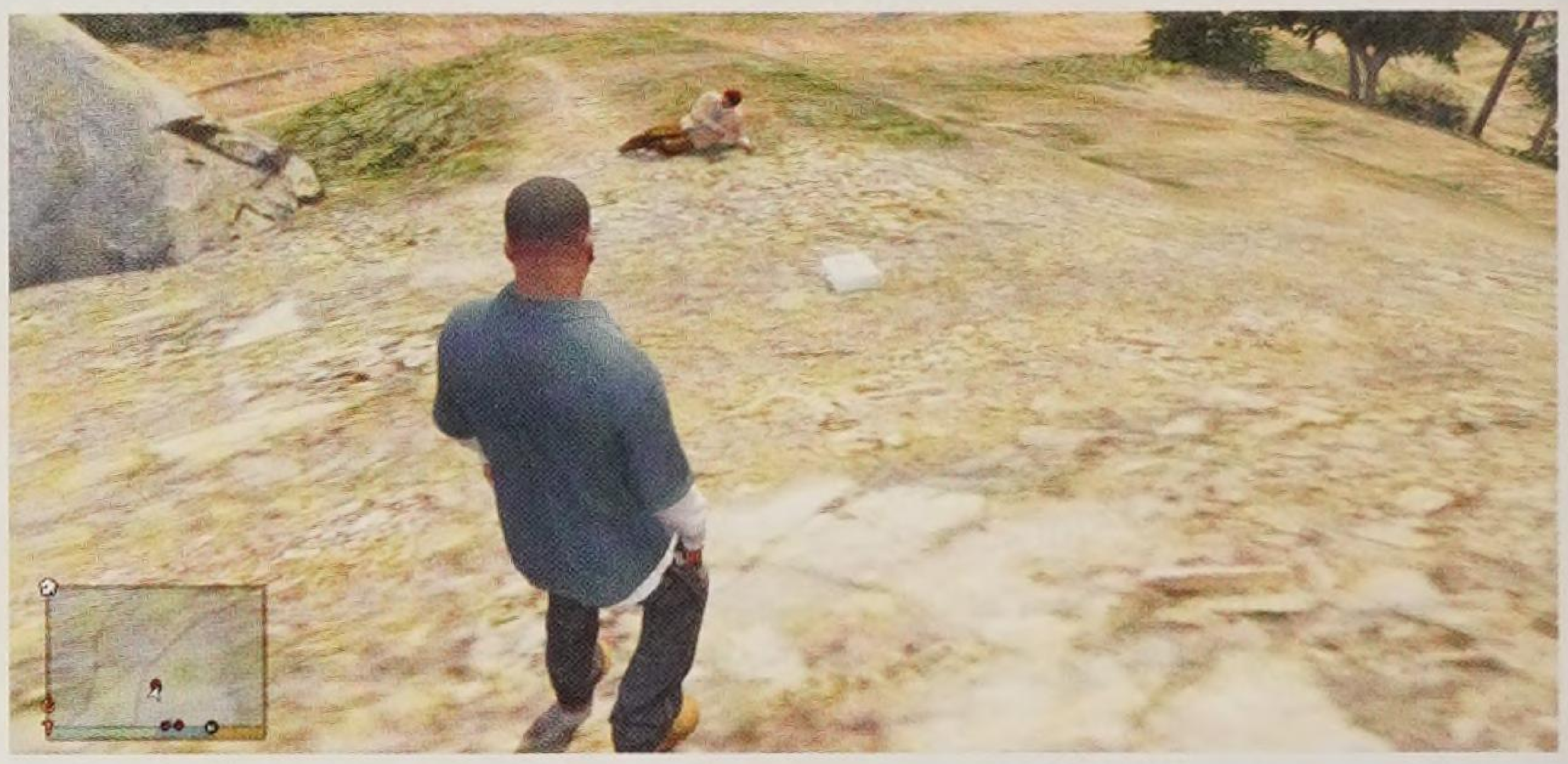
DEAL GONE WRONG

LOCATION:	CHARACTER:	REWARD:
Chiliad Mountain State Wilderness **(22)**	*All*	*$25,000 in money case*



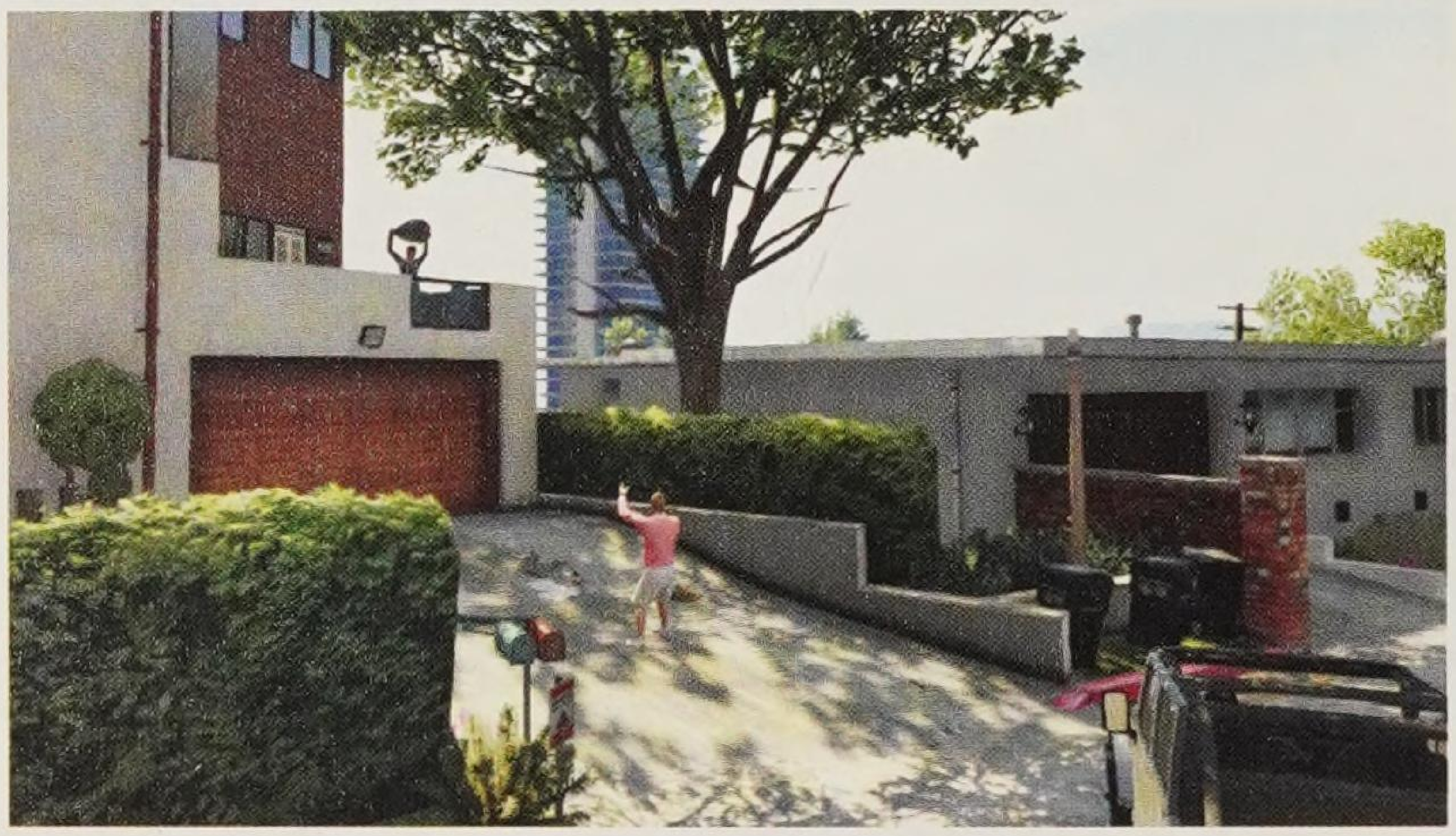
Follow the western coast mountain road to a small dead-end (see our map) and discover a drug deal gone bad. Five trucks parked in a circle surround a scene of carnage. Multiple bodies are lifeless on the ground. A continuous blaring horn from one of the vehicles electrifies the air. The radar indicates three red blips in the area, meaning they're not all dead.

Just south of this location and down the hill is a dealer struggling to hang on to life. He begs you to stay away from the case. He drops dead without your help. The case contains a whopping $25,000! Leave the area via Great Ocean Highway. A few moments later you are attacked by one of the gangs from the previous scene. A couple of gang members ride in two Karin Rebel pickup trucks. Use drive-by shooting or swing your car around, jump out, and use it for cover to take out these gang members.



DOMESTIC

LOCATION:	CHARACTER:	GOLF PLAYER UNLOCKED:	ADDITIONAL:	REWARD:
Wild Oats Drive, Vinewood Hills **(23)**	*All*	*Castro Lagano*	*Possible Altruist Cult Victim*	*$80 credited*

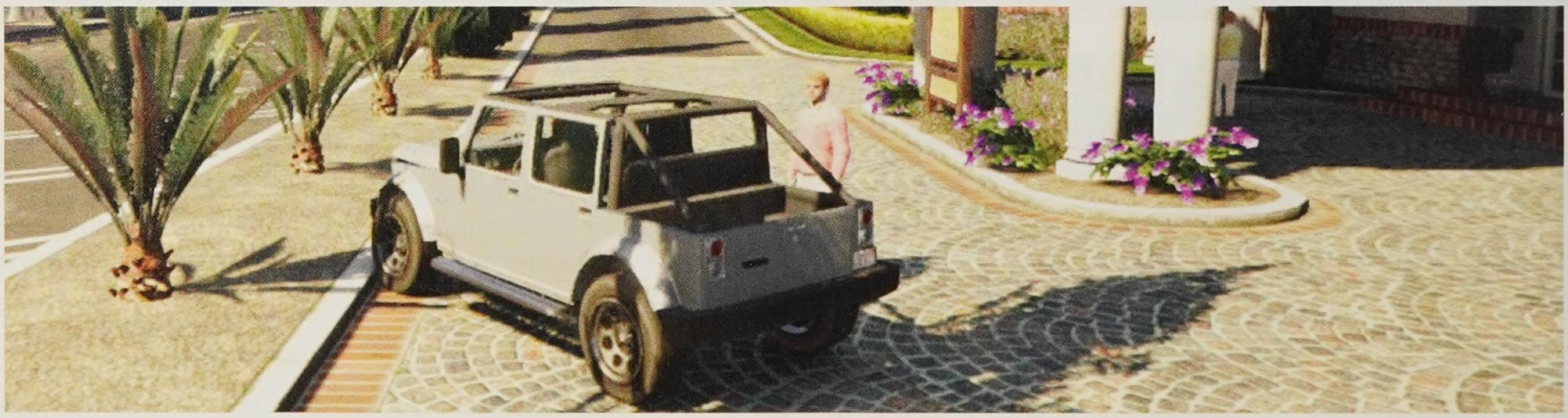


On Wild Oats Drive, in the area indicated on the map, spot a man in golf attire standing on his driveway pleading to his wife on the balcony to forgive him. She has thrown his clothes over the balcony and is apparently kicking him to the curb. She does not believe he's been playing golf at midnight. To help the man with his situation, enter your vehicle and allow him to pick up his golf club and enter the passenger seat. Follow the yellow route on the radar to the nearby Los Santos Golf Club. Instead of looking for proof that he's been playing midnight golf, he instead desires to attend one of the clubhouse parties while his wife cools down.

Drop the man off at the entrance of the GWC and Golfing Society (yellow destination marker on the radar). He pays you $80 for the ride. Your new friend, Castro, becomes a new contact and an available golf opponent with a Hard skill level. Now you have a new golf buddy.

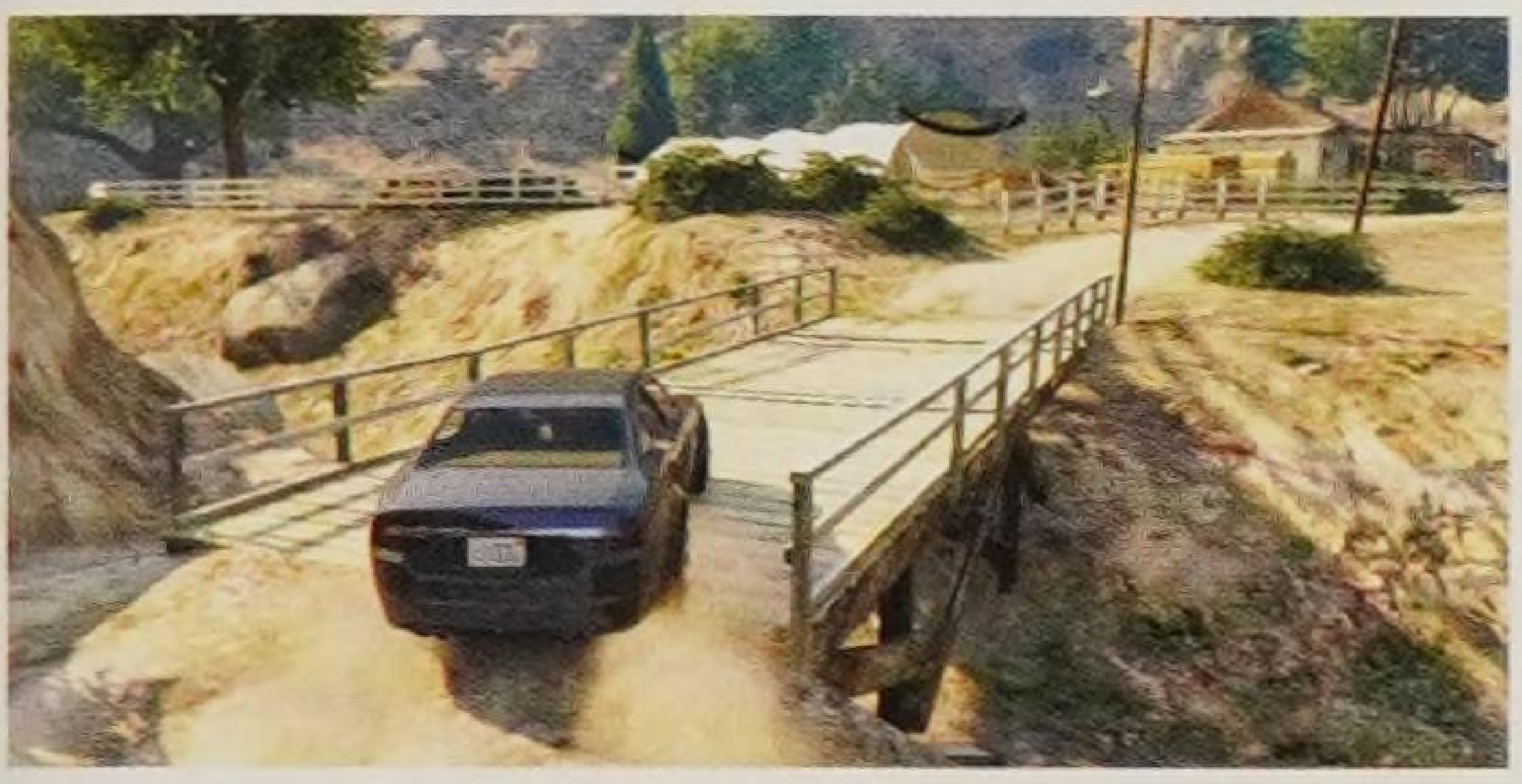
Altruist Cult Victim

When driving this golfer while playing as Trevor, you have the option of delivering him to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.



DRUG SHOOTOUT

LOCATION:	**CHARACTER:**	**REWARD:**
Mount Chiliad **(24)**	*All*	*Between $40,000-$100,000 in money case every time you raid*

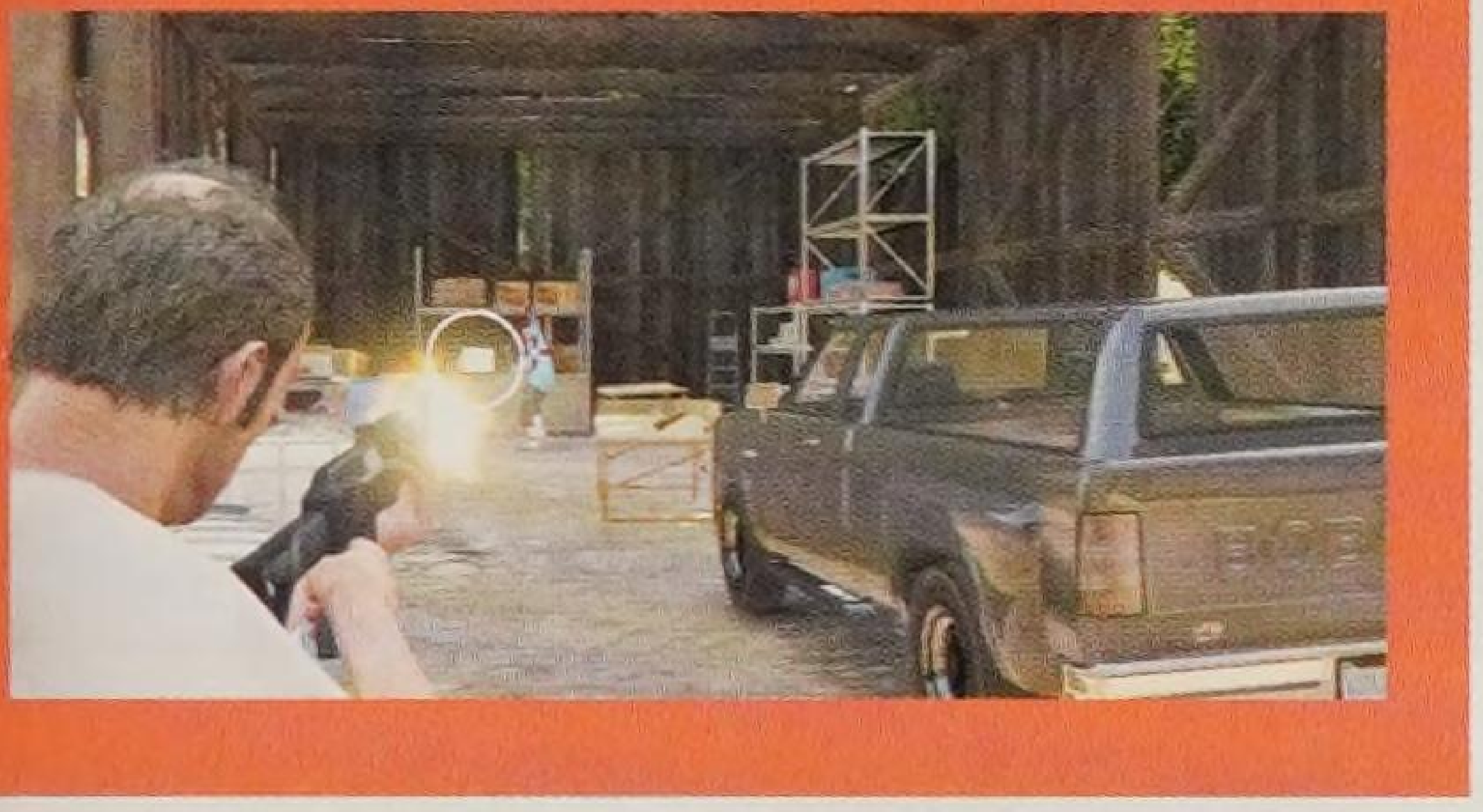


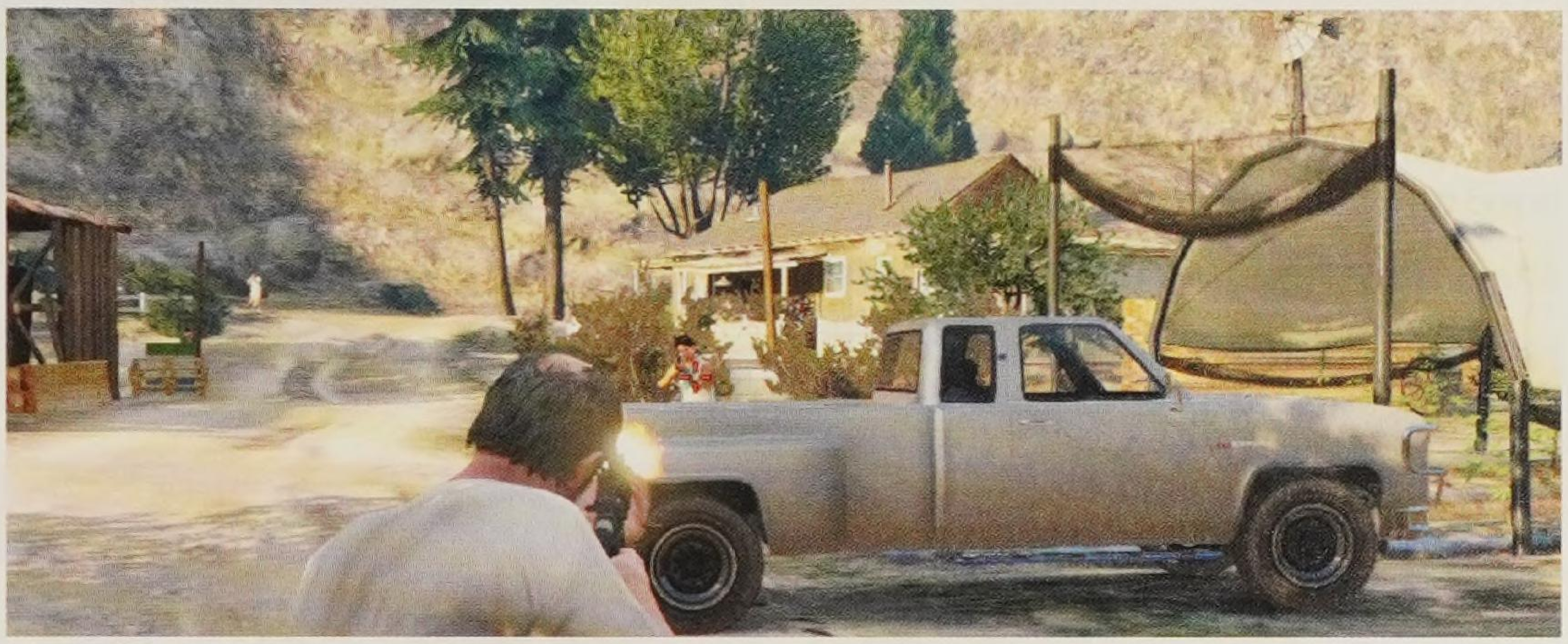
Spot a marijuana leaf icon at the end of the secluded dirt road indicated on our map. A dialog box appears telling you this is a Weed Farm and that you can raid it to steal their takings. You can do this every couple of game weeks to earn extra cash. Enter the property cautiously; an armed drug syndicate is located here. You are verbally warned to leave the property while pulling up the drive. Take cover behind your vehicle or use the house or barn for cover.

Six red blips appear on the radar when the shooting begins. Meticulously eliminate each target. Then search for the attaché case of money (green blip on the radar) on the shelf inside the barn. Defeat the last man guarding the loot inside the barn. Pick up the money from the shelf. You instantly earn up to $100,000! Big payoff! This is the largest Random Event payoff in the game. Eliminate all the witnesses and leave the area.

BIG PAYOUT

This is one of the biggest payouts in the game (besides doing heists). Raid this Weed Farm as much as possible. It becomes available for the taking every week or so.





DRUNK DRIVER 1

LOCATION:	**CHARACTER:**	**ADDITIONAL:**	**REWARD:**
Aguja Street, La Puerta **(25)**	*All*	*Possible Altruist Cult Victim*	*$80 credited*

Pull into the La Spada restaurant parking lot and follow the blue blip to find a couple guys discussing drinking and driving. One drunk asks the other for the keys to prevent him from driving drunk. Exit your vehicle and approach them. The drunk asks for a ride so the other drunk can earn his Boy Scout buzzkill badge.

Take his parked Gallivanter Baller nearby or you can take your vehicle. Now, simply follow the yellow route marker to the drunk's house. If you drive too fast or erratically, he pukes out the passenger side window along the way, so drive carefully to get the guy home on Alta Place. He gives you $80 for the ride before he passes out in his carport.

Altruist Cult Victim

When driving this drunk playing as Trevor, you have the option of delivering him to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.

DRUNK DRIVER 2

LOCATION:	**CHARACTER:**	**ADDITIONAL:**	**REWARD:**
Armadillo Avenue, Sandy Shores **(26)**	*All*	*Possible Altruist Cult Victim*	*$80 credited*

A tipsy couple talks outside a Chinese restaurant between Zancudo Avenue and Mountain View Drive. Exit your vehicle and approach them. It's the lady's birthday and they'd like you to drive them back to their motel. Enter the Albany Emperor in the parking lot (the blue blip on the radar). Follow the yellow marker to the motel southwest of your location after the two whiskey drunks enter the vehicle.

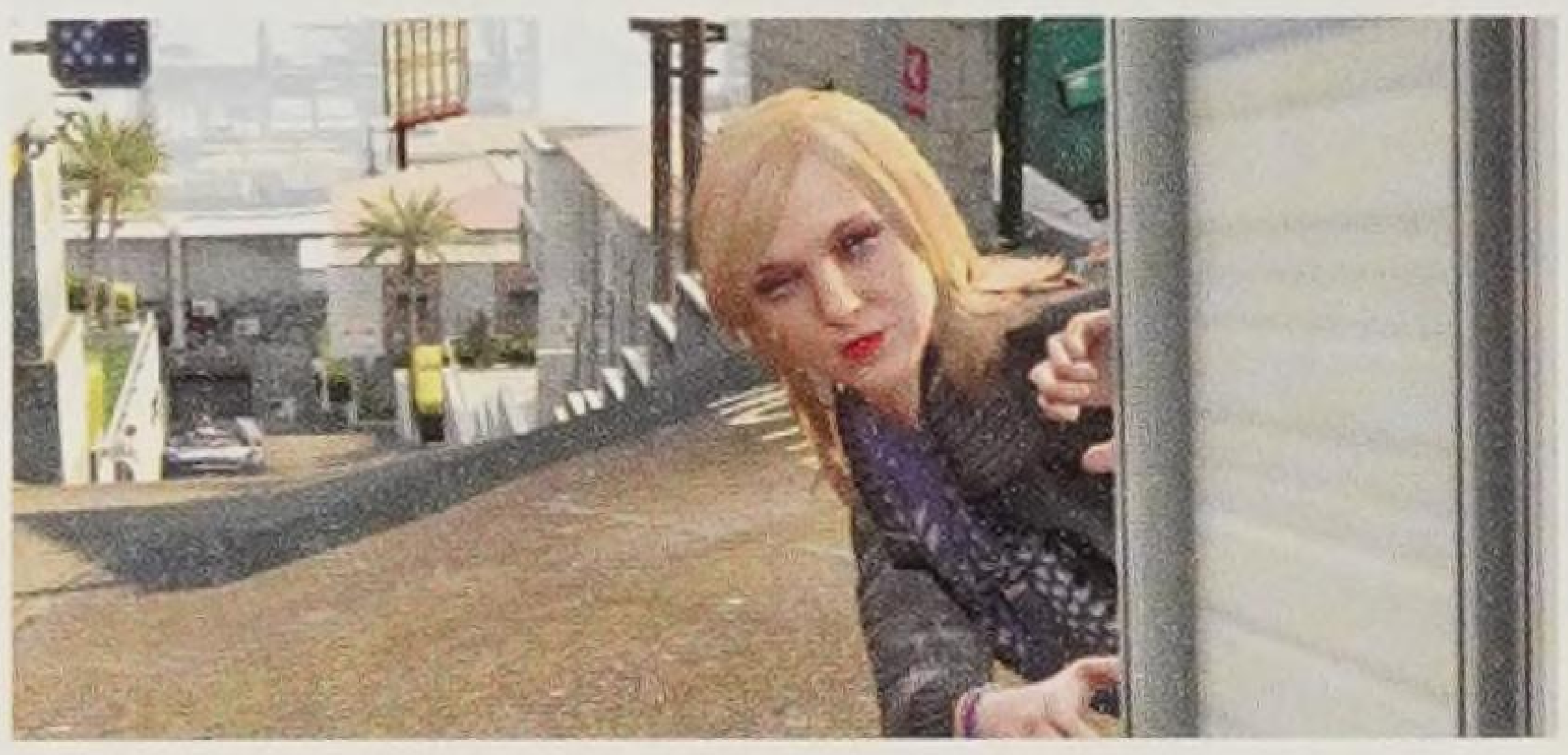
The couple gets frisky in the backseat, making the rocking car more difficult to drive straight. Maintain control of the vehicle. If you're playing as Trevor, he offers to join the party, and, with that, the party ends. Normal vehicle handling returns at this point. Continue to follow the yellow route marked on the radar to the destination marker in the motel parking lot off of Route 68. You earn $80 for being their creepy chauffeur.

Altruist Cult Victim

When driving this drunk couple playing as Trevor, you have the option of delivering them to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.

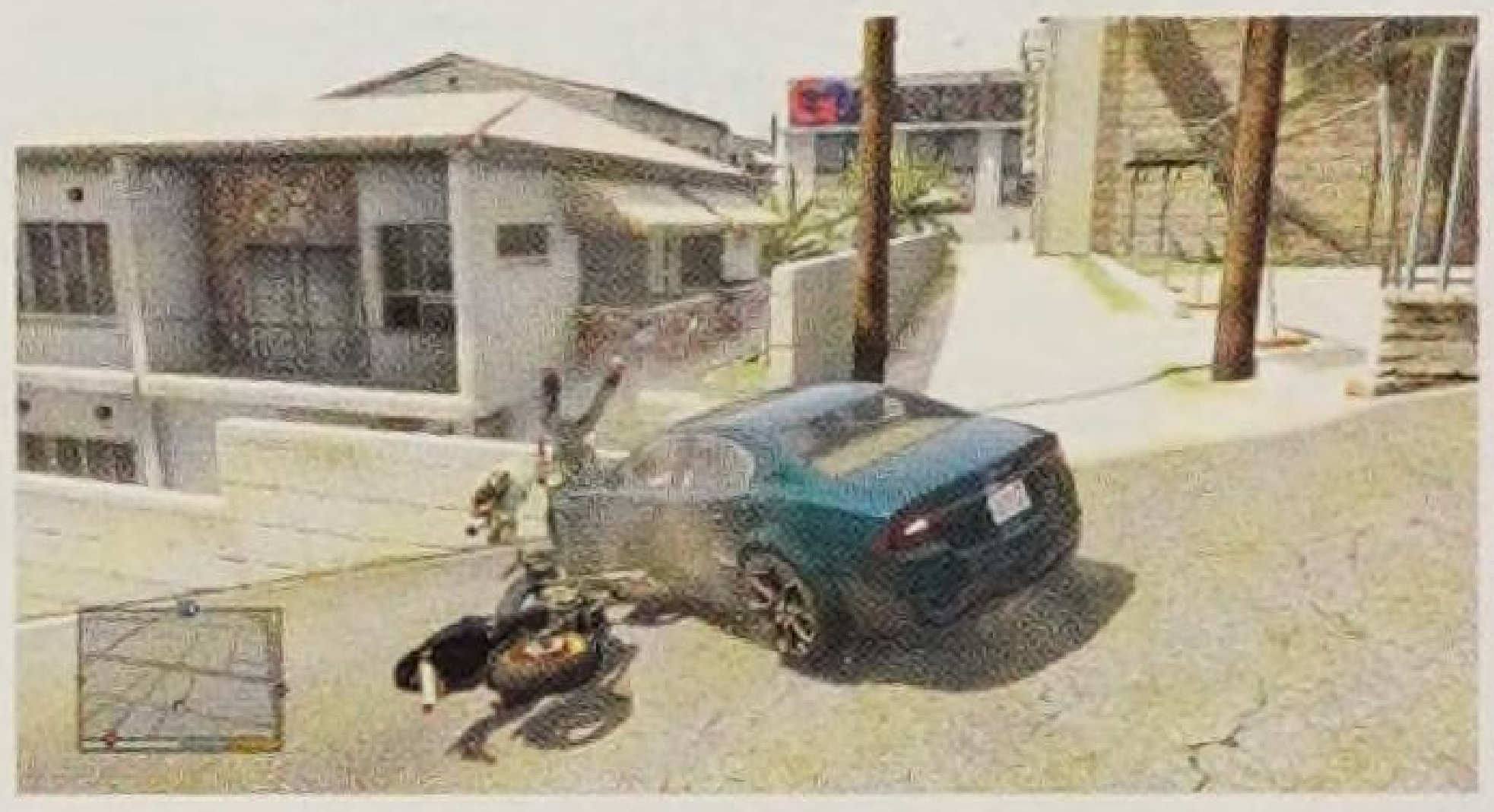
ESCAPE PAPARAZZI

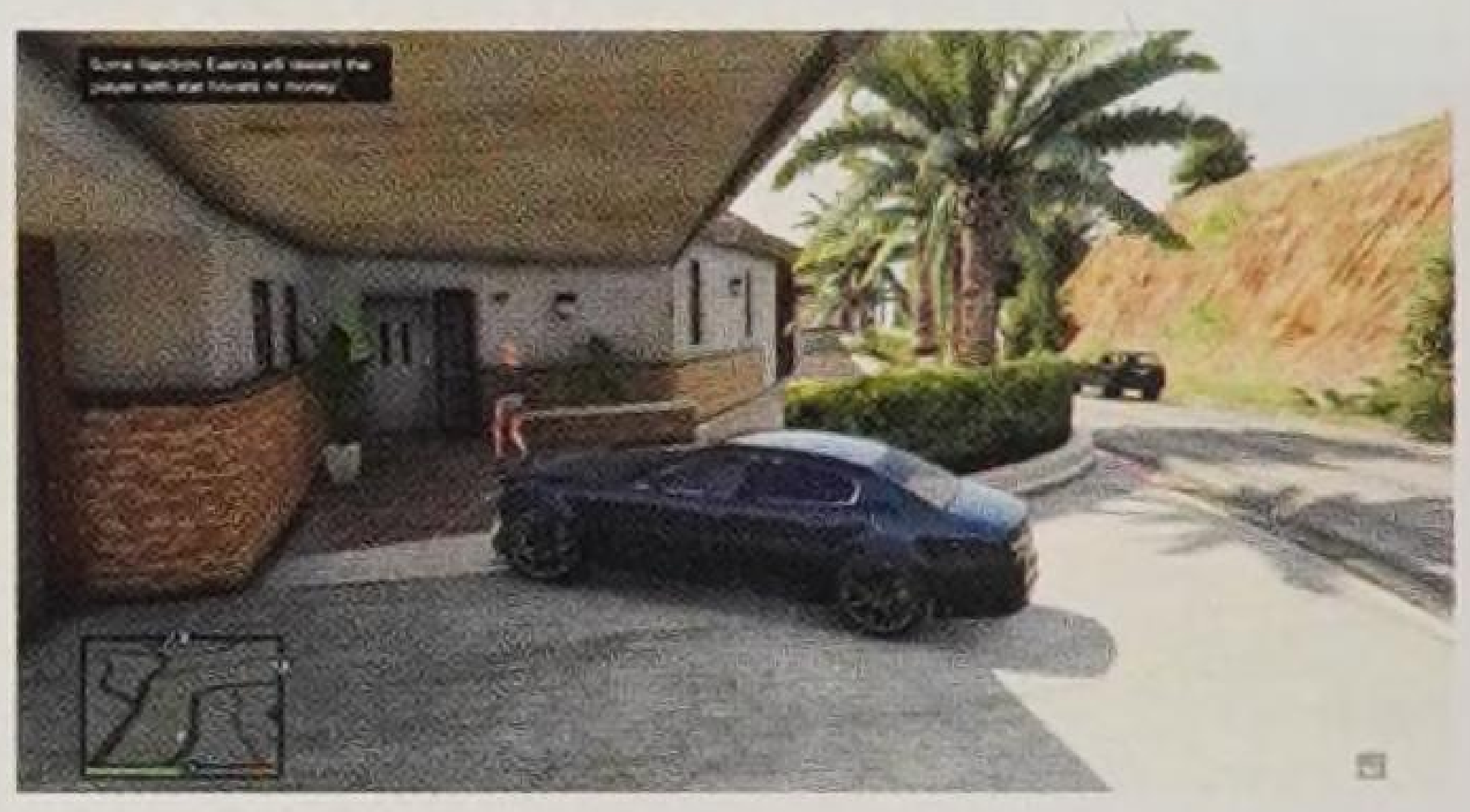
LOCATION:	CHARACTER:	ADDITIONAL:	REWARD:
Vinewood Boulevard, Downtown Vinewood **(27)**	*All*	*Possible Altruist Cult Victim*	*$750*



Find an actress in an alley production site pleading for a ride to avoid the paparazzi. She's afraid they'll get photos of her while she wears little to no make-up.

Red blips appear on the radar at both ends of the alley. This indicates the six photographers trying to get a shot of the actress in your vehicle. The photographers team up, two to a motorcycle, as you pass by them on your escape through the alley (do not run into them; if you kill them the challenge is over). Now there are three red blips on the radar indicating the three teams of paparazzi.





Head east through the alley, and take a left when you reach the end, speeding north up the hill. You need to lose these guys as you would the cops: through many turns into alleyways. You can keep going around the same couple blocks and into alleys to throw them off.

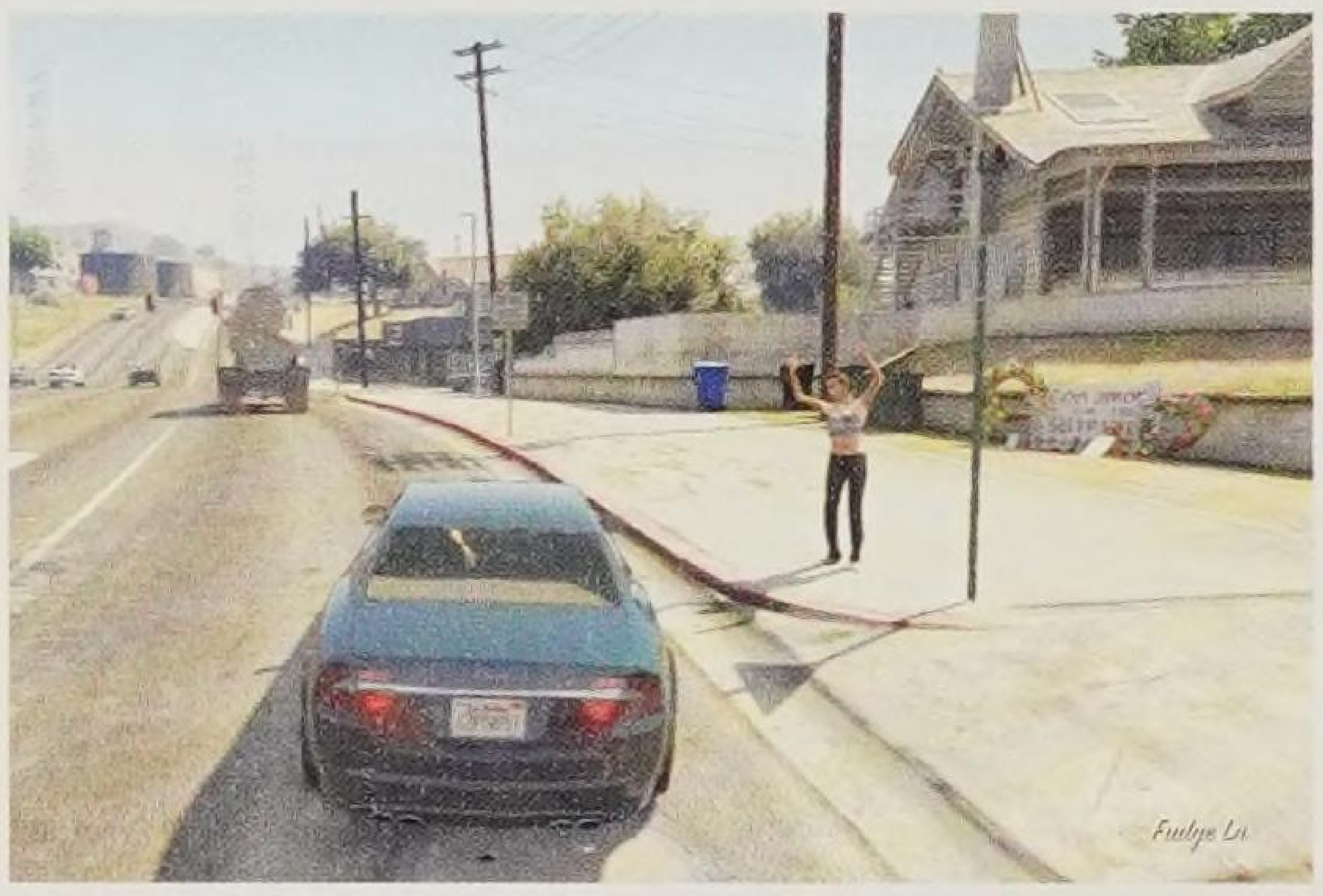
Once you've lost the pursuers, a yellow route marker shows the way to the actress's home on Whispymound Drive. Pull into her driveway to end the mission. The actress gives a $750 reward.

Altruist Cult Victim

When driving the actress while playing as Trevor, you have the option of delivering her to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.

GANG INTIMIDATION

LOCATION:	CHARACTER:	REWARD:
El Rancho Boulevard and Fudge Lane, El Burro Heights **(28)**	*Michael or Trevor*	*Between $200-$500 per ped in money drops*



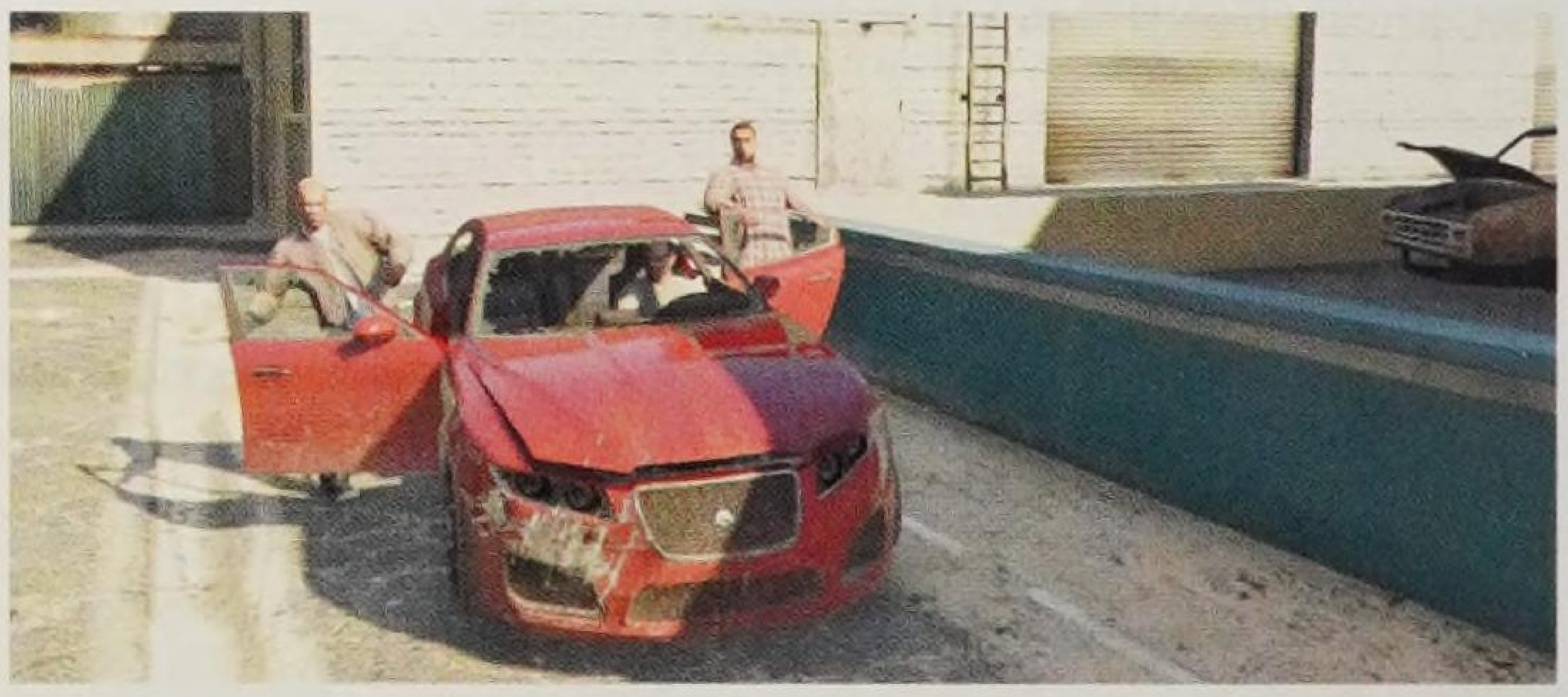
A scantily clad woman waves you down on a corner at El Rancho Boulevard and Fudge Lane. She yells for help. Stop and exit the vehicle. Draw a weapon and follow her as she runs for the houses behind her. Follow her up the stairs and in between the two houses. Prepare for an ambush. The ambush does not occur if you take cover behind the corner of the house just before the yard she stops in; you must pass this corner of the house to reach the next stage.

Two armed thugs run from behind the house and a third leaps onto the neighbor's fence. Gun them down quickly before their ambush becomes a success. These would-be robbers drop loads of cash. Walk over the bodies and through the many cash drops on the ground. The shooting could earn you police attention as well. Lose your Wanted Level by covering behind another house a few blocks away from the crime scene.

GETAWAY DRIVER

LOCATION:	CHARACTER:	ADDITIONAL:
Corner of Strawberry Avenue and Forum Drive, Strawberry **(29)**	*All*	*Possible Altruist Cult Victim*

REWARD:
Unlocks Packie as crew member and $1000 credited, or between $800-$2000 per ped in money drops



Follow the blue blips into the parking lot of the Dollar Pills pharmacy on the corner of Strawberry Avenue and Forum Drive (see our map). Witnesses stand around watching a robbery in action. Two robbers have a merchant at gunpoint at the front door. The robbers offer to give you a cut if you help them get away. They appear to be the good guys as their blips are blue on the radar. You receive only the merchant's gratitude if you decide to cross them and gun them down. If you take this route, make sure to pivot around and shoot more aggressors that appear in the street.

However, if you decide to take the robbers up on their offer, enter your vehicle and allow them to do the same. Alternatively, you could just pull up beside them in your car in the beginning. Once inside, you receive a two-star Wanted Level. Directly across the street, to the northwest, is a series of alleyways starting near rental apartments. A police car is pulling out of this alley heading towards you. Drive past him and use these alleys (and possibly Franklin's Special) to lose the cops quickly.

The crooks ask you to take them to their crib to divide up the cut after the Wanted Level is lost. Follow the yellow route marker. Then stop in the yellow marker to end the mission and receive your $1,000 cut. This is also where you learn that one of the crooks was none other than Packie McReary from *Grand Theft Auto IV*. This unlocks his character for crew selection for Heist missions.

Altruist Cult Victim

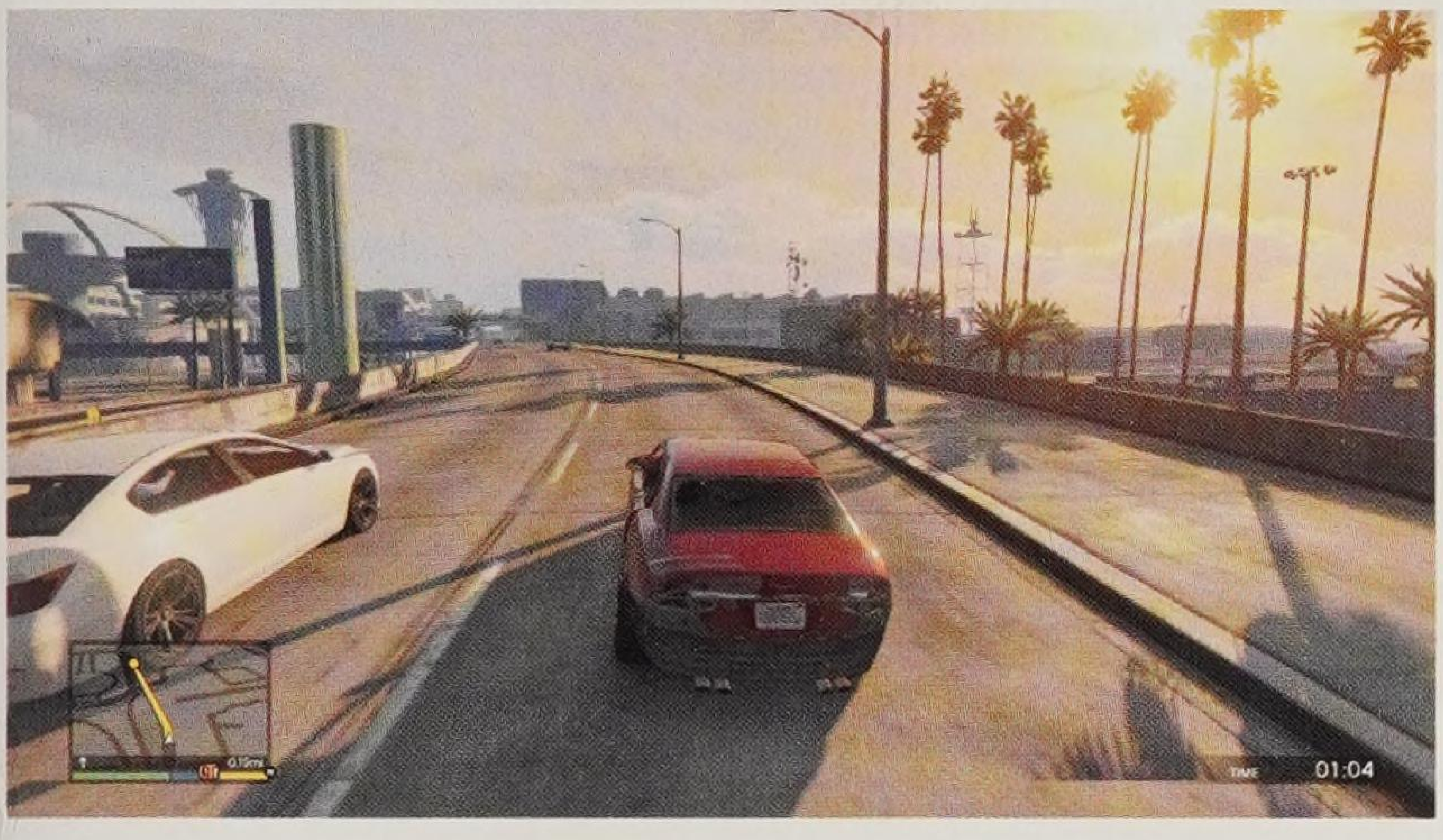
When driving these crooks while playing as Trevor, you have the option of delivering them to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. We do not recommend this as you lose the opportunity to have McReary on your crew and he loves to talk about his glory days in Liberty City while on heists. See "Hitch Lift 2" for more details.

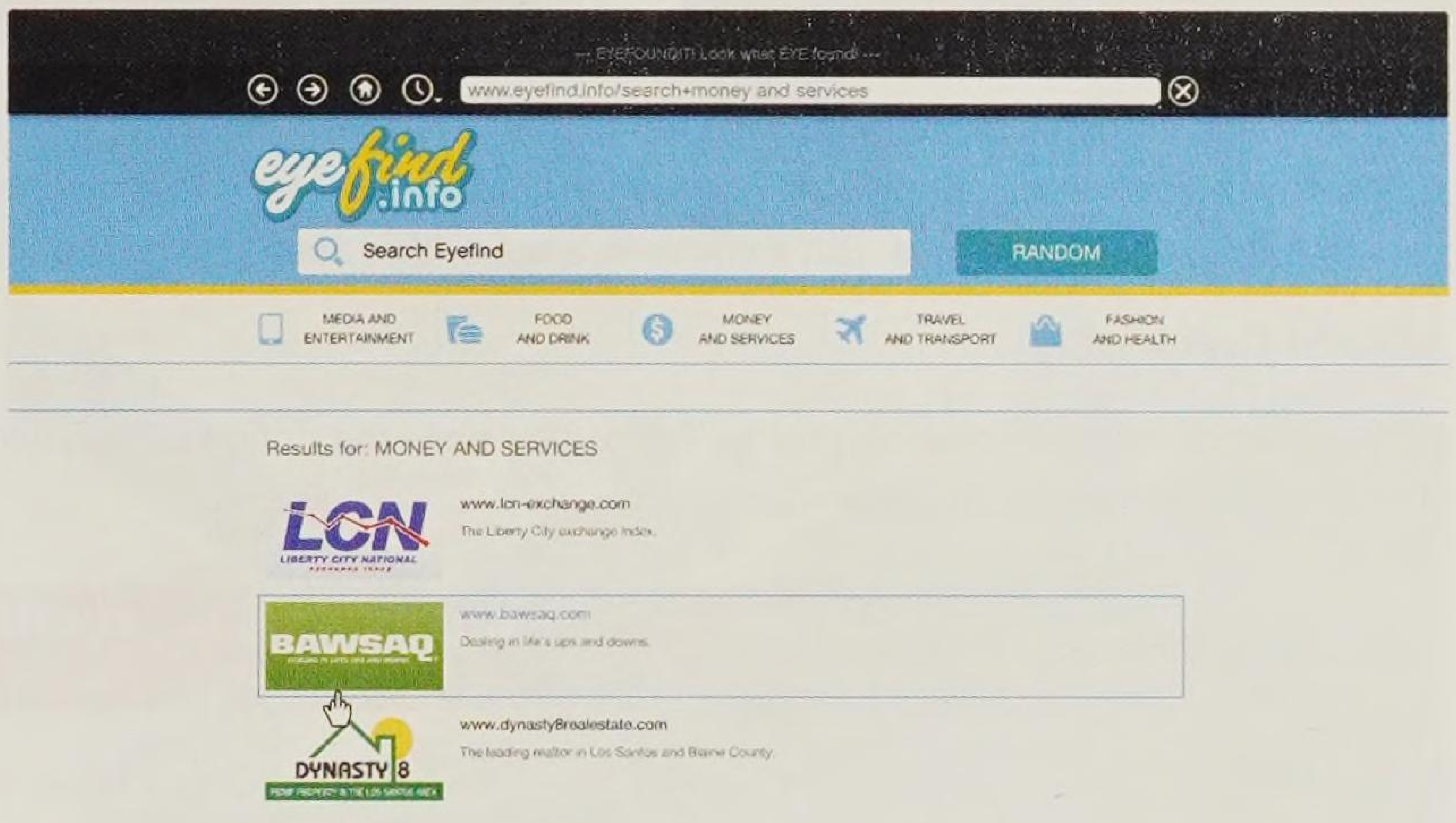
HITCH LIFT 1

LOCATION:	CHARACTER:	REWARD:
Ineseno Road, Banham Canyon **(30)**	*All*	*+5 Driving Ability and $100 credited*

Spot the hitchhiker near his abandoned Sedan (hood raised and engine smoking). This businessman is in a hurry and hitches a lift to the airport. If you race him to the destination in the time limit given (02:20), he rewards you with a stock tip.

Follow the yellow route marker for the fastest route, cutting corners where possible. You should be able to reach the airport with a minute to spare. The man gives you a stock tip about Tinkle. Access the Bawsaq on your phone and invest some money in this company. It pays out within the week. Bawsaq is the live stock exchange while LCN-Exchange is the offline trade.

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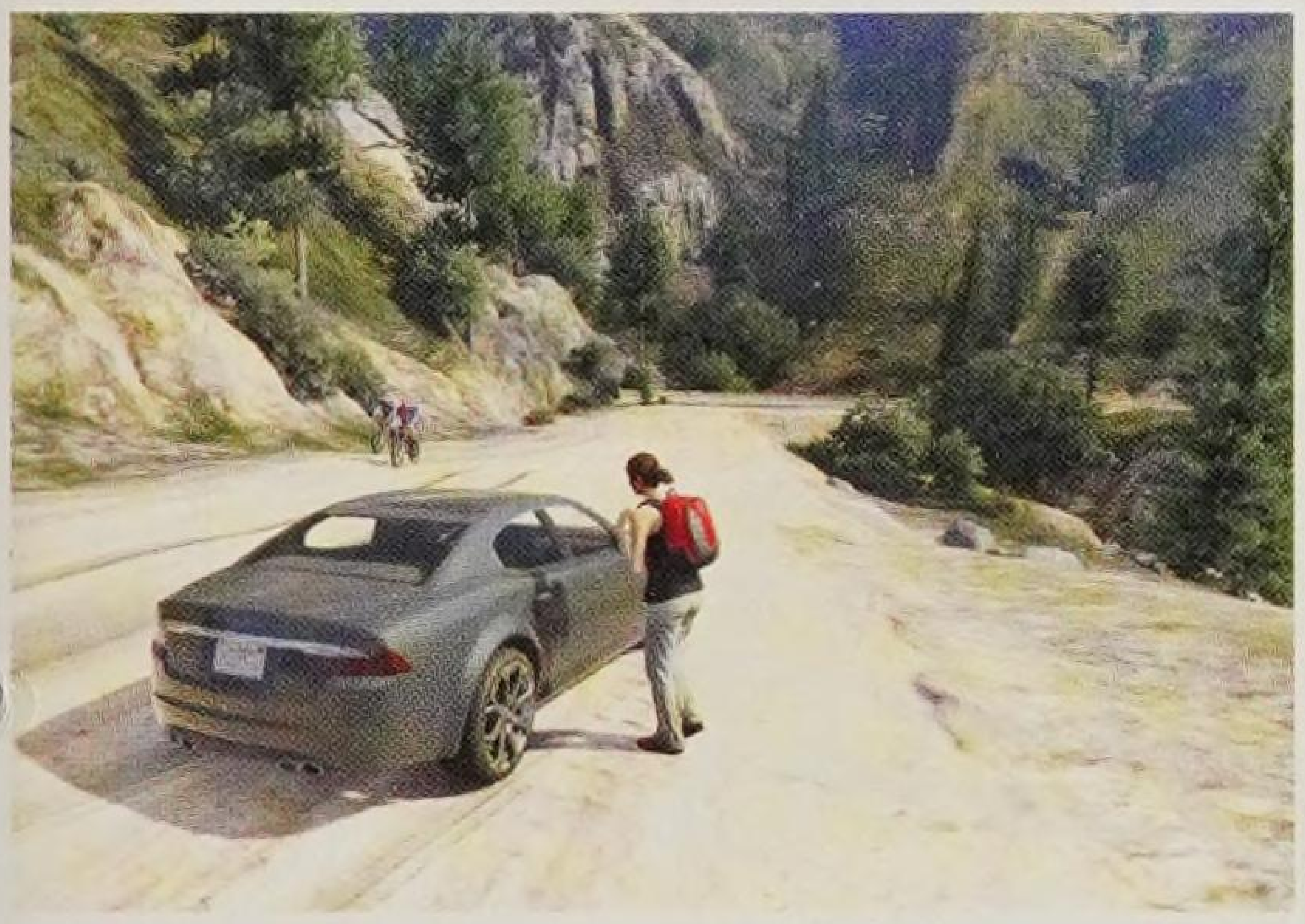
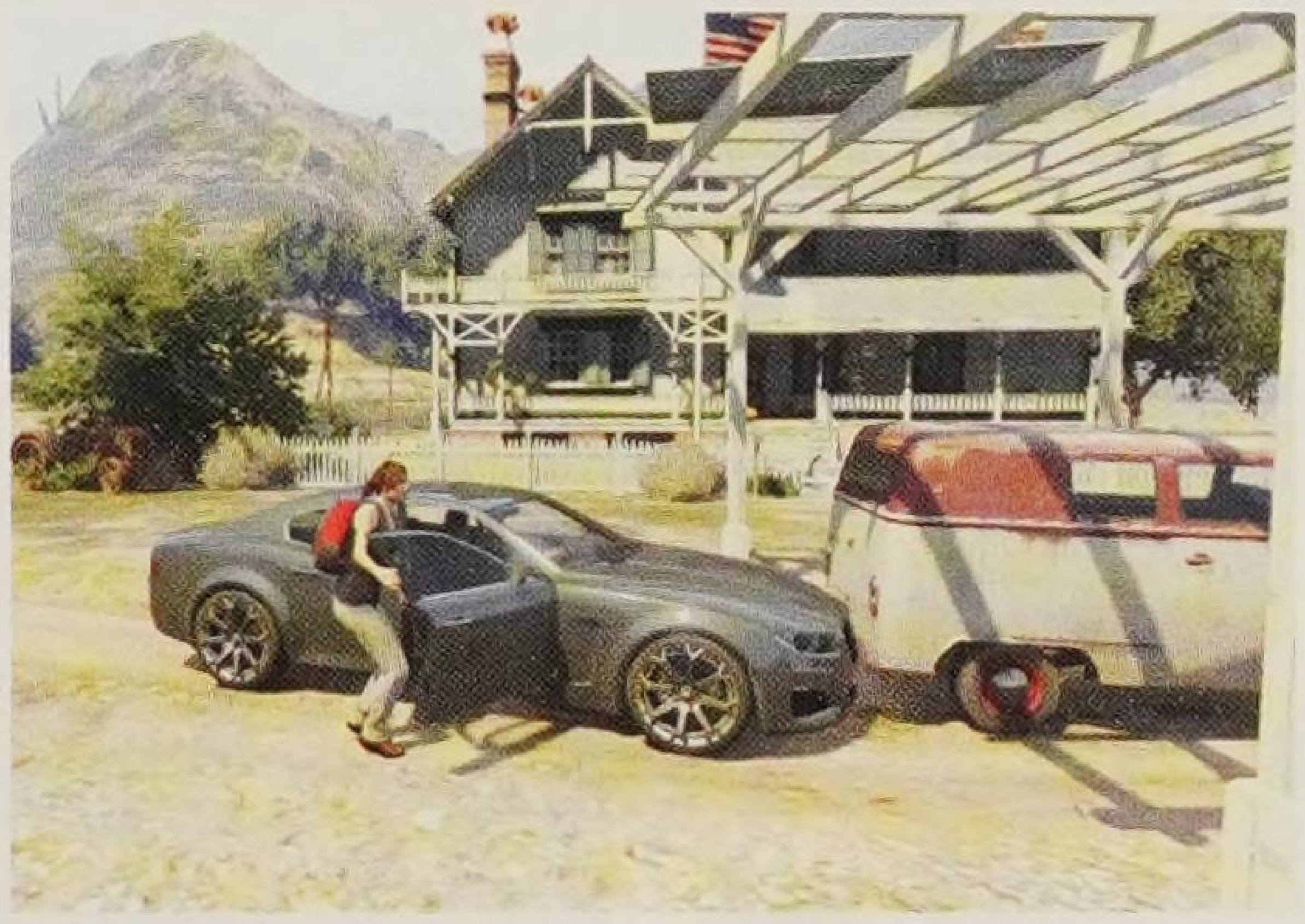
HITCH LIFT 2

LOCATION:	CHARACTER:	ADDITIONAL:	REWARD:
North Calafia Way, Mount Chiliad **(31)**	*All*	*Possible Altruist Cult Victim*	*+5 Driving Ability and Booty Call #*

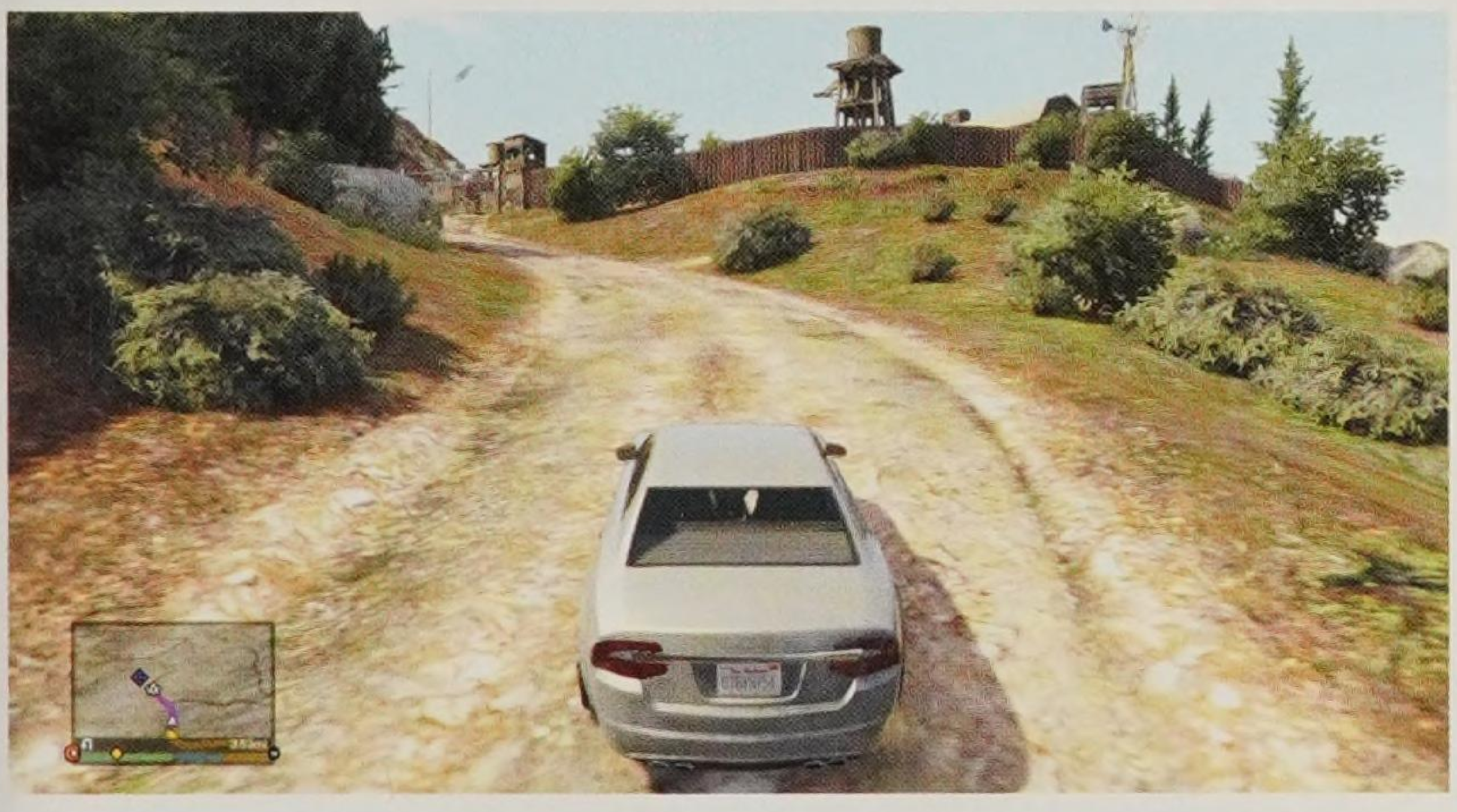


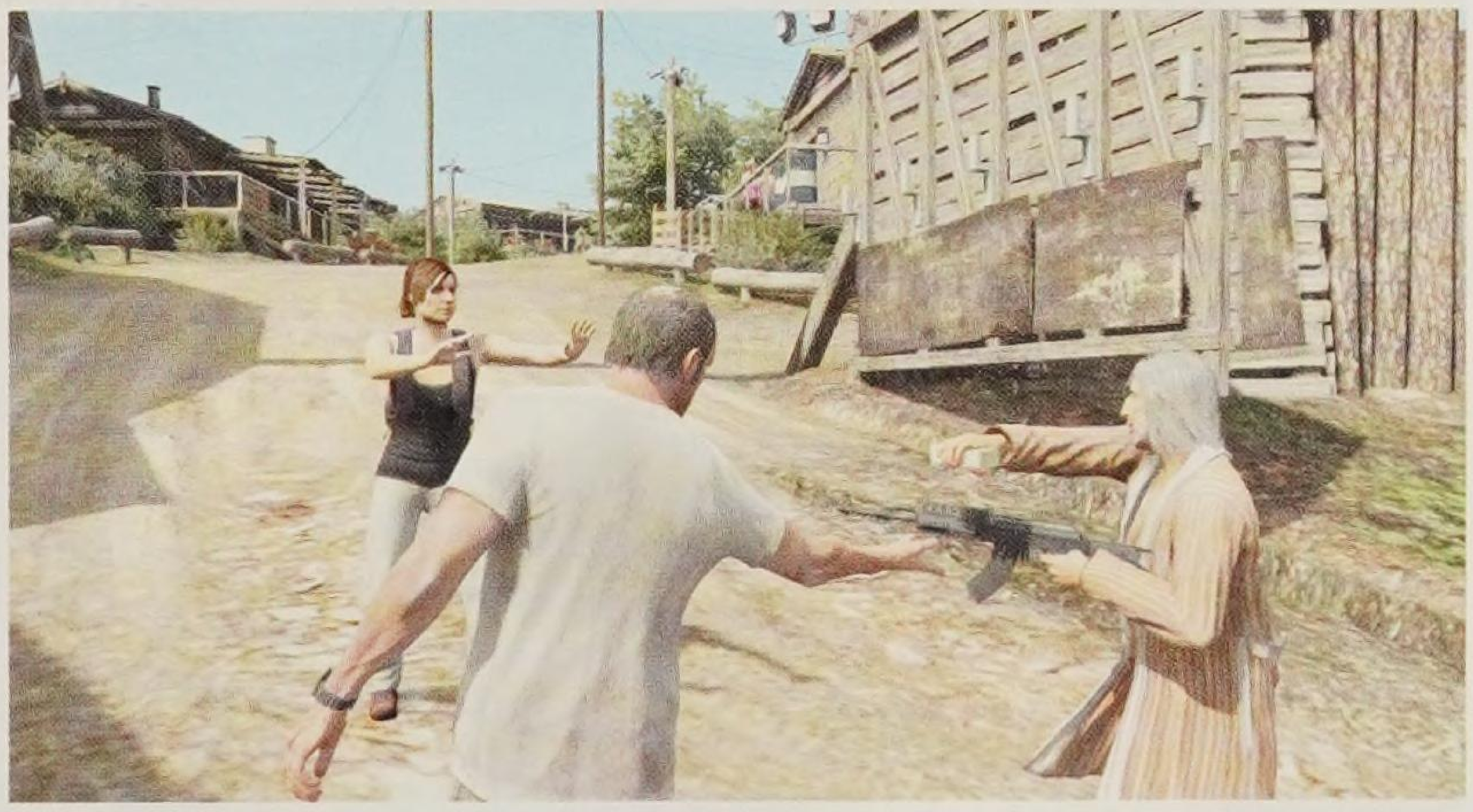


Find a woman with a red backpack hitchhiking along North Calafia Way (see our map). She asks you to stop. Stop and allow her to enter the vehicle. She asks to be taken to her villa. Follow the yellow route marker to her home on Mount Gordo Road. Her villa is near the lighthouse Stunt Jump. She makes very entertaining and psychotic conversation along the way, and as a reward, she gives you her phone number. Now she is on your contact list as "Ursula," and you can call her for a booy call when she is available.

Altruist Cult Victim

After completing "Nervous Ron" you receive an email from Ron about the Altruist Cult in the hills and how they just "want people for dinner." When picking up this hitcher playing as Trevor you have the option of delivering her to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. Look for the "**A**" icon to appear on your map after picking up the hitcher. If you set a waypoint on this icon you can follow the purple route instead of the yellow route, that directs you to her house. Once you arrive, Trevor escorts her to the front gate where the sickos move her into the camp at gunpoint. You receive $1000—and if this is your first delivery you receive the Altruist Acolyte Achievement/Trophy.





HITCH LIFT 3

LOCATION: *East Joshua Road and San Chianski Mountain Range* **(32)**

CHARACTER: *All*

ADDITIONAL: *Possible Altruist Cult Victim*

REWARD: *+5 Driving Ability*

A woman is hitchhiking near the Paleto Bay and Los Santos road sign on the corner of San Chianski Mountain Range and East Joshua Road (see our map). Pick her up. She asks to be taken to her boyfriend who works at the broadcast tower at the top of Vinewood Hills. The jealous and concerned boyfriend calls her during the trip. It's obvious he is fuming on the other end. Expect trouble when you arrive at your destination.

The boyfriend immediately appears as a red blip on your radar, meaning he is a hostile. No need for weapons here. Try a friendly fistfight to take the security guard down. You receive a one-star Wanted Level for striking him. This also warns the nearby guard who joins the fight. No weapons are drawn, so you can take them down with fisticuffs. But if you're in a hurry, gun them down. The hitcher mourns the boyfriend's death.

Altruist Cult Victim

When picking up this hitcher playing as Trevor, you have the option of delivering her to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.

HITCH LIFT 4

LOCATION: *Great Chaparral* **(33)**

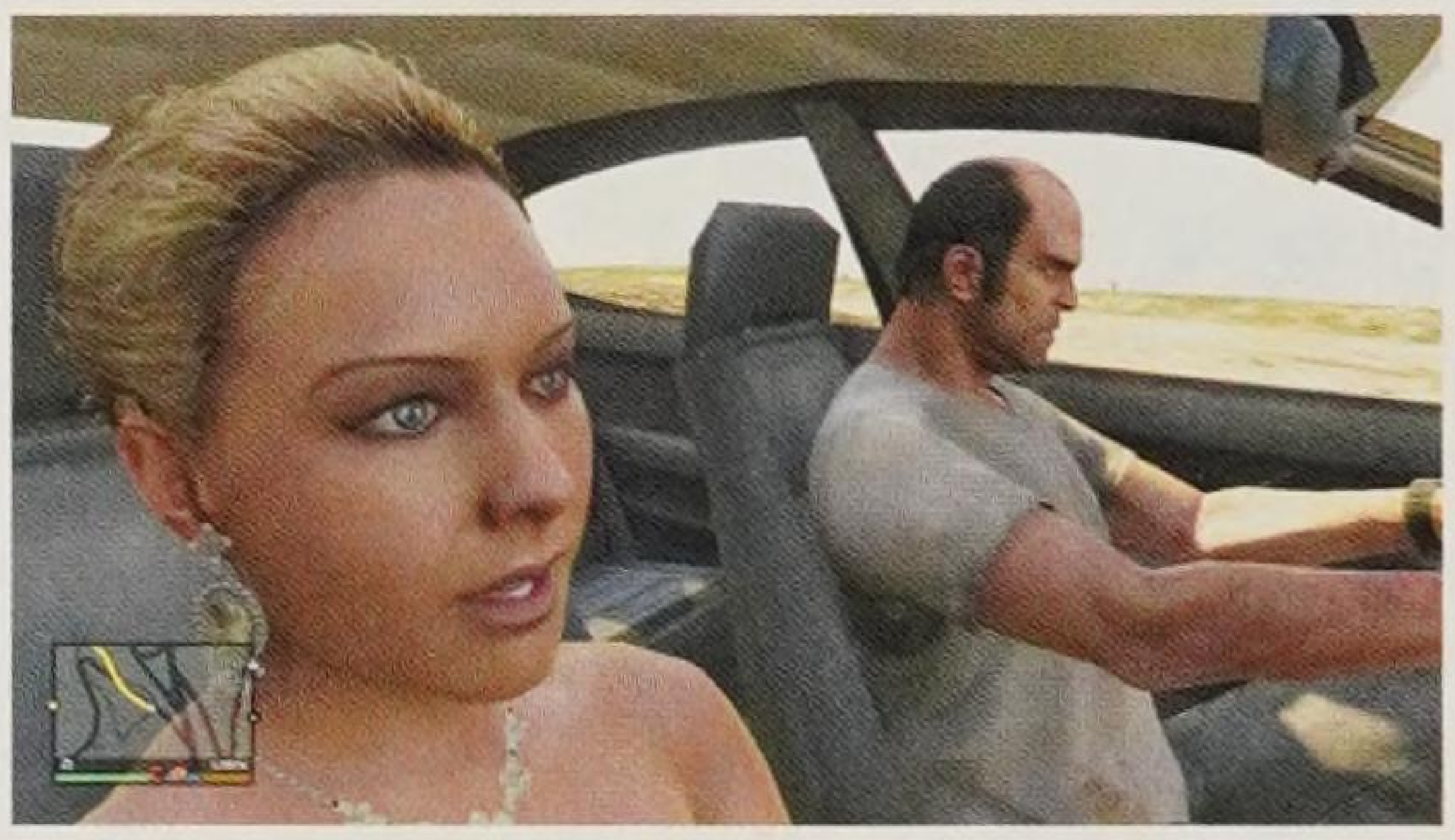
CHARACTER: *All*

ADDITIONAL: *Possible Altruist Cult Victim*

REWARD: *+5 Driving Ability*

Find a bride hitching outside the Hill Valley Church on Zancudo Grand Valley (see map icon). Stop and pick her up. Follow the yellow route marker to her house. She explains that she just realized she couldn't spend the rest of her life to her soon-to-be husband.

About a mile from the church, the groom catches up and begins ramming your car from behind in his large Patriot SUV. Stop just ahead of him and he stops, gets out of the vehicle, and runs toward you. Now's your chance; floor it and you'll easily lose him without killing him (which would fail the challenge). The bride is not upset at all and asks to be taken home.



The yellow destination marker and route is reinstated after losing the husband-to-be. Follow this to Normandy Drive in Vinewood Hills and pull into her driveway (indicated by the yellow destination marker). Mission complete.

Altruist Cult Victim

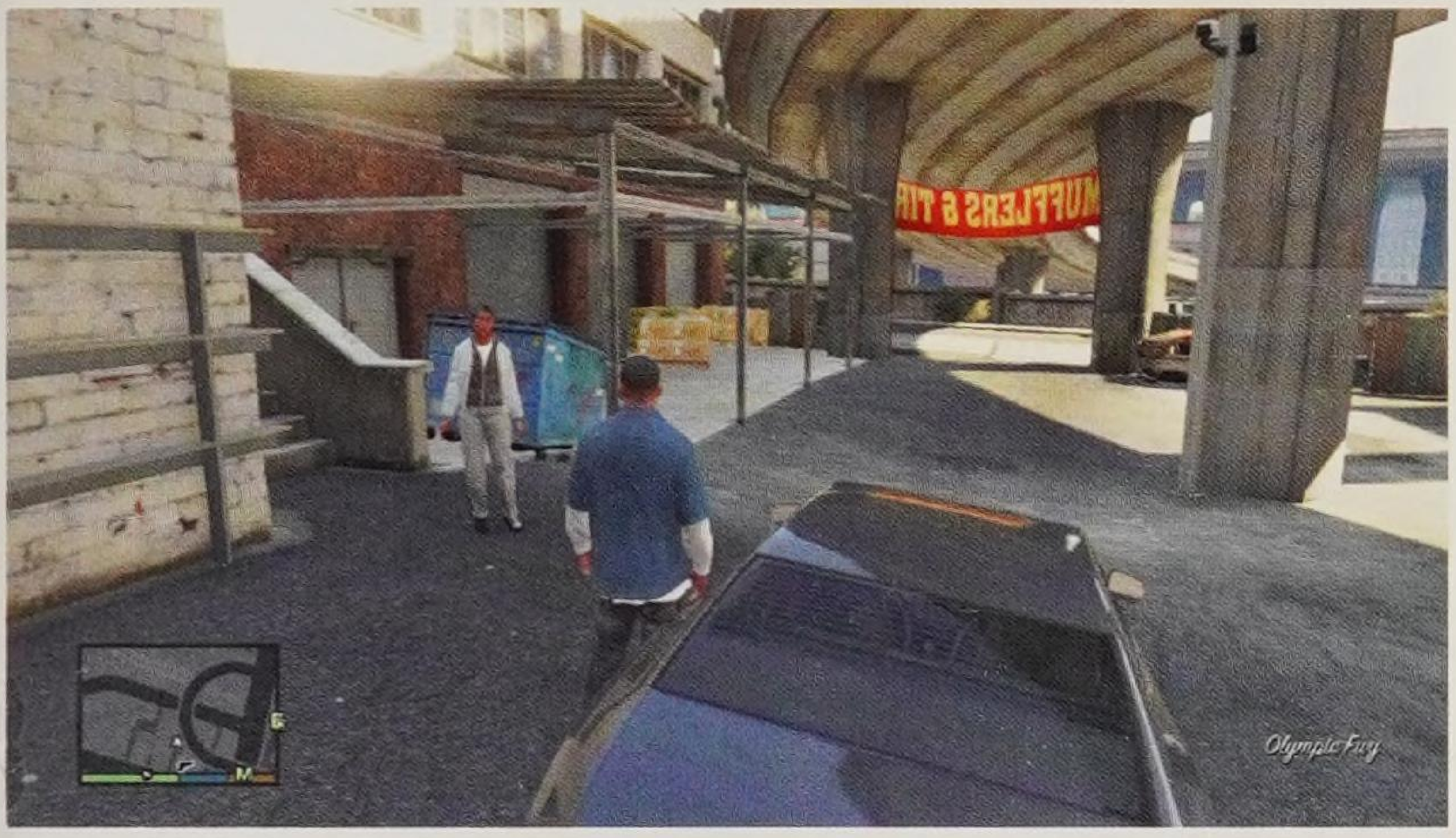
When picking up this hitcher playing as Trevor, you have the option of delivering her to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details. If you decide to do this, you do not need to lose the groom first; just let him follow you there.

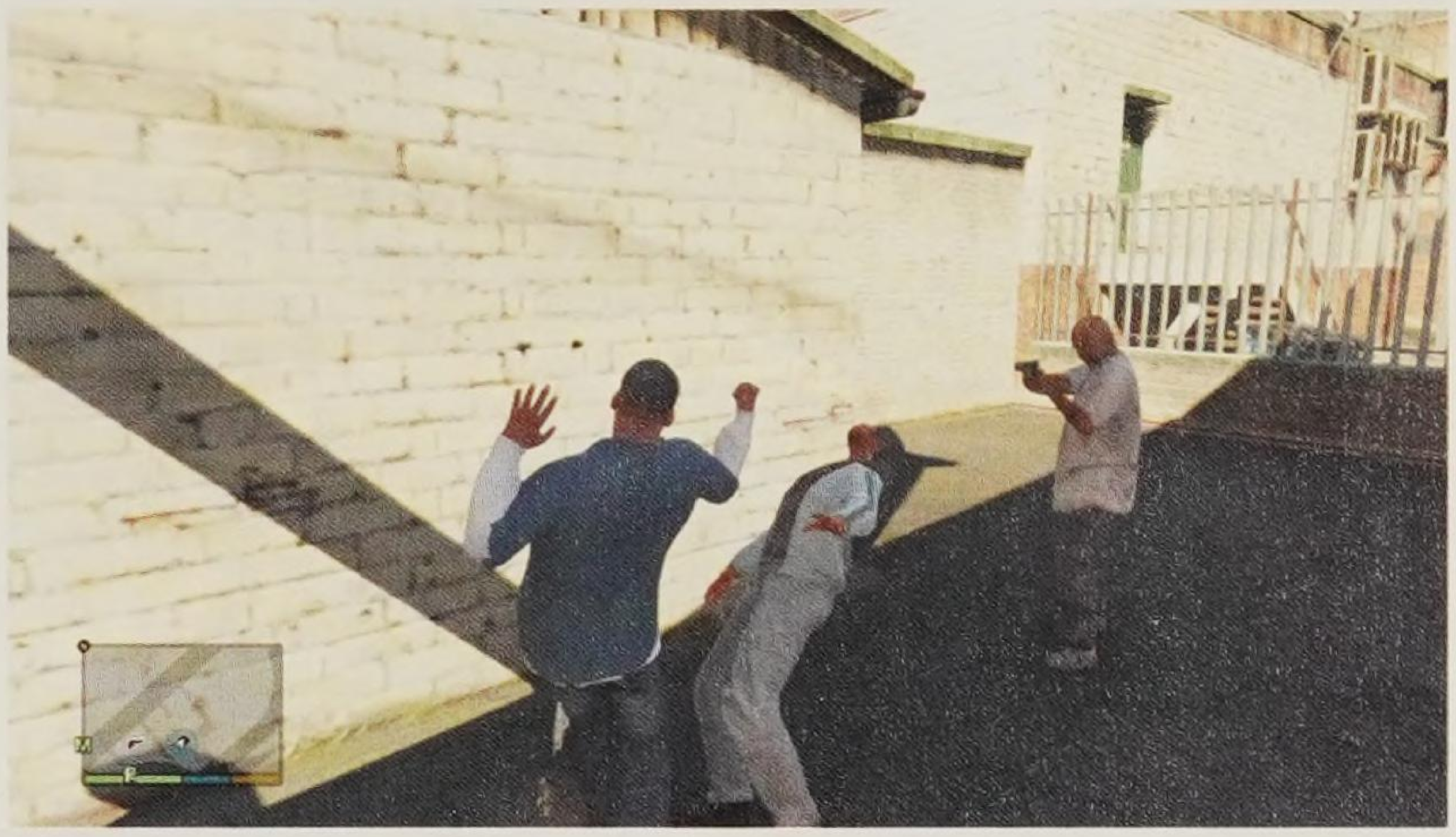
LURING GIRL INTO ALLEY

LOCATION: *Supply Street, La Mesa* **(35)**
CHARACTER: *All*
REWARD: *Get stolen money back*

A lady under the Olympic Freeway is seen pleading for help for her hurt friend in the alley behind the Valdez theater. This is an ambush. But don't draw your weapon until you see her accomplice or she screams "bust" and that's the end of it.

Exit your vehicle and follow the filthy lady up the stairs in the alley. Draw your weapon as soon as you see the same lady pull a gun. At the same time, her friend enters the alley from a nook on the left. Gun them both down. This often triggers a one-star Wanted Level. Alternatively, you can easily survive if you rush them and hit them with your fists (this is a good tactic if you're not quick with the draw). This is a good way to avoid the Wanted Level. There is a nearby mod shop to lose the Wanted Level with a respray if you do get the Wanted Level.

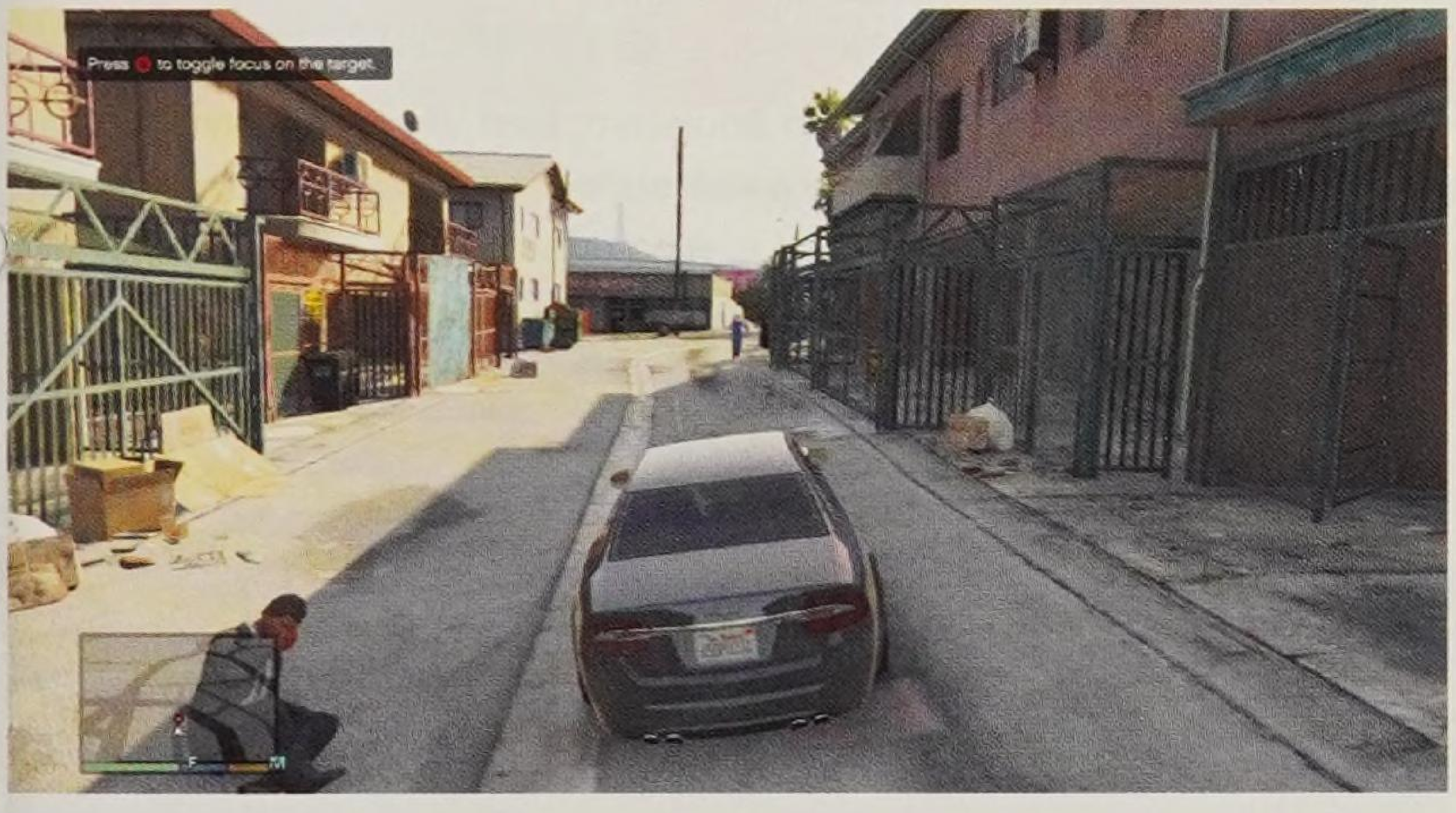


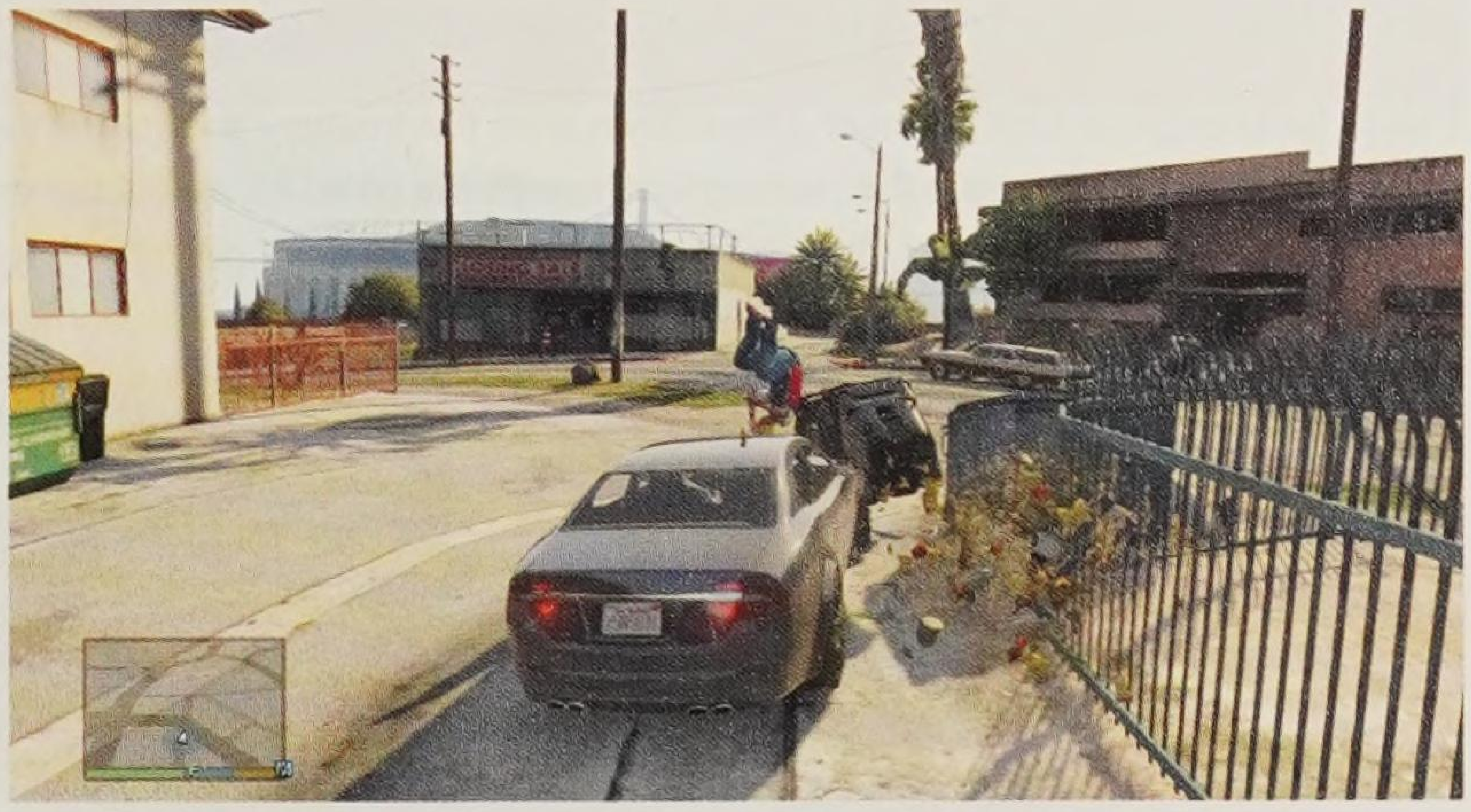


MUGGING 1

LOCATION: *Chamberlain Hills, Strawberry Avenue* **(36)**
CHARACTER: *All*
REWARD: *Keep cash: $200; Return cash: $20, full special meter*

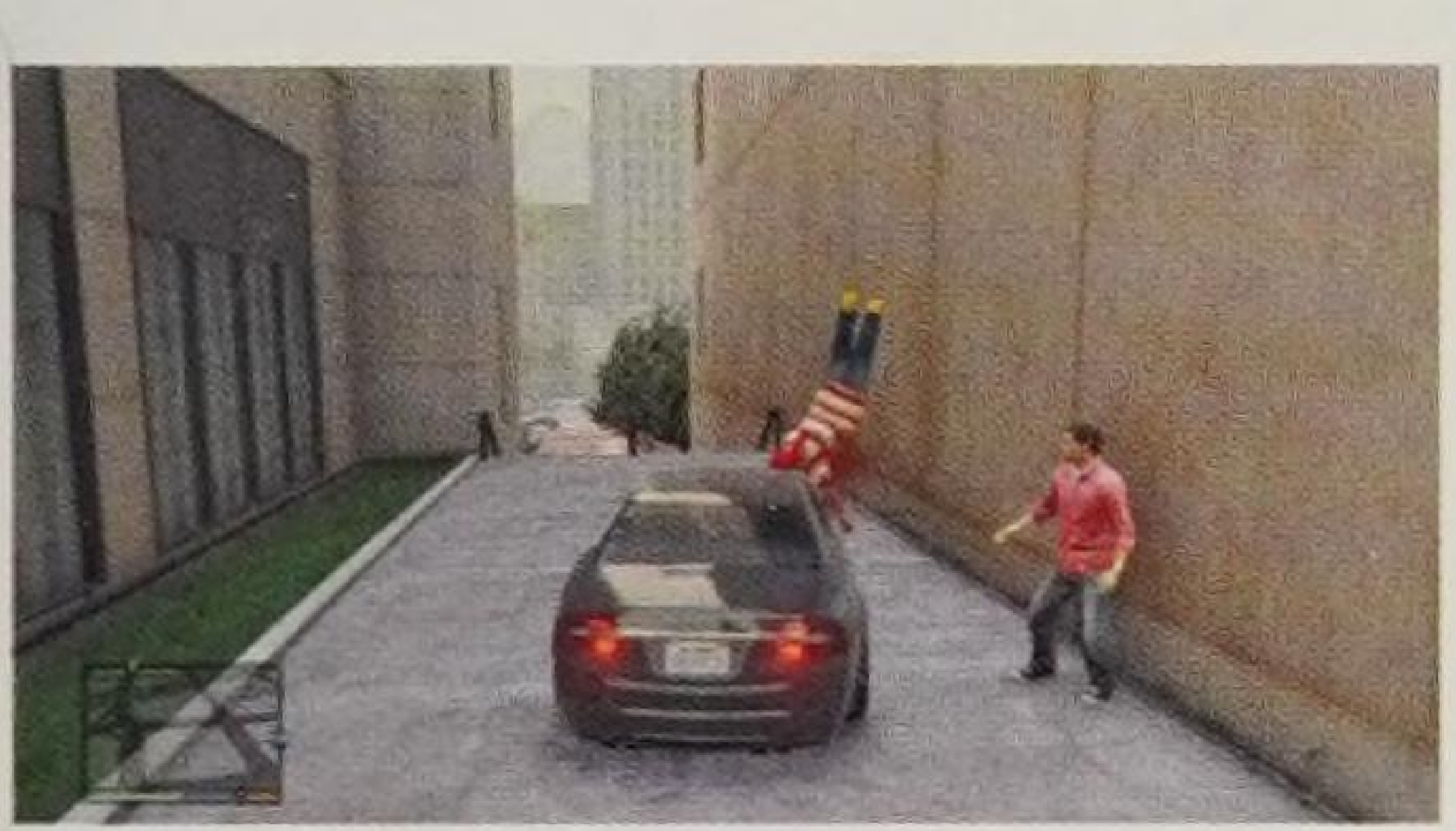
Drive into the alley indicated on our map and witness a mugging. The mugger's blip on the radar is red, indicating the enemy and the stolen wallet he's carrying. Run the mugger over as he runs in the opposite direction through the alley. Exit your vehicle and pick up his dropped Pistol and the wallet with $200 inside. The victim gives you $20 for your trouble. If you gun down the victim, you can reclaim $91.

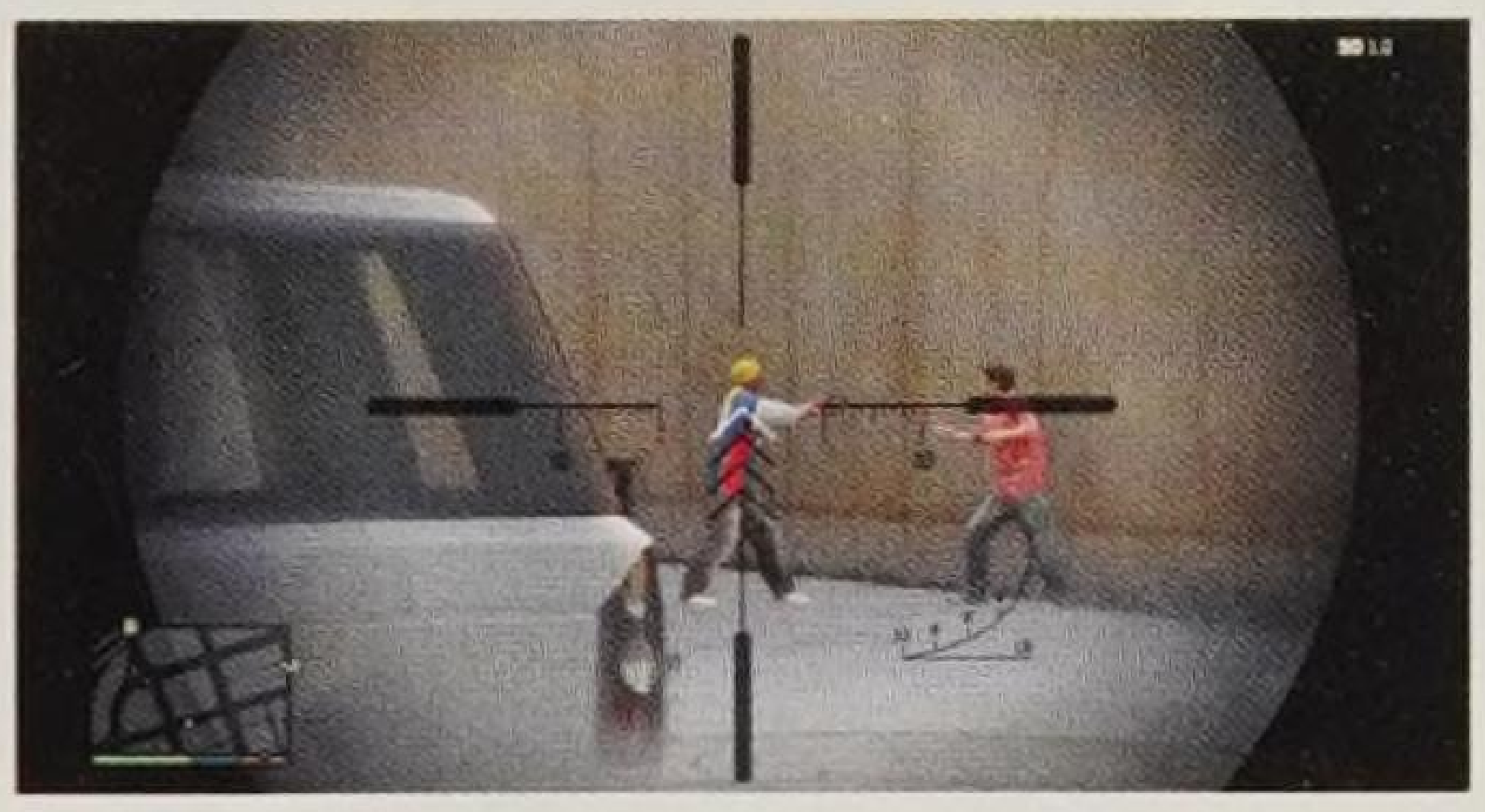




MUGGING 2

LOCATION: *Meteor Street, Hawick* **(37)**
CHARACTER: *All*
REWARD: *—*





Enter the alley off of Hawick Avenue (see our map) and witness a mugging at gunpoint. Accelerate into the gunman to save the victim. This mugging is sometimes tricky—if you go in without the vehicle and start shooting, the mugger may shoot the victim before you can shoot the mugger. Alternatively, you could jump out of your vehicle in the street before the alley and quickly snipe the mugger. No reward is given.

MUGGING 3

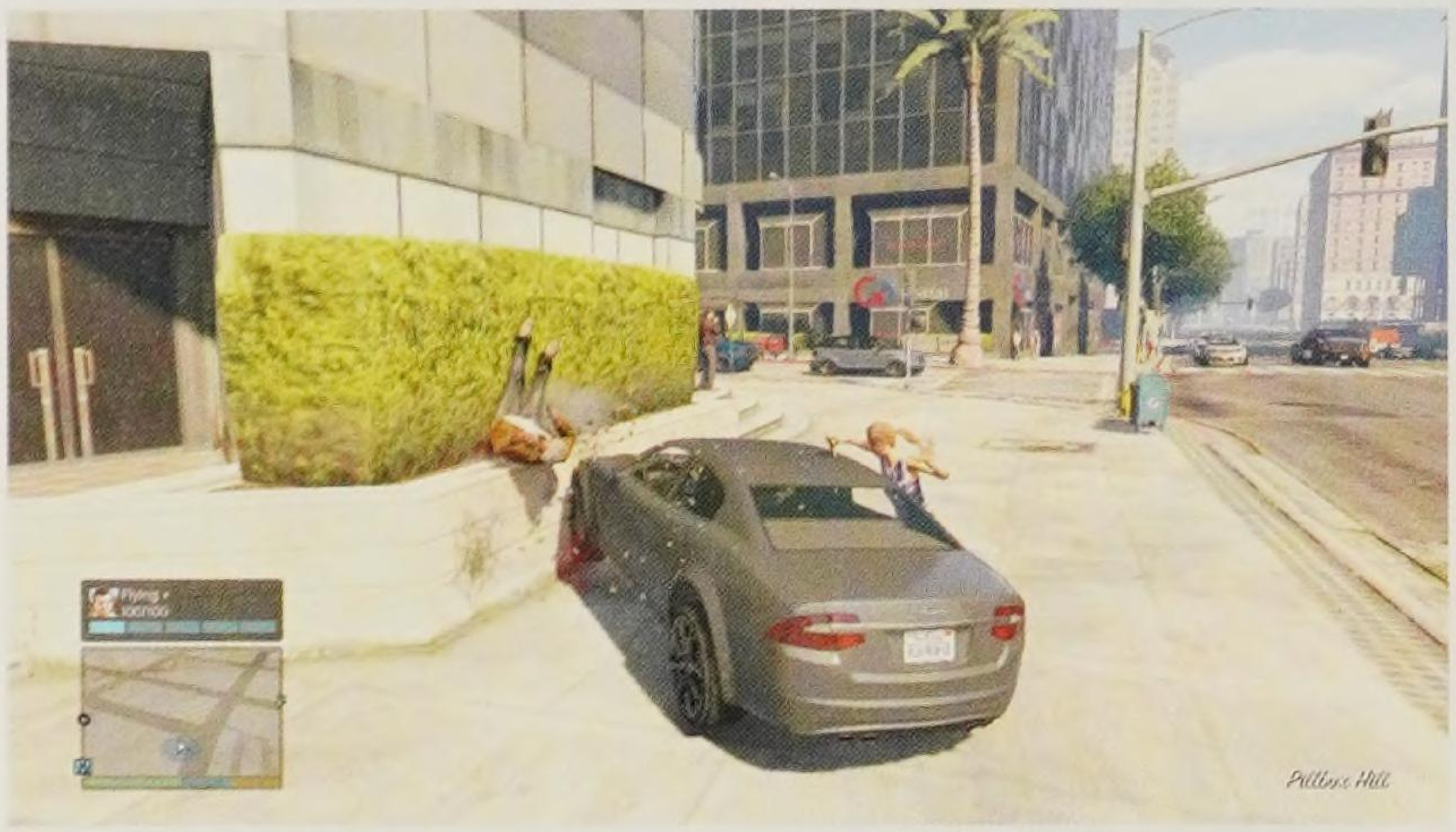
LOCATION: *Vespucci Boulevard, Pillbox Hill* **(38)**

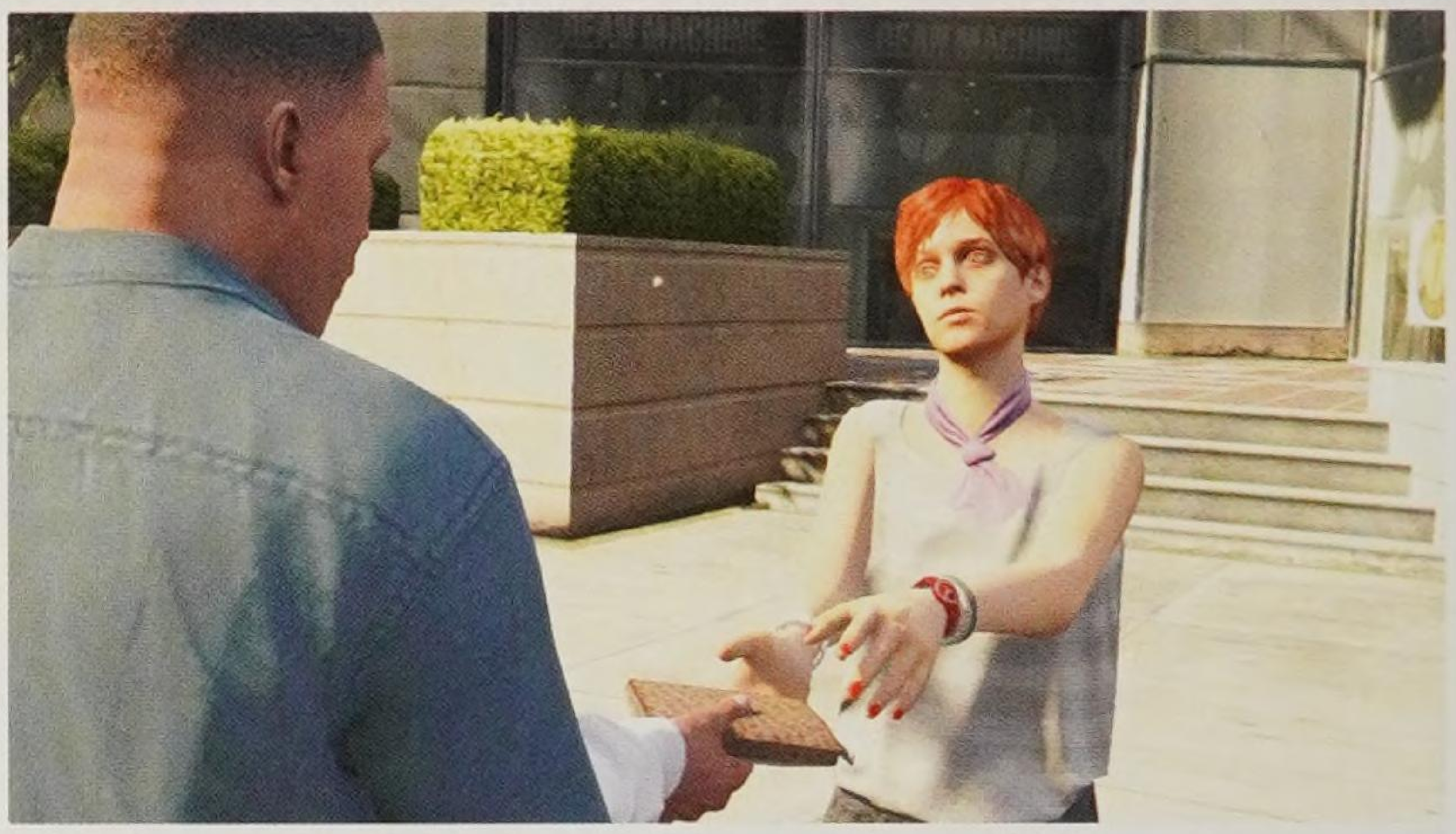
CHARACTER: *All*

REWARD: *Keep cash: $2000; Retun cash: $200, full special meter*

On the north sidewalk of Vespucci Boulevard (see our map), witness a purse-snatcher in action. A lady screams for help and throws her arms up. Follow the mugger as he runs in the opposite direction down the sidewalk. Go off-road and slam into the mugger. Exit your vehicle and be prepared to shoot the mugger if he's not already dead—he's packing heat.

Pick up the wallet (green blip) and return it to the victim (blue blip on the radar). Consider keeping the wallet with $2,000 instead of returning it for the $200 reward.





PRISONER LIFT 1

LOCATION: *Grand Senora Desert near Bolingbroke Penitentiary* **(39)**

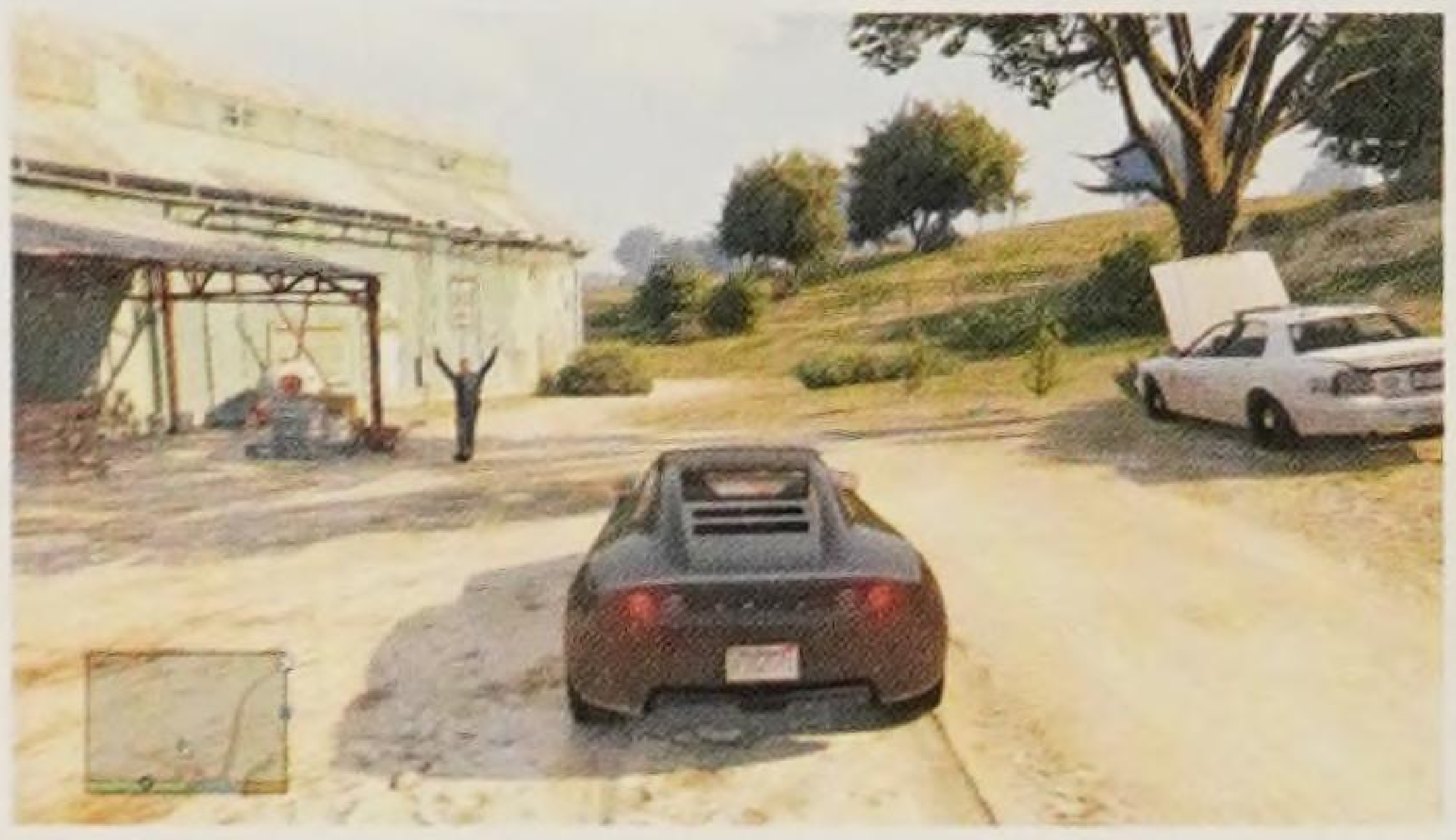
CHARACTER: *Michael or Franklin*

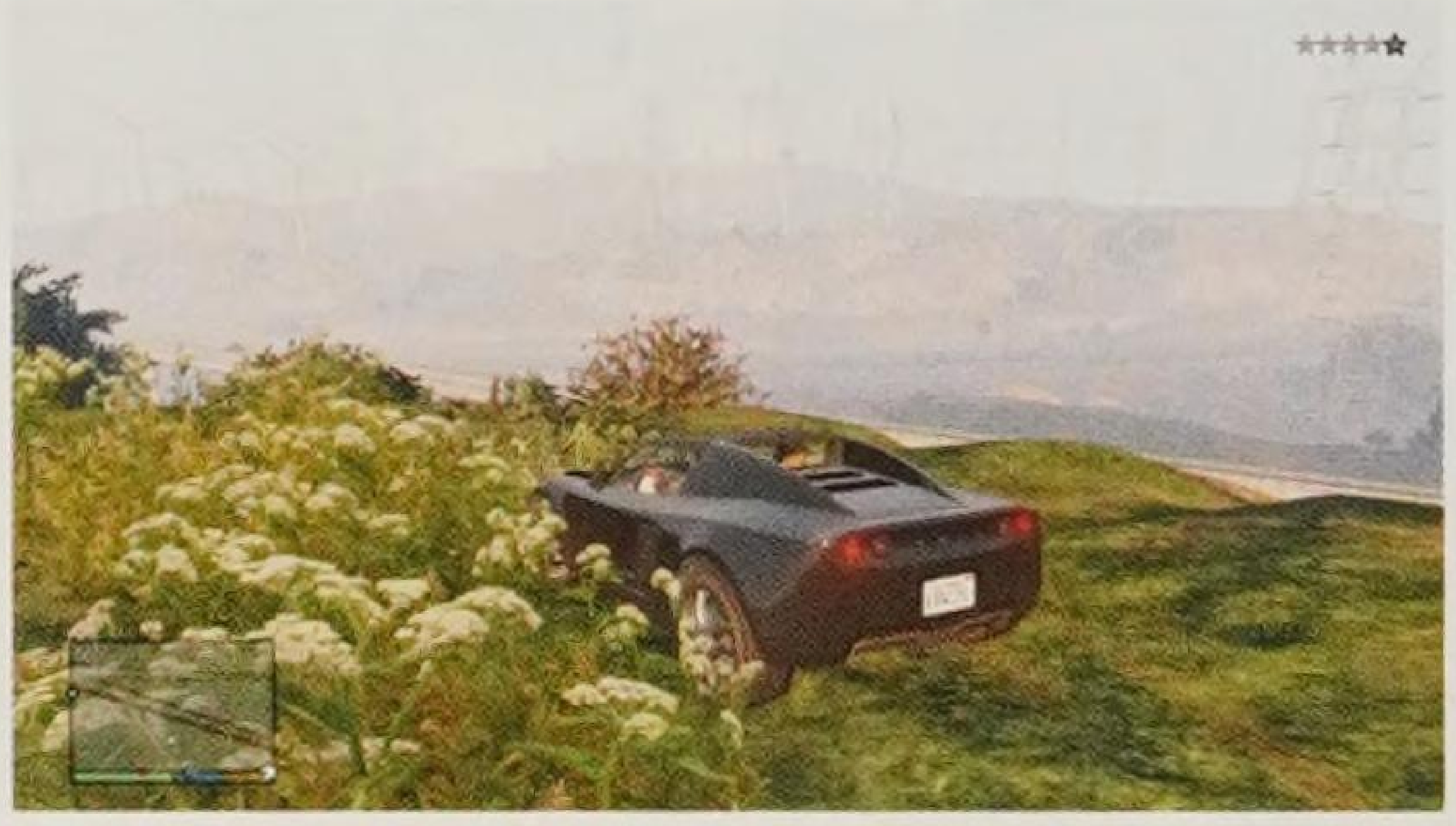
REWARD: *+3 Driving Ability*

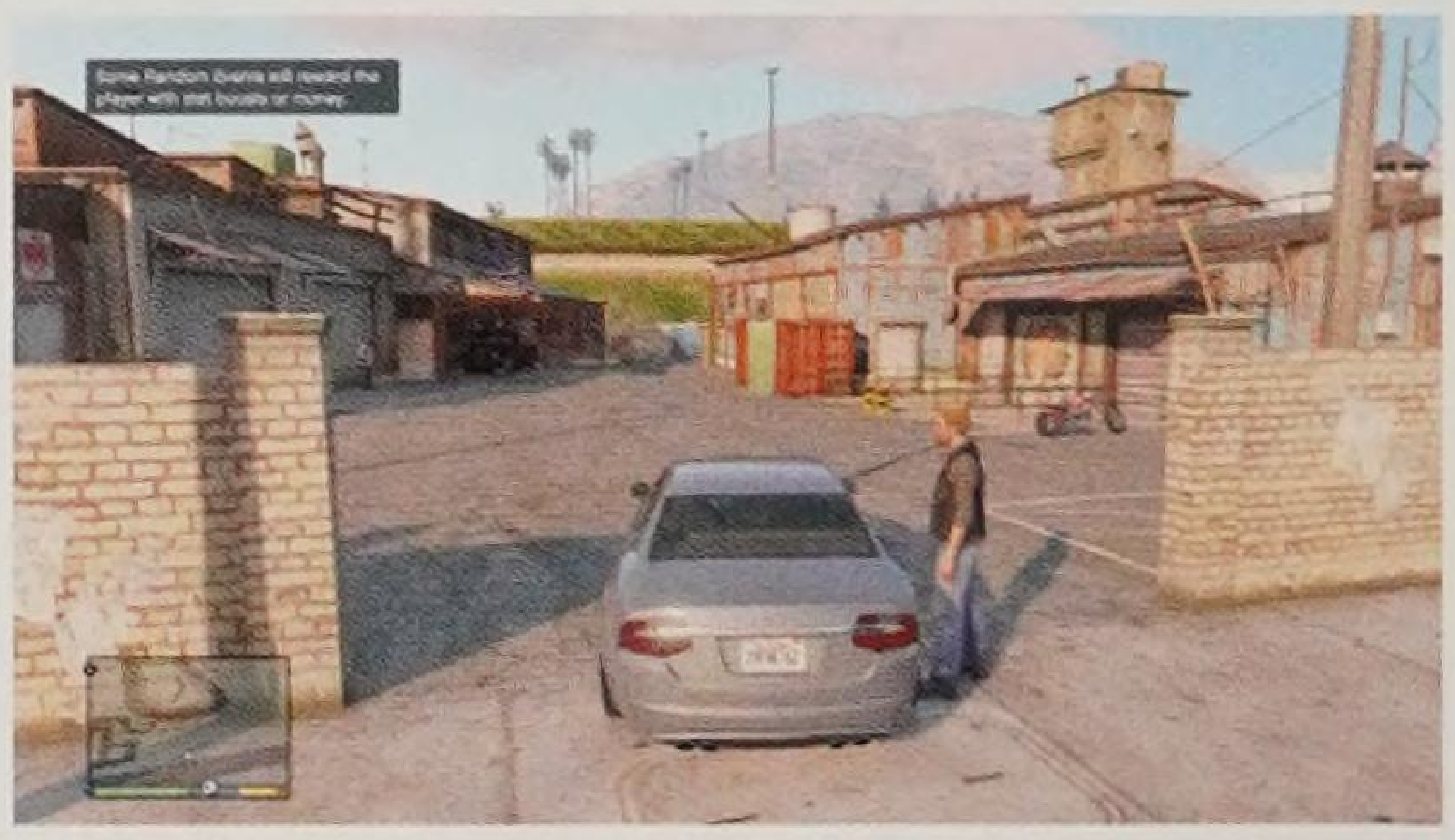
Drive to the blue blip at the farm indicated on our map. Listen as a horn blares constantly, and then spot the police car that has crashed into a tree. The policeman in the front seat is slumped over and lying on the horn. A man nearby asks for a lift.

Allow him to enter your vehicle and he asks you to ignore the accident and to get him to his clubhouse. Follow the yellow route on the radar. As you pull away from the farmhouse, you discover he is a member of The Lost and receive a one-star Wanted Level. Veer left (east) off-road and keep driving until you are at a hillside overlooking the Los Santos Freeway.

This is far enough to lose the heat. Drive down onto the freeway and follow the yellow route to the club on Vinewood Boulevard, East Vinewood. The prisoner exits your vehicle and enters the parking lot through the gate. It's a Lost hangout. If you try to take the prisoner to a police station, he jumps out of the vehicle.







PRISONER LIFT 2

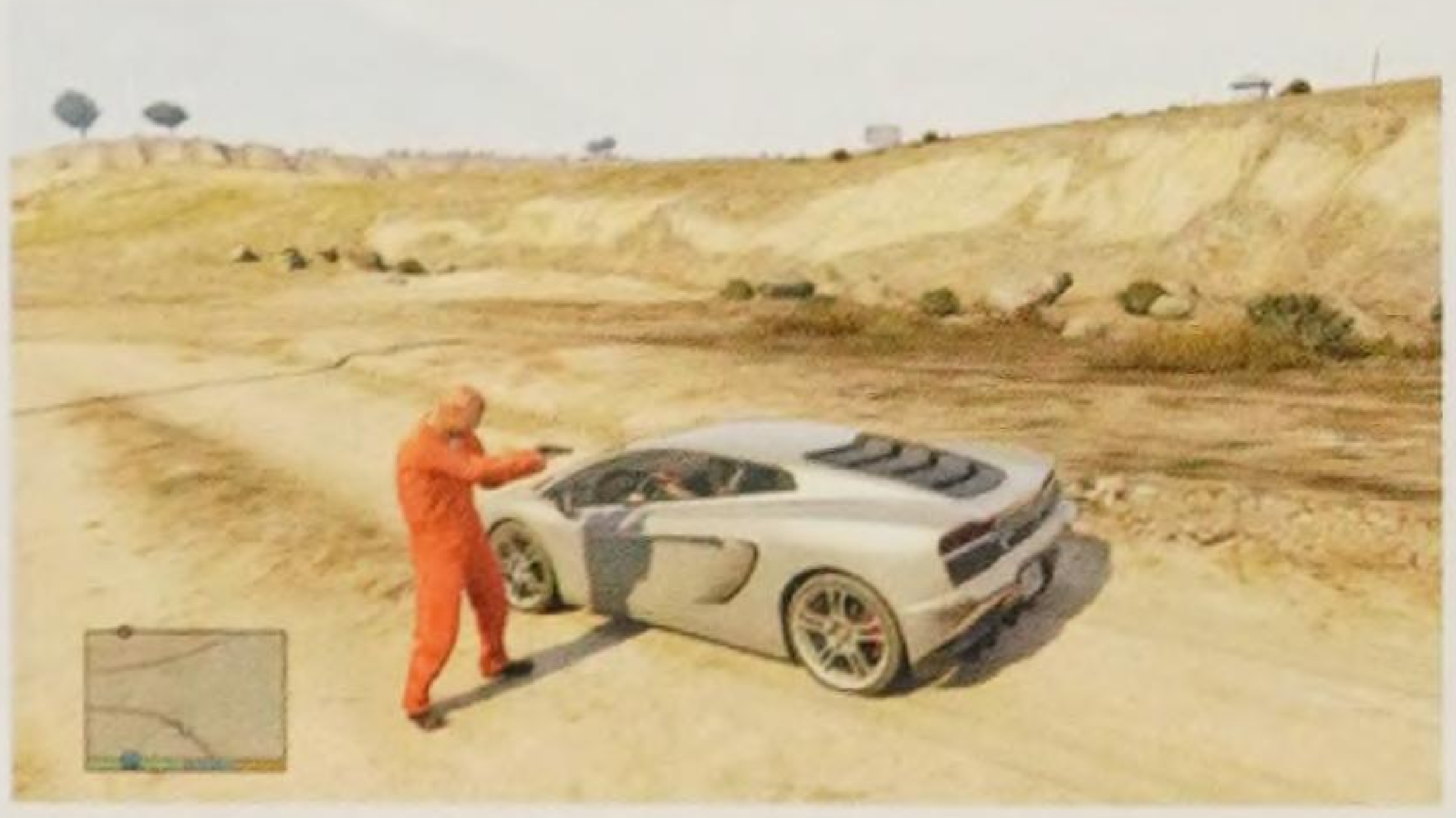
LOCATION: *Grand Senora Desert near Bolingbroke Penitentiary* **(40)**

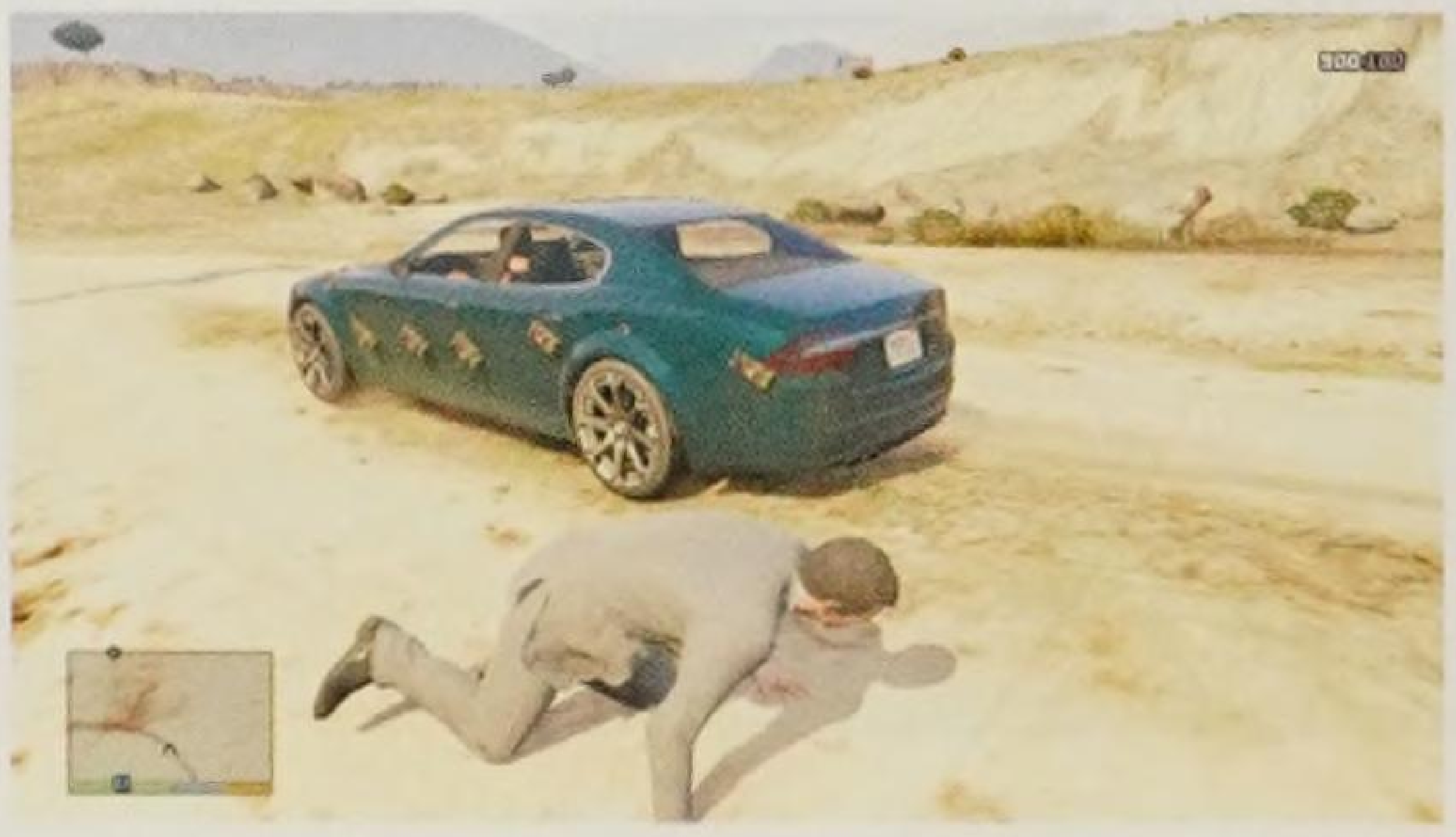
CHARACTER: *Michael or Franklin*

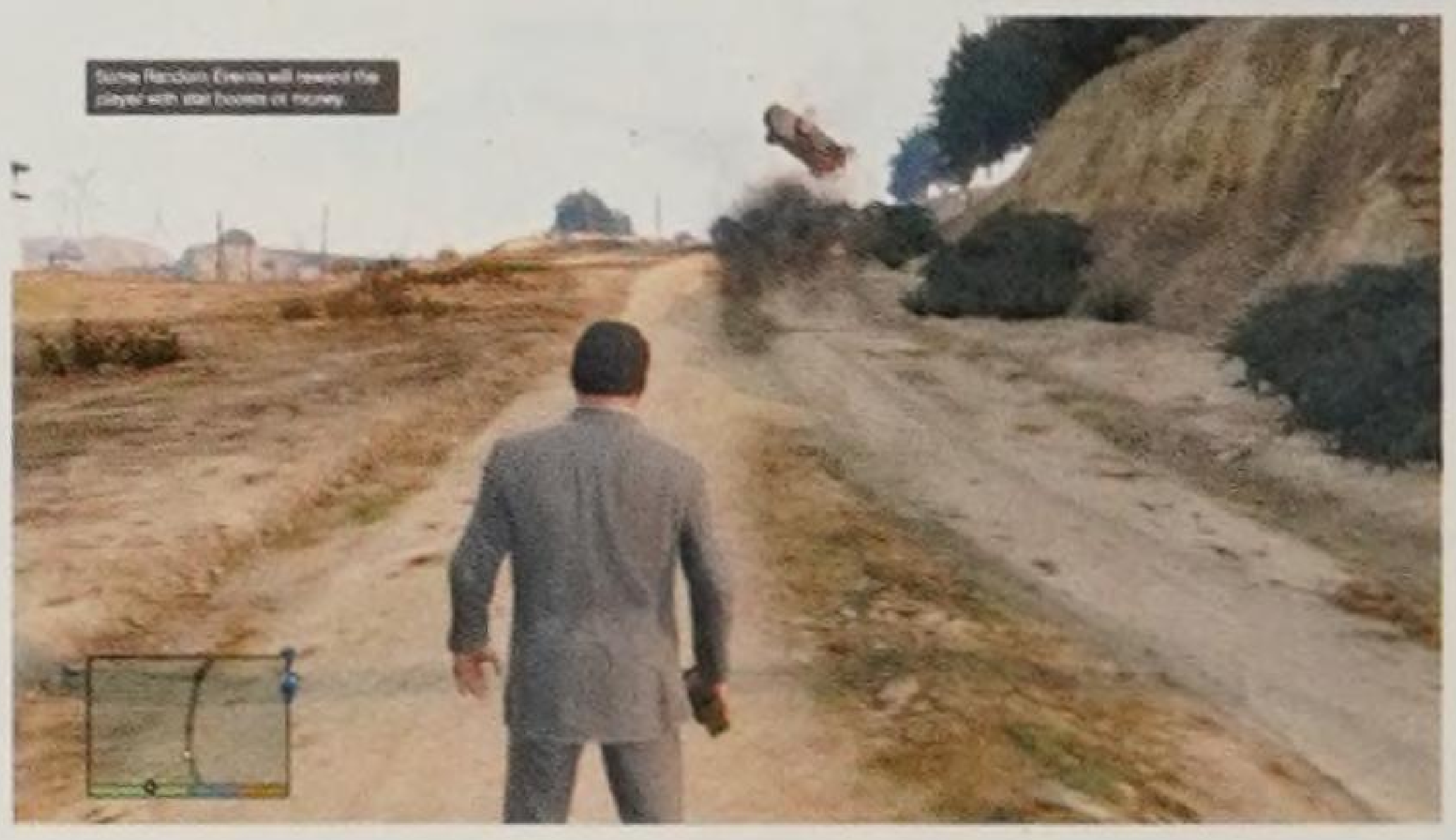
REWARD: *—*

Spot a prisoner (orange pants) on the side of the road, at the area indicated on our map **(45)**. When you slow down to see what's going on, he draws a gun and tells you to stop the car or he'll blow your brains out. Gun him down with drive-by shooting, or shoot him before he takes off in your vehicle.

We found it extremely satisfactory to throw a gazillion Sticky Bombs on our vehicle and then drive up to the prisoner and let him take the vehicle only to detonate the bombs shortly after he thinks he's home-free.





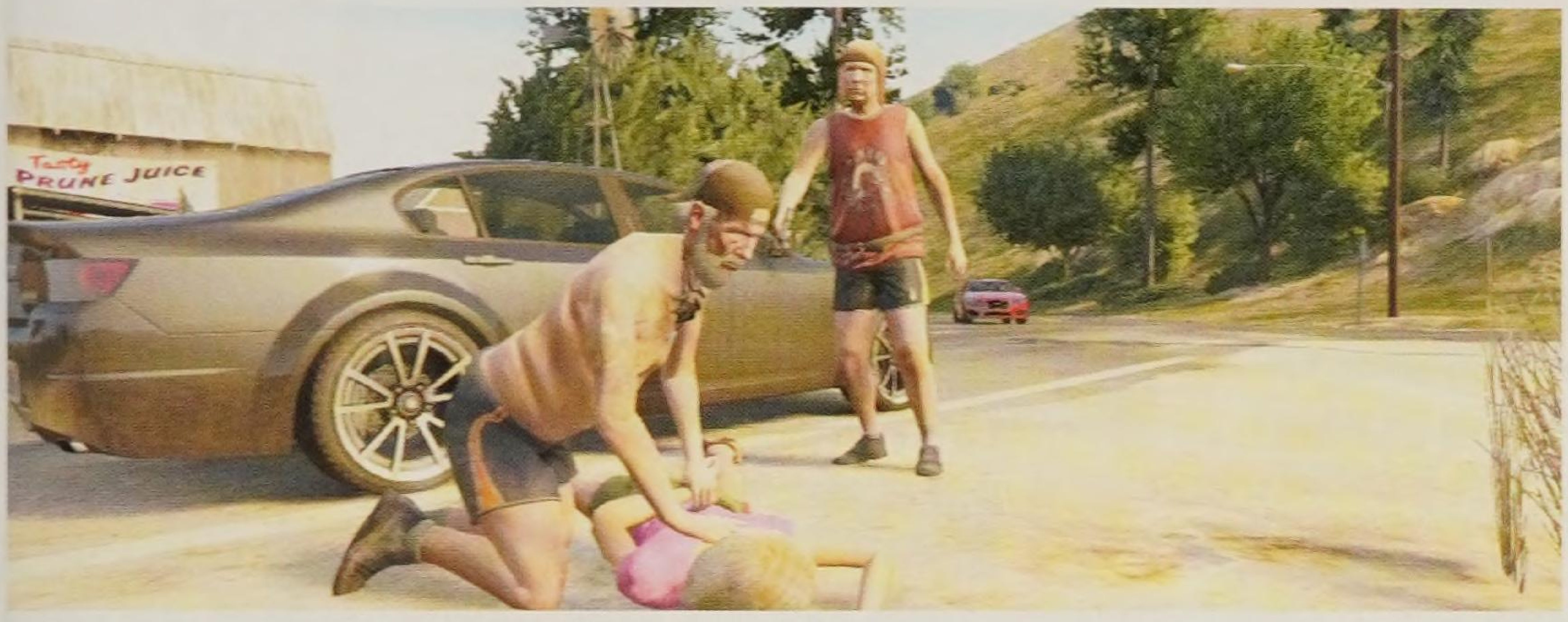


ROGUE ALTRUISTS

LOCATION: *Baytree Canyon Road, Grand Senora Desert* **(34)**

CHARACTER: *Michael or Franklin*

REWARD: *$80*



Spot a couple of rogue Altruist Cult members harassing a lady on the side of the road (see our map). One creep has her pinned face down in the dirt. When you approach the scene, the cult members shoot on sight. Perform drive-bys on the two freaks or get out of your vehicle and blast them. The lady thanks you and asks for a ride home.

The lady says she lives near the Redwood Lights Track in Harmony. Follow the yellow route on your radar. She rewards you $80 upon safe delivery.

SECURITY VAN HEISTS

LOCATION: *Red circles on our map*

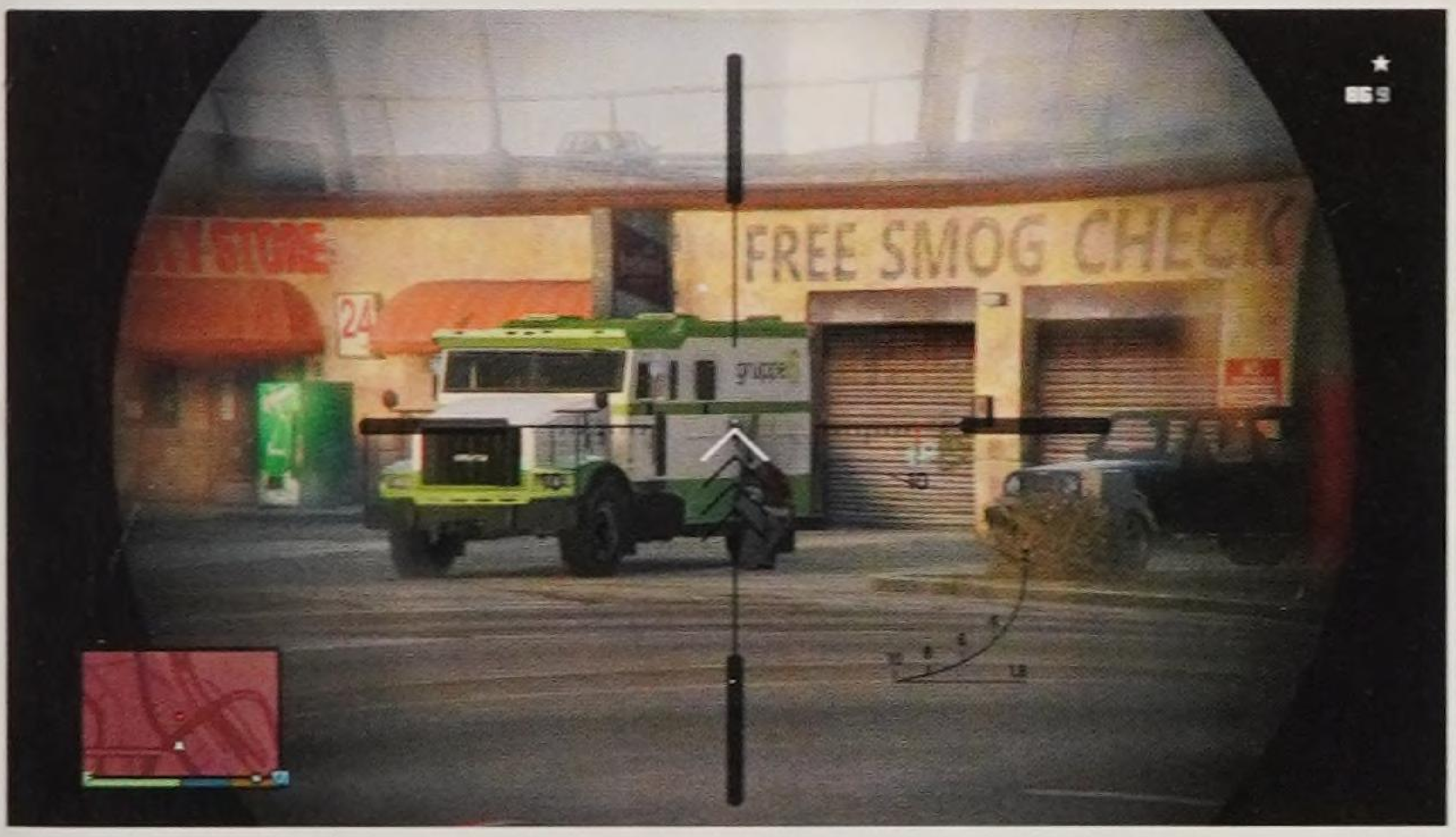
CHARACTER: *All*

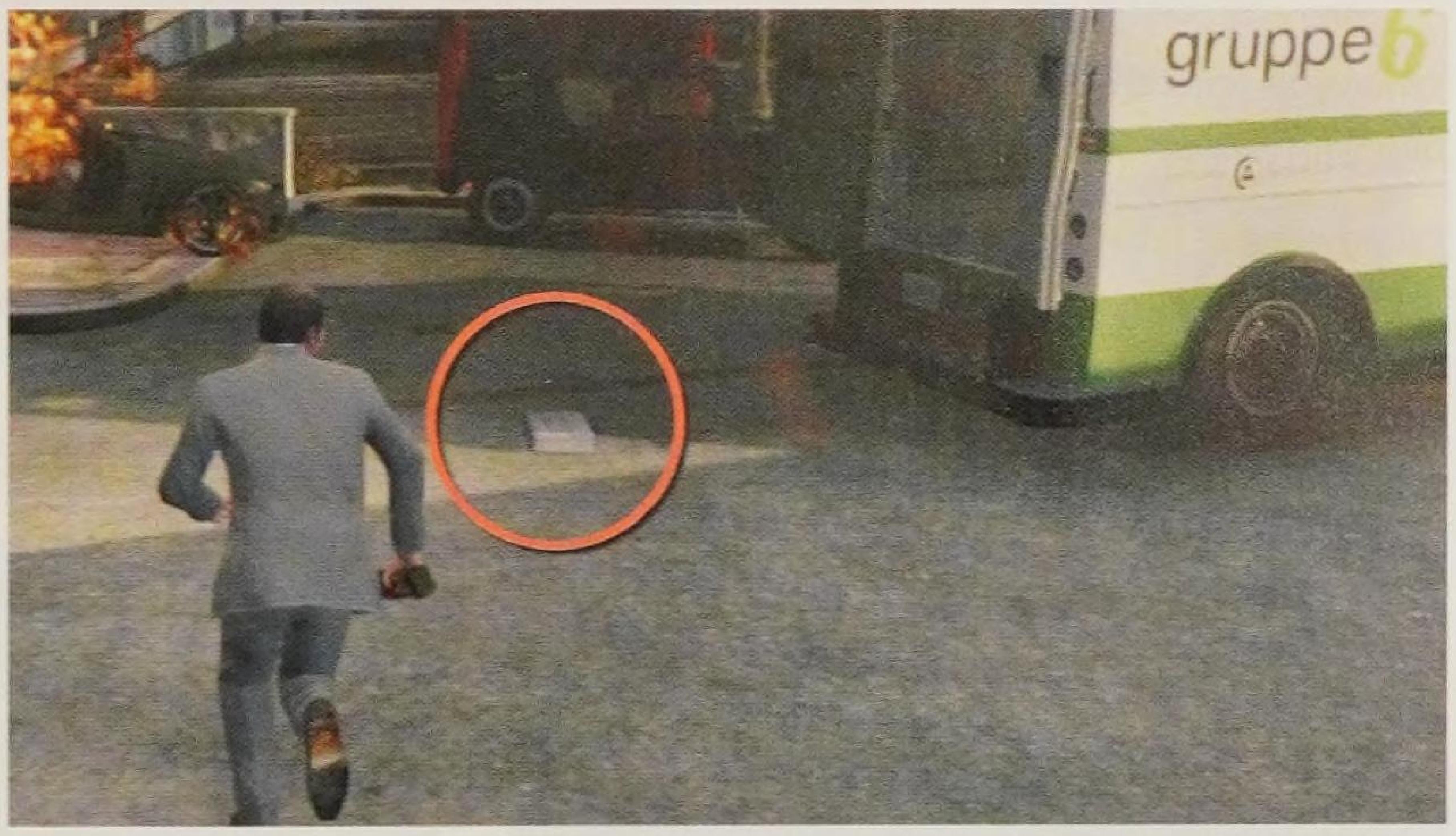
REWARD: *$3000-$8000*

We've marked nine locations on our Random Events map where security vans are most likely to be found. These are the red circles on the map. When approaching one of these areas, a blue dot on the game's radar may appear, indicating the security van's location. Some security vans are parked and the guards are outside the vehicle loading it, and others can be spotted driving on their routes—keep your eyes peeled in these locations.

Security vans are bulletproof but not indestructible. The windows are bulletproof as well. The best way to stop a security van is to shoot the tires. A moving security van usually stops after two of its tires are blown.

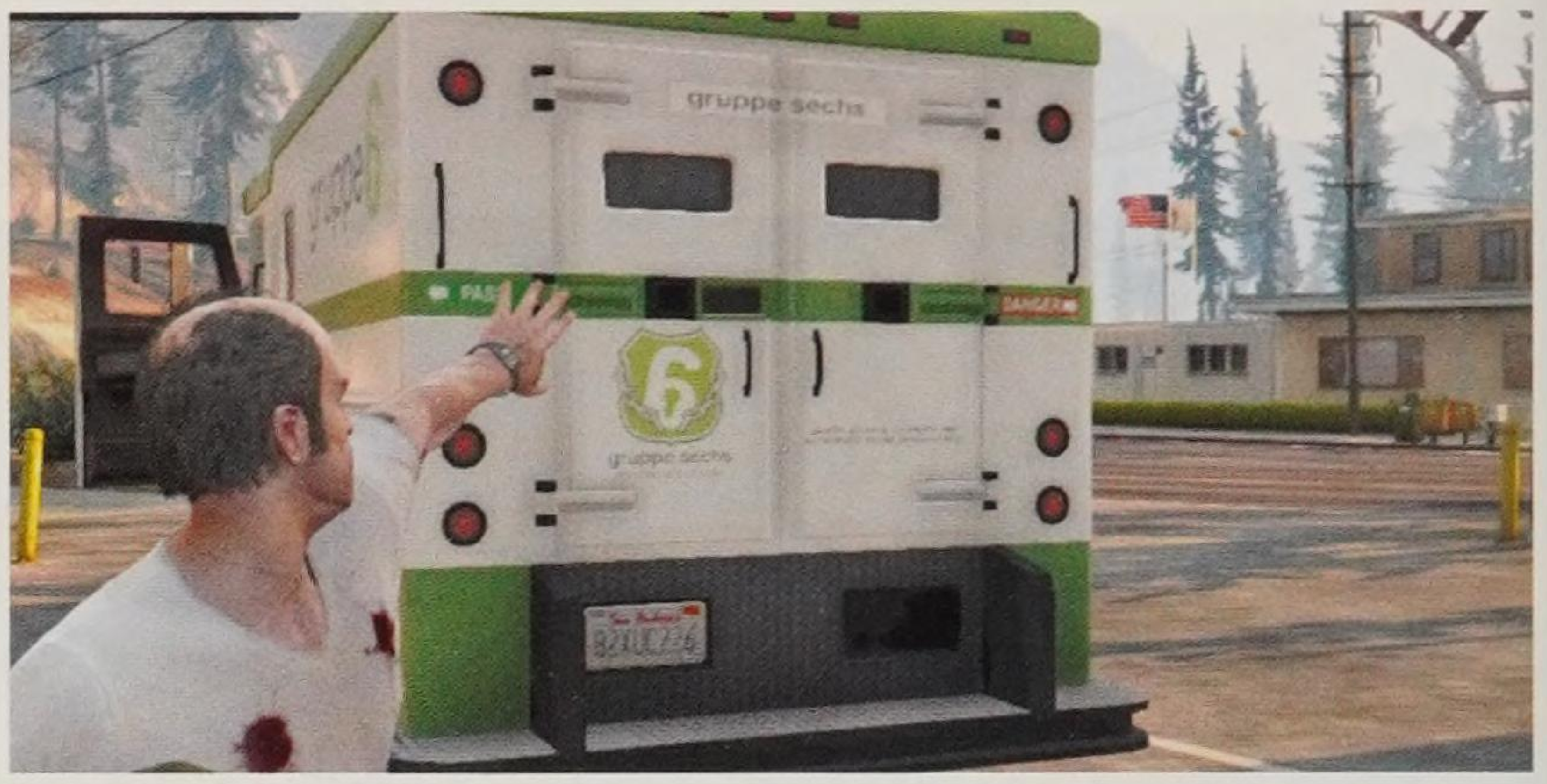
An attack on a security van earns a one-star Wanted Level. When the guards from the van are shot, a two-star Wanted Level is earned.





A metal case of money falls out when a security van's back doors are removed. If you blow up the van, the money is scattered all around the truck. This is the least appealing way to collect the money, as it takes time to collect all the money and the cops are usually just moments away. If you've already taken the case of money, the van can be blown up to collect the extra cash. The take from a security van is usually between $3000 and $8000.

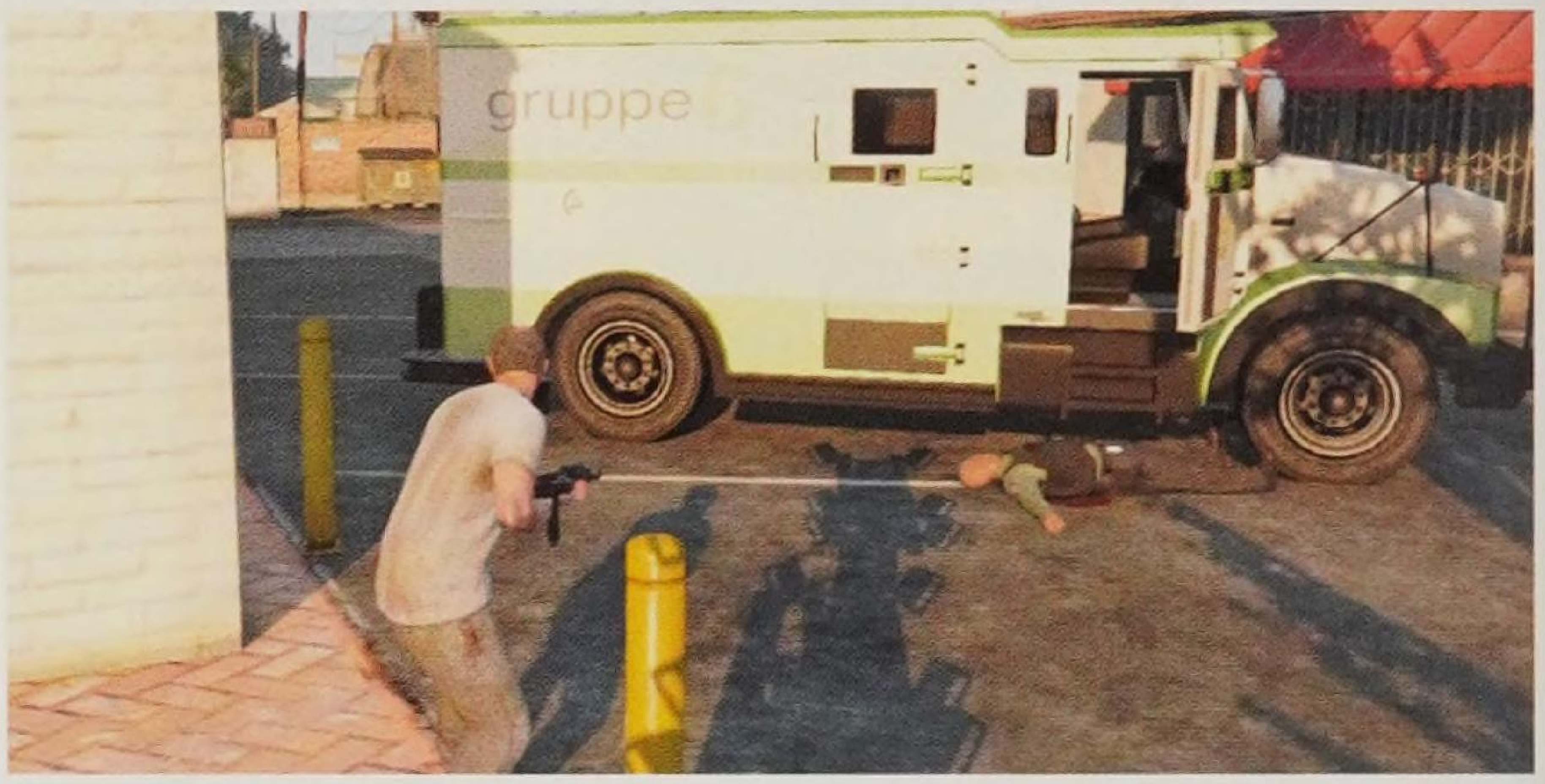
There are two ways to open the back doors of a security van. Either shoot the center of the two back doors or place Sticky Bombs on the doors and blow them off.



Any attack on a guard or the truck earns a Wanted Level, and the guards go on high alert. They do everything possible to keep away from you. Even if you follow too closely and accidentally tap the truck with your vehicle, the security guards inside assume you're trying to rob them. They accelerate and drive erratically to avoid you at all costs.

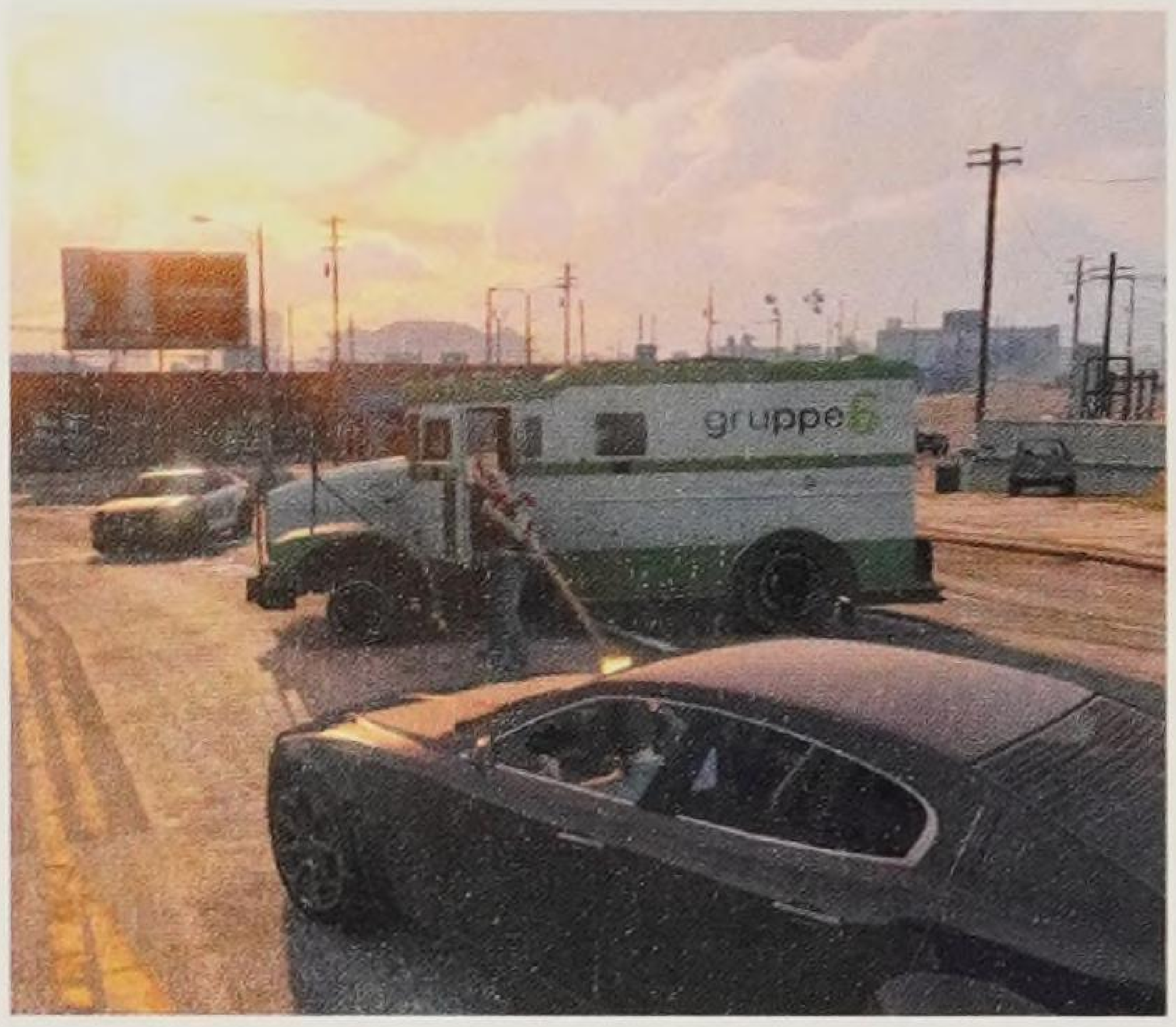
TRAFFIC LIGHT JACK

This technique can be difficult, but it works nicely when it goes without a hitch. Sometimes this course avoids the Wanted Level usually gained from security van heists. Without alerting the security guards inside the van, pull up to the stopped van at a stoplight. Quickly exit your vehicle and simply jack the van. Pull the driver or passenger out of the vehicle, enter, and gain control of the van. The guards begin firing at you, but you're in a security van. Speed off and crack the back doors in a secluded area.



The Pick-Up Drop

At some locations, you can find the security van in the loading state. The guards are outside the vehicle and loading the loot at a place of business. In this situation, remain at a distance and use a Sniper Rifle to take the guards out while they are outside the van. This often earns a two-star Wanted Level. But if you're quick enough, you can pick up the case of money the guard dropped, and then blow up the truck to scatter loot all around it. This is a double score.



POPPIN' TIRES

Heists may not be planned this way, but they often end up using this technique. While chasing the security van, use drive-by shooting to blow out the tires. The van usually stops when two of its tires are blown. The security guards exit and are ready to defend the money to the death. They are well armored and packing powerful weapons. This fight is almost always accompanied by a two-star Wanted Level. Franklin's slow-motion driving skill makes drive-by targeting the security van's tires extremely easy.

STICKY BOMB DRIVE-BY

One of the best techniques is to drive behind the moving vehicle and toss a Sticky Bomb on the back doors before it is alerted to your intentions. Blow the doors off and drive directly to the dropped case of money. When you exit your vehicle, your open door can serve as protection from the guards who jump out of the van and start shooting. As soon as you pick up the package, get back in the vehicle, peel out backwards, whip the car around, and race in the opposite direction to avoid bullets. Then lose your Wanted Level.

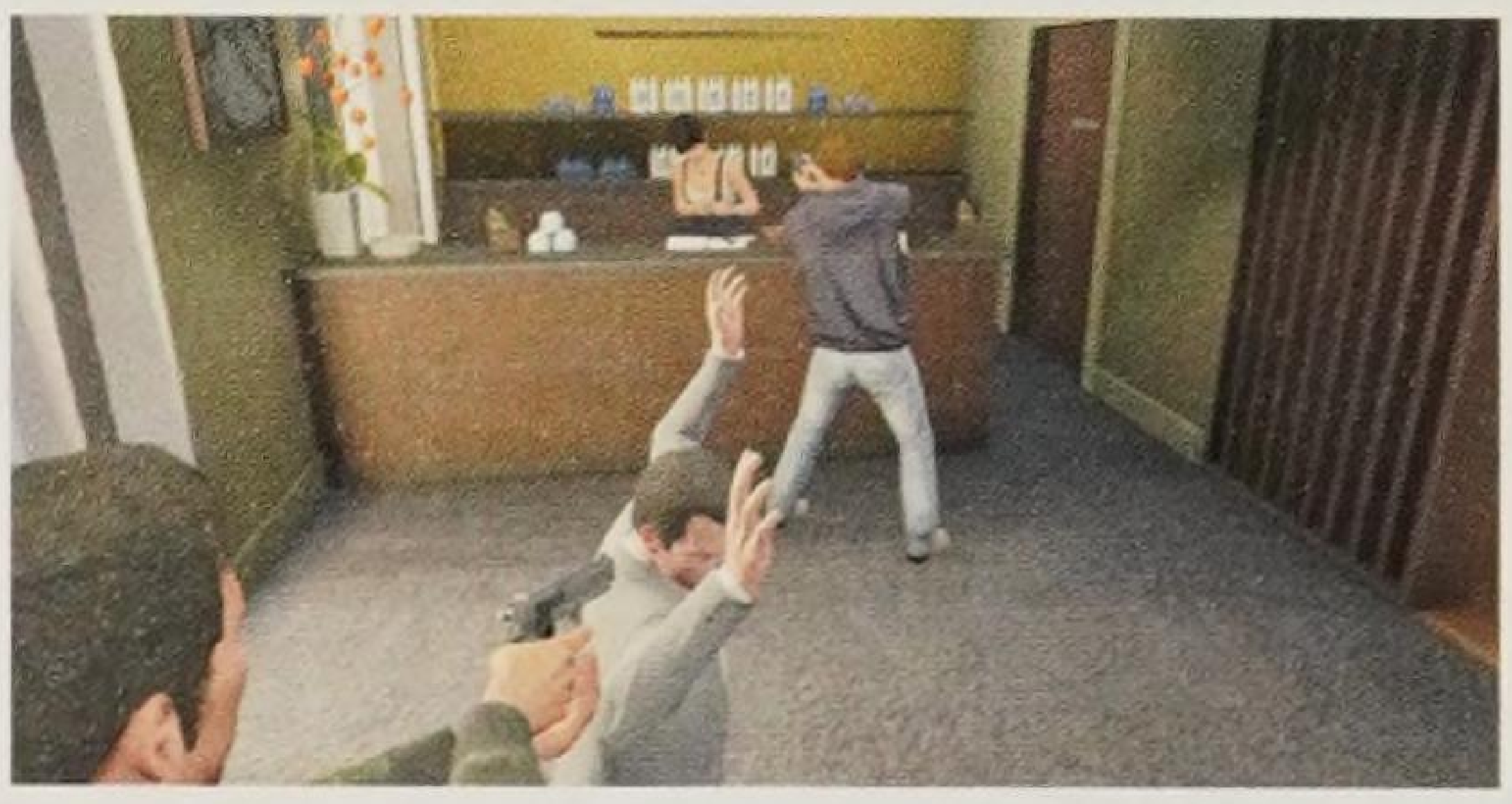
SHOP ROBBERY 1

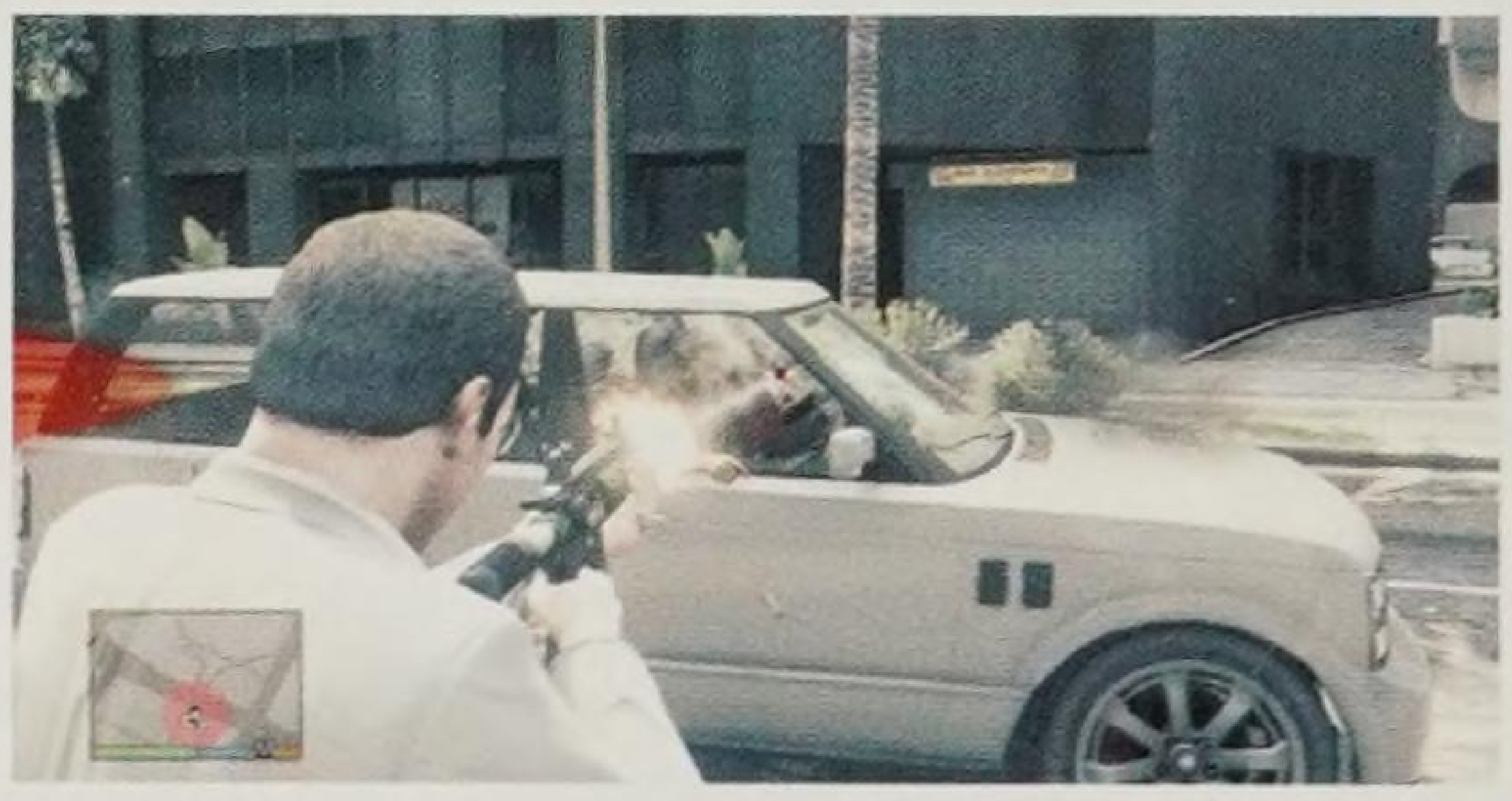
LOCATION:	CHARACTER:	REWARD:
Eastbourne Way, Rockford Hills **(41)**	*All*	*$2000 in money bag if you choose not to return it, otherwise no reward*

When you enter the Bob Mulét Hair & Beauty shop in Rockford Hills, you walk into a robbery situation. The robbers hold the hairdresser at gunpoint as she fills a bag with money. The robbers exit the establishment and dash into a getaway vehicle. This all takes place in a cinematic that triggers when you enter the shop.

When control returns to you, quickly draw an Assault Rifle and begin filling their Gallivanter Baller SUV full of holes as they race away. Aim for the driver through the passenger window. You should be able to stop them without a car chase. After killing the driver, a green blip appears on the radar. This represents the bag of money. Pick it up and $2000 enters your wallet.

The cheap hairstylist (now a blue blip on the radar) does not give you a reward. It might be best to keep the loot and not return to the yellow marker.





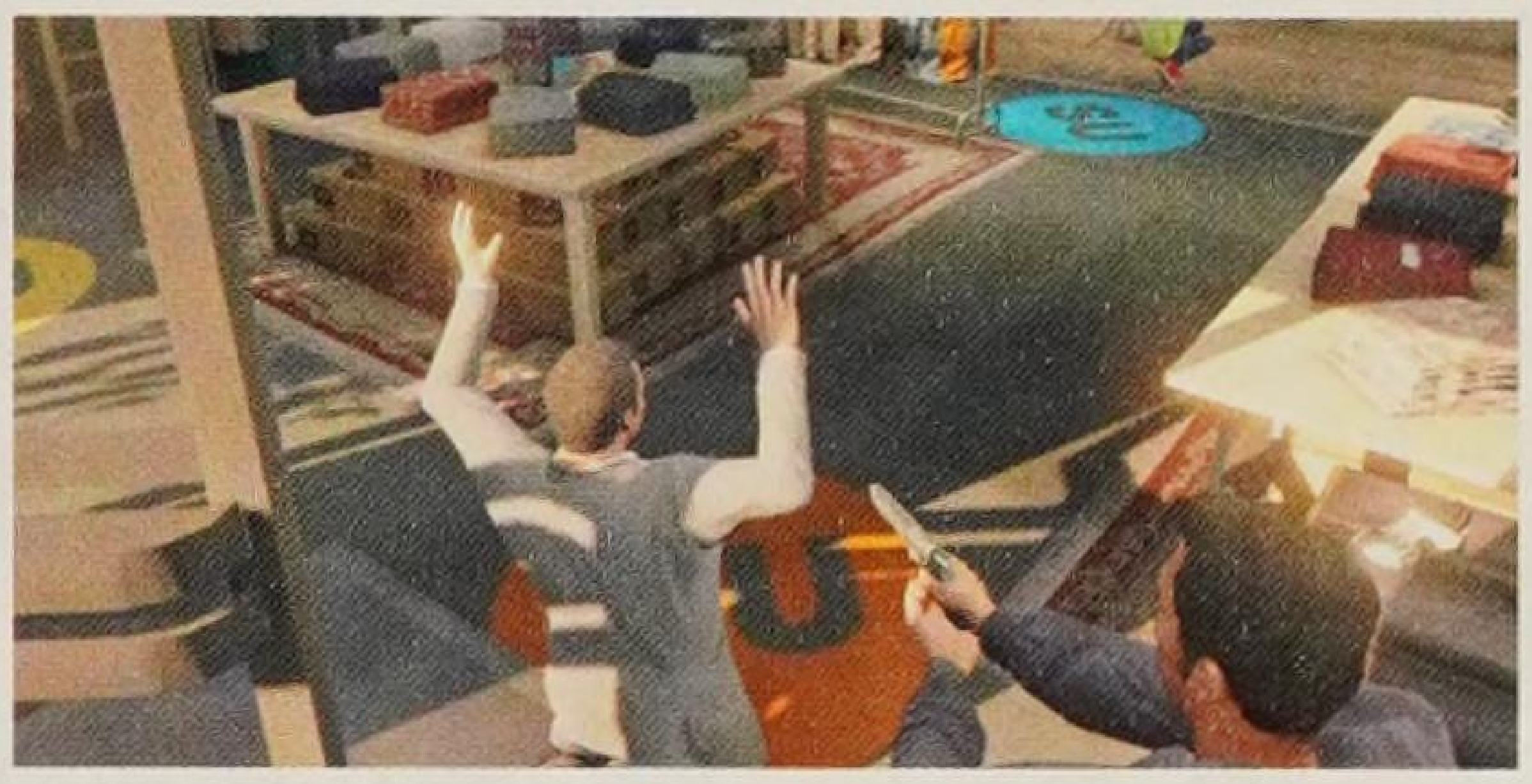
SHOP ROBBERY 2

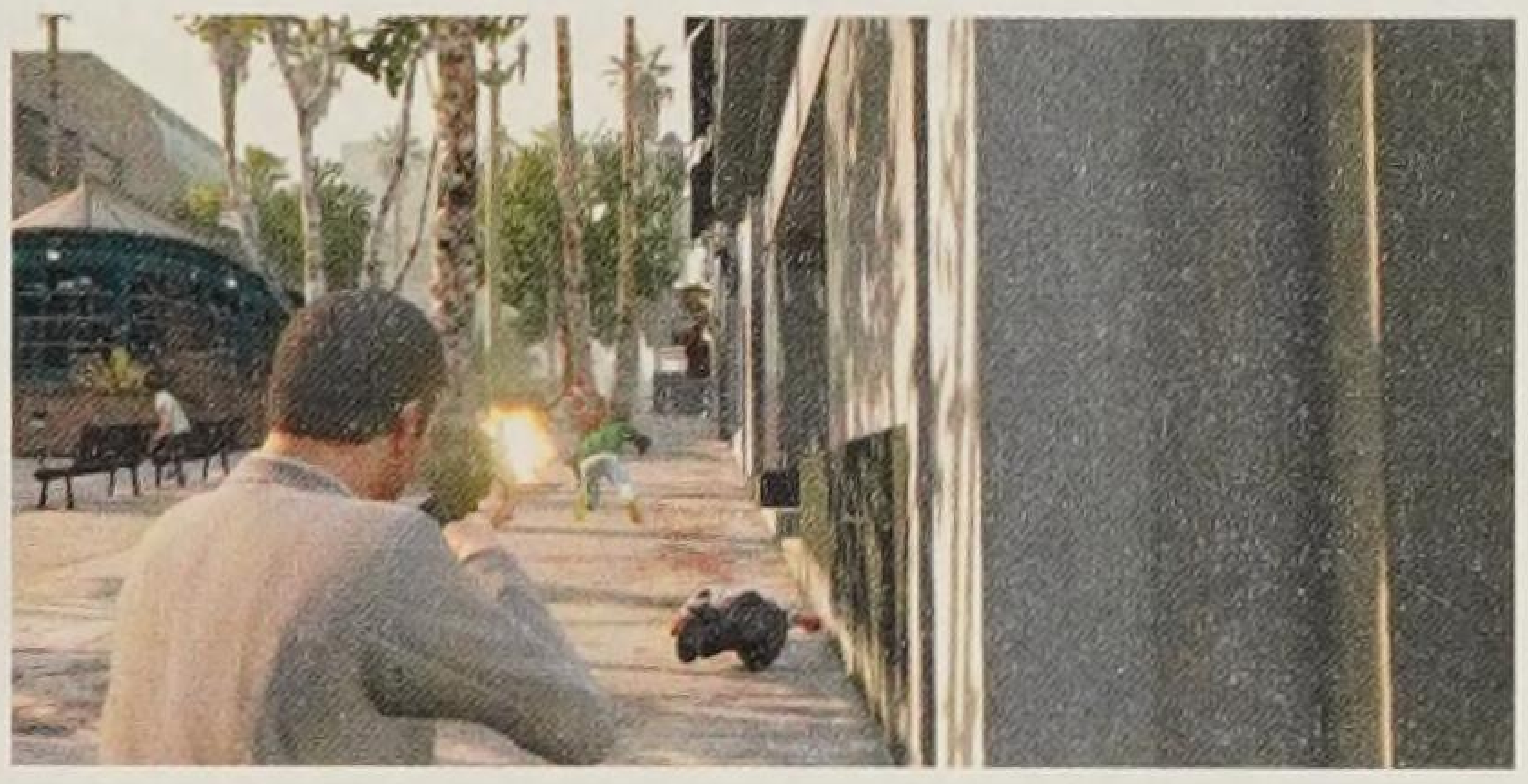
LOCATION: *Prosperity Street Promenade, Del Perro* **(42)**

CHARACTER: *All*

REWARD: *25% off next time you shop at the store or $2000 in money bag if you choose not to return it*

When you enter the Suburban Store in Del Perro, you walk into a robbery situation. An armed man at the door forces you to your knees. The clerk fills a bag full of money and the two robbers take off running on foot—no getaway vehicle. As soon as control returns to you, select an Assault Rifle and auto-target select the fleeing robbers.





Gun them down and pick up the dropped bag of money (green blip on radar). The bag contains $2000. If you return it to the store (blue blip on the radar), the clerk gives you 25% off any clothing from the store. If you do the math, that's a lot of clothing to equal $2000. So make your choice: keep the money or go for the clothing rebate.

Since the store is closed now, you can reenter the store and shoot the three registers open and collect around $500. A Wanted Level is not triggered for doing this.

SIMEON YETARIAN

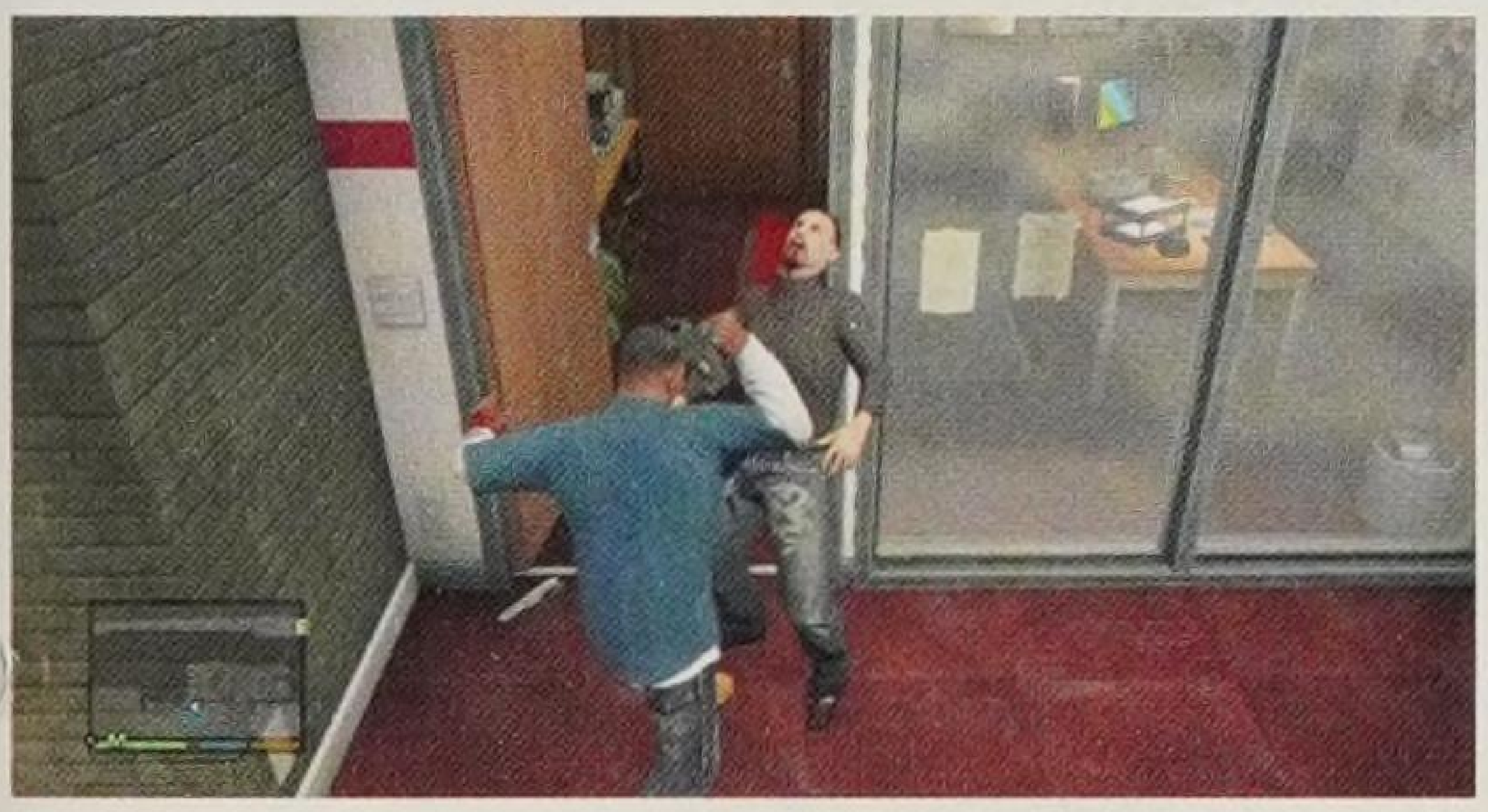
LOCATION: *Adam's Apple Boulevard and Power Street, Strawberry* **(43)**

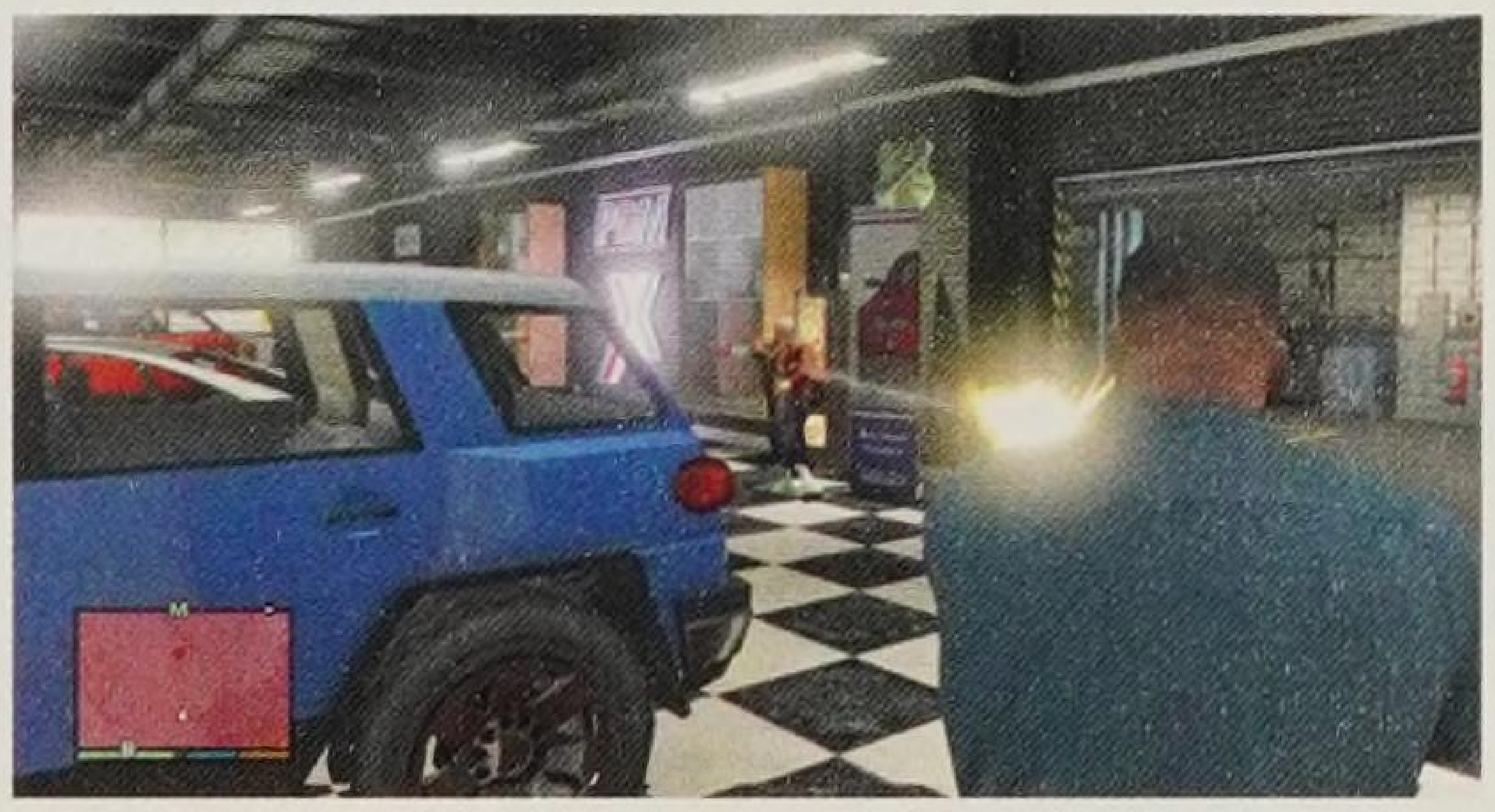
CHARACTER: *Michael or Franklin*

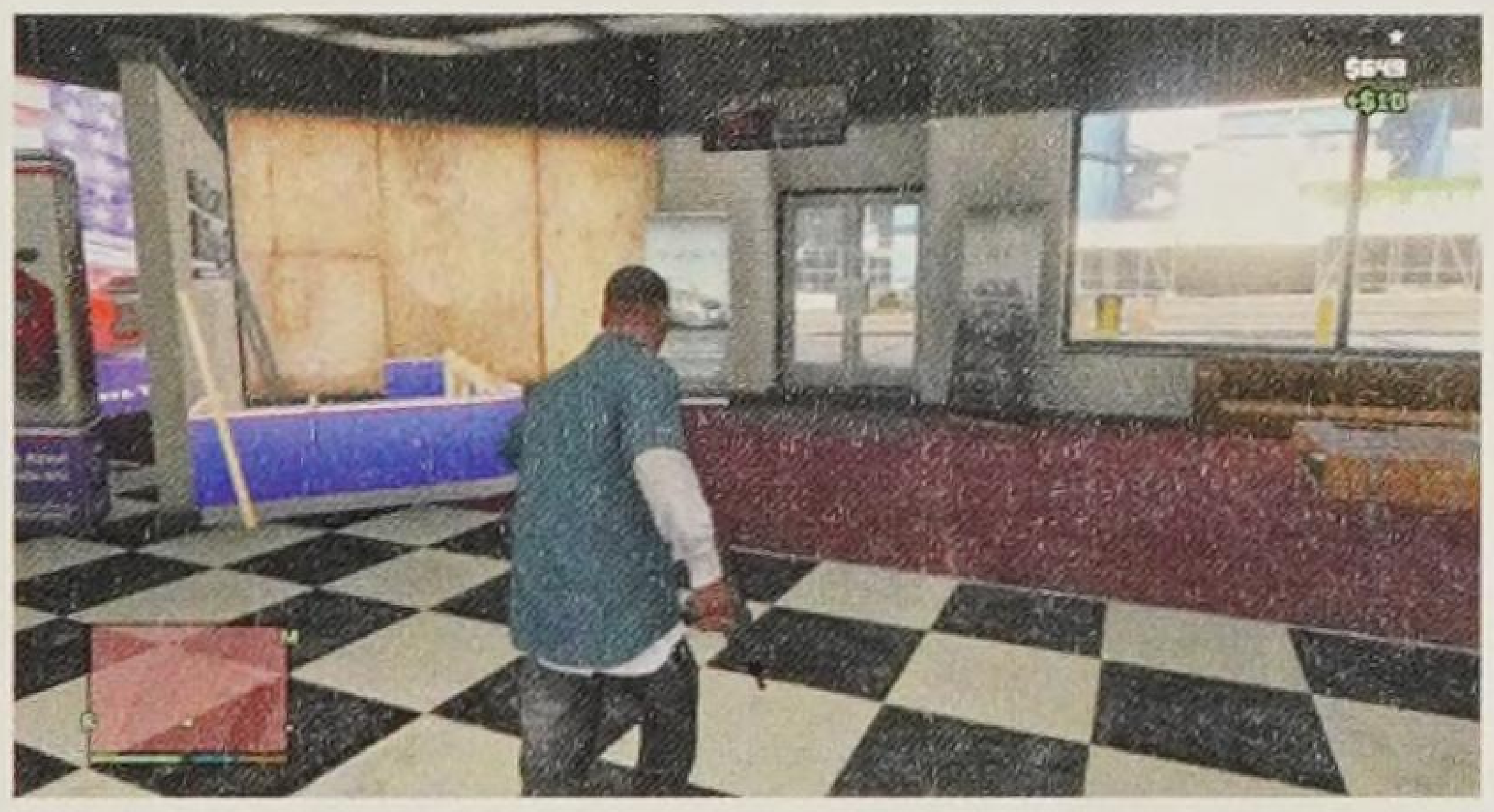
REWARD: —

Shortly after crashing through Simeon's storefront window, and before beginning "Mr. Philips," Michael or Franklin returns to Simeon's car dealership and is treated as an unwelcome guest. Walk into the store from the front entrance (closest to Simeon's office) and meet one of the hired guns at the doorway to Simeon's office. Shoot him or Pistol-whip him in the face. There's one more gunman in the store, so take cover behind one of the showroom vehicles or the wall near the office doorway. The second gunman appears from the dealership's back garage area. Whip around and gun him down to survive the ambush attempt.

If you leave through the west exit, notice the construction going on around the window you drove through. You'll likely pick up a one-star Wanted Level, so run out of the crime scene and lose the low-level threat.







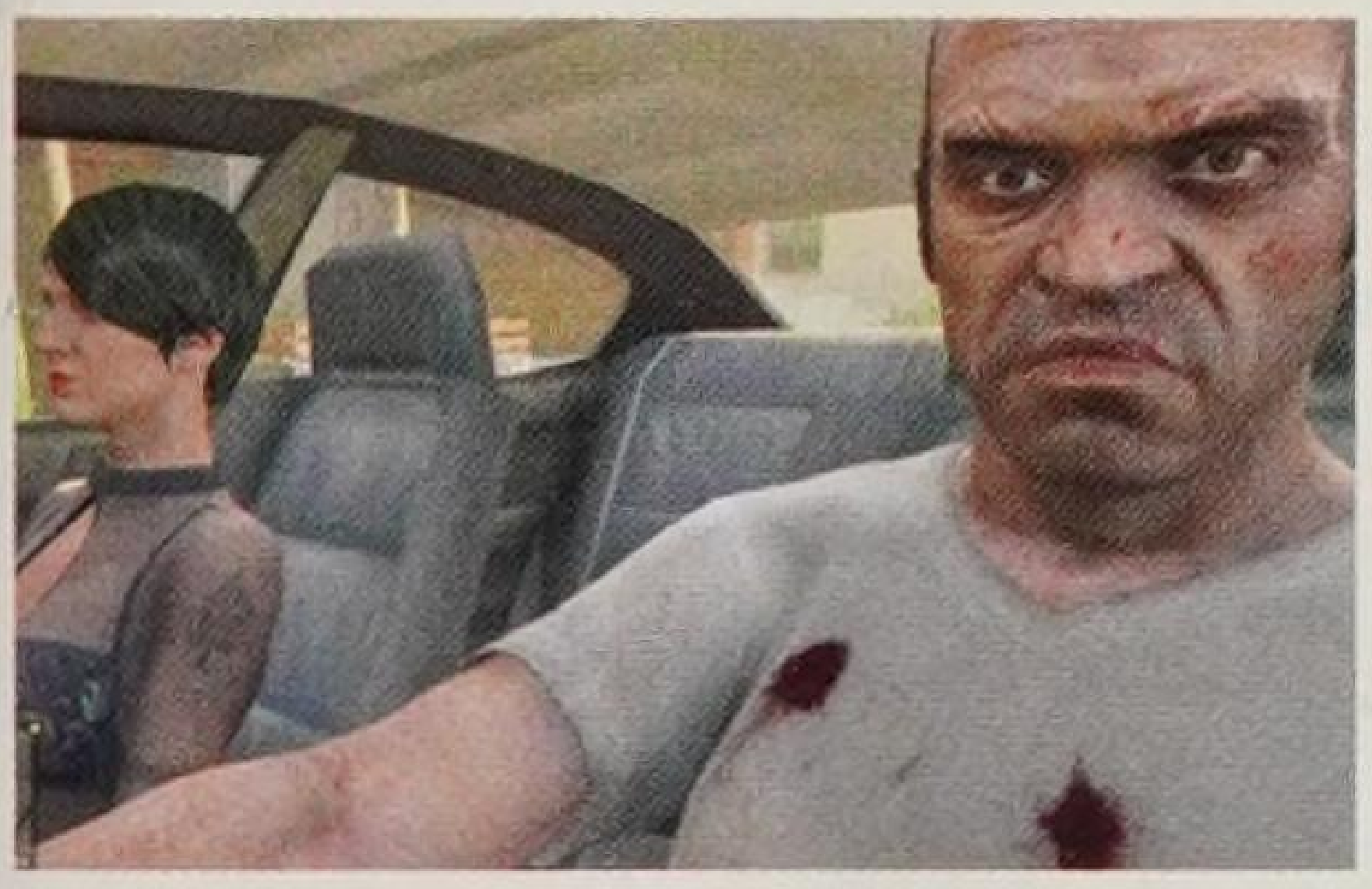
SNATCHED

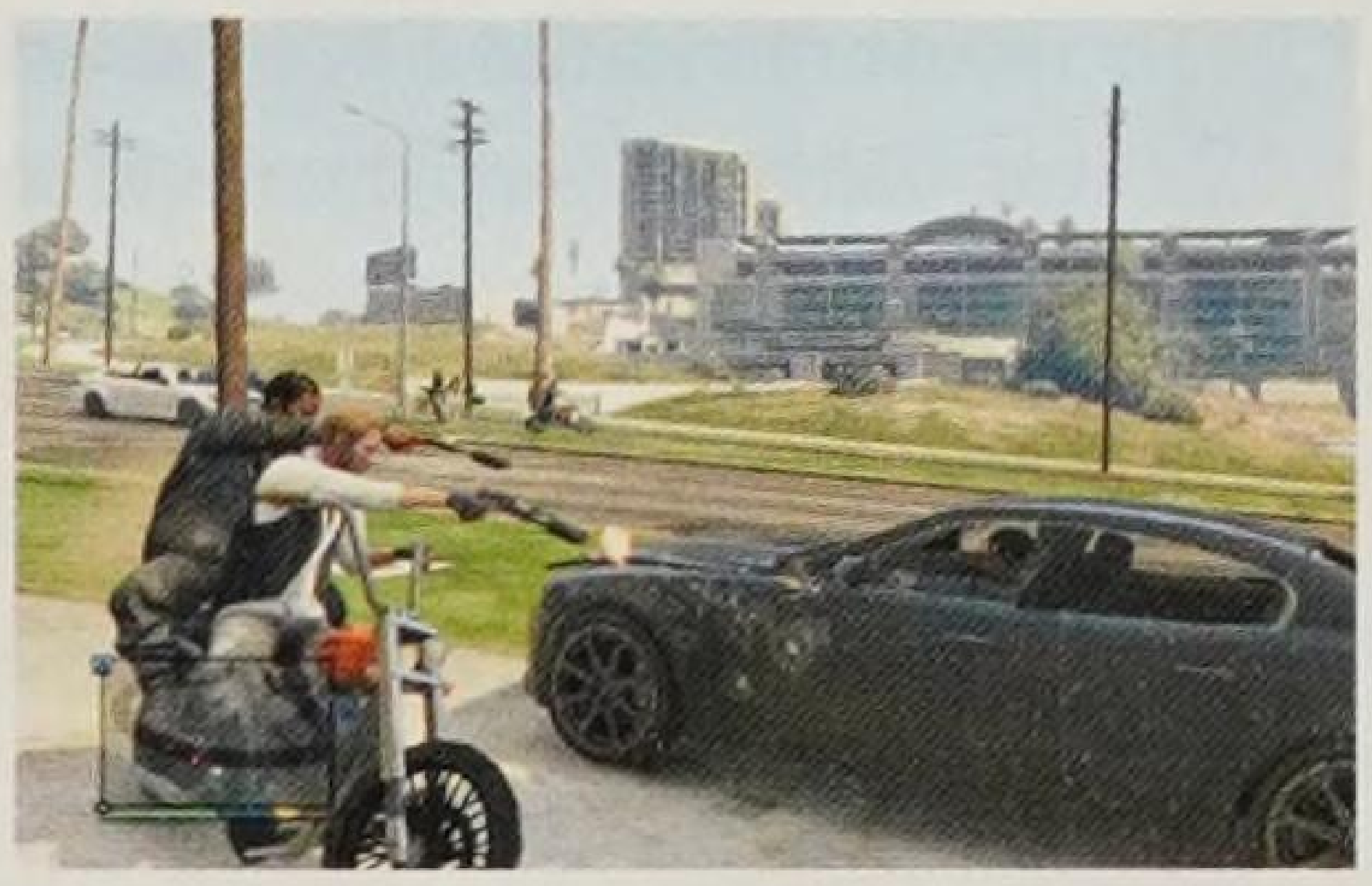
LOCATION: *South Mo Milton Drive, Vinewood Hills* **(44)**

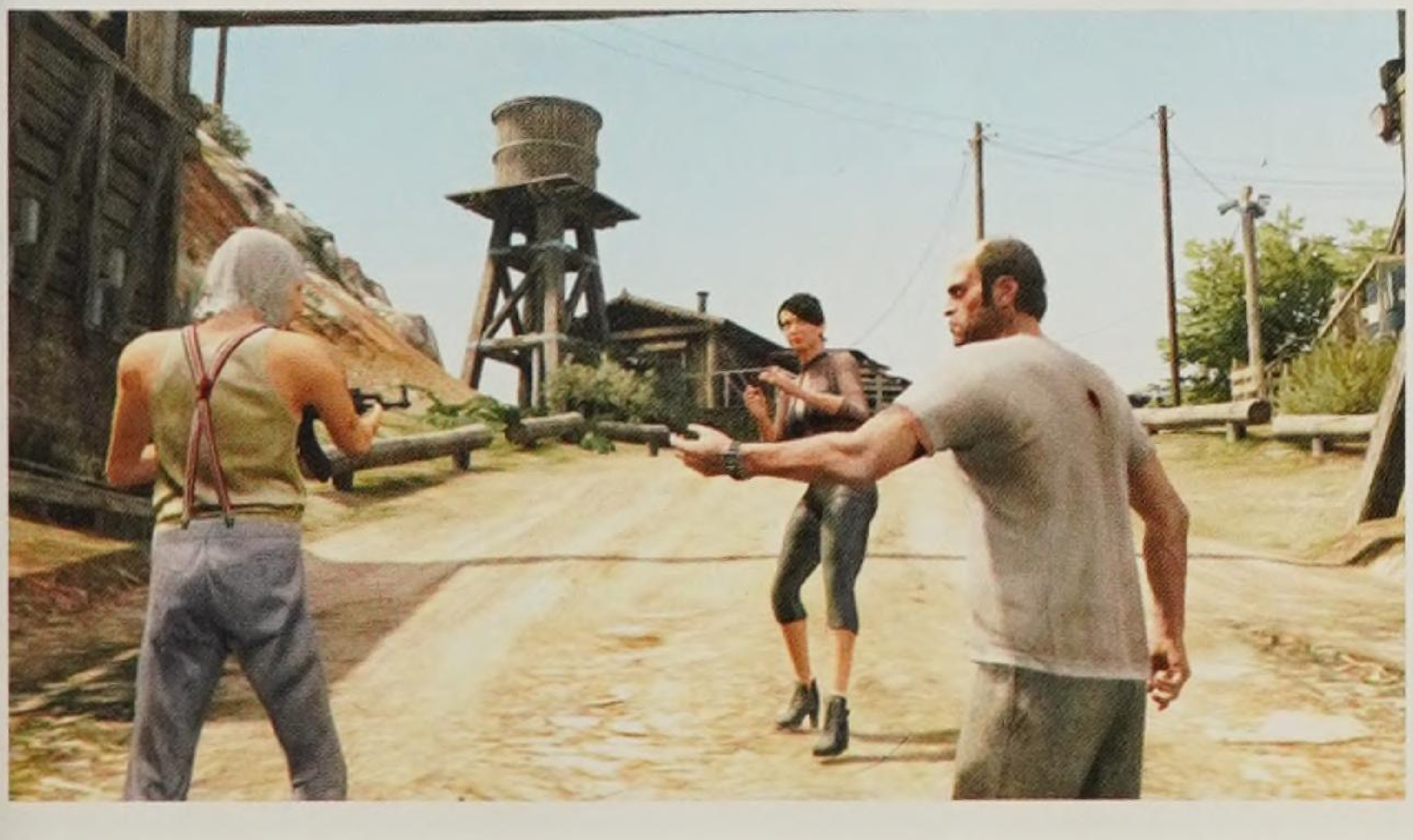
CHARACTER: *All*

ADDITIONAL: *Possible Altruist Cult Victim*

REWARD: —







While cruising through the hilly residential area indicated on our map, spot a kidnapping on the side of the road. If you react too quickly and the lady escapes, the challenge ends. Otherwise, the woman is thrown into the back of a black Lost van. Act quickly enough, and you can pop the tires with drive-by shooting before they flee the scene of the crime. Remain in your vehicle and start popping The Lost gang members as they file out of the vehicle (four total). Avoid hitting the lady lying in the back of the van at all costs; this is the kidnap victim and the challenge ends if she is killed.

She needs a ride home at this point. Follow the yellow marker to her house. Along the way, you learn that she has been running with The Lost for a very long time. When you get close to the destination, more Lost attack on Great Ocean Highway. They appear in the road behind you. There are four Lost riding on two bikes. Whip the vehicle around and accelerate into both bikes to knock them off. Turn around and finish them if they survived the collision. You must eliminate them to proceed to the next objective (dropping her off at her house on Ineseno Road in Banham Canyon). No reward is given.

Altruist Cult Victim

When picking up this hitcher playing as Trevor you have the option of delivering her to the cannibals at the Altruist Cult camp **(X)** in Chiliad Mountain State Wilderness. See "Hitch Lift 2" for more details.

SPORTS BIKE THIEF

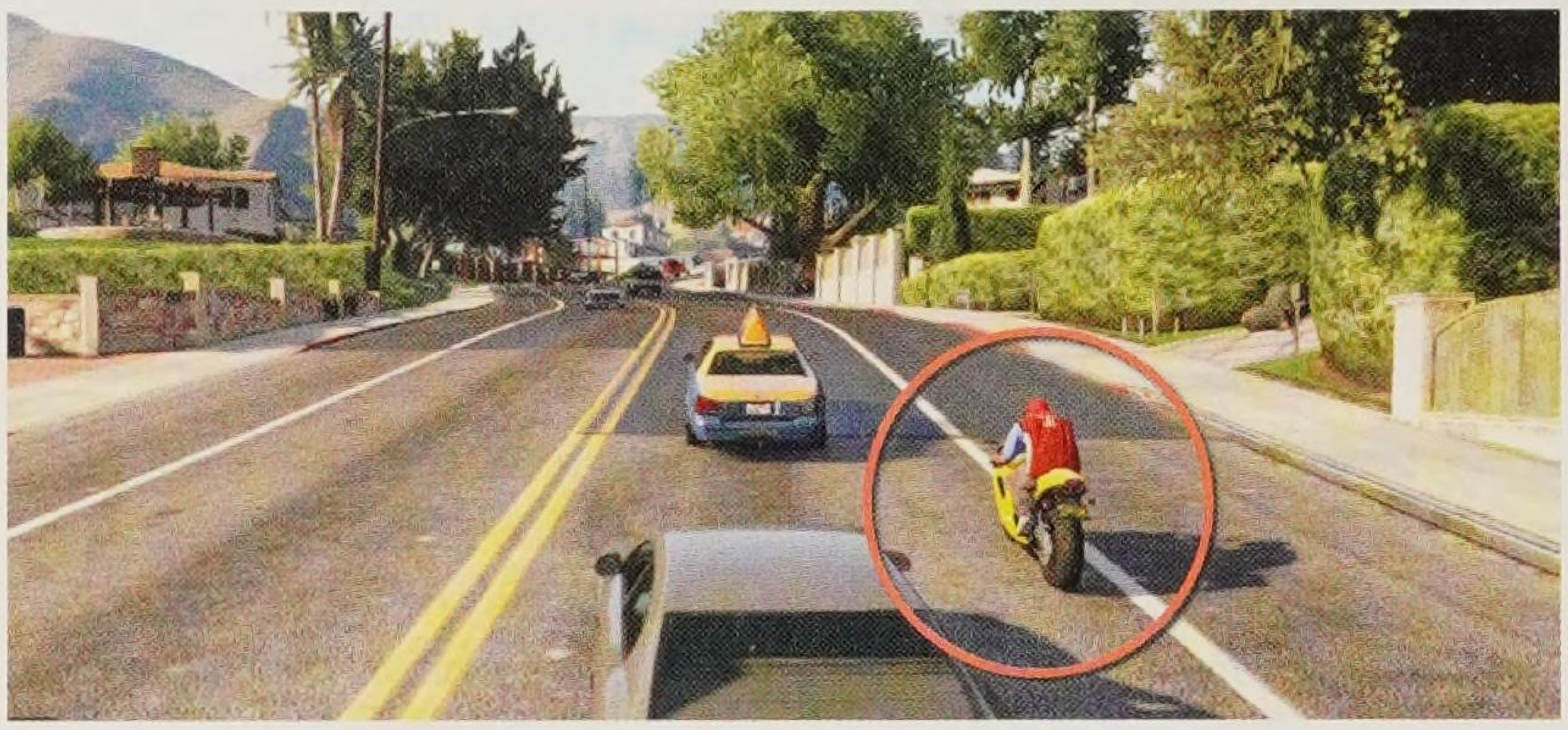
LOCATION: *North Rockford Drive, Richman* **(45)**

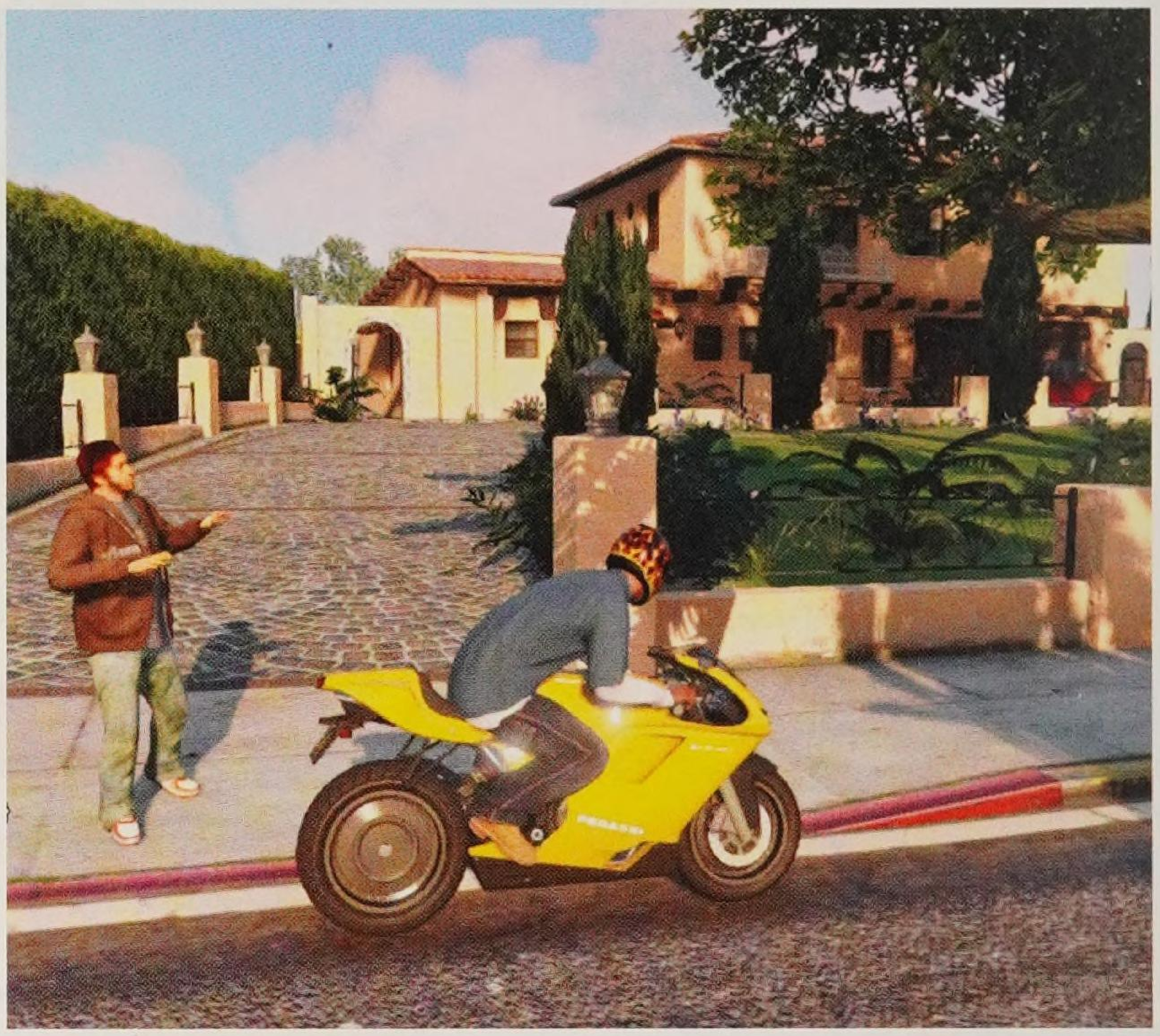
CHARACTER: *All*

REWARD: *+5 Driving Stat*

While cruising down North Rockford Drive, spot a motorcycle thief in action in the area indicated on our map. A race bike tears out of the driveway of a very nice home while the owner runs after. Accelerate into the quickly fleeing thief (red blip) and knock him off the bike. If he survives the accident, the thief takes off running.

No need to kill him. Acquiring a Wanted Level by firing your weapon in public may spook the owner and you can't return the bike to him. Mount the Pegassi Bati 801 and return it to the owner (blue blip). If you desire the bike more than the thrill of vigilantism, keep the bike.



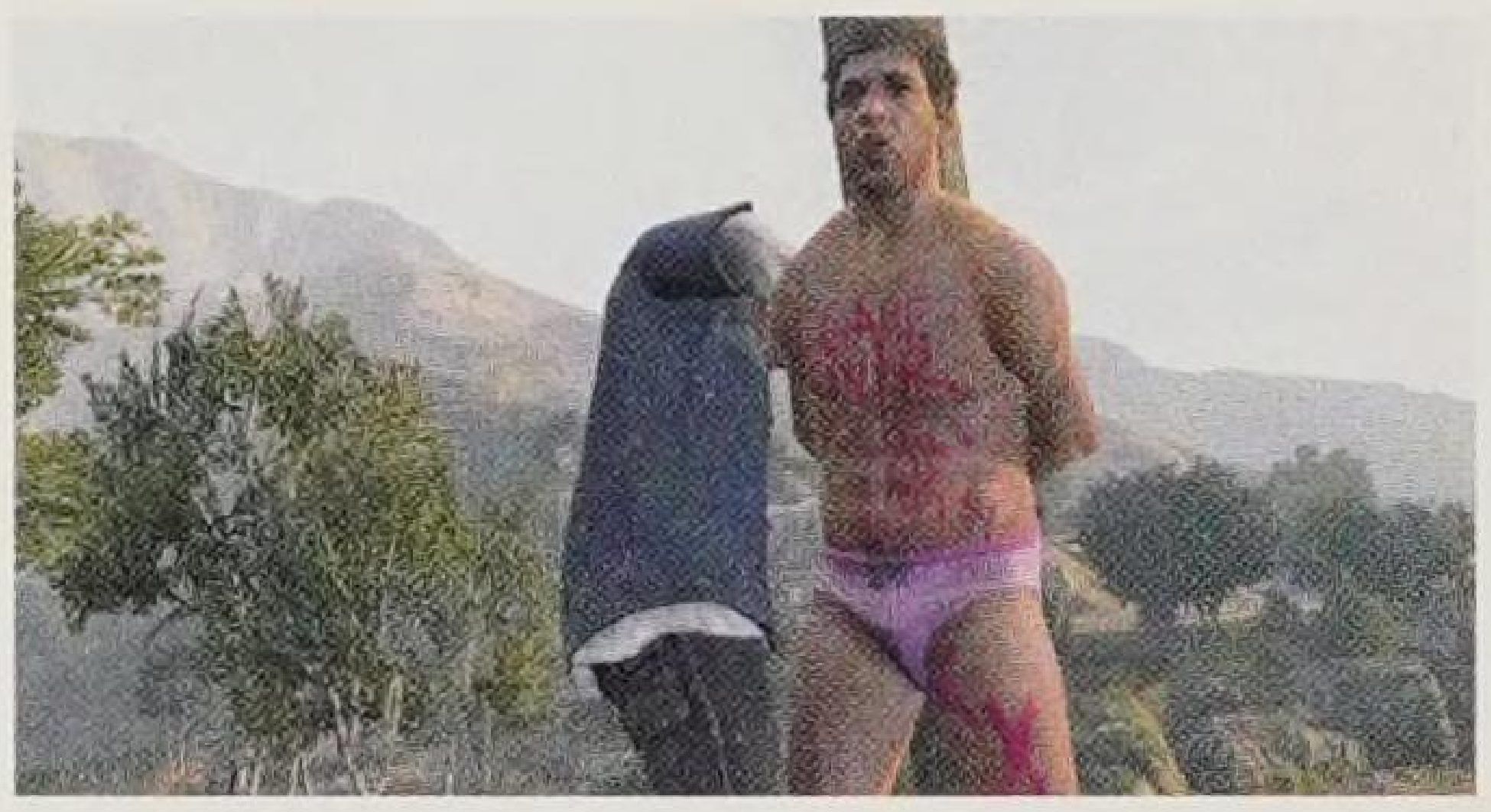


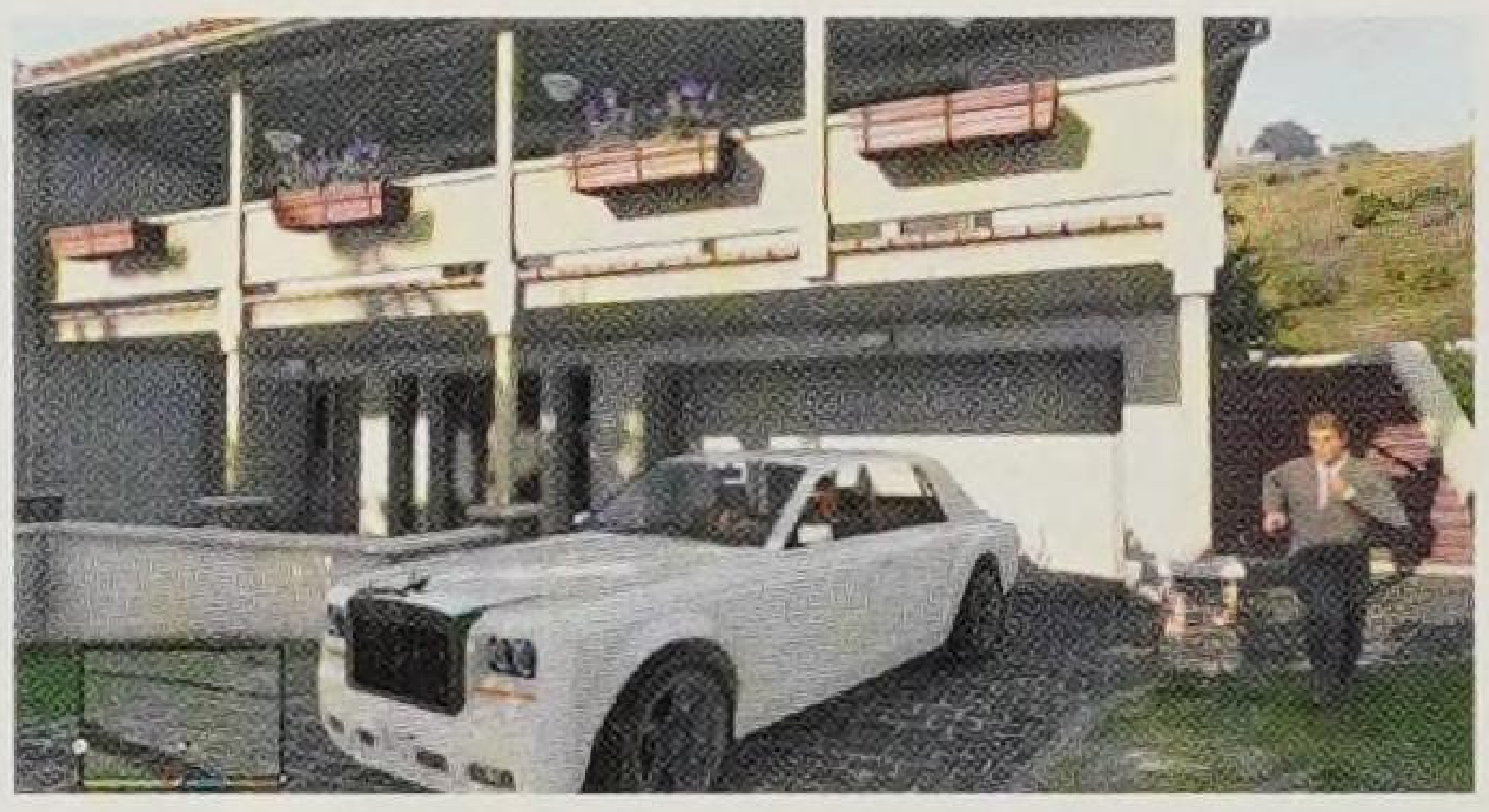
STAG DO RUNNING MAN

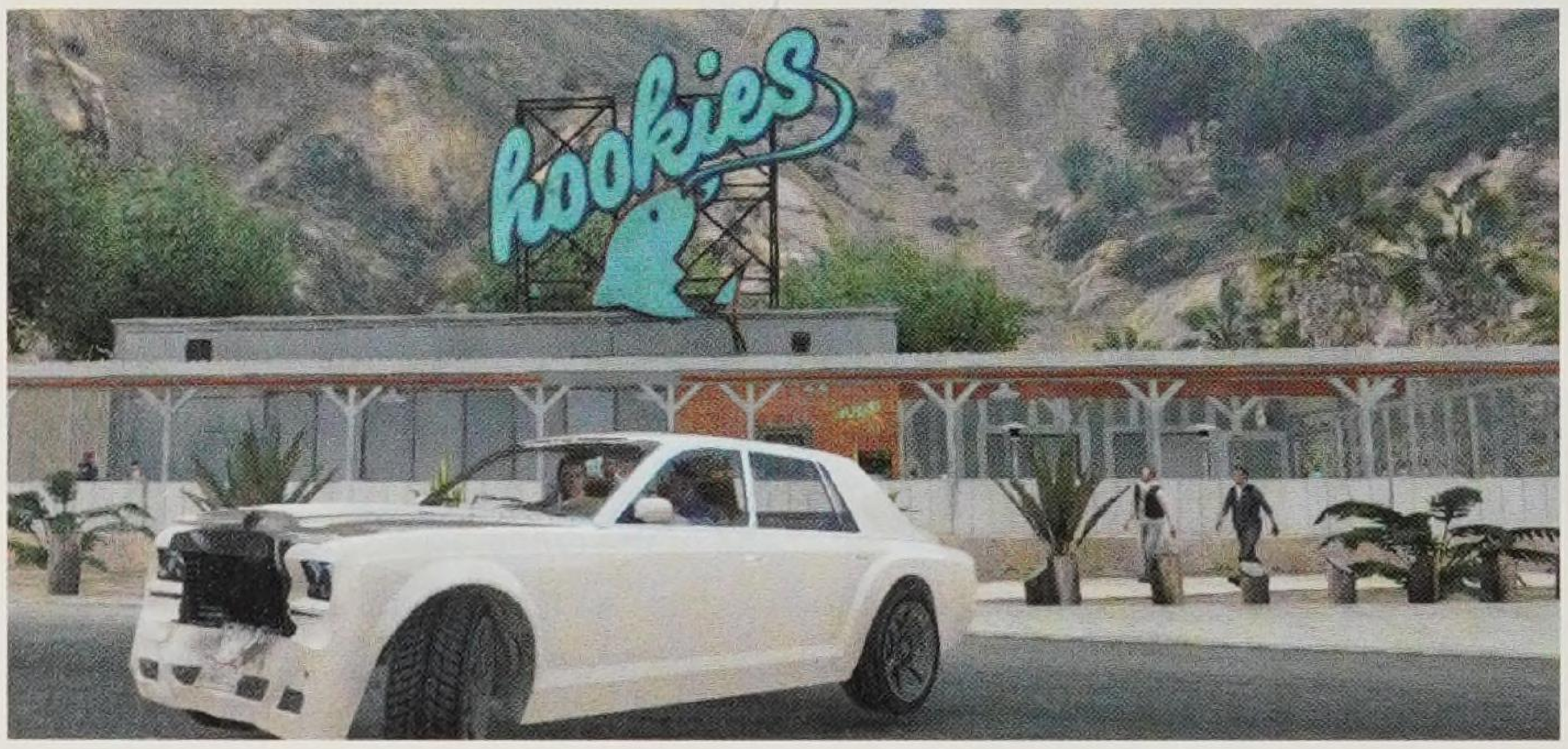
LOCATION: *Route 68, Great Chaparral* **(46)**

CHARACTER: *All*

REWARD: *Get to keep wedding car—Super Diamond*







While cruising down Route 68, look for a man in pink underwear tied to a telephone pole. Exit your vehicle and untie the man. It turns out that this is the morning after his stag do and he has to get to the church in the allotted time to attend his own wedding.

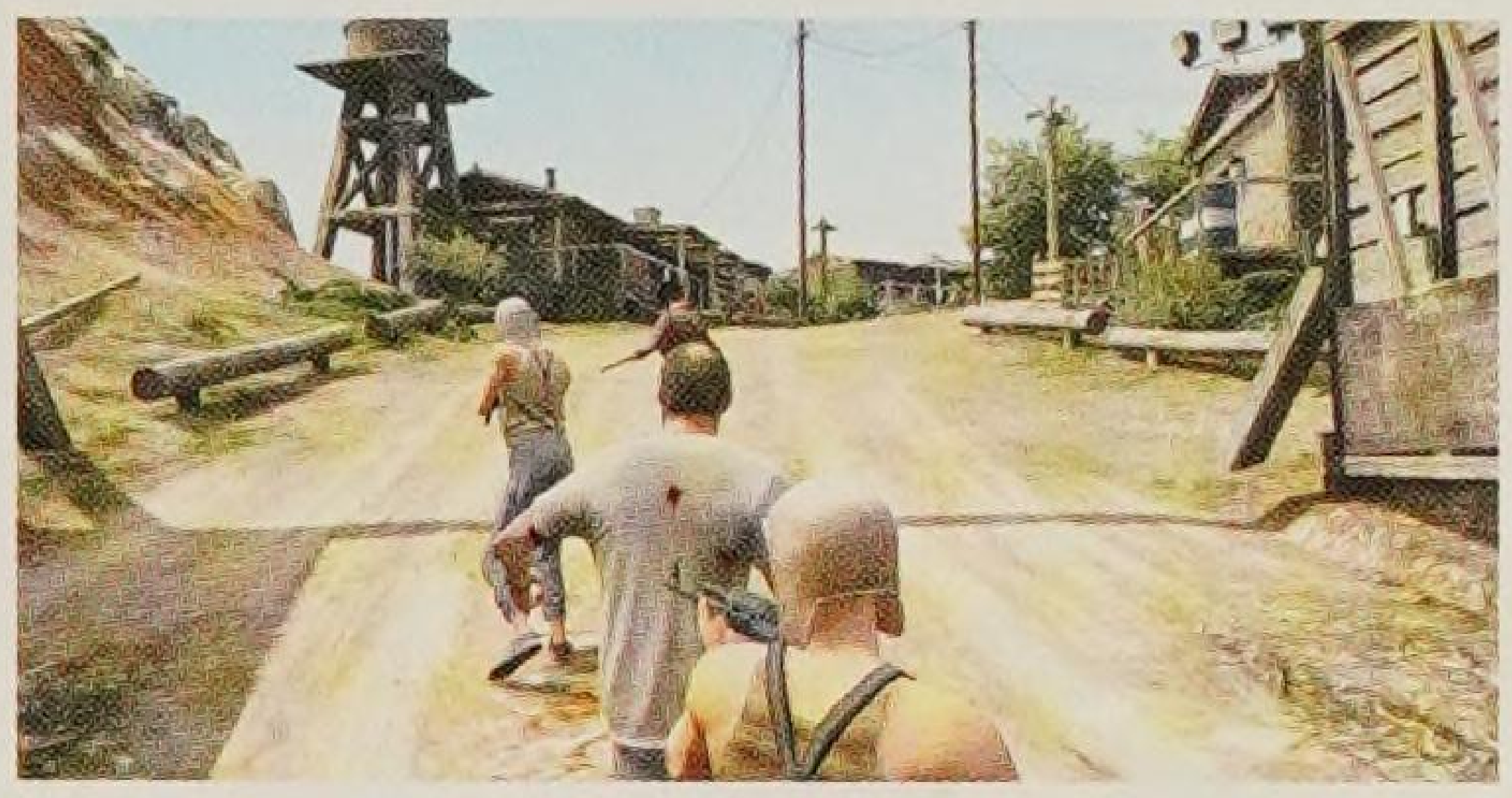
Follow the yellow route on the radar to his Vinewood Hills home. Along the way, you learn that the best man was responsible for the prank and the groom is hoping he still has the rings. Once at his house, exit your vehicle and enter his father's Enus Super Diamond in the driveway (blue blip on radar) while the groom dashes inside and quickly gets dressed.

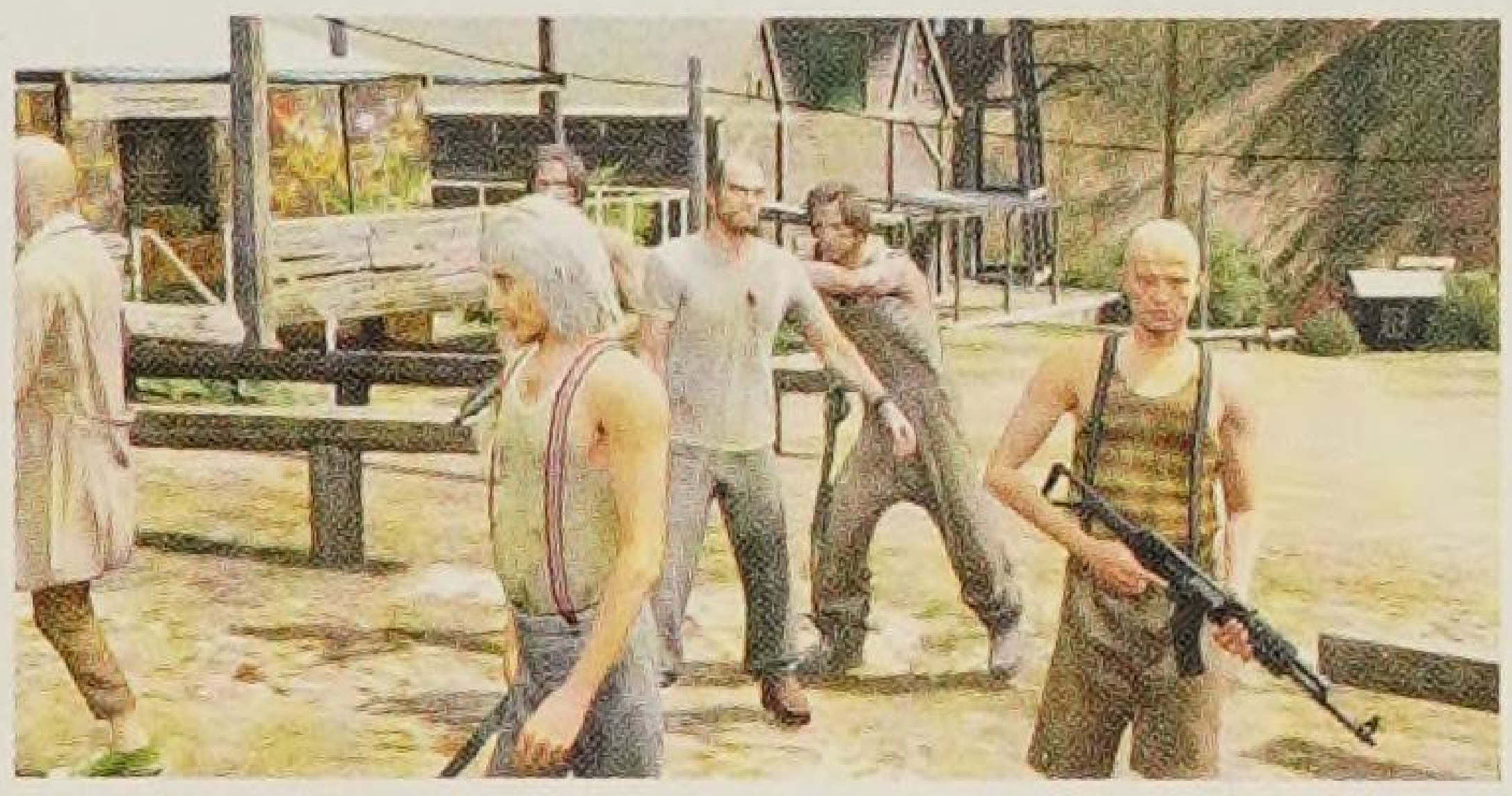
When the dressed groom returns and enters the vehicle, a yellow route marks the way to a restaurant out of town where the best man is waiting. Follow the route to the yellow marker on Great Ocean Highway. Stop and pick up the best man from Hookies; luckily, he still has the rings. Follow the yellow route on the radar to the church on Procopio Drive. Your reward is watching the groom get slapped by the bride as well as receiving the groom's father's classy Enus Super Diamond.

ALTRUIST CULT SHOOTOUT

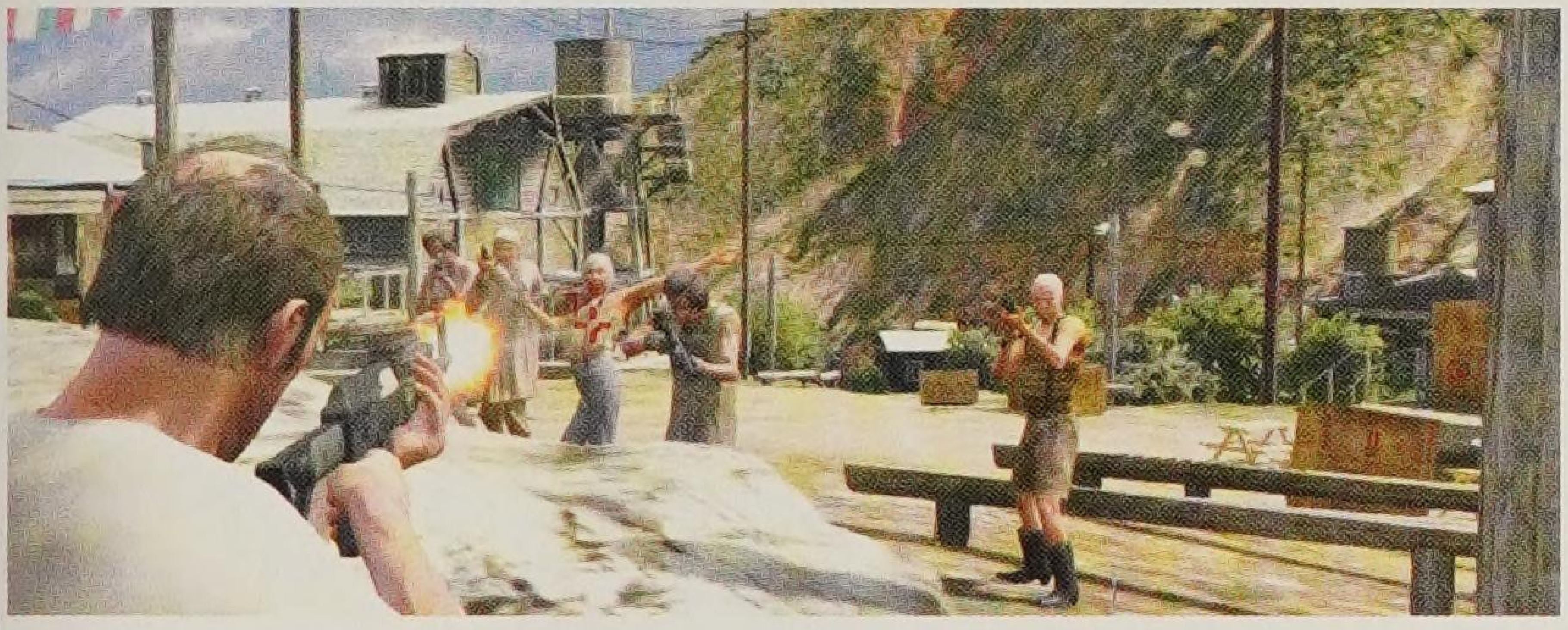
LOCATION:	CHARACTER:	REWARD:
Chiliad Mountain State Wilderness ⓧ	*Trevor*	*$1000 credited per ped*

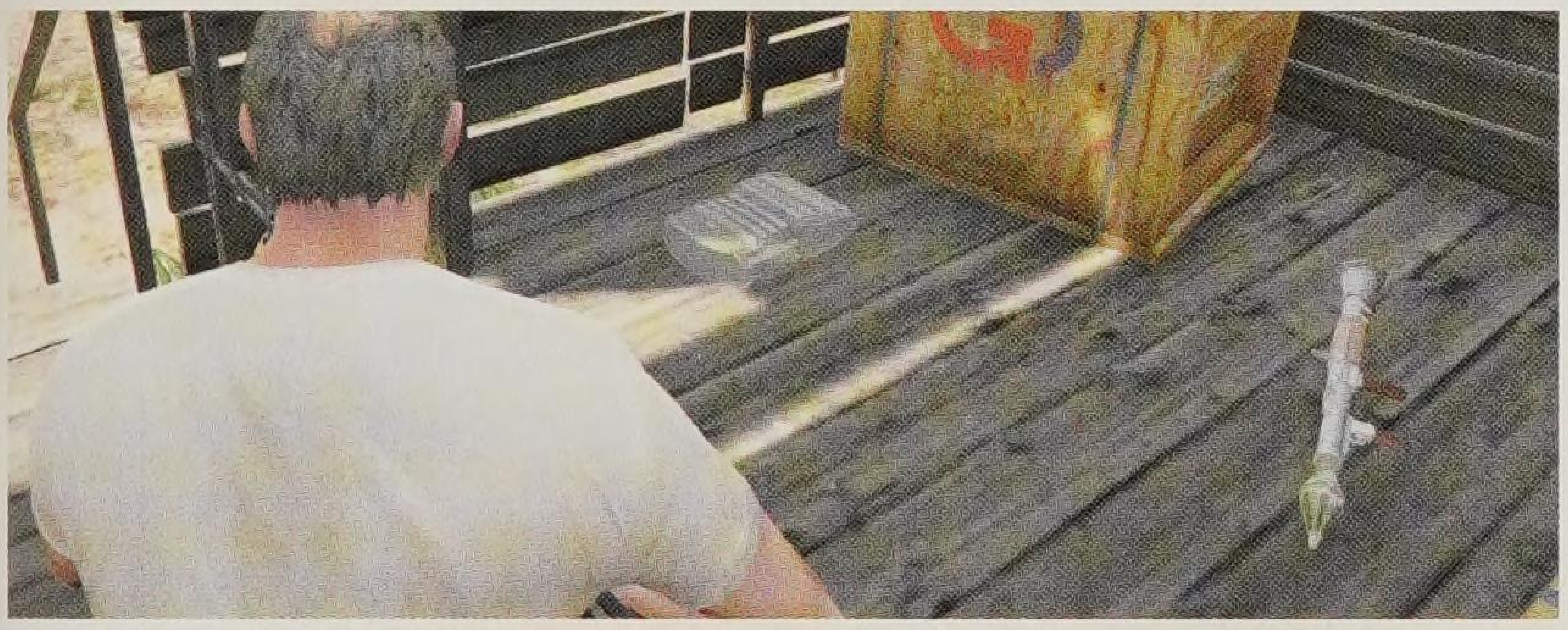
After delivering four victims to the Altruist camp, Trevor becomes a victim to the cannibal cult. In a cinematic, the cult members accept his last delivery and then take him inside the gates at gunpoint. In the next scene, you see the cult beginning their ritual while Trevor takes advantage of a moment of distraction to step back and get his hands on an ill-placed machine gun.





The battle to escape the Altruist camp starts with Trevor behind the large boulder where the cult was planning to eat him. Use this large boulder for cover and pop up to shoot all five of the armed cult members on the rock's other side. This leaves about eleven other cannibals to shoot before you reach the gates.





Continue to use the boulder for cover as you pick off the still immediate threat. Eliminate the two gunmen on the water tower to the left at the end of the row of buildings. When you get a chance, dart into the open porch on the chapel to the boulder's left. Here you find Armor, a Rocket Launcher, and an Assault Rifle.

As you leave this porch, spot a gunman on top of another water tower on the camp's right side (south). Shoot him and continue east to exit the camp. Just before reaching the exit gates, shoot the gunman in the guard tower on the left. Before you leave, find a Health Kit in the same guard tower. When you delete the last cannibal you receive an "altruist cleared" message onscreen. The vehicle you arrived in should be just outside the gates; use it to reach civilization again.

✱ Altruist Hidden Package

Look on the porch of the shack with the water tower nearest the front gate of the Altruist camp. Here you find a briefcase with lots of money inside. Also on the porch is an armor pickup.

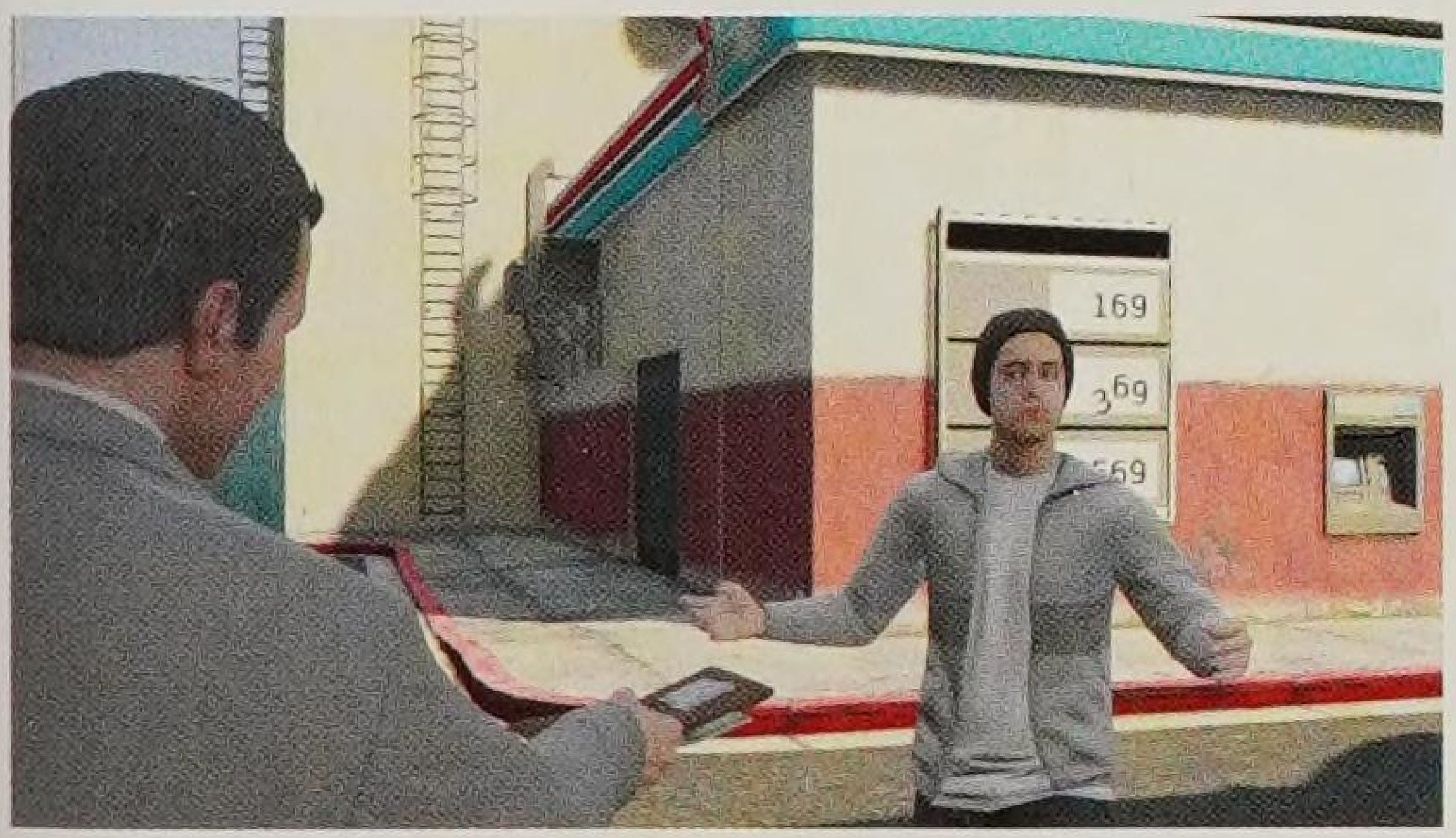
ATM ROBBERIES

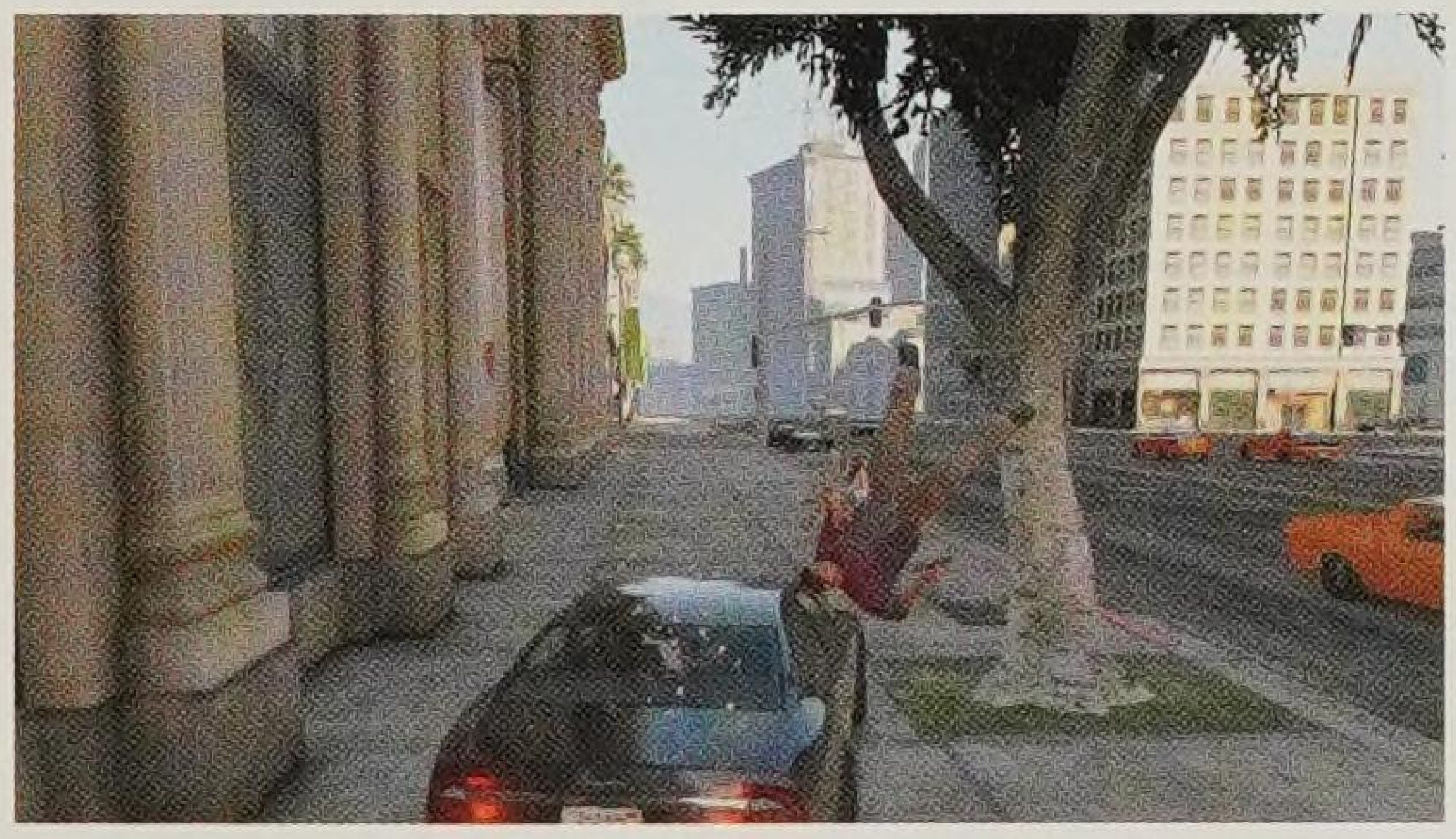
LOCATION:	CHARACTER:	REWARD:
$ *on our map*	*All*	*Keep cash: $500; Return cash: $50, full special meter*

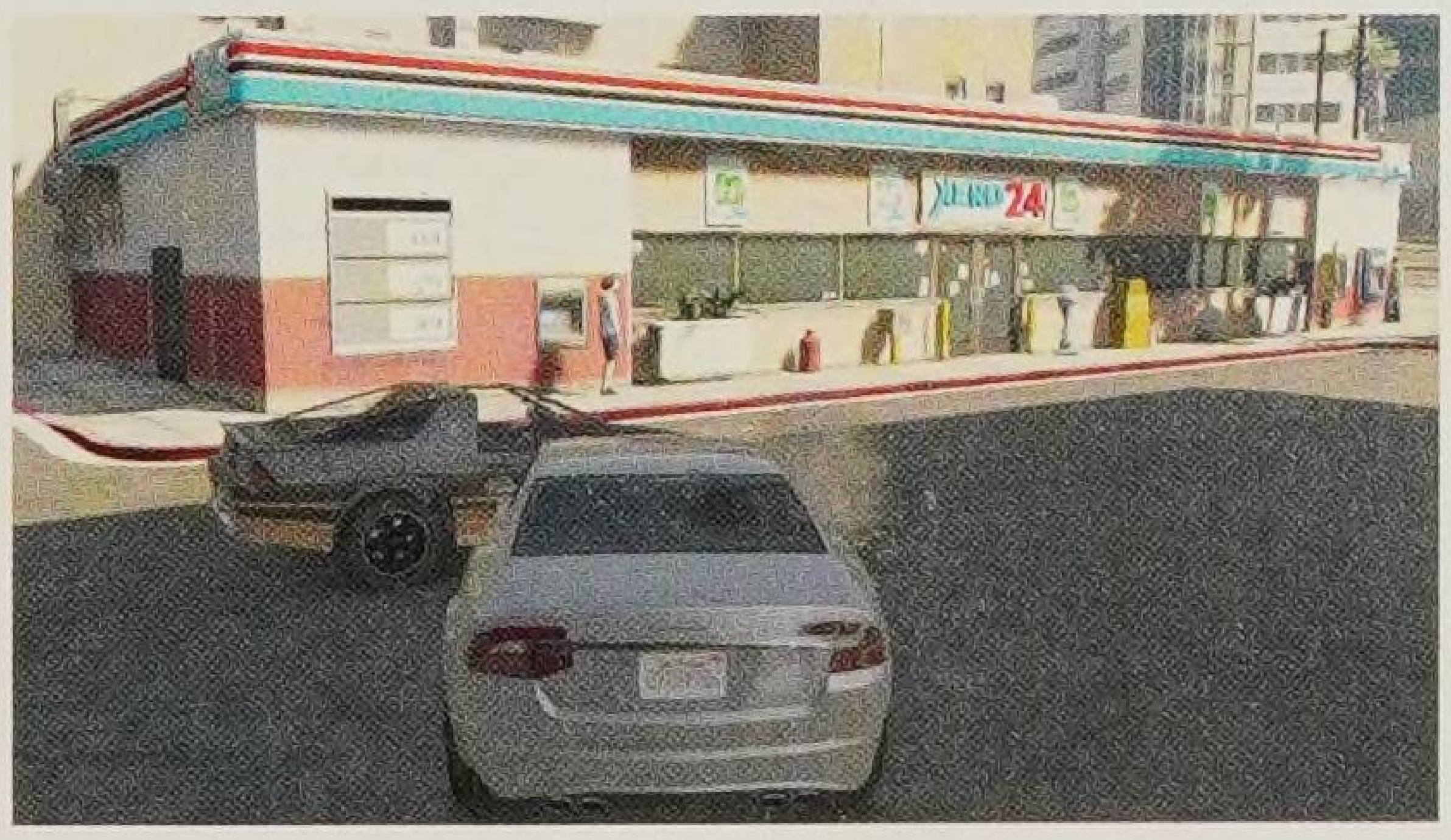
There are a number of ATM robberies you can get involved in. You can kill the robber and return the cash to the victim, or you can keep the cash. We've marked all of these locations on our map as yellow circle icons. The average ATM Robbery take is $500. If the money is returned to the victim, you are awarded around $50.

Spot these ATM Robberies by listening for the screams from the victims and then quickly glancing at the radar to find a flashing red to blue blip of the robber fleeing the scene. In most cases, you're in a vehicle when this happens and you can just run over the robber. Otherwise, shoot the robber and pick up the wallet (green blip on radar) and decide whether or not to return it for the lesser reward.

Usually if you shoot the victim after returning the money, you can get that $500 back minus the $50 in reward. So it's the same as running off with their wallet, and you don't risk the Wanted Level given after murdering someone. Most robbers are on foot; however, there are a few instances where the crooks take off on motorcycles or in cars.







HOBBIES AND PASTIMES

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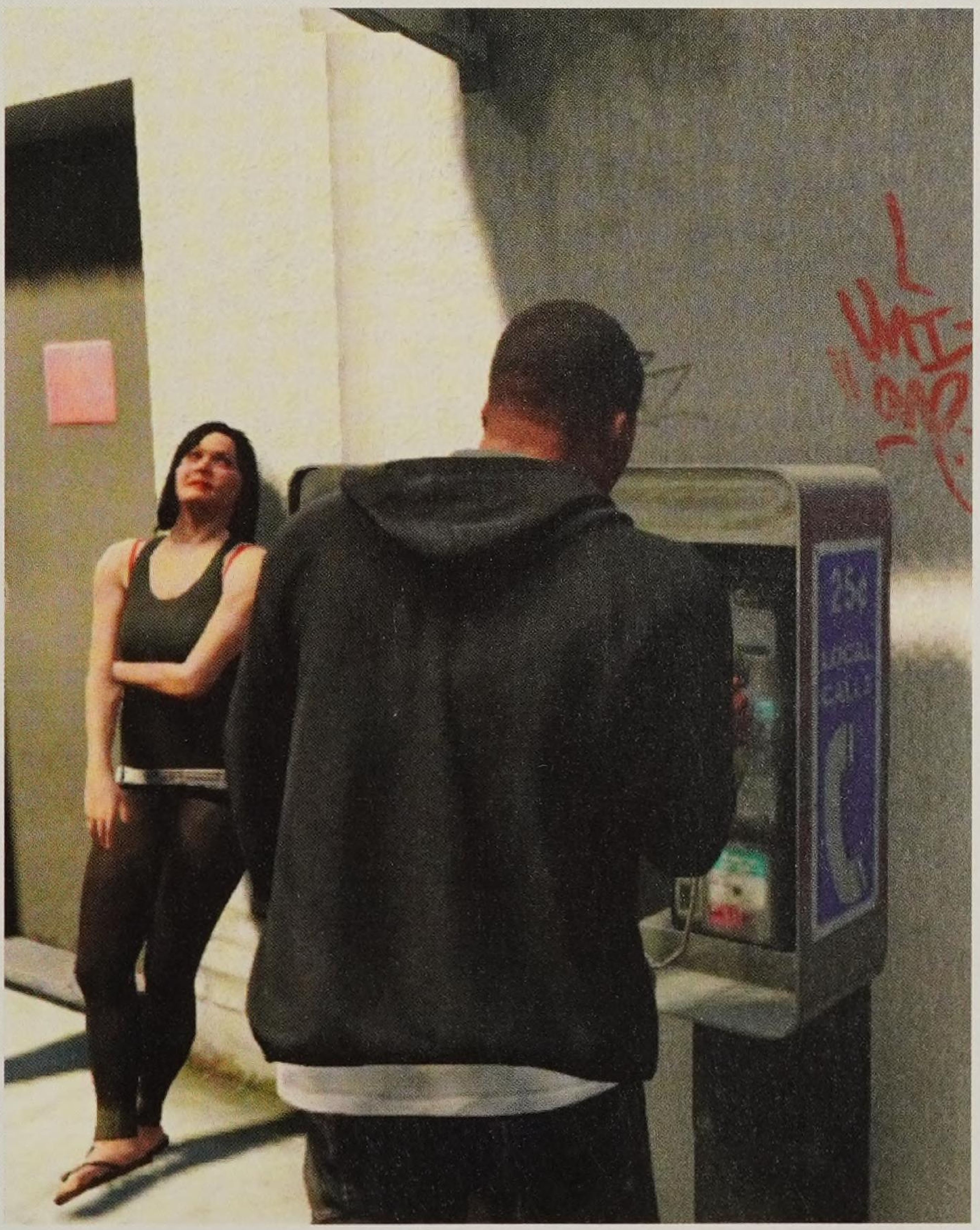

Hobbies and Pastimes

100% Completion
Hobbies and Pastimes= 10%

42 Hobbies and Pastimes, as a whole, contribute 10% towards the 100% completion of the game.

HOBBIES AND PASTIMES LIST

NAME	PART OF 100% COMPLETION?
Arms Trafficking Air (5)	No
Arms Trafficking Ground (5)	No
Assassination Missions (5)	Yes
Bail Bonds (4)	No
Endless Summer: Taxi Missions	No
Flight School	Yes
Hunting	No
Off-Road Races	Yes
Parachuting	Yes
Property Management	No
Sea Races	Yes
Shooting Range	Yes
Sports: Darts, Golf, Tennis, Triathlon	Yes
Street Races	Yes
Strip Club: Lap Dance	Yes
Towing Procedural	No
Yoga	No

① **Bail Bonds:** Dirt road off of Union Road, Grapeseed
② **Defend the Car Scrapyard:** El Burro Heights, Murrieta Oil Field

SMOKE ON THE WATER MISSIONS

③ **Timed Mission 1:** Countryside
④ **Timed Mission 2:** Nikola Avenue, Mirror Park
⑤ **Timed Mission 3:** Kimble Hill Drive, Vinewood Hills
⑥ **Lose Cops 1:** Great Ocean Highway, Chumash
⑦ **Lose Cops 2:** Countryside
⑧ **Recover Van 1:** Tataviam Mountains
⑨ **Recover Van 2:** El Burro Heights
Ⓢ **Delivery Location:** Vespucci

TAXI MISSIONS

⑩ **Fare Needs Excitement:** Dorset Drive, Rockford Hills
⑪ **Take It Easy:** Vine Drive, Downtown Vinewood
⑫ **Deadline:** Niland Avenue, Sandy Shores
⑬ **Got Your Back:** Elgin Avenue, Pillbox Hill, Downtown
⑭ **Take to the Best Tailor:** Galileo Park, Vinewood Hills
⑮ **Cut You In:** New Empire Way, Lost Santos International Airport
⑯ **Got You Now:** Richman Street, Richman
⑰ **Clown Car:** W Eclipse Boulevard, Richman
⑱ **Follow Car:** Sustancia Road, Murrieta Heights

⑲ **Towing:** Impound Lot, Innocence Boulevard, South Los Santos
⑳ **Flight School:** Los Santos International Airport

OFF-ROAD RACES

㉑ **Canyon Cliffs:** Raton Pass, North Chumash
㉒ **Valley Trail:** Mouth of Cassidy Creek, Alamo Sea
㉓ **Ridge Run:** Just off Galileo Road, Great Chaparral
㉔ **Eco Friendly:** Ron Alternates Wind Farm, Grand Senora Desert
㉕ **Lakeside Splash:** Armadillo Avenue, Sandy Shores
㉖ **Mineward Spiral:** Davis Quartz, Grand Senora Desert

SEA RACES

㉗ **East Coast:** East Coast Pacific Ocean
㉘ **North East Coast:** El Gordo Light House, Blaine County
㉙ **Raton Canyon:** Zancudo River, Blaine County
㉚ **Los Santos:** Cypress Flats, South Los Santos

ARMS TRAFFICKING

㉛ **Arms Trafficking:** Air: McKenzie Field Hangar, Grapeseed
㉜ **Arms Trafficking:** Ground: McKenzie Field Hangar, Grapeseed

PARACHUTING

㉝ **Pacific Tour:** La Puerta, Los Santos
㉞ **Aim for the Fairway:** Rockford Hills, North Los Santos
㉟ **Carving the Mountain:** Raton Canyon, Blaine County
㊱ **Falling Mouse:** Raton Canyon, Blaine County
㊲ **Razor Rock Dive:** Raton Canyon, Blaine County
㊳ **Runaway Train:** Paleto Boulevard, Raton Canyon
㊴ **The Decline:** Procopio Pier, Paleto Bay
㊵ **The Fall of the Alamo:** Grapeseed, Blaine County
㊶ **Turbine Terror:** Wind Farm, Grand Senora Desert
㊷ **Photo Finish:** Vinewood Racetrack, East Vinewood
㊸ **Damned If You Don't:** Highway 18, East Vinewood
㊹ **Bank Bailout:** Pillbox Hill, Downtown
㊺ **What Goes Up...:** Pillbox Hill, Downtown

STREET RACES

㊻ **South Los Santos:** Chamberlain Hills
㊼ **City Circuit:** Vinewood
㊽ **Airport:** Exceptionalists Way, Los Santos International Airport
㊾ **Freeway:** East Los Santos
㊿ **Vespucci Canals:** Vespucci

TRIATHLONS

(51) **Vespucci Triathlon:** Vespucci Beach Airport Peninsula
(52) **Alamo Sea Triathlon:** East Beach of the Alamo Sea, Grapeseed
(53) **Coyote Cross Country Triathlon:** South Beach of the Alamo Sea, Sandy Shores

(54) **Hunting:** Chiliad Mountain State Wilderness
(55) **Darts:** Yellow Jack Inn, Route 66, Grand Senora Desert
(56) **Tennis & Yoga:** Michael's house, Rockford Hills
(57) **Golf:** Los Santos Golf Club
(58) **Strip Club:** Off Elgin Avenue, South Los Santos

ASSASSINATION MISSIONS

(59) **Hotel Assassination:** Del Perro Pier
(60) **The Multi Target Assassination:** LTD Gas Station, Little Seoul
(61) **The Vice Assassination:** San Andreas Avenue, Pillbox Hill, Downtown
(62) **The Bus Assassination:** Vinewood Sports, Hawick Avenue
(63) **The Construction Assassination:** Liquor Mart, East Los Santos

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Mount Chiliad
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ALAMO SEA
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SANDY SHORES
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Fort Zancudo
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GREAT CHAPARRAL
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TONGVA HILLS
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VINEWOOD
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CHUMASH
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RICHMAN
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MORNINGWOOD
ROCKFORD HILLS
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EAST VINEWOOD
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BACKLOT CITY
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Del Perro Fwy
DOWNTOWN
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DEL PERRO
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LITTLE SEOUL
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VESPUCCI
Olympic Fwy
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Palomino Highlands
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LA PUERTA
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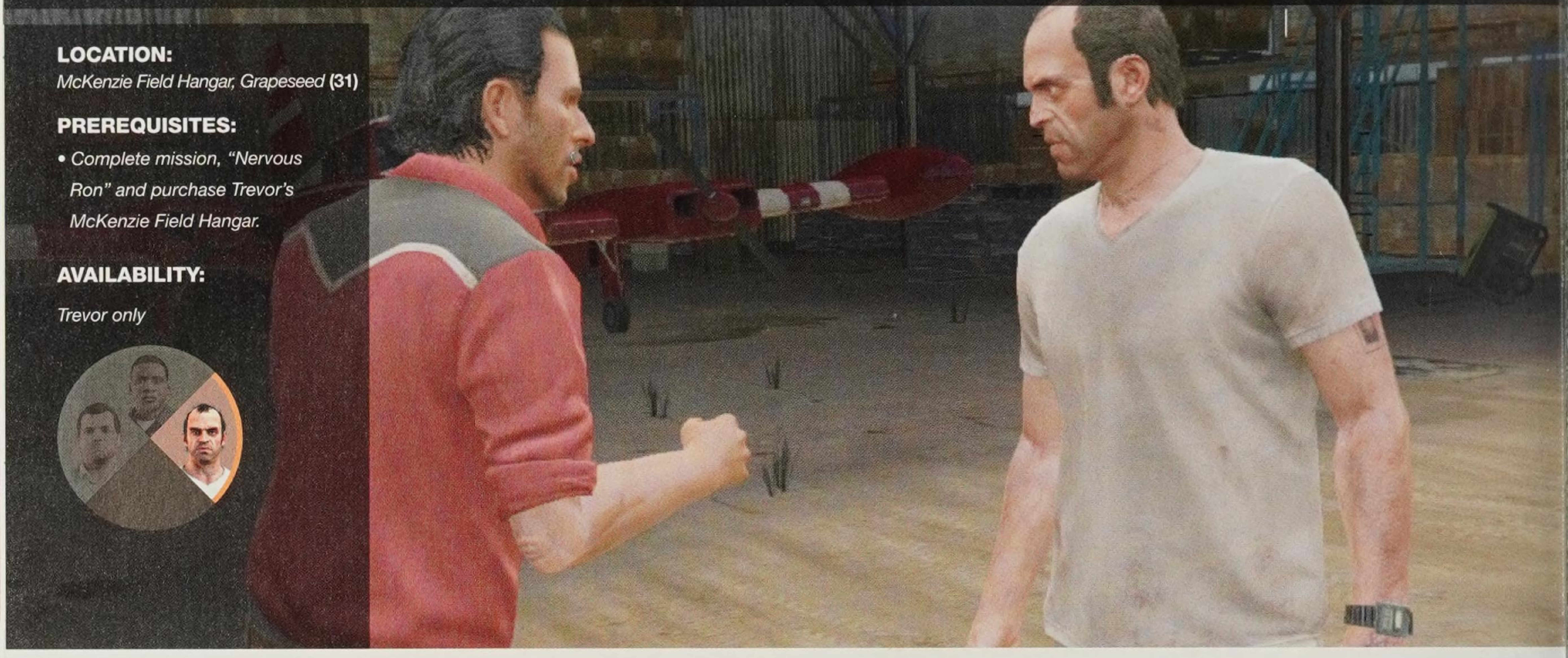
Arms Trafficking: Air



LOCATION:
McKenzie Field Hangar, Grapeseed **(31)**

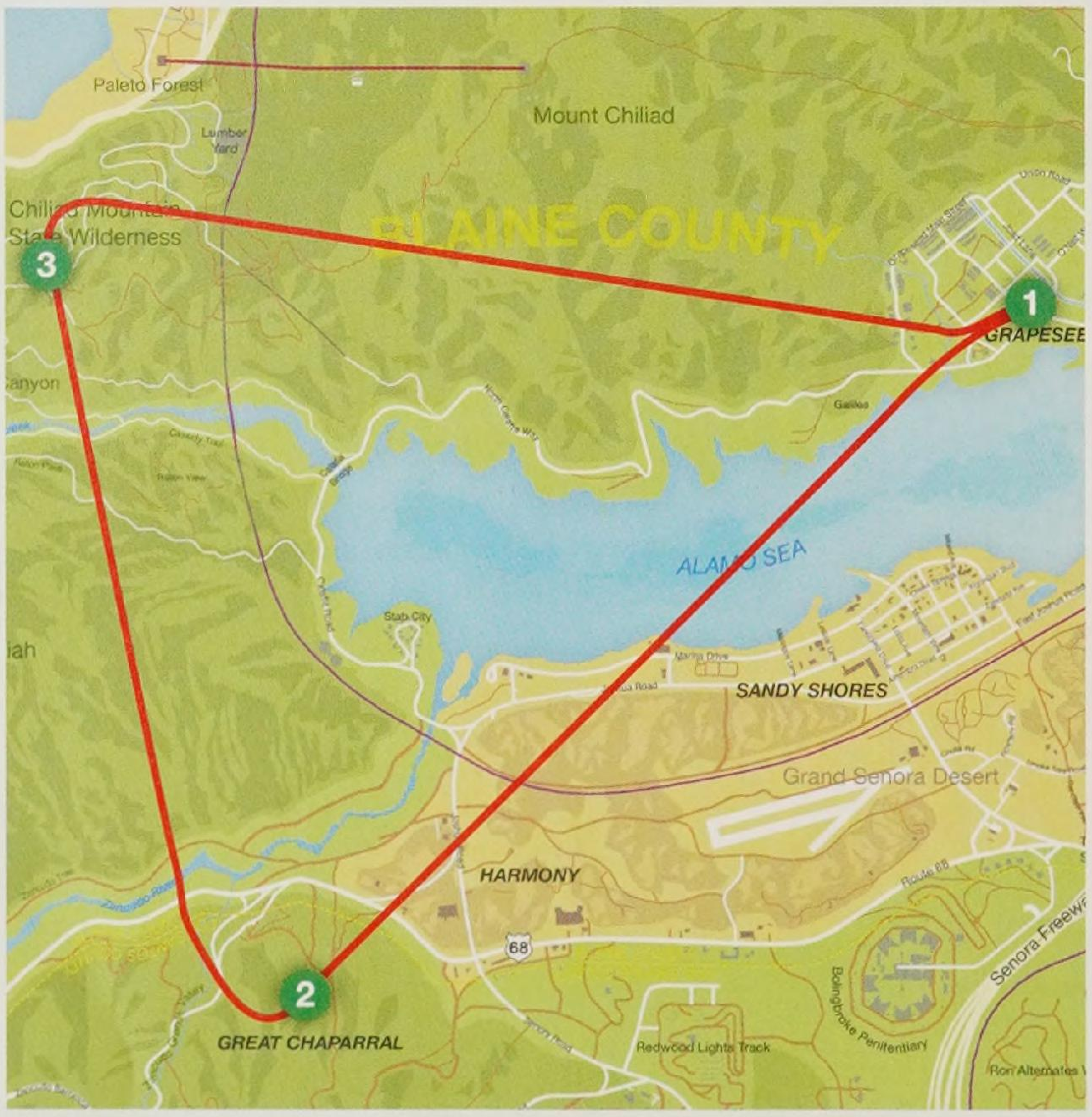
PREREQUISITES:
- *Complete mission, "Nervous Ron" and purchase Trevor's McKenzie Field Hangar.*

AVAILABILITY:
Trevor only

After completing Trevor's mission, "Nervous Ron," properties become available for purchase, including the hangar where Trevor ends the mission. Purchasing this McKenzie Field Hangar allows you to undertake trafficking missions for Oscar, who you meet after making the purchase. Arms Trafficking missions are performed in the Cuban 800 airplane **(31)** parked in the hangar and in the BF Dune Buggy **(32)** parked beside the hangar.

You receive $5000 per ground shipment and $7000 per air shipment before bonus monies are applied. Enter the plane in the hangar to receive instructions from Oscar and begin the air trafficking missions. There's no ending to the mission, but there are five unique air trafficking mission scenarios, which are covered here. You must travel some distance and return to the area again to trigger the next trafficking job for the same vehicle you chose. So, instead of running off after one mission, jump into whichever vehicle you did not choose to use for the last mission and start another trafficking mission in the other trafficking vehicle. After two trafficking missions, you must leave and return to trigger more.

ARMS TRAFFICKING AIR 1: ARMS DROP-OFF / NO ALTITUDE RESTRICTION



▶ Deliver arms packages to the drop-off locations.

Oscar starts giving you the lowdown in the hangar. You have control while this is happening. Since there is a bonus for time taken, pull out of the hangar ① and takeoff while Oscar speaks. Oscar tells you this is a simple drop-off mission. There are two drop-off locations marked on your map. Head to the one in the south first ②, and then head north to the mountains for the last drop off ③.

Get into the habit of flying low to avoid being detected by the authorities. In most missions, the mission is failed if you are caught flying over the low altitude line on your radar. This first mission does not hold you to that. Flare smoke ② is visible upon approach to a marked location. The radar indicates the drop zone range. Drop a package within this area for a successful and accurate delivery. Bonus money is awarded for the accuracy of your drop.

Upon approach, the bay doors open automatically. Press Ⓐ (Xbox 360) or ⊗ (PlayStation 3) to release the cargo. Timing is key to get the cargo in the drop zone. You must adjust for speed and altitude to have a dead-on drop. Once the package is released, you can see where it landed in the drop zone by looking for the green blip on the radar.

You are normally given more packages than needed in case a target zone is missed. But missing a drop lowers your accuracy and causes the bonus for drop accuracy to be lost.

▶ Deliver an arms package to the second drop.

Now veer northwest directly toward the second and last drop location ③. You can climb high when going over mountains as the cautionary altitude marker takes ground level into consideration. The second drop is over the Altruist Cult camp in the Chiliad Mountain State Wilderness. Fly low over the smoke and drop the package in the middle of the target zone. Veer east toward your hangar.

▶ Land the plane at the airfield and taxi to the hangar.

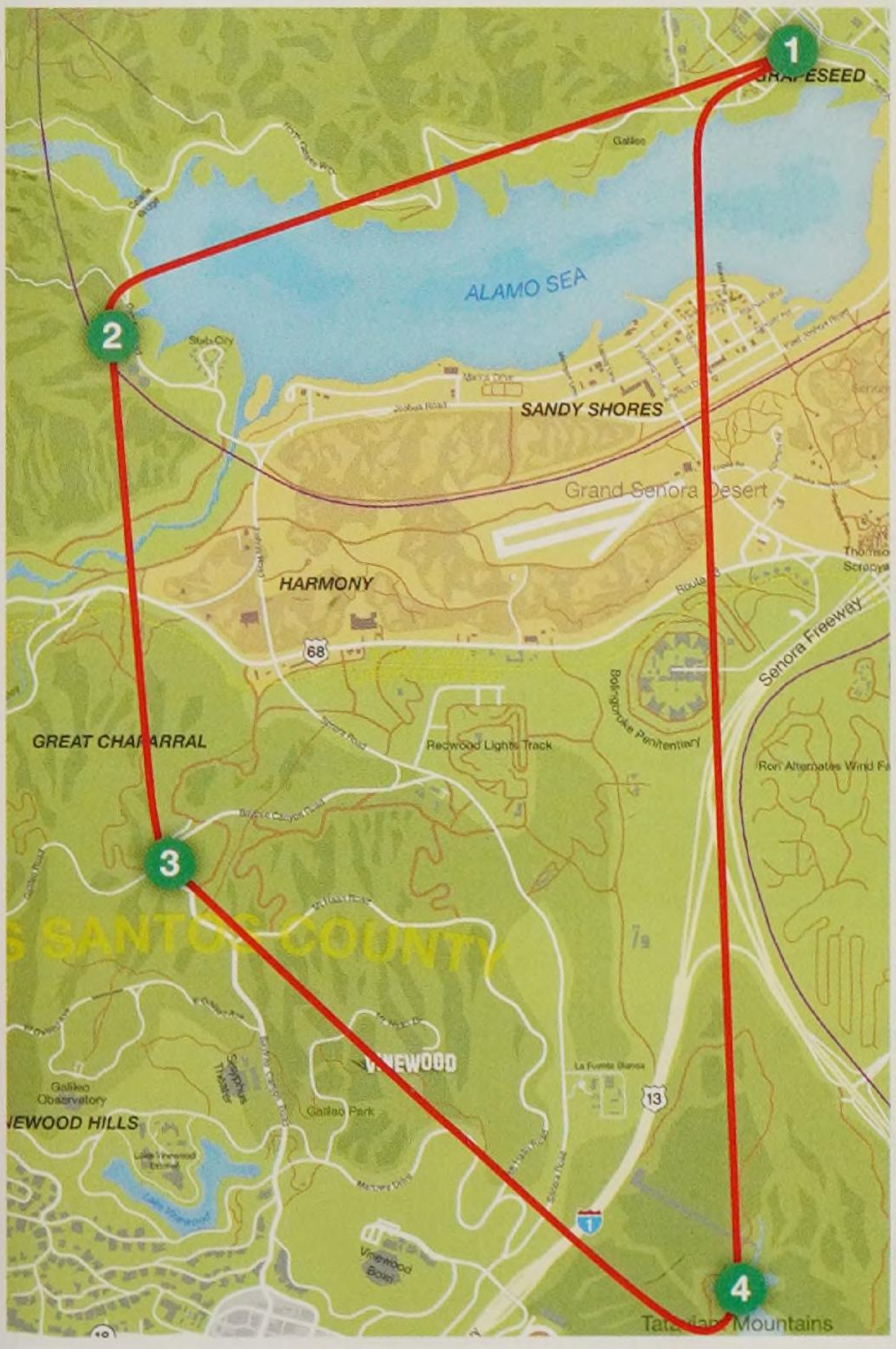
Head due east toward Grapeseed. When approaching the landing strip, lower your landing gear, gently land the plane, and quickly taxi to the hangar ①. Hurry to park the plane in the hangar to stop the clock for the time bonus. You can make up to $7,250 by completing both objectives.

Mission Completion Stats: Air 1: Arms Drop-Off/No Altitude Restriction

100%

● Accurate Drop Bonus	☑ $125 for no misses in the drop zones
● Time Bonus	☑ $125 for finishing the mission within 04:10

ARMS TRAFFICKING AIR 2: ARMS DROP-OFF / ALTITUDE RESTRICTION



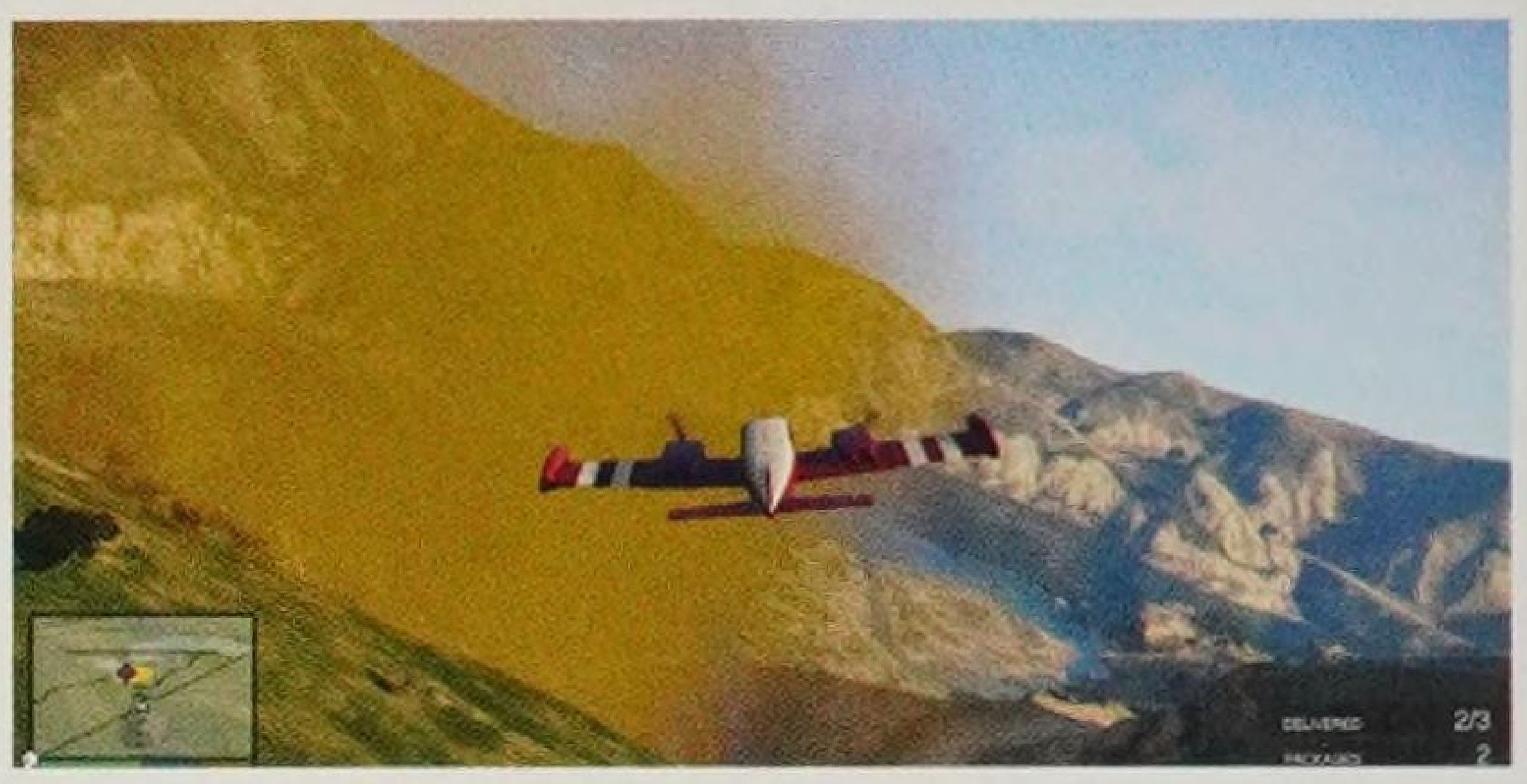
▶ Deliver arms packages to the drop-off locations.

The low fly zone is active in this mission, so stay below the altitude limit marked with a horizontal hash mark on your radar. There are three drop-off locations in this challenge. Your first drop should be the nearest one, so head west across the Alamo Sea to make the drop near Stab City ②.

▶ Deliver arms packages to the second drop.

Head south from the first drop and deliver the next package over the farm (with the yellow flare smoke) in Great Chaparral. Climb just after the drop to avoid the mountainside. This mountain is what makes this order of drops make more sense—this drop ③ is much easier from a northern approach.

DELIVERED 1/3
PACKAGES 3



▶ Deliver arms packages to the third drop.

The last drop is at the Land Act Reservoir ④, and it's the toughest one. It's just over a mountaintop and near the shore of the reservoir. The smoke is blowing toward your approach direction, so it's difficult to see the actual drop location. Overcome the mountain and then pitch down toward the drop-off. Rely on your radar for this drop. Watch your position compared to the yellow drop location, and then drop the package accordingly.

▶ Land the plane at the airfield and taxi to the hangar.

Perform a knife flight and sharply turn the plane back toward the north and fly directly to the air field. Land the plane as close to the hangar ① as possible without passing it and quickly park inside to stop the clock for the time bonus. If you have trouble with the time bonus, try hitting the targets in the opposite order as mapped; you could go either way.

Mission Completion Stats: Air 2: Arms Drop-Off/Altitude Restriction

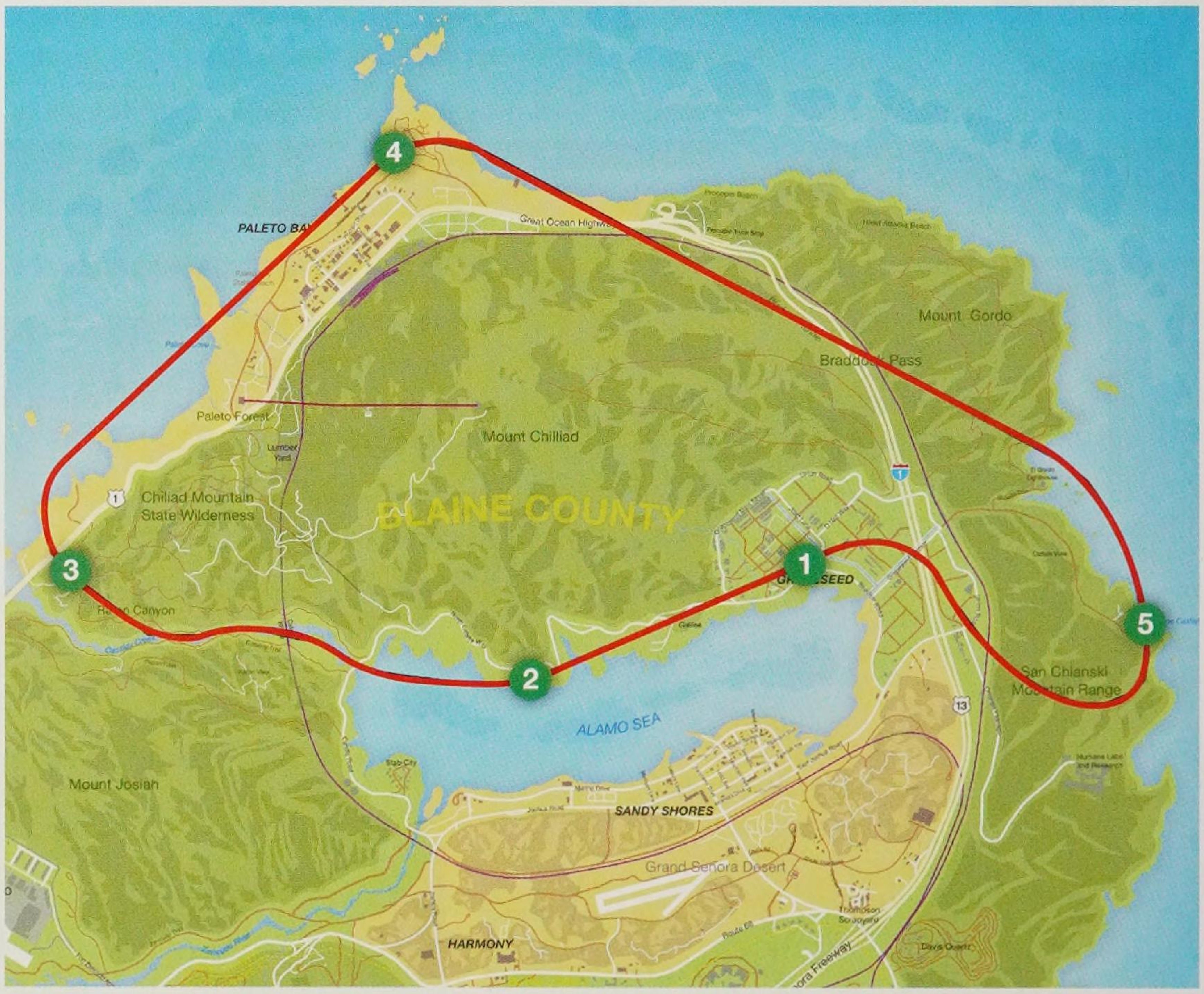
100%

● Low Altitude Bonus	☑ $125 for staying below the max altitude line
● Accurate Drop Bonus	☑ $125 for no misses at the drop zones
● Time Bonus	☑ $125 for finishing the mission within 05:00

ARMS TRAFFICKING AIR 3: BOMB DROP / NO ALTITUDE RESTRICTION

▶ Kill competing arms runners.

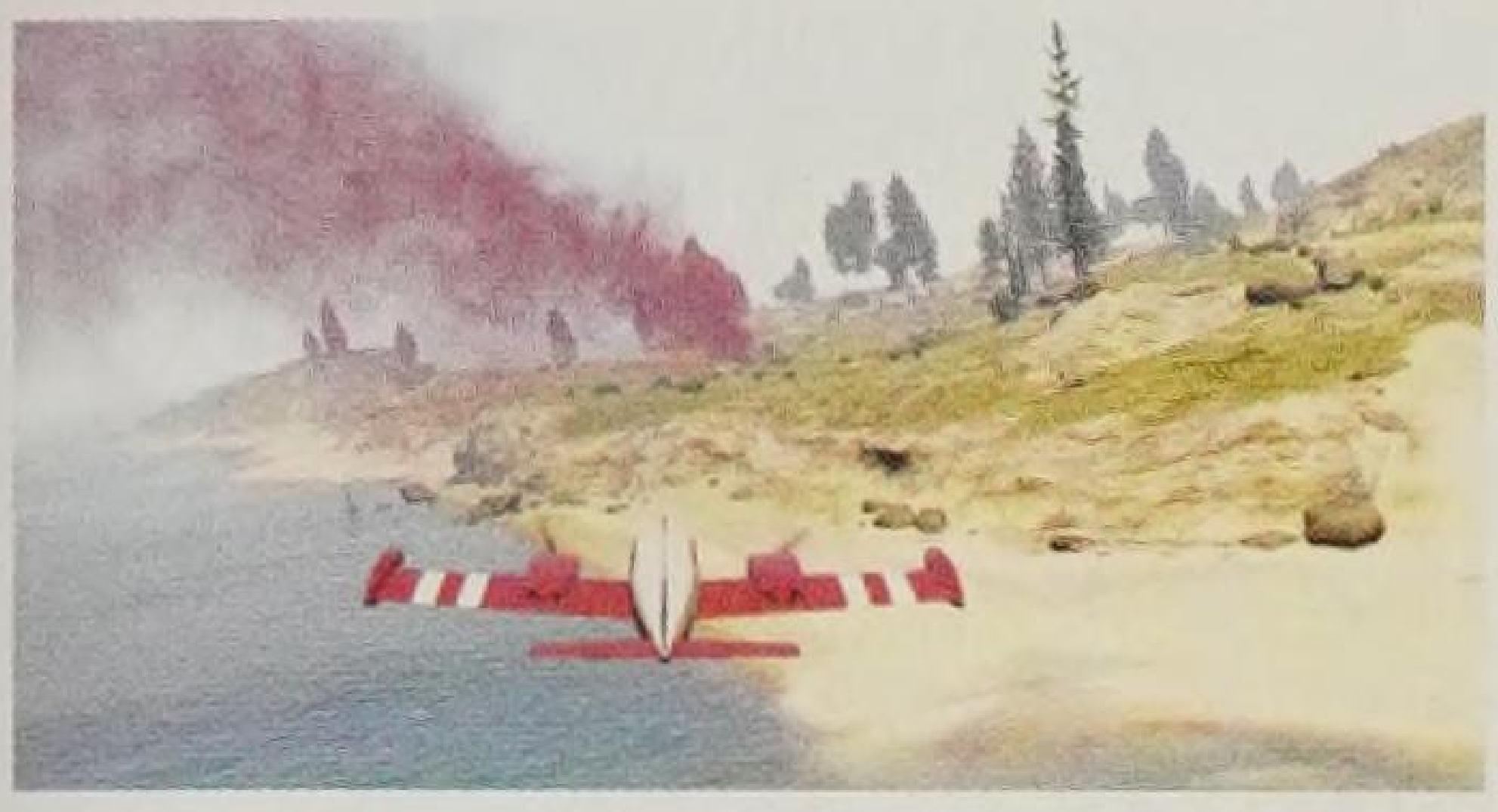
Oscar says the competition has been trying to lure customers away again, so he's rigged the plane with bombs. Your mission is to drop bombs on the competition. There are four rival drop sites to bomb. You have six bombs, but the accurate drop bonus is lost if they are all used. You can also adjust the trajectory of the released bomb using the Left control stick once the bomb is released. If you fly low you'll never see this feature—it only kicks into bomb view at higher altitude drops. There is no concern for the authorities at high altitudes in this level, so get some height over the drop zones if you would like to use the bomb-guiding feature.


4
PALETO BAY
Great Ocean Highway
Mount Gordo
Braddock Pass
Paleto Forest
Lumber Yard
Mount Chiliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
3
Raton Canyon
1
GRAPESEED
5
2
San Chianski Mountain Range
ALAMO SEA
Mount Josiah
SANDY SHORES
Grand Senora Desert
HARMONY

Bomb the base to the west in Galilee on the north coast of the Alamo Sea first ②. When you fly low, the rivals shoot firearms from the ground. This is not a big threat, but it's worth mentioning. If you activate the rearview (click down on the Right control stick) as you leave the bombed site, you can view the destruction while flying away.

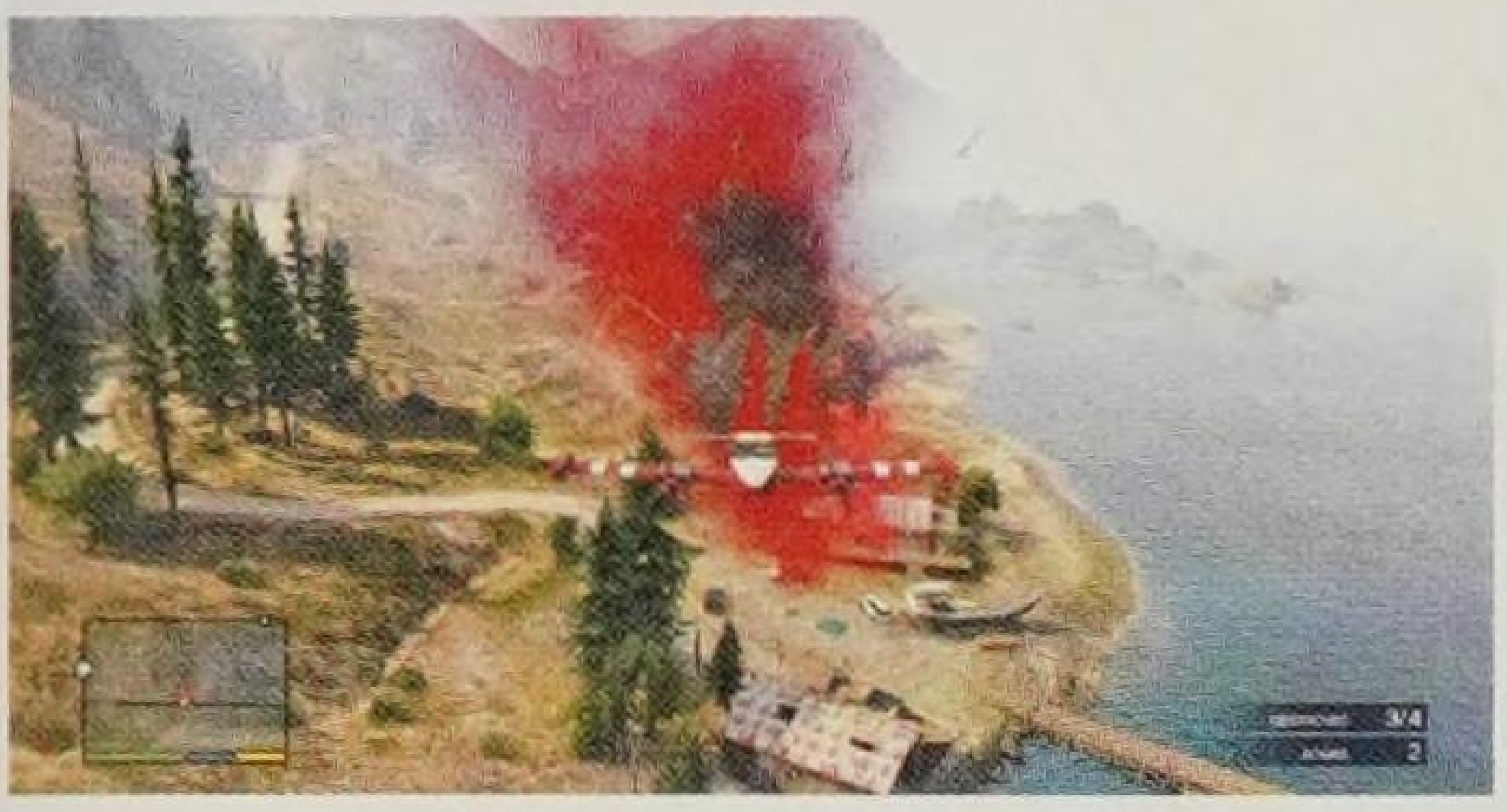
▶ Destroy the second target.

Continue west, following Cassidy Creek. The next closest drop site to bomb ③ is in Raton Canyon. Avoid the tall trees around the site by flying well above them. Cut toward the northeast as you leave this destroyed area.



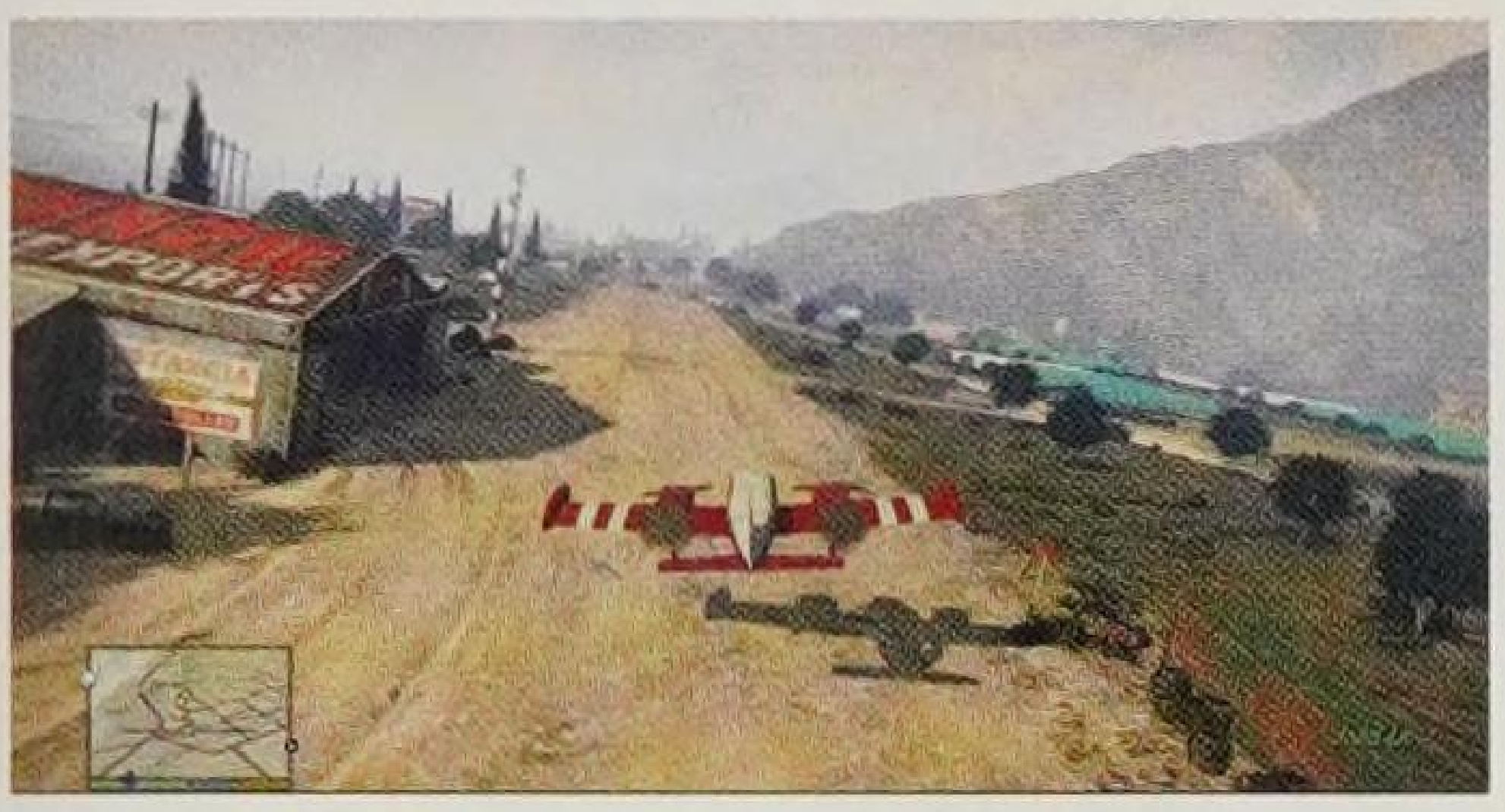
▶ Destroy the third target.

Let the coastline be your guide to the next rival drop site ④ in Paleto Bay. The smoke is visible from some distance on the shoreline, which gives you plenty of time to prepare for the drop timing.



▶ Destroy the fourth target.

The final drop site ⑤ is a long trek to the southeast. To save time, do not follow the path cut through the mountains by the Great Ocean Highway—simply climb over the mountains. Spot the flare smoke billowing up between peaks while passing through Braddock Pass. This is a tricky drop because of the tall trees around it, so stay high and approach from a direct line, heading south from El Gordo Lighthouse.



▶ Land the plane at the airfield and taxi to the hangar.

Turn west and climb over the tall San Chianski Mountain and land the plane on the airfield ①. Drop down on the airstrip heading west so you don't waste time making an east approach toward the hangar. Passing the hangar on the ground and then turning the plane around on the landing strip is quicker than the alternative.

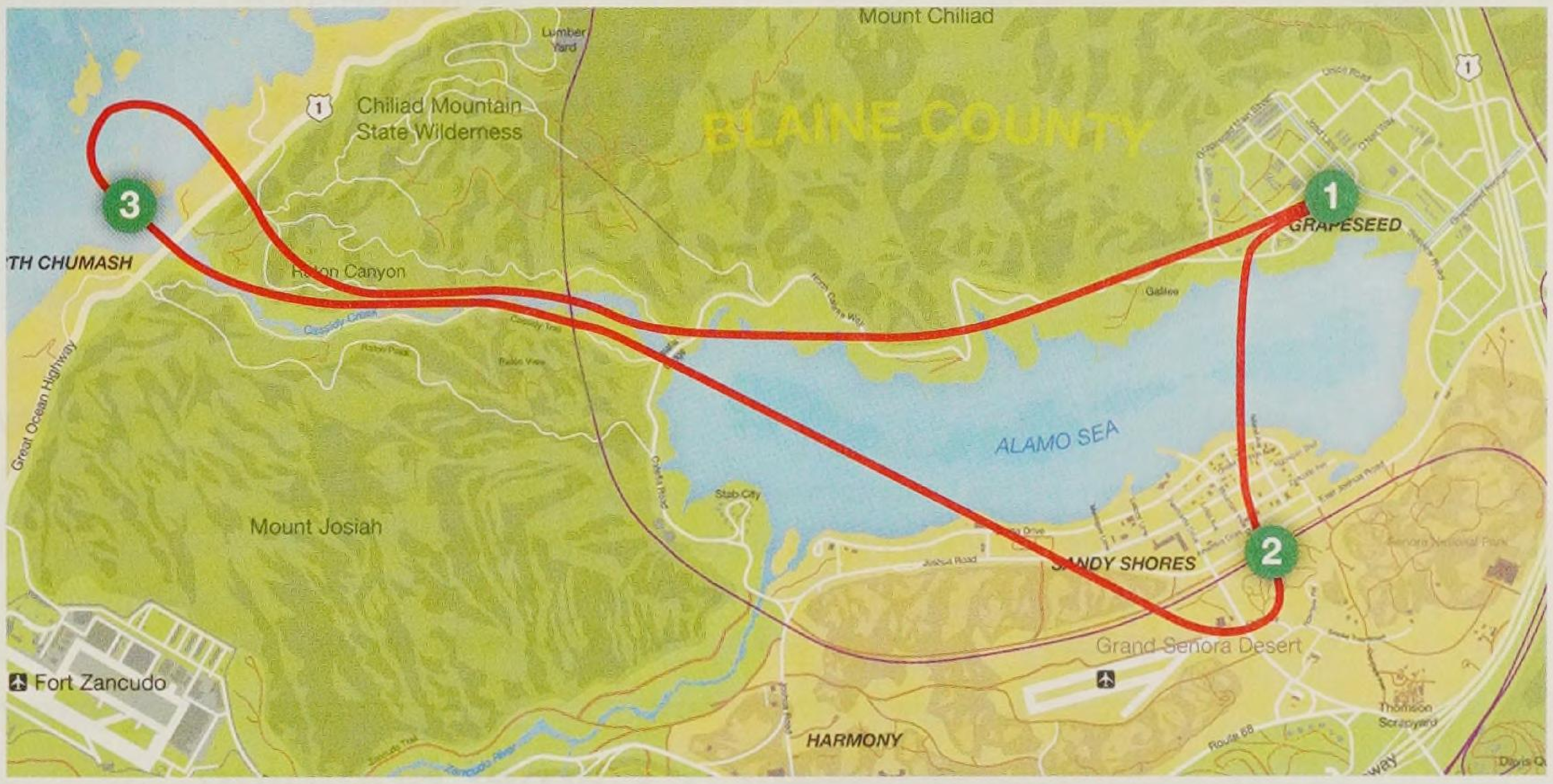
Mission Completion Stats: Air 3: Bomb Drop/No Altitude Restriction

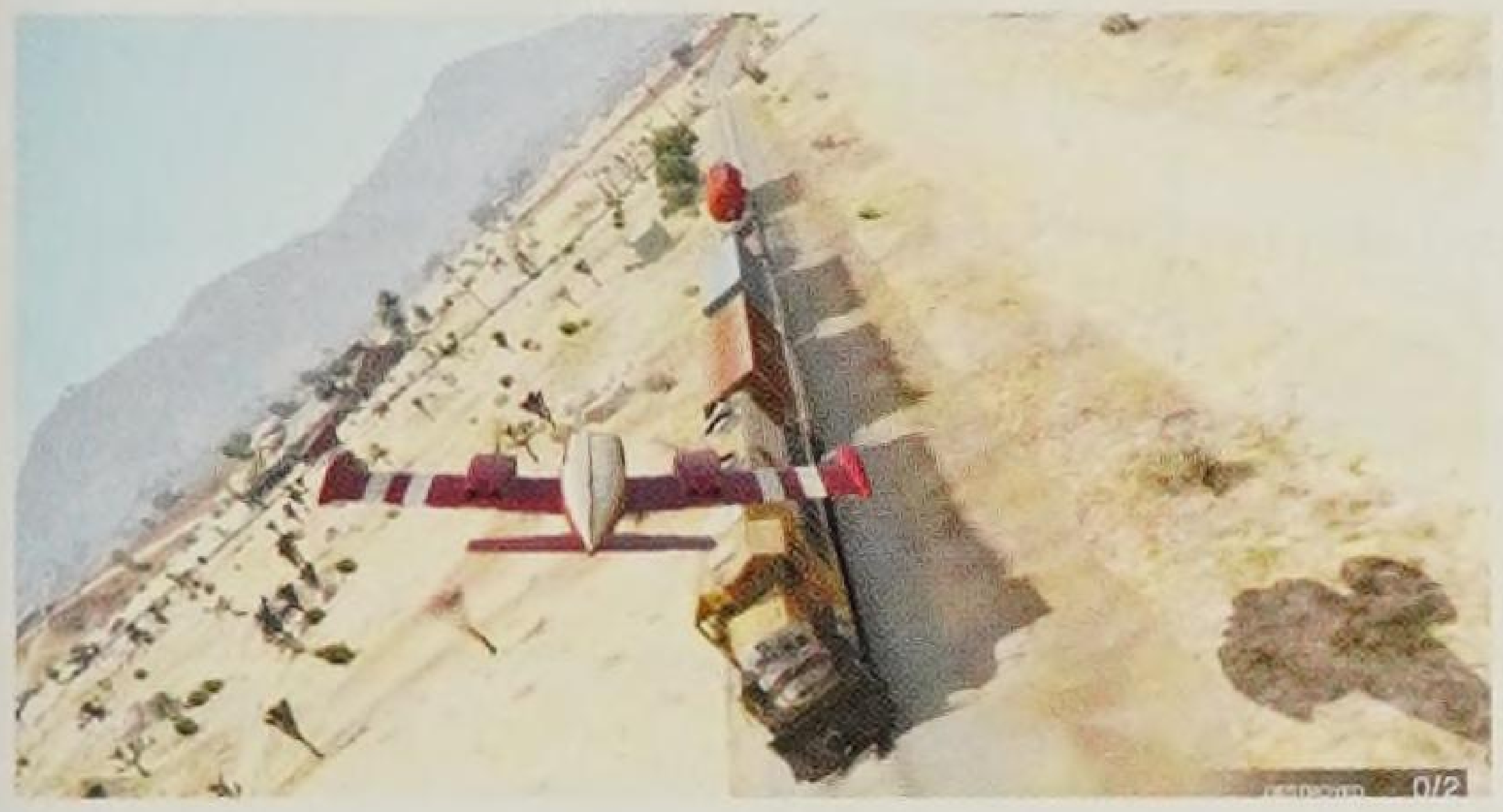
100%

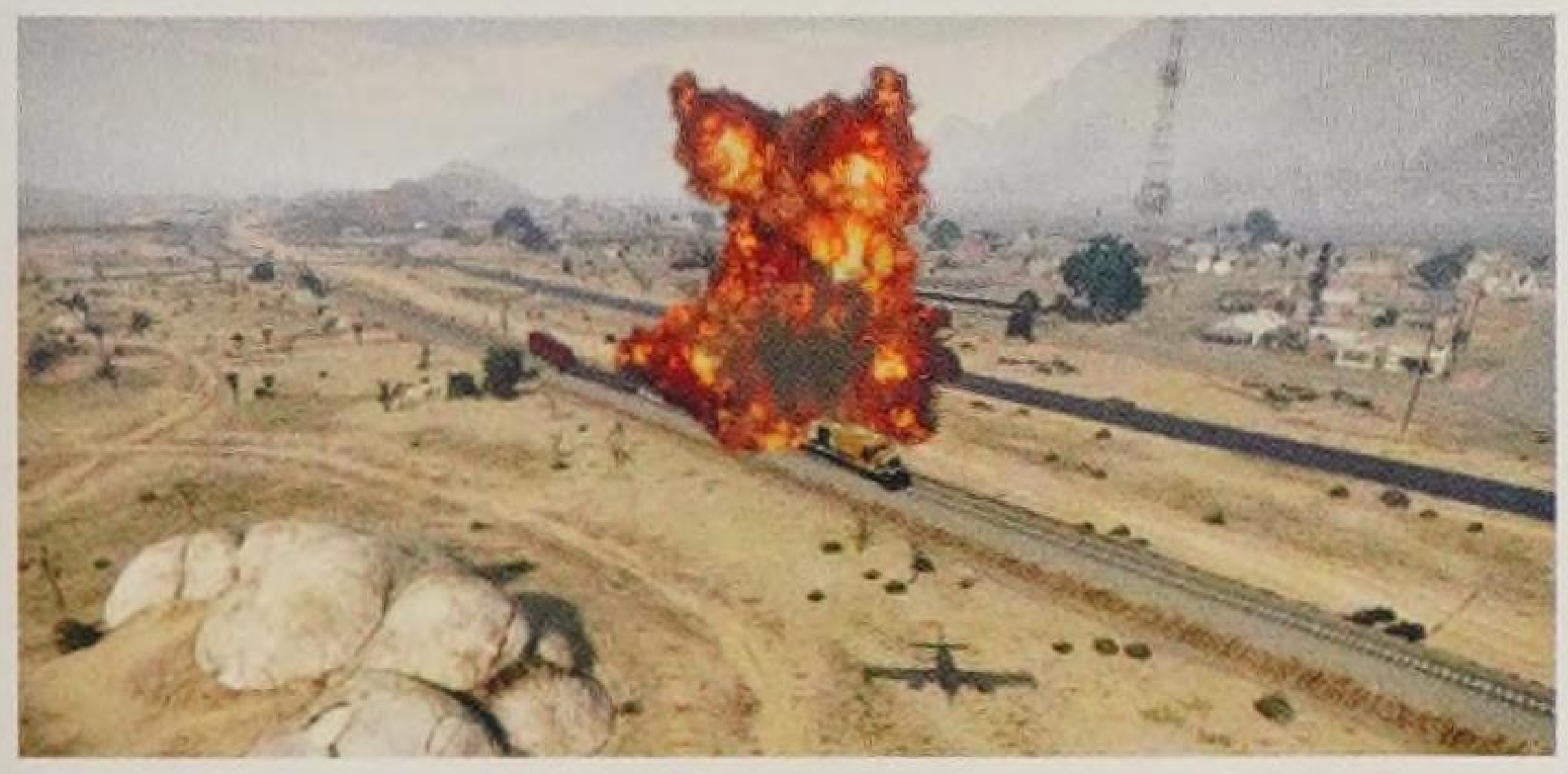
● Accurate Drop Bonus	☑ $125 for no misses at the drop zones
● Time Bonus	☑ $125 for finishing the mission within 06:00

ARMS TRAFFICKING AIR 4: BOMB DROP ON TRAIN & BOAT

This is a similar mission to the last bomb drop mission, but this time there are two moving targets: a train and a boat. Fly at a higher altitude for this challenge to take advantage of the bomb-guiding feature. Start by taking off from the runway ① and heading south toward the moving train ②.


Mount Chiliad
Lumber Yard
Chiliad Mountain State Wilderness
BLAINE COUNTY
1
GRAPESEED
3
TH CHUMASH
Raton Canyon
Cassidy Creek
Great Ocean Highway
Galilee
ALAMO SEA
Mount Josiah
Stab City
SANDY SHORES
2
Joshua Road
Grand Senora Desert
Fort Zancudo
HARMONY
Route 68
Thomson Scrapyard





▶ Destroy the enemy targets.

The train is moving from west to east. Follow the red blip on the map to the south, but cut off the route a bit instead of getting into a position where you're chasing the train. Drop the bomb before reaching the train to adjust for forward momentum. The higher your altitude, the more you need to adjust for this, but the effect can be countered some by manually steering the bomb as it drops. Bomb the train or right beside it for a successful hit.

▶ Destroy the next target.

Head north toward the Alamo Sea and west toward the red blip (boat target) on the radar ③. Don't climb too high or else you'll be unable to release bombs (maximizing the time to guide bombs is fun, but there is a limit). Find the group of enemy boats just beyond the Great Ocean Highway bridge. Drop the bomb and guide it into the middle of the fray.

▶ Land the plane at the airfield and taxi to the hangar.

Sharply turn east and land the plane. Park it in the hangar ① as quickly as possible to try for the time bonus.

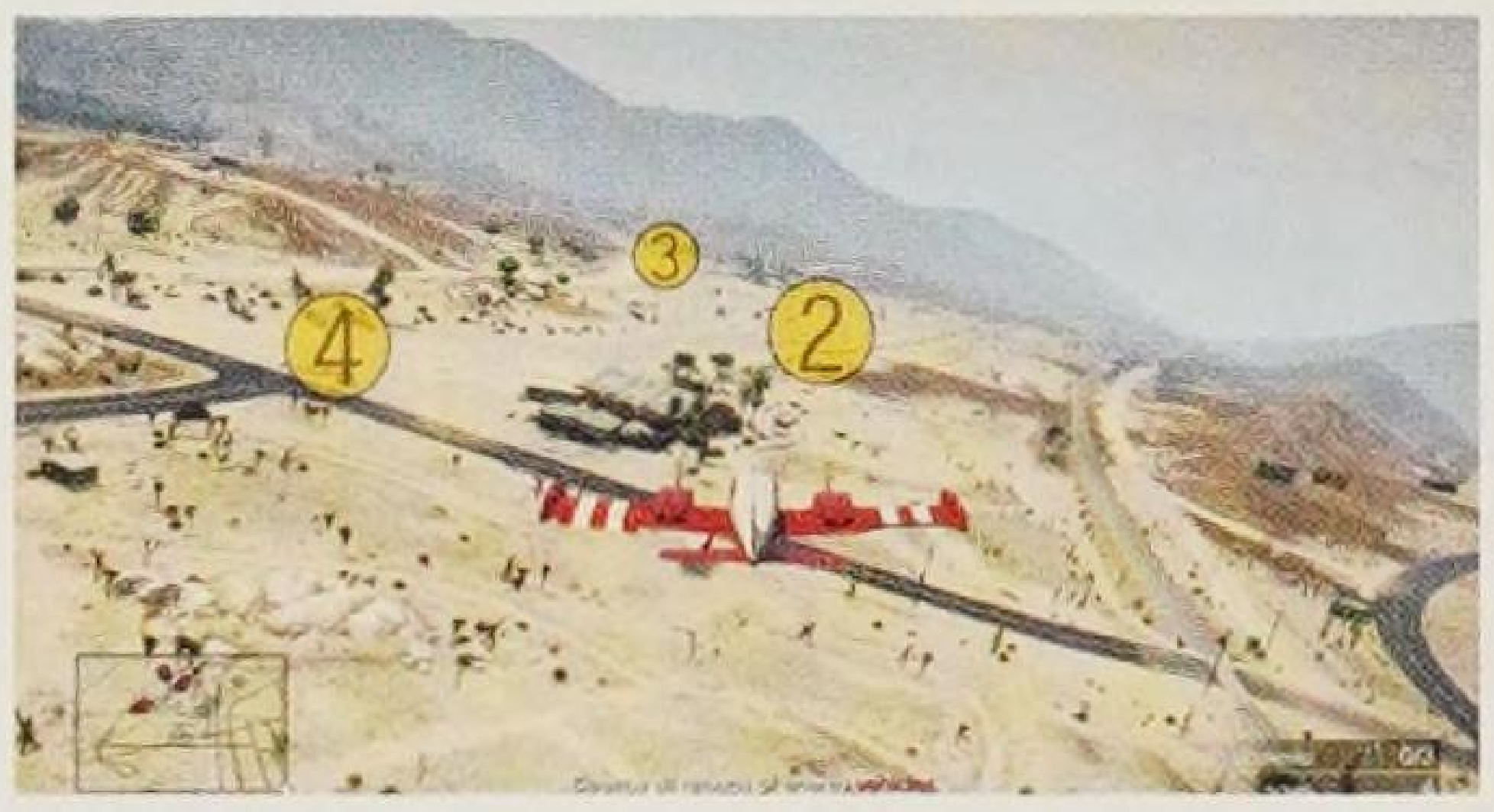
Mission Completion Stats: Air 4: Bomb Drop On Train & Boat

100%

● Accurate Drop Bonus	☑ $125 for no misses at the drop zones
● Time Bonus	☑ $125 for finishing the mission within 04:30

ARMS TRAFFICKING AIR 5: CARPET BOMBING

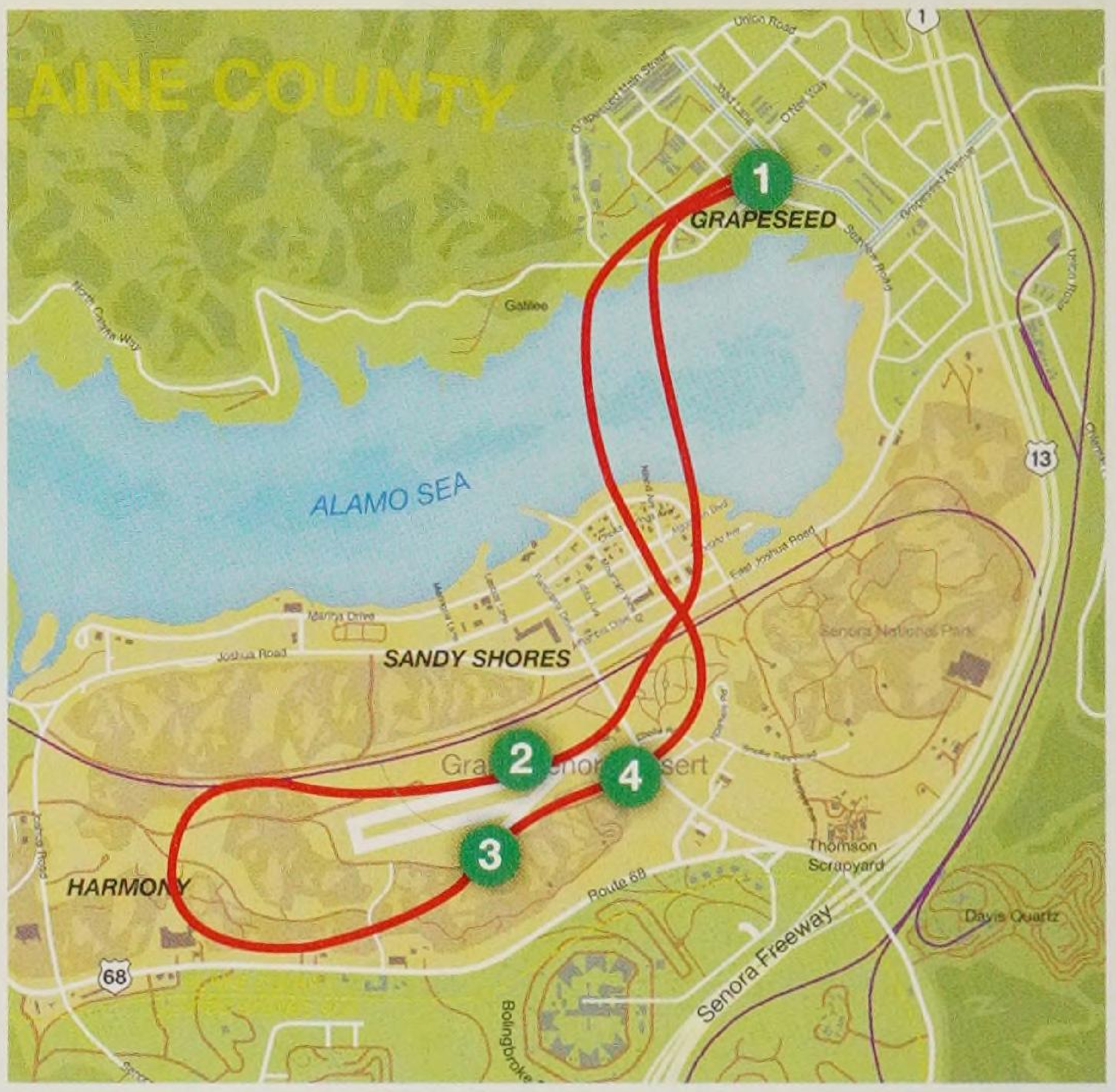
▶ Fly to the competing arms runners' base.



Oscar says the hillbilly competitors have moved in on the airfield you cleared and are using it as a base. You are now equipped with carpet bombs and must destroy groups of enemy vehicles. There are four cluster bombs equipped, but the accurate drop bonus money is lost if you use more than three.

▶ Destroy all groups of enemy vehicles.

When you approach the enemy airstrip in the south, three clusters of red blips appear on the radar: ②, ③, and ④. Notice the angle of the line of vehicle blips in each cluster. This translates to an accurate flight path to assure a quick and successful bombing run. Approach the northernmost group of airplanes ② from the east heading west over the top of them while carpet bombing them.



▶ Destroy the targets.

Make a large southward loop to get the best northeast approach to the second target on the airstrip ③, which is another group of parked airplanes. Carpet bomb them and prepare for a quick loop around to line up for the next run. The explosion cinematic from the second run makes it impossible to knock out the next targets on the first flyover.

▶ Destroy the next set of targets.

Loop around and aim up for the second carpet bomb drop. Aim for the group of parked military trucks. This is your final target. Bomb them and go home.

Mission Completion Stats: Air 5: Carpet Bombing

100%

● Accurate Drop Bonus	☑ $125 for no misses at the drop zones
● Time Bonus	☑ $125 for finishing the mission within 03:20

Arms Trafficking: Ground

LOCATION:

McKenzie Field Hangar, Grapeseed **(32)**

PREREQUISITES:

- *Complete mission, "Nervous Ron" and purchase Trevor's McKenzie Field Hangar.*

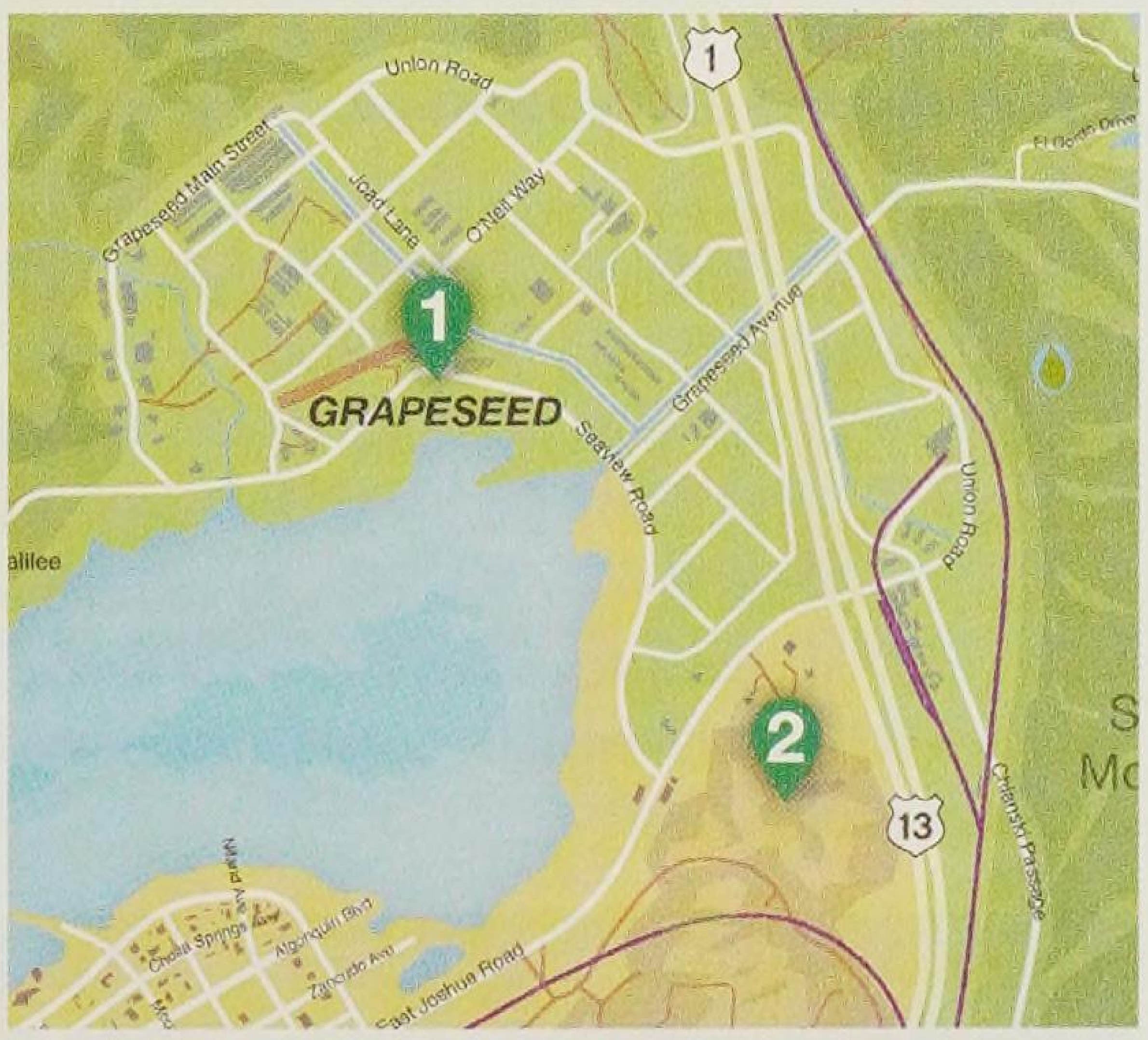
AVAILABILITY:

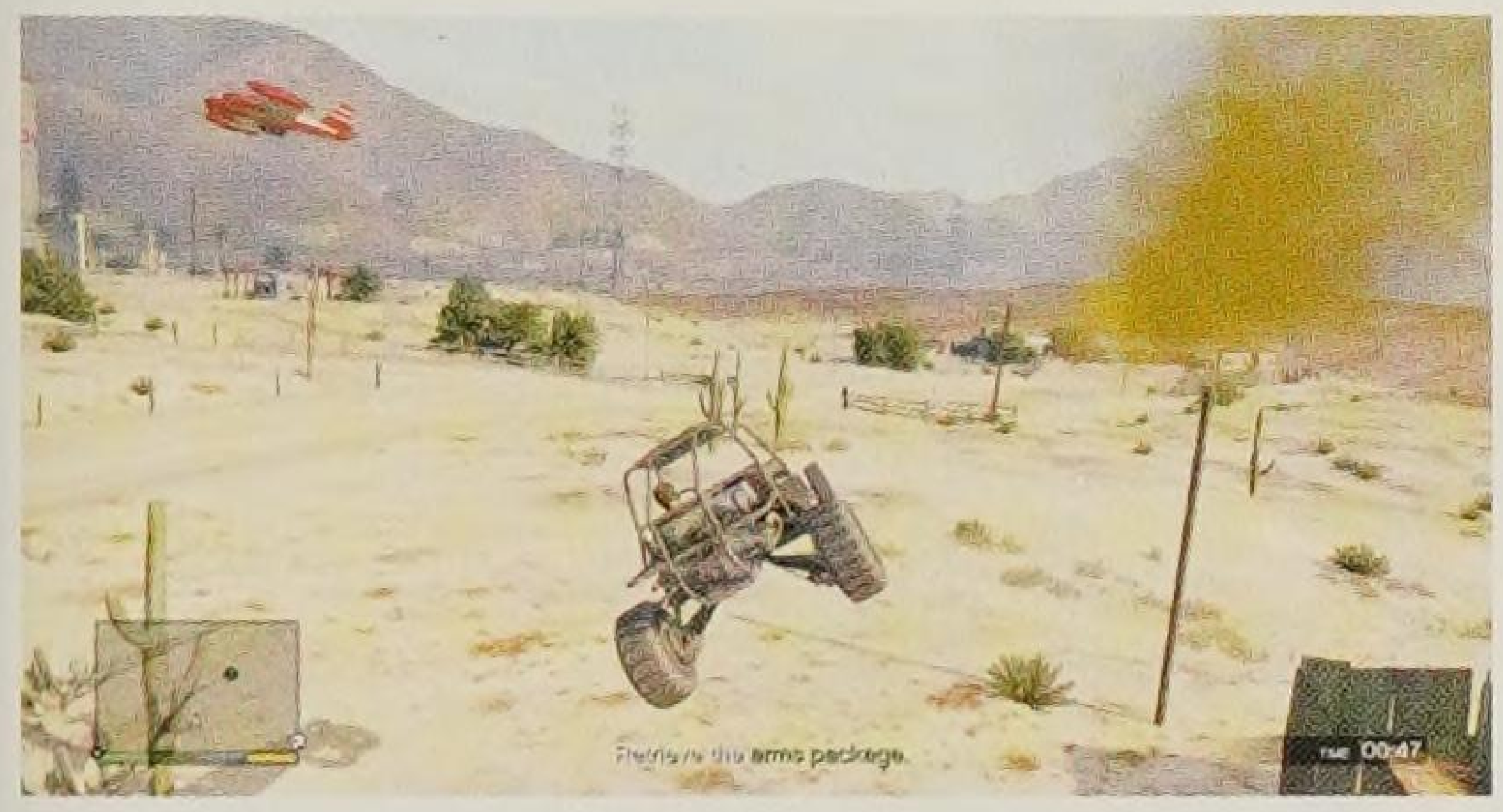
Trevor only

Arms Trafficking on the ground is initiated by entering the BF Dune Buggy **(32)** parked next to the McKenzie Field Hangar in Grapeseed. You receive $5000 per ground shipment and a weapon at the end of each successful mission. There's no ending to the mission strand, but there are five unique ground trafficking mission scenarios, which are covered here.

ARMS TRAFFICKING GROUND 1: LOSE RIVALS

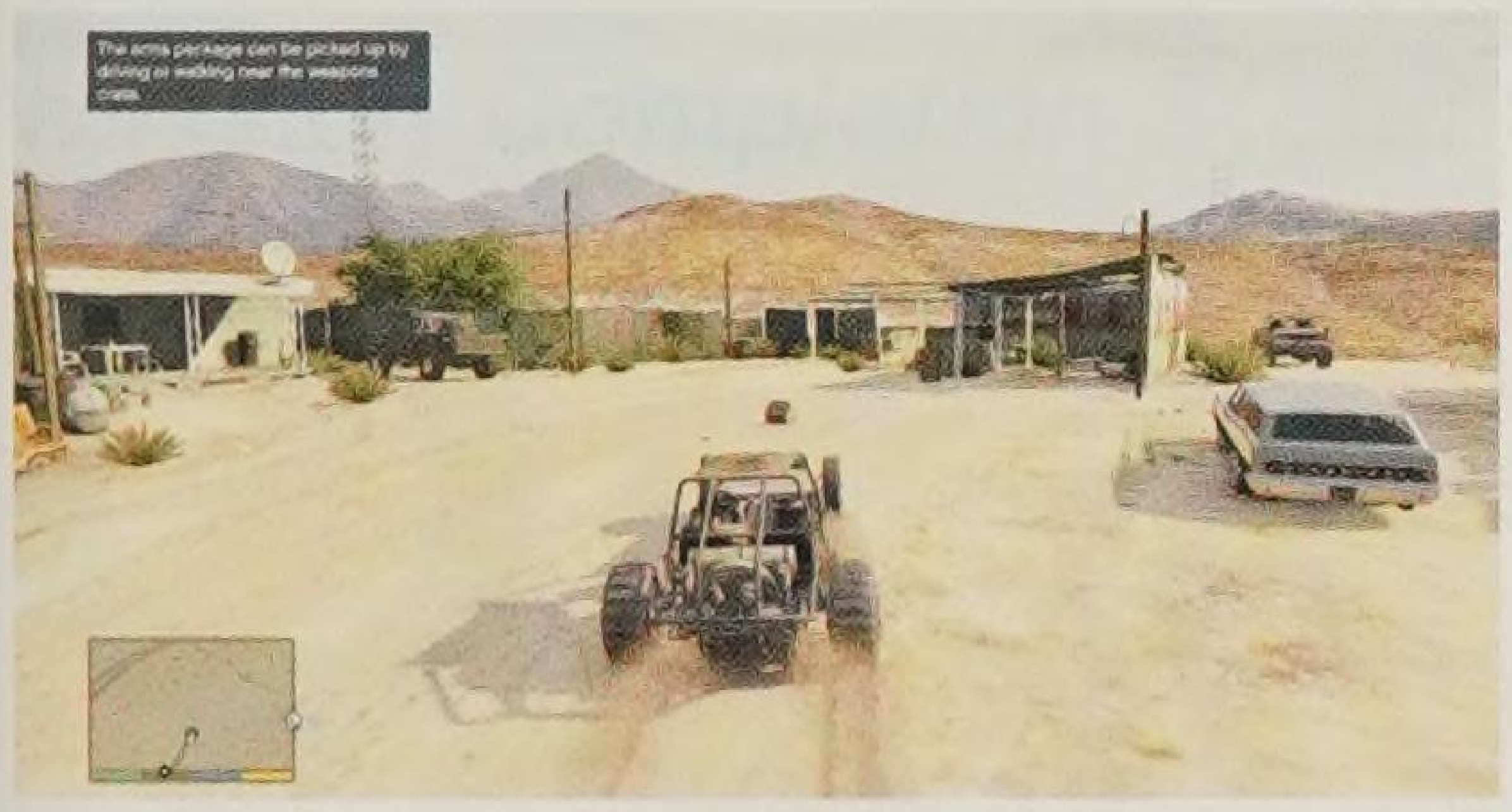
Oscar radios and explains the Buggy 1 is equipped with GPS tracking and CB radio. He tells you that the plane drop is occurring at a mobile home at East Joshua Road 2. The clock in the lower-right corner indicates how much time you have until the rivals reach the shipment location. This mission's time is 1 minute and 30 seconds. If you beat the clock, chances are you'll have a clean getaway and never encounter rivals. Follow the yellow blip on your radar to this location. There is no time bonus for this mission type. You are warned to avoid using the main roads to prevent raising suspicions. If you stay on a paved road for too long, you receive a Wanted Level.





▶ Drive to the mobile home.

There's an incredible amount of breakable objects off-road in Blaine County, so go for it. Take the most direct route possible to the destination 2—Maude's house.



The arms package can be picked up by driving or walking near the weapons crate.

▶ Retrieve the arms package.

When you near the yellow flare smoke, a warning appears that the plane is in the area and about to drop the package unless you beat the clock and the package has been dropped already. Press Ⓑ (Xbox 360) or ◎ (PlayStation 3) to track the plane position. The package appears as a green blip on the radar. The weapons crate can be picked up by driving or walking near it.

✱ Lose the rival runners.

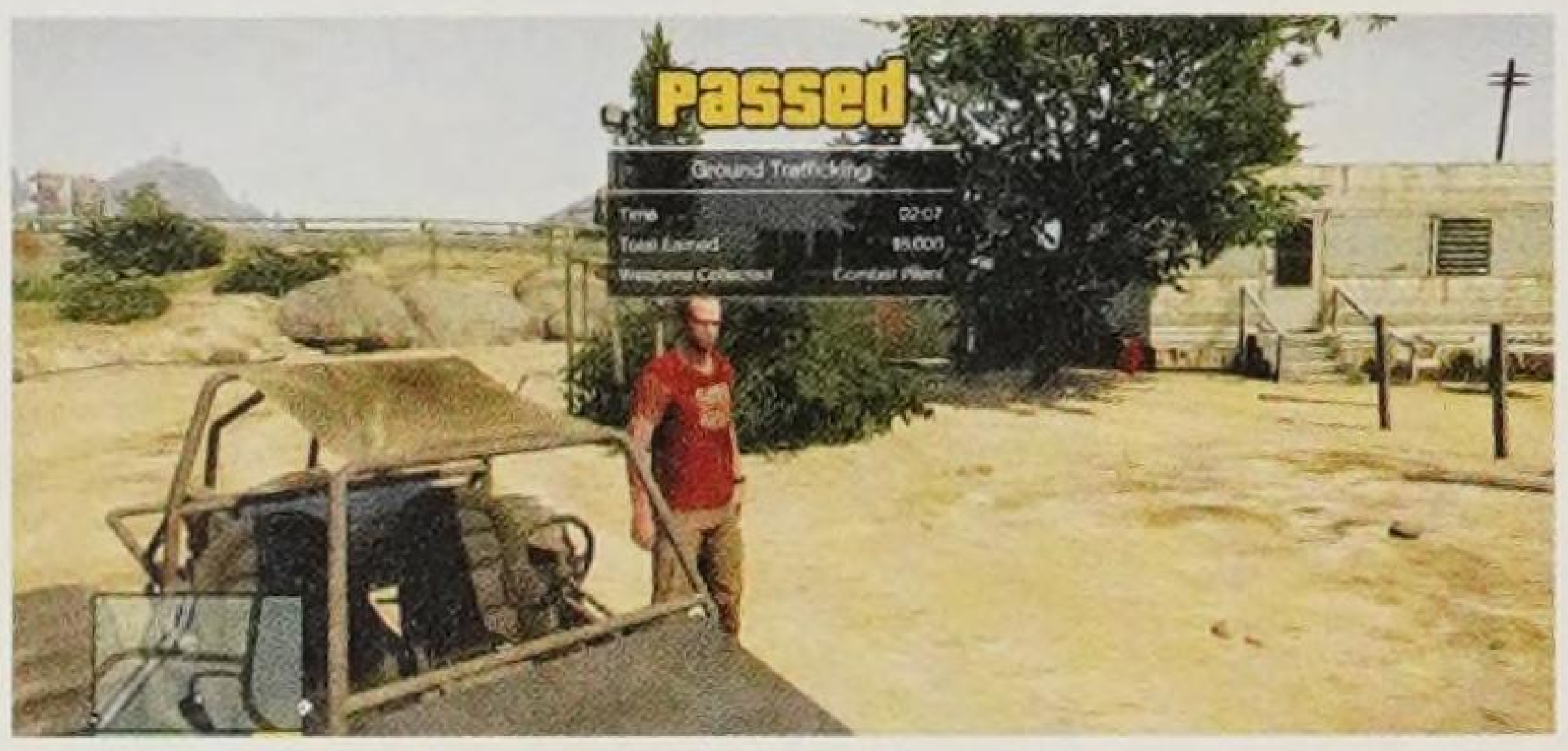
As soon as you retrieve the crate, rival runners try to take the package. They appear on the radar as red blips. In this scenario, there are four groups of rivals that surround you in four pickup trucks. Avoid hitting them and return to the hangar. Again, if you beat the clock, you can avoid this confrontation

▶ Drive back to the airfield.

When you've lost or killed the last rival, you are directed back to the airfield where the mission started ①. Drive into the marker where the buggy was originally parked to complete the mission, collect your dough, and see which weapon you earned.

Mark the Hangar

When rival runners try to take the package back, you must first lose the rivals and then return to McKenzie Field. While losing the rivals, the hangar is not marked on the map as a destination. Make sure to mark this location at the beginning of the mission, so you can head toward the hangar while evading your foes. If they follow you there, you can meet them with arms drawn and be at your destination when the last rival drops.



Mission Completion Stats: Ground 1: Lose Rivals

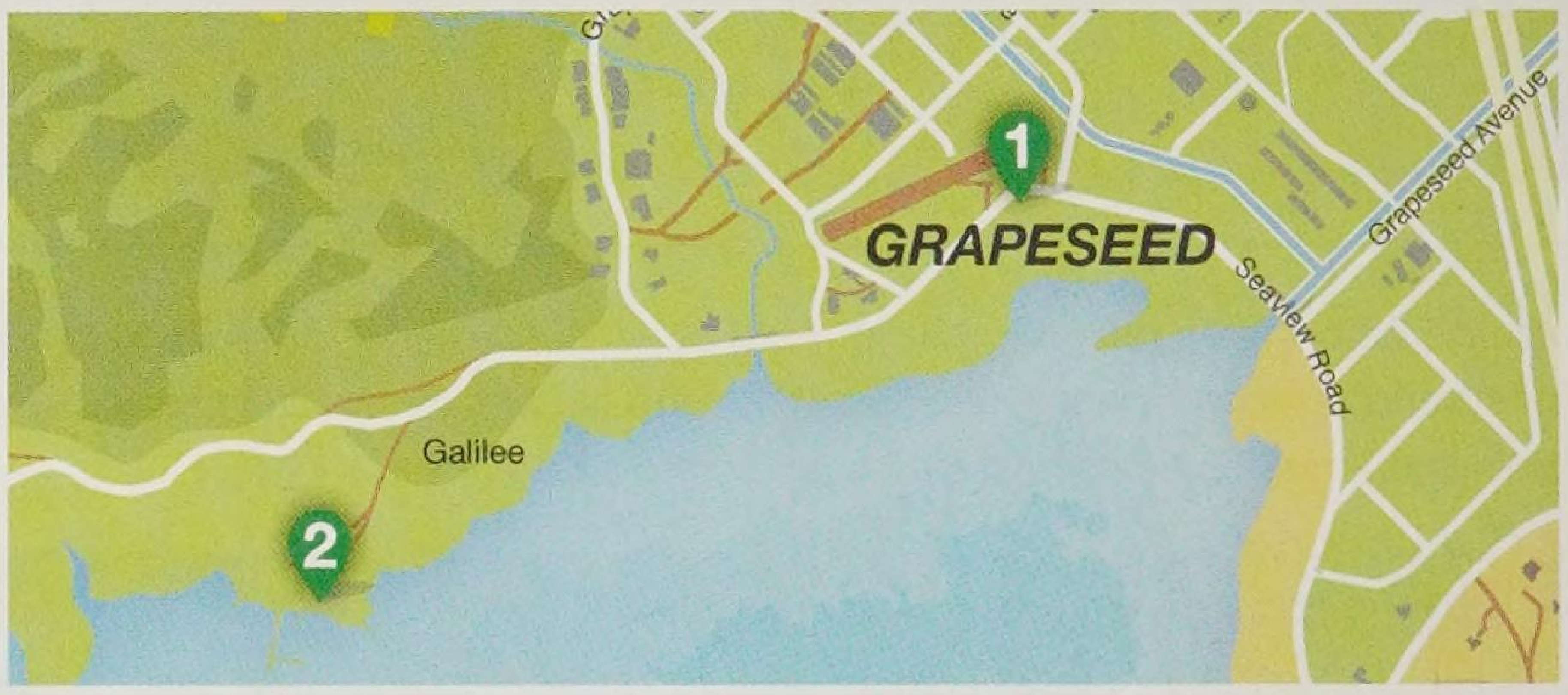
100%

● Weapons Collected ☑ Pistol

ARMS TRAFFICKING GROUND 2: ELIMINATE RIVALS

▶ Drive to the boat docks.

Oscar received a tip that the Salvadorians are moving in on one of your arms drop locations. From the field hangar ①, head north to the boat docks ②, making sure to stay off paved roads. Look at the radar or the large map to spot the location of a couple rival runners (red blip north on Grapeseed Main Street). Try to beat these runners to the drop zone ② or you must take the package from them.



▶ Retrieve the arms package.

Getting to the weapon crate before the rivals is going to take some very extreme off-road driving. The rivals have the advantage of being closer to the shipment at the beginning of the mission. Take the most direct route even if it means jumping hills. If you beat the rivals to the drop, then circle around the back of the long barn-like garage on the right to throw them for a loop. This buys you time to race back the way you came, and chances are they won't catch up before you reach McKenzie Airfield. If you spot the rivals, spray the vehicle with drive-by bullets. Aim for the tires if you don't have a clear shot on the driver.

▶ Take out the arms runners.

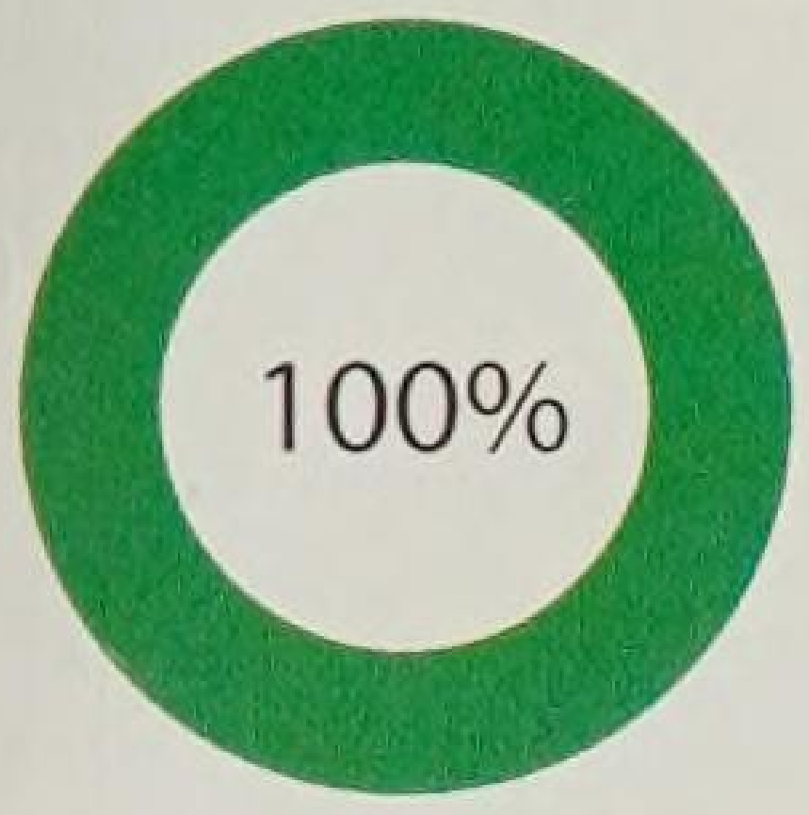
Drive over the package to collect it. If the rivals shoot you (they have to hit you, not just the vehicle), the package is dropped. Then you must eliminate both occupants of the rival vehicle to make them drop the package. Once the package is dropped, drive over it again to pick it up. Eliminating the rivals before the pick-up keeps this package exchange from happening.

Retrieve the arms package.

▶ Drive to the airfield.

Once the package is yours and you've eliminated the rivals, drive back to the airfield ① and park in the marker at the buggy parking spot to complete the mission and collect your money and new weapon.

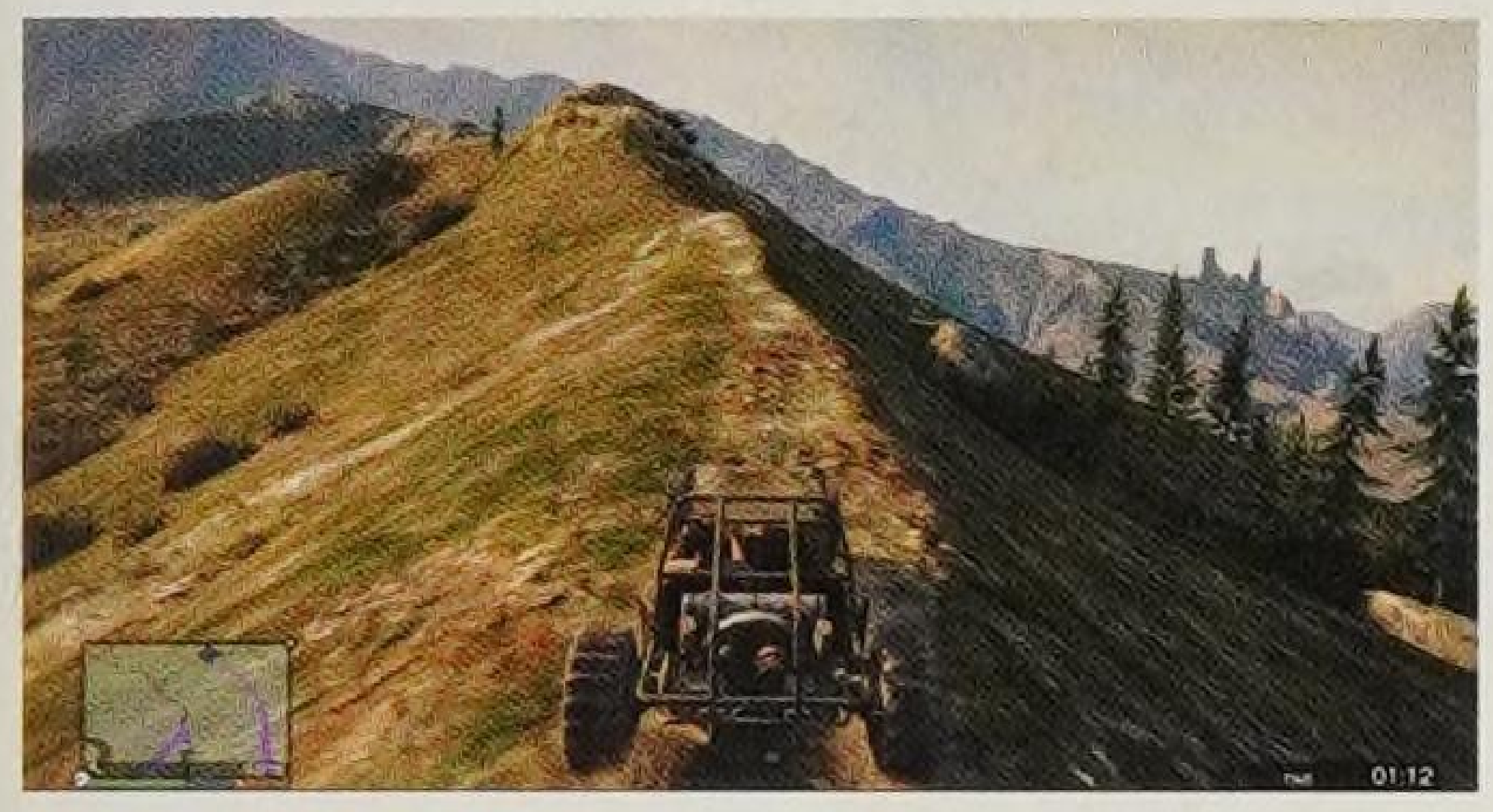
Mission Completion Stats: Ground 2: Eliminate Rivals

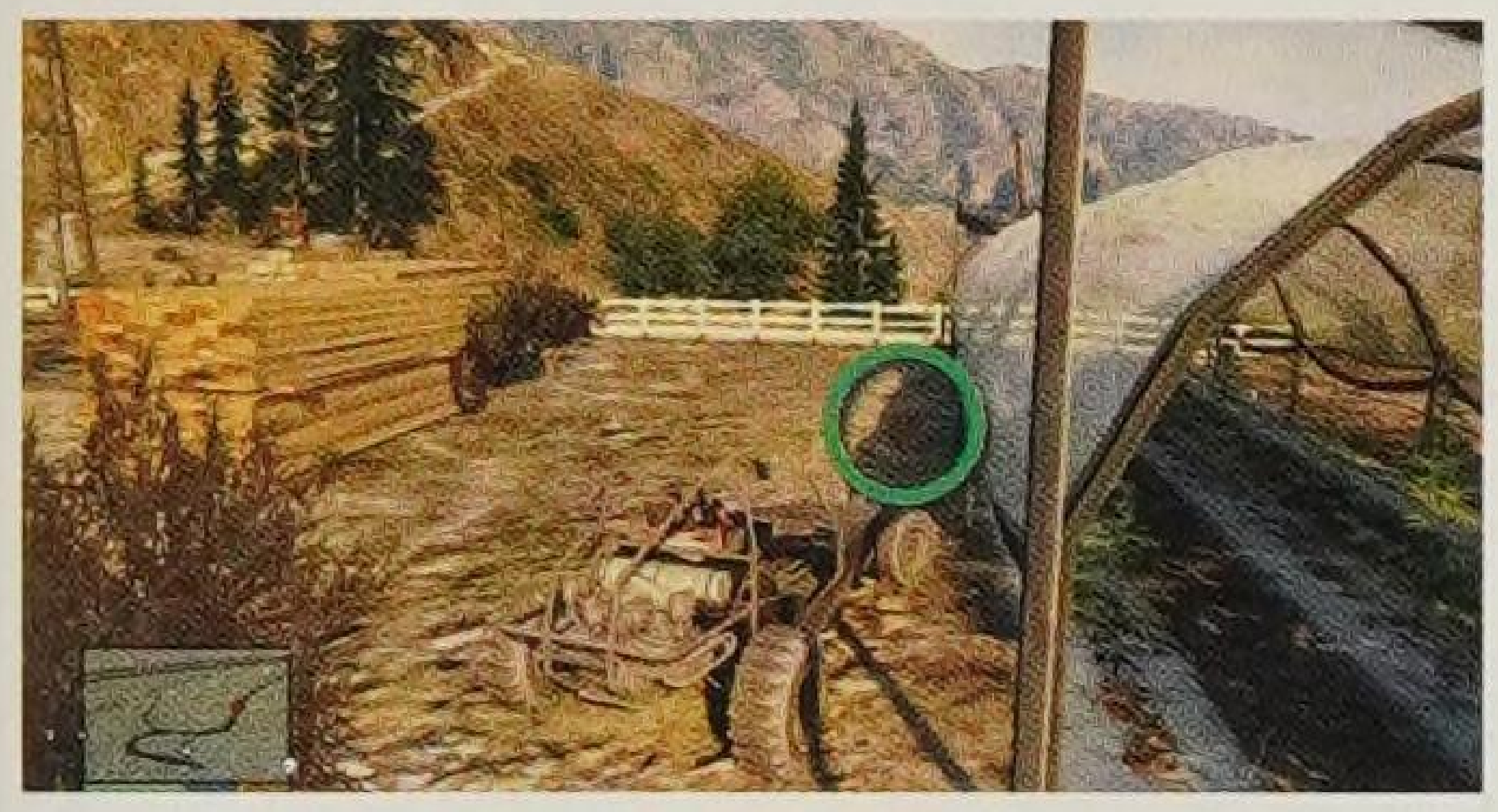


● Weapons Collected ☑ Micro SMG

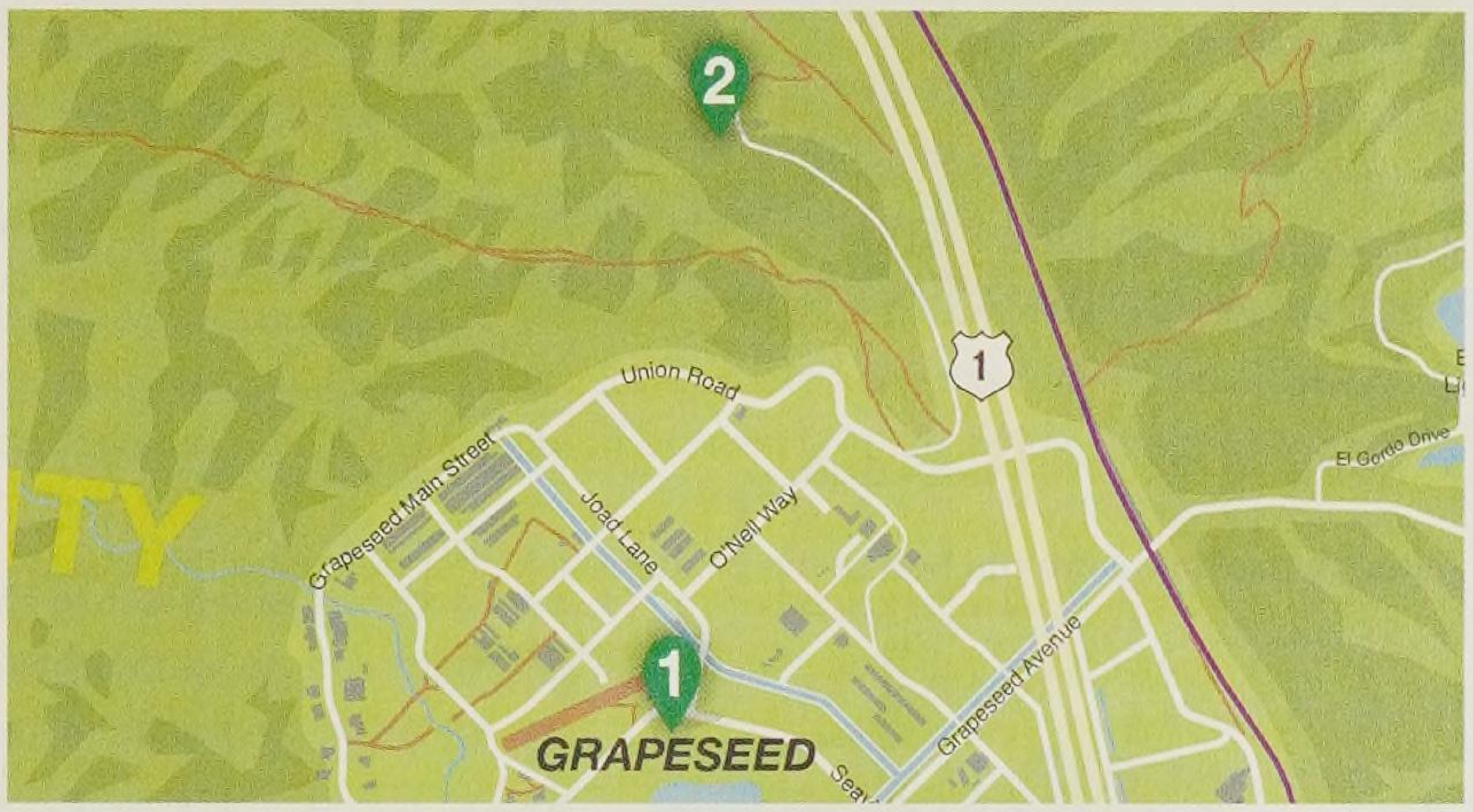
ARMS TRAFFICKING GROUND 3: LOSE LATE RIVALS

▶ Drive to the old farm house.

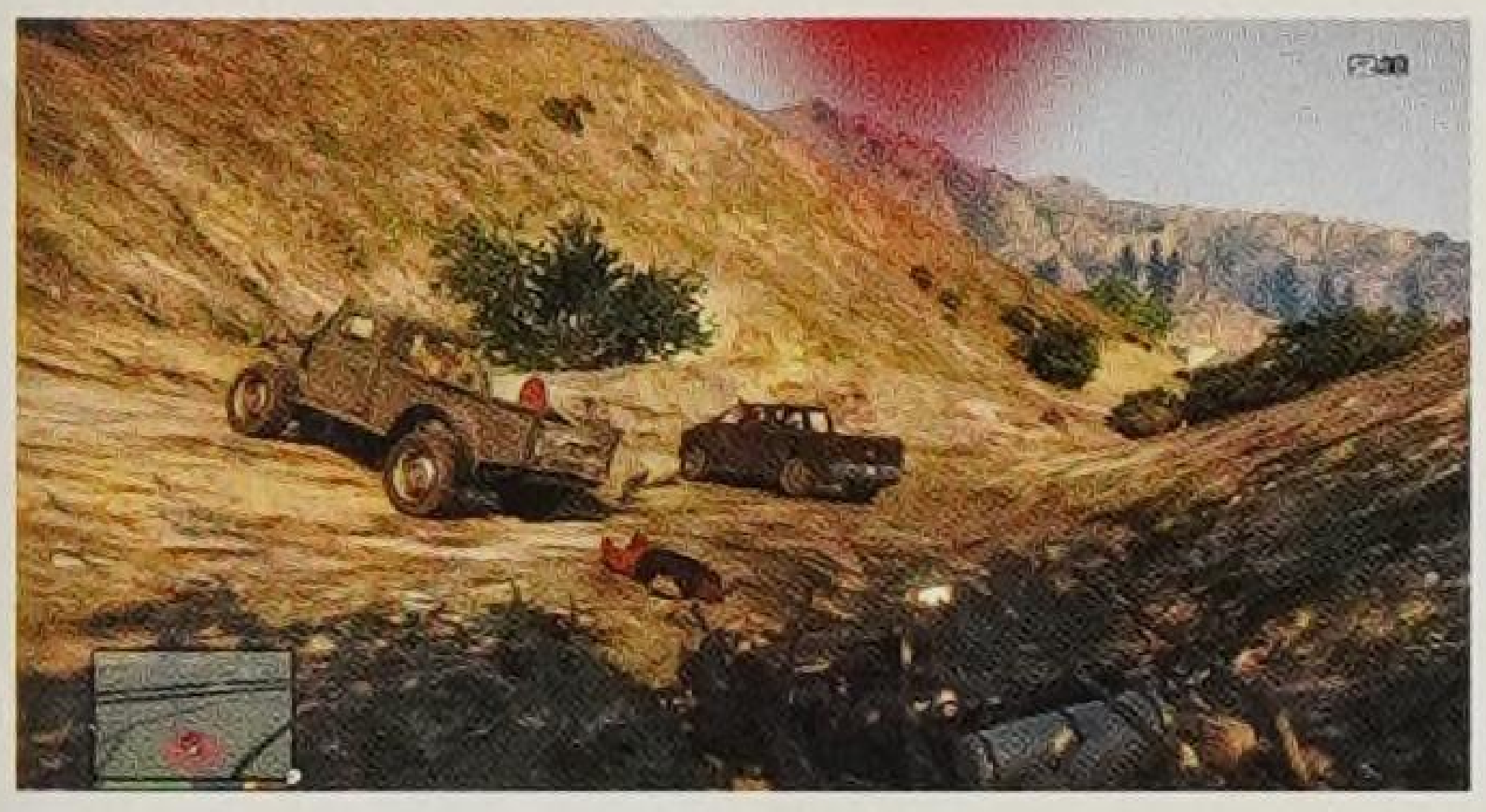




Oscar sends you to an old farmhouse to the north in the mountains ②. You have 1 minute and 40 seconds before the rivals reach the drop. Cruise down O'Neil Way until you reach Union Road. That's just about as far as you can go on a paved road before Oscar warns you about drawing attention to yourself. Go off-road and climb the mountain.

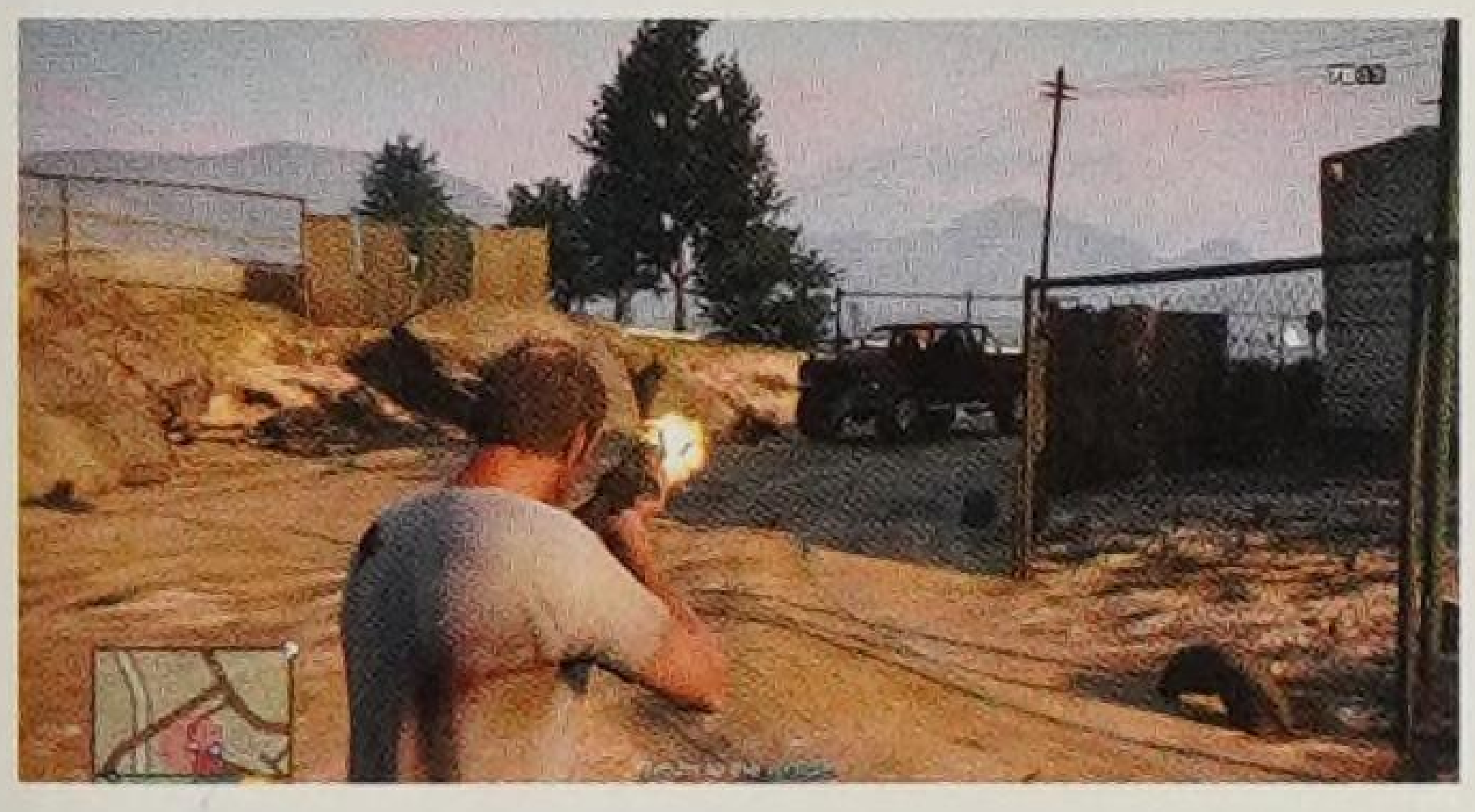


You reach the marijuana farmhouse with no rival runners anywhere in sight. Pick up the air-dropped package from beside the pot fields.



▶ Lose the rival runners.

If you beat the clock, then you have some time to start making your way back the way you came before being bothered by rivals. Drive through the white fence behind the pot fields to avoid the rival runners racing up the driveway. Go off-road down the mountainside. The rival runners are strapped with very powerful drive-by weapons, so the best thing to do is to speed off to a place where you can prepare for a gunfight instead of continuing to take fire as you run; they'll eventually kill you this way. Be aggressive and take them out—even if you have to get out of your buggy and use it for cover. There are three rival runner vehicles in this mission.



▶ Drive to the airfield.

The objective is to lose the rivals, but in this scenario they are very persistent and killing them is the only way to lose them. Again, if you place a marker on the hangar ①, you can drive back to the final destination and wait for the rivals. When they arrive, be in cover with an Assault Rifle in hand.

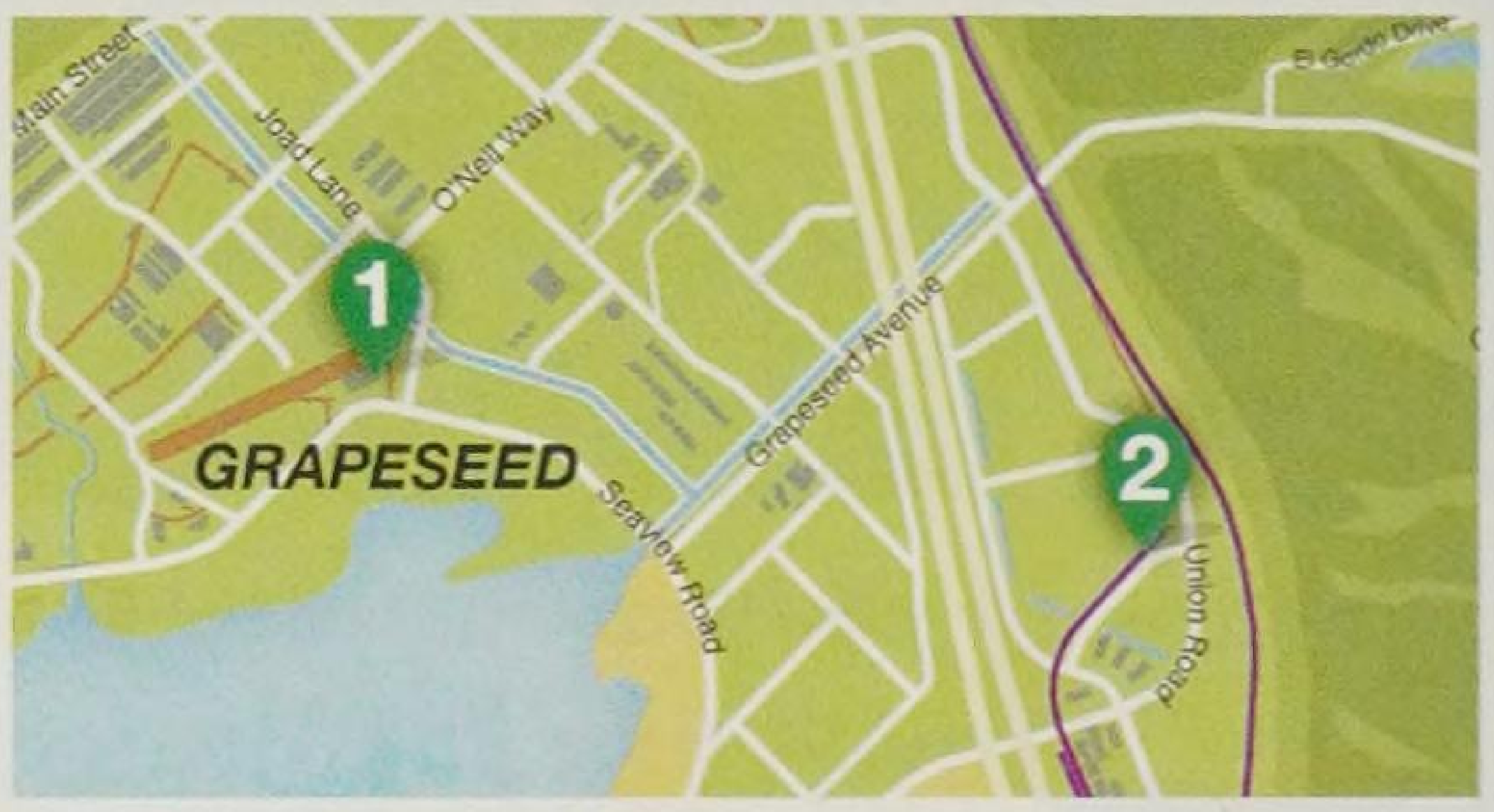
Mission Completion Stats: Ground 3: Lose Late Rivals

● Weapons Collected ☑ Grenade

ARMS TRAFFICKING GROUND 4: ELIMINATE RIVALS BEFORE DROP-OFF IS REACHED

▶ Drive to the rail station.

Oscar directs you to the rail station on Union Road. On your way, a rival runner icon appears on the radar, so make haste. A direct off-road route to the rail station ② has you crossing the Senora Freeway by hitting the berm just before the road. With enough speed, you can jump completely over this road.

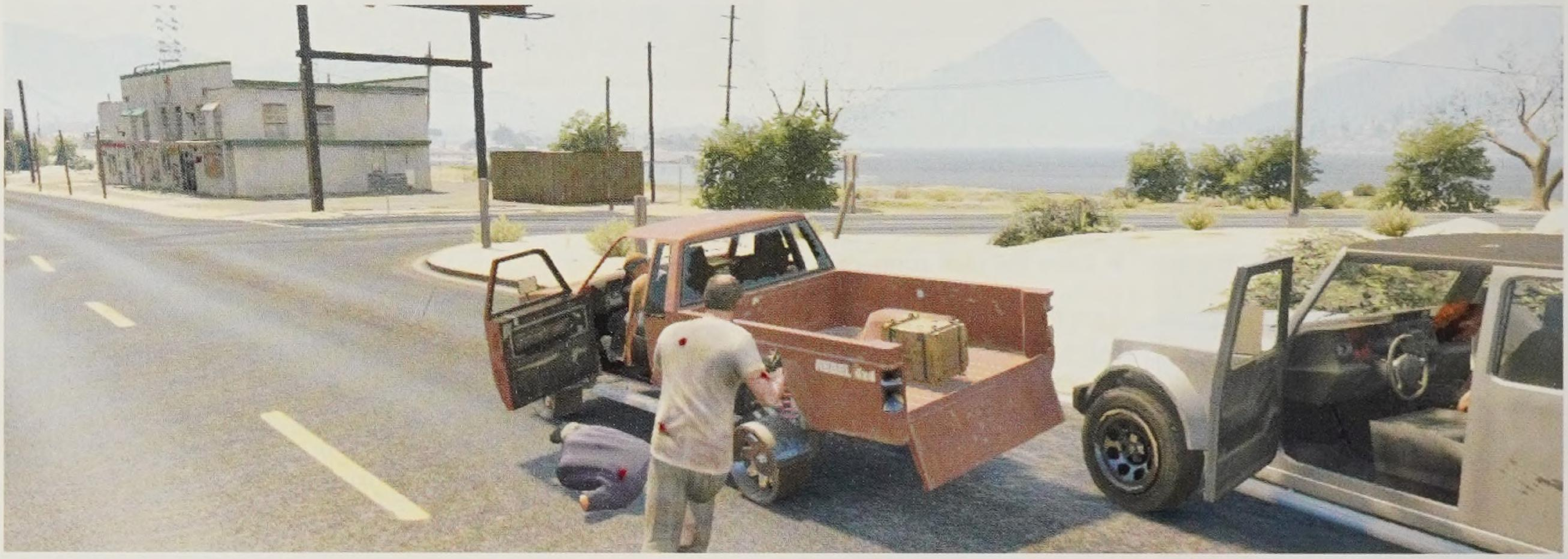


▶ Take out the arms runners.

The rival runners are very fast in this mission, and it's very likely they will beat you to the drop. When this happens, you must eliminate the arms runners before they reach their drop-off location. The enemy is well armored, so it's going to take quite a few direct hits to the driver to stop them. For this reason, it's helpful to pop their tires to slow them down. Unlike enemies encountered during other missions, these guys do not stop on flat tires; they keep going until they reach their destination. If you can get a sticky bomb on the vehicle, that's an even quicker solution.

▶ Retrieve the arms package.

Take the package from the bed of the pickup truck after defeating the enemy.



▶ Lose the rival arms runners.

On your way back to the airfield ① (during non-stop trafficking missions) more rival arms runners may appear behind you, but that probably won't happen the first time you play this scenario. Mark the hangar and follow the purple route to your destination. Wait for the rivals to arrive, and then gun them all down from behind cover. Enter the drop-off location beside the hangar to complete the mission.

Mission Completion Stats: Ground 4: Eliminate Rivals Before Drop-Off Is Reached

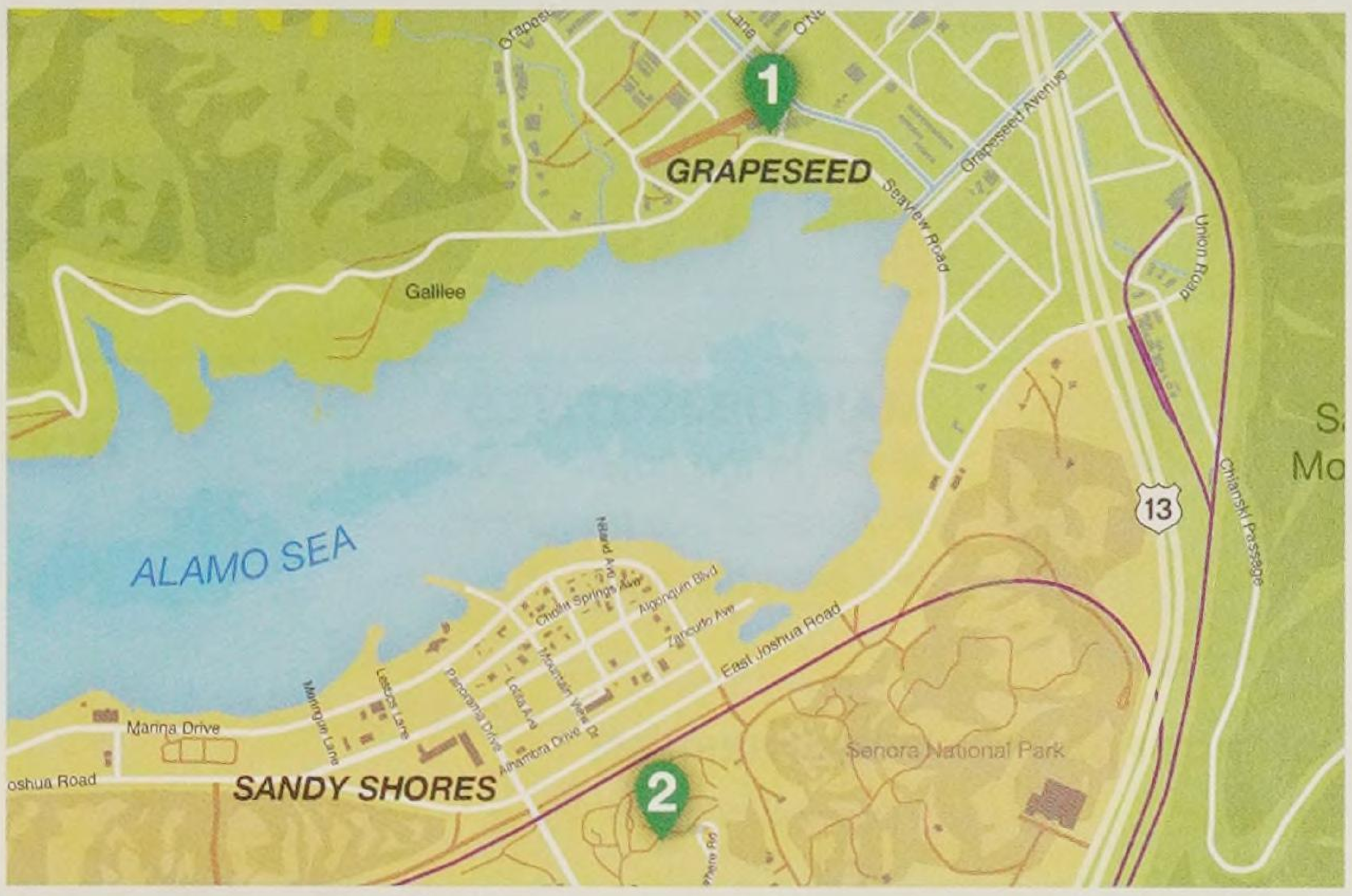
100%

● Weapons Collected

☑ Pump Shotgun

▶ Drive to the park.

Oscar contacts Trevor ① over the radio and says to get to the drop zone at Senora National Park ②. He warns that a particular gang has a good grip on that area and to watch your back. Take heed of his warning. There will be an ambush, and you need to be prepared; it's no walk in the park.


1
GRAPESEED
Seaview Road
Grapeseed Avenue
Union Road
Galilee
ALAMO SEA
13
Chianski Passage
Niland Ave
Cholla Springs Ave
Algonquin Blvd
Zancudo Ave
East Joshua Road
Marina Drive
Meringue Lane
Lesbos Lane
Panorama Drive
Lolita Ave
Mountain View Dr
Alhambra Drive
oshua Road
SANDY SHORES
2
Senora National Park
S
Mo

▶ Retrieve the arms package.

You are only given a minute and 38 seconds to get to the drop zone. If you don't get there in time, the mission is failed. Follow Seaview Road, but drive beside it (off-road) to keep the cops off your back. Spot a rival truck as you approach the zone ②. The drop-off location is in the middle of a cluster of large rock formations.

One vehicle and a small army of rival runners on foot descend on the package location. Simply approaching the area automatically triggers this. It's a planned ambush, and they are after you, not the package. Exit the vehicle and get behind a boulder for protection. Then pop up and shoot the rivals with Assault Rifle fire, Grenades, or RPG rockets. Just make sure to get the enemies that are likely to flank your cover first, and then work on the remaining foes. Use Trevor's rage Special to overcome this ambush.

▶ Drive to the airfield.

Retrieve the package and head to the airfield ① in your buggy (you must enter the buggy). During your trip back to the hangar, the rivals appear in a helicopter. Focus on the chopper and fire back. Set a marker on your hangar and get there quickly if you have difficulty driving and shooting at a helicopter.

▶ Lose the rival arms runners.

Get to cover and shoot the gunner out of the helicopter. Sometimes just firing on the helicopter spooks them away. Once the chopper's attack option is no longer available, it flies away and you can continue to the drop-off marker beside the hangar to complete the mission. You get RPG at the end of this challenge.

Mission Completion Stats: Ground 5: Ambush & Rival Helicopter

● Weapons Collected ☑ Assault Rifle

HOTEL ASSASSINATION

Mission Can Be Triggered By: *Franklin* **Location:** *Del Perro Pier* **(59)**

MAIN OBJECTIVES

- *Go to the hotel.*
- *Assassinate the target.*
- *Leave the area.*

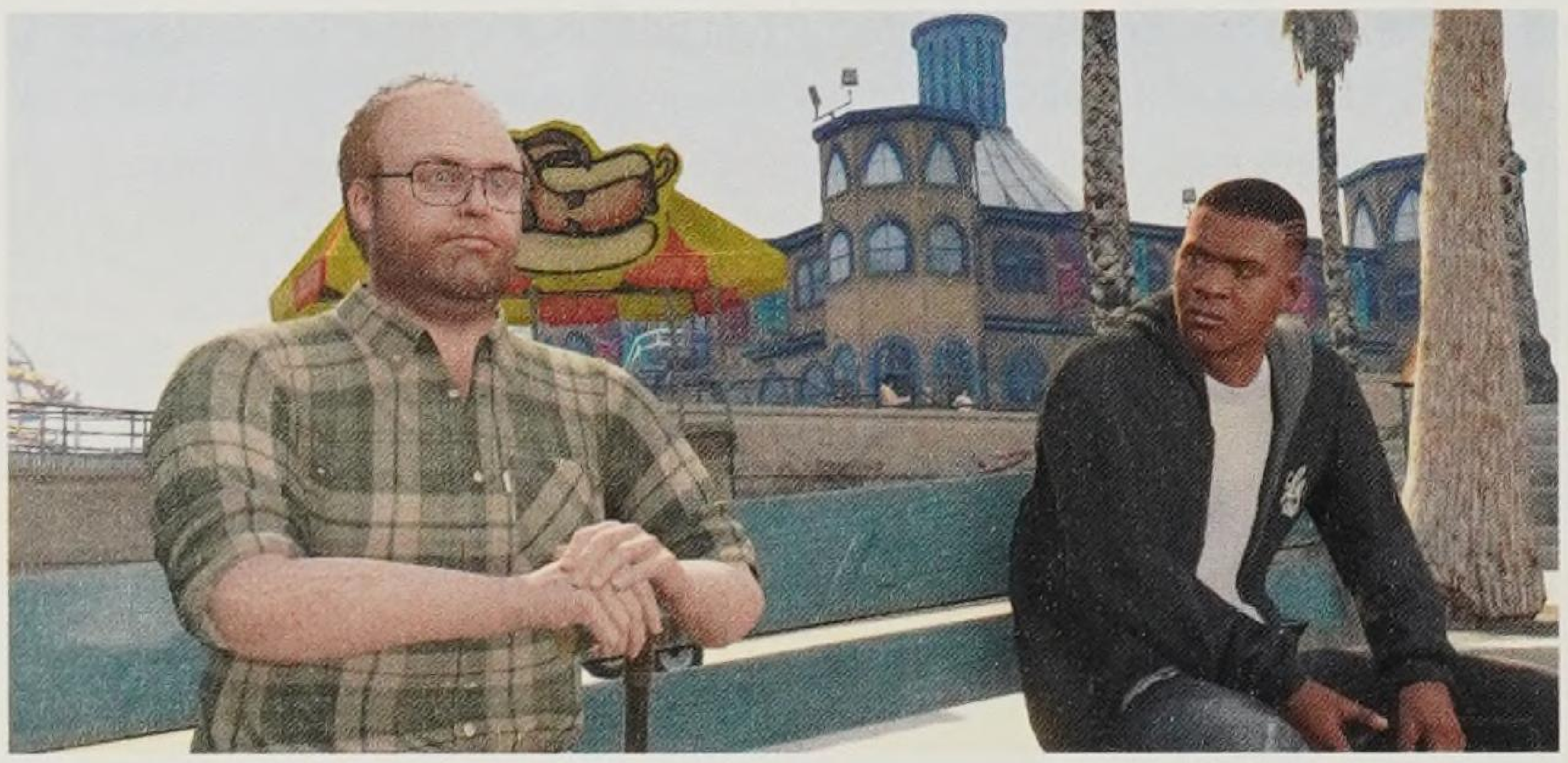
CONTACT POINT:

"L" (Lester)

PREREQUISITES:

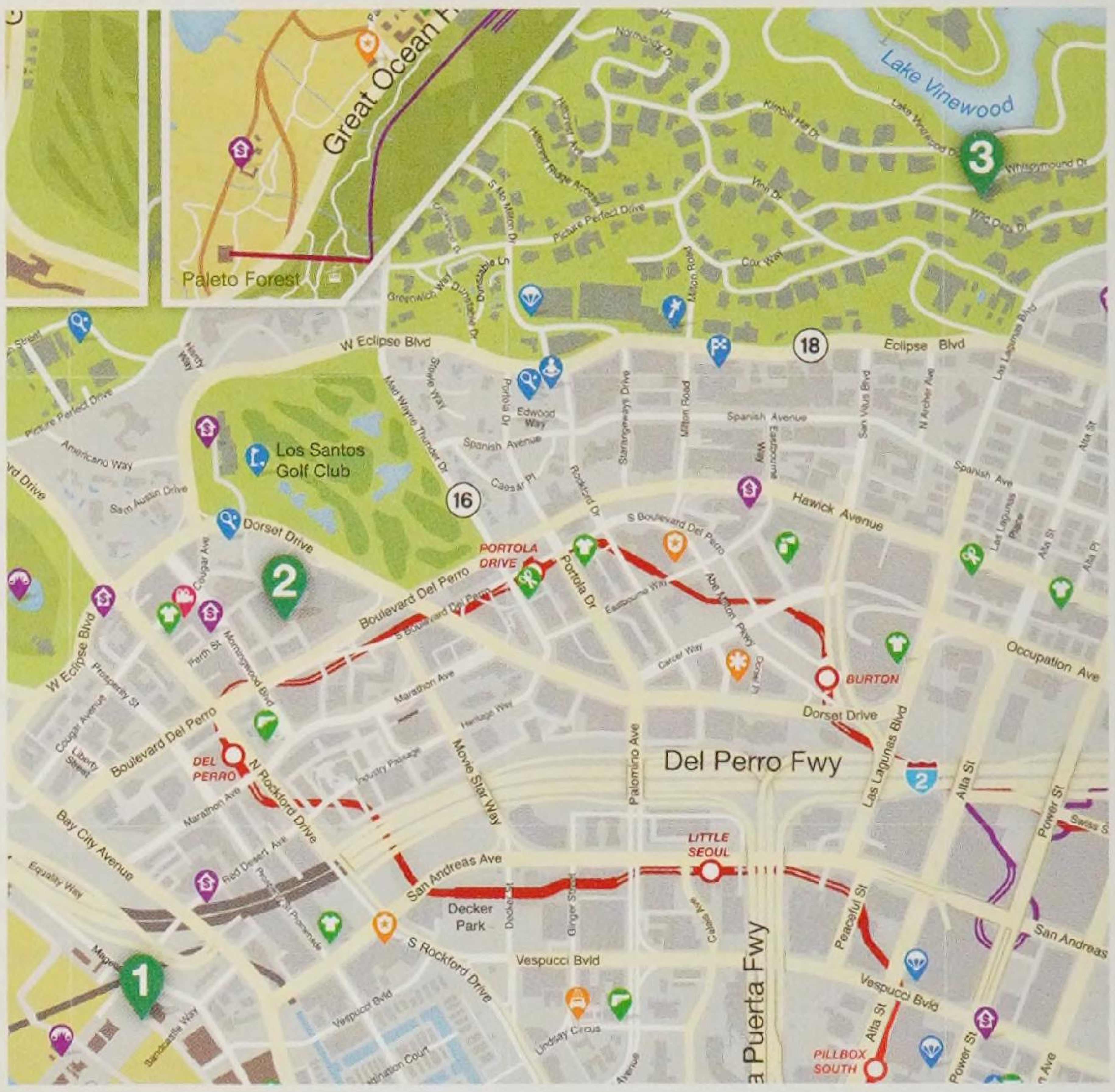
- *Complete "Fame or Shame."*

After completing "Fame or Shame" and switching to Franklin, you get a call from Lester asking about "a little side work." Lester sets up a meeting at the Del Perro pier and a green **"L"** icon marks that location on Franklin's map. Follow the icon to find Lester on a bench and trigger a scene: Lester wants Franklin to hit Brett Lowry, head of a big pharmaceutical research group that paid off the FDA to approve an erectile dysfunction pill. The medication is now giving men heart attacks. Lowry is staying at the Von Crastenburg Hotel up in the Richman district.



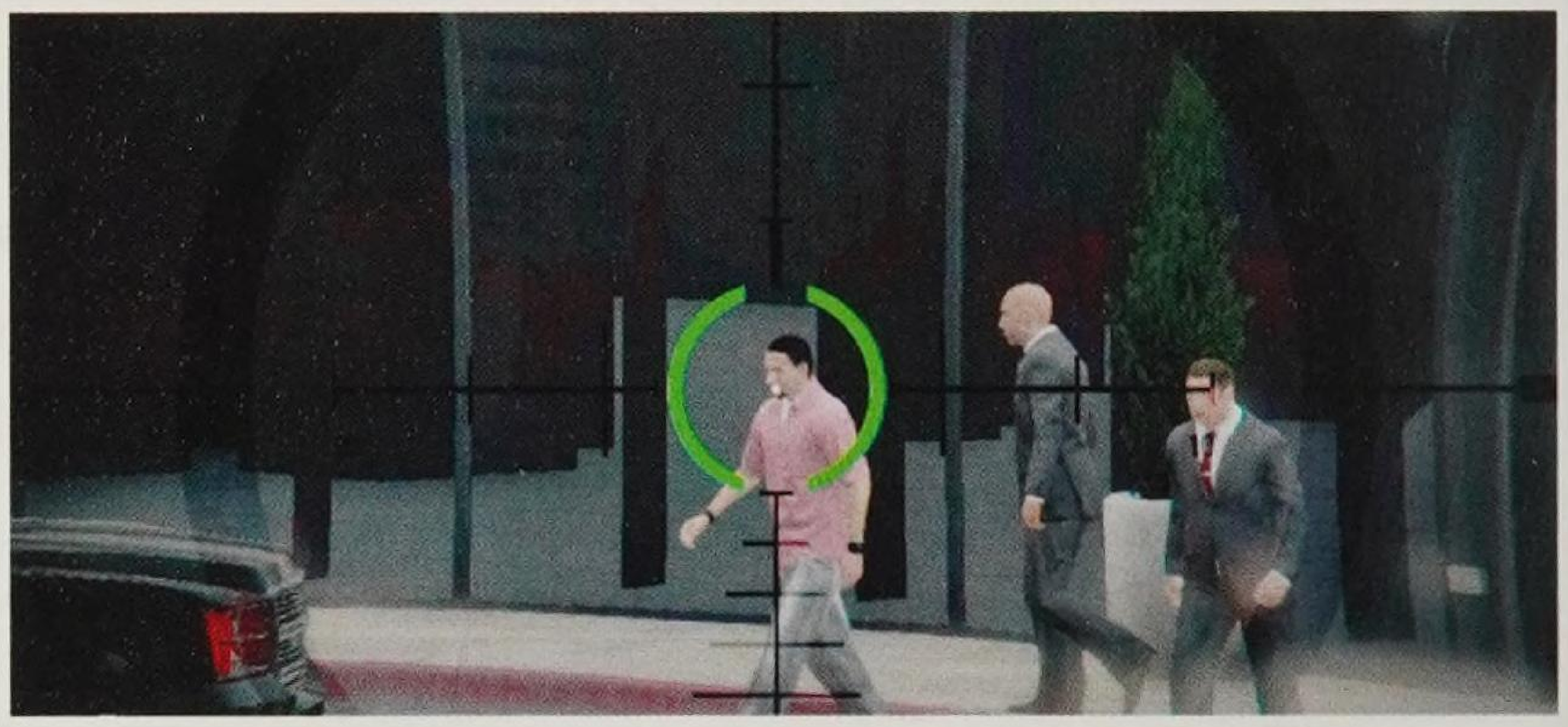
Go to the hotel.

After Lester walks away from the meeting, follow the yellow route to the Von Crastenburg Hotel ② in Richman. (If Franklin doesn't own a Sniper Rifle with advanced scope and suppressor, head to an Ammu-Nation and buy one before you go to the hotel.) Entering the destination marker triggers a quick scene: A black Declasse SUV pulls into the hotel's circular drive. The vehicle unloads guards who've arrived to pick up Brett Lowry. He's expected to leave the hotel in 45 minutes (game time).



Assassinate the target.

Forty-five minutes of game time is 90 seconds in actual time, and an onscreen "Checkout Time" timer starts counting down from 1:30 in the lower-right corner. You can make this hit in several different ways. The obvious approach is to steer into the nearby Parkers parking garage, drive up one or two levels, then get out with a Sniper Rifle and set up at the railing overlooking the hotel entrance. When Lowry emerges from the hotel, peg him with a single headshot.



Another tactic (as suggested by Lester) is to stay on the ground level and park with a view of the hotel entrance. Wait until the security detail enters the hotel, then approach the Declasse SUV and plant a sticky bomb on it. Return to your car and wait until Lowry enters the SUV, then detonate the device. The drawback of this method is that you miss out on the Sniper Kill Bonus of $2000.

Leave the area.

If you've triggered a Wanted Level, you must lose the cops. Otherwise, simply drive away from the hotel to complete the mission.

Check out Franklin's new crib.

After completing "Hotel Assassination," Franklin automatically calls Lester, who reports that Franklin's stuff has been moved into a new investment property ③ on Whispymound Drive in the Vinewood Hills. Go check it out if you want. It functions as another safehouse where Franklin can go to sleep (i.e., save progress), eat, and change clothes.

Stunt Jump Escape

A fun way to leave the parking garage is to drive up to the topmost level, then perform a stunt jump off the ramp formed by construction materials at the far end.

Mission Completion Stats: Hotel Assassination

100%

● Base Reward	☑	$7000
● Sniper Kill Bonus	☑	$2000
● Money Earned	☑	Base + Bonus

THE MULTI TARGET ASSASSINATION

Mission Available To: *Franklin* **Location:** *LTD Gas Station, Little Seoul* **(60)**

MAIN OBJECTIVES

- *Take out Juror 1.*
- *Take out Juror 2.*
- *Take out Juror 3.*
- *Take out Juror 4.*

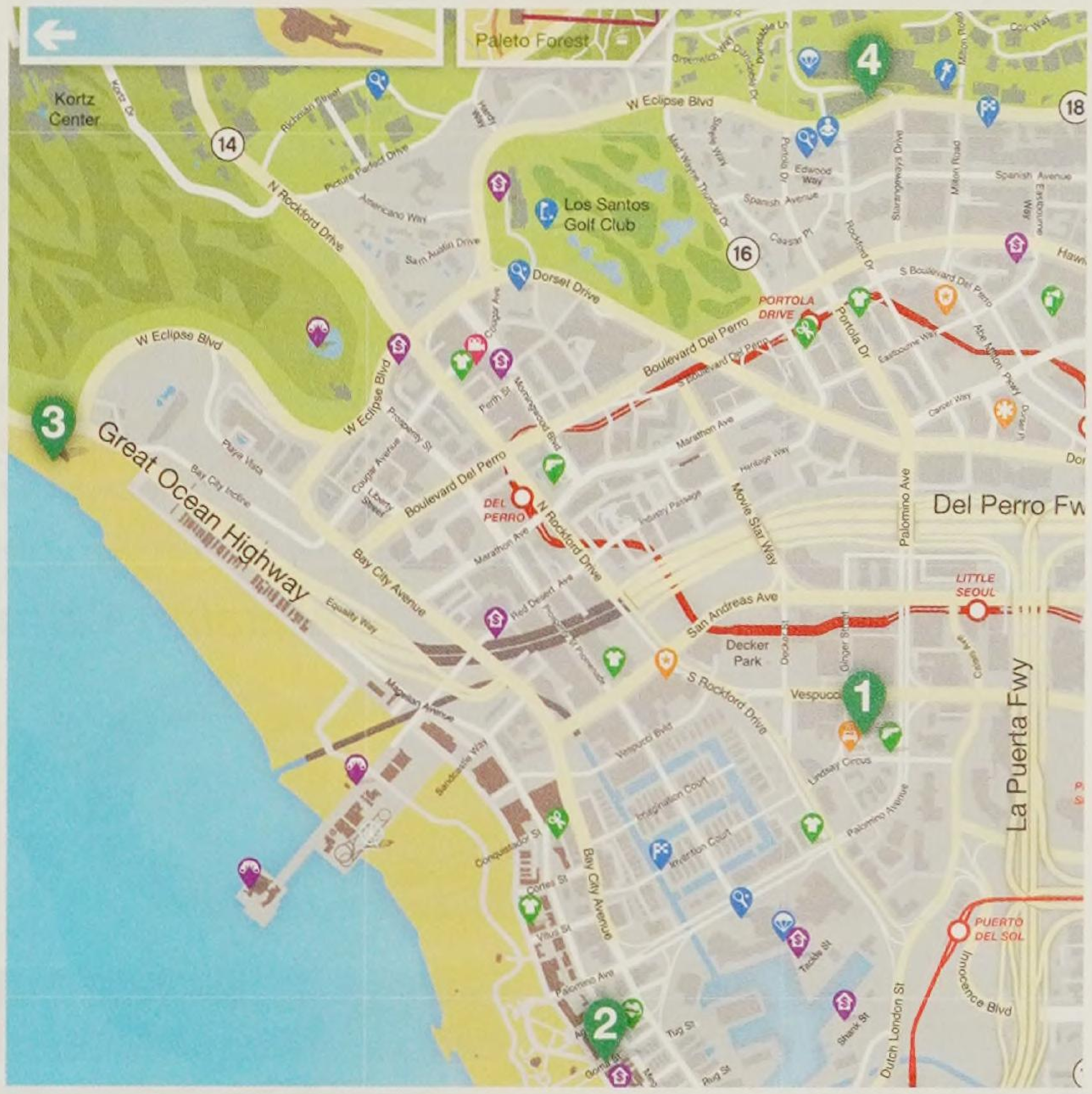
CONTACT POINT:

"L" (Assassination)

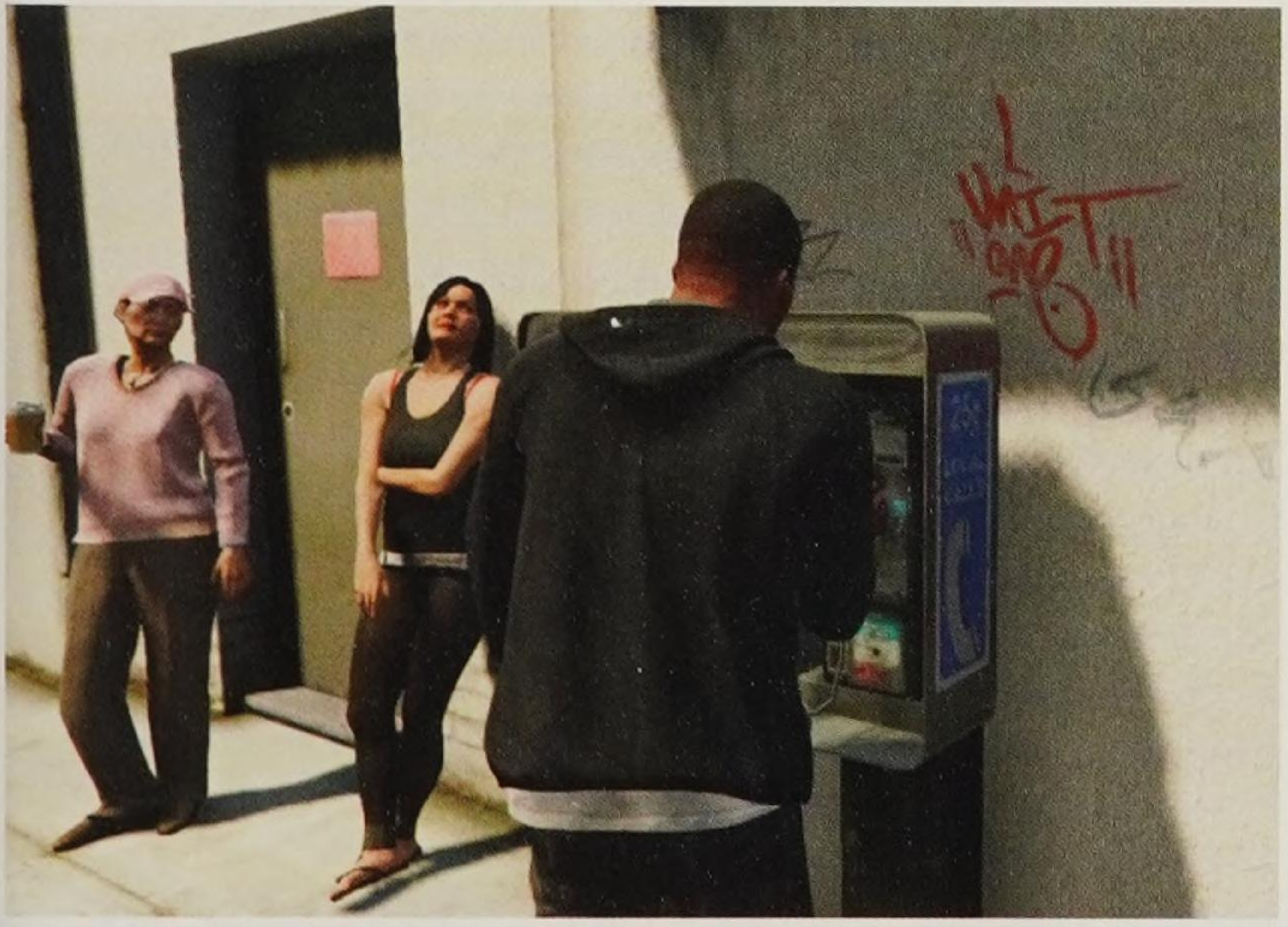
PREREQUISITES:

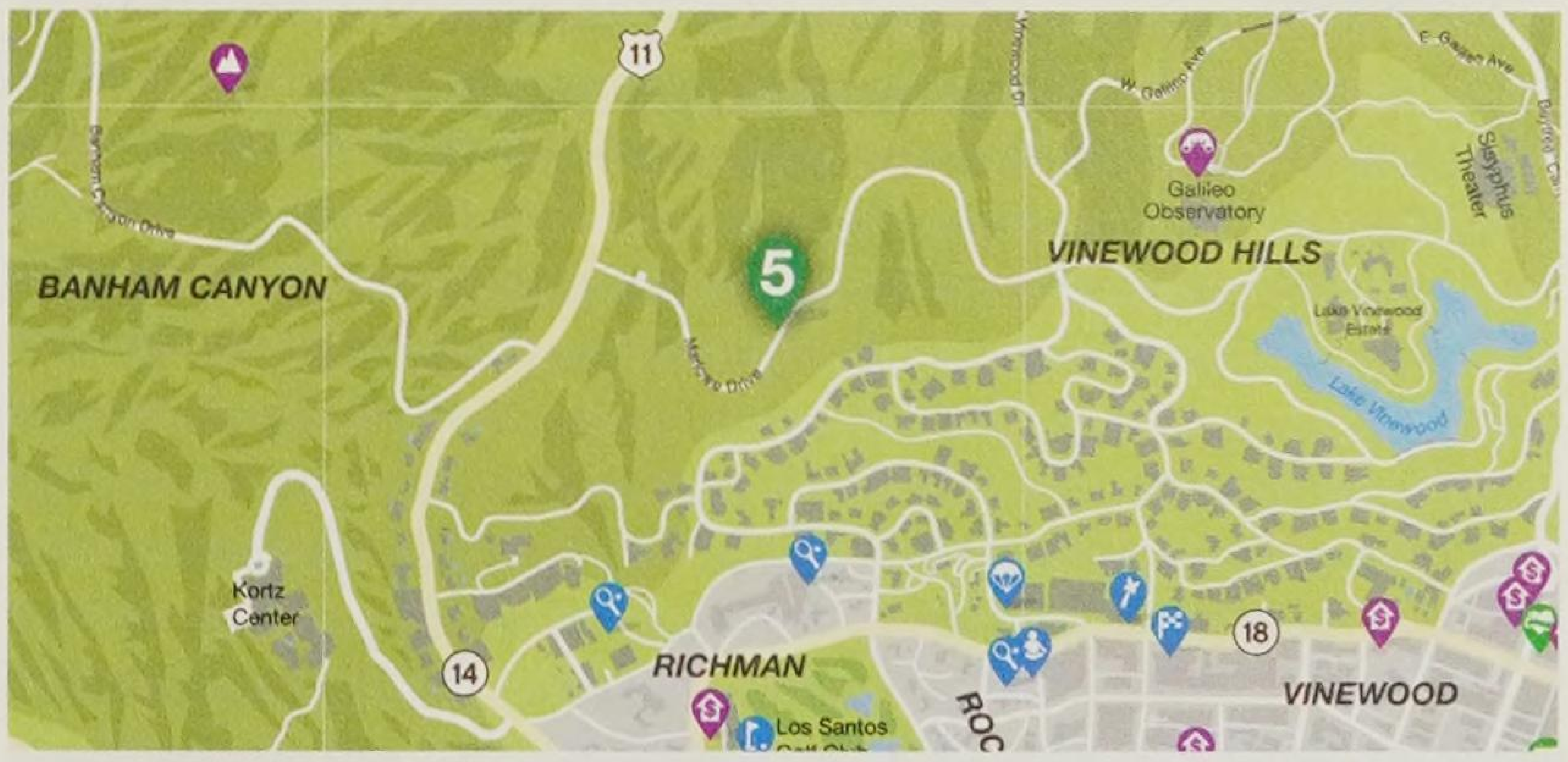
- *Complete "Hotel Assassination" and "The Merryweather Heist."*

Completing "The Merryweather Heist" puts a new green **"L"** icon on Franklin's map. Follow the icon (labeled "Assassination" on your Menu map legend) to the LTD gas station. Approach the payphones near the big Car Wash sign to trigger a cutscene conversation: Franklin calls Lester, who reports that Redwood Cigarettes has rigged a jury with four corrupt jurors to throw a class action lawsuit. Lester wants these jurors eliminated, and advises picking up "some long-range hardware."



Paleto Forest
Kortz Center
Los Santos Golf Club
Great Ocean Highway
Del Perro Fwy
La Puerta Fwy
Decker Park
Little Seoul
Del Perro
Portola Drive
Puerto Del Sol
1
2
3
4



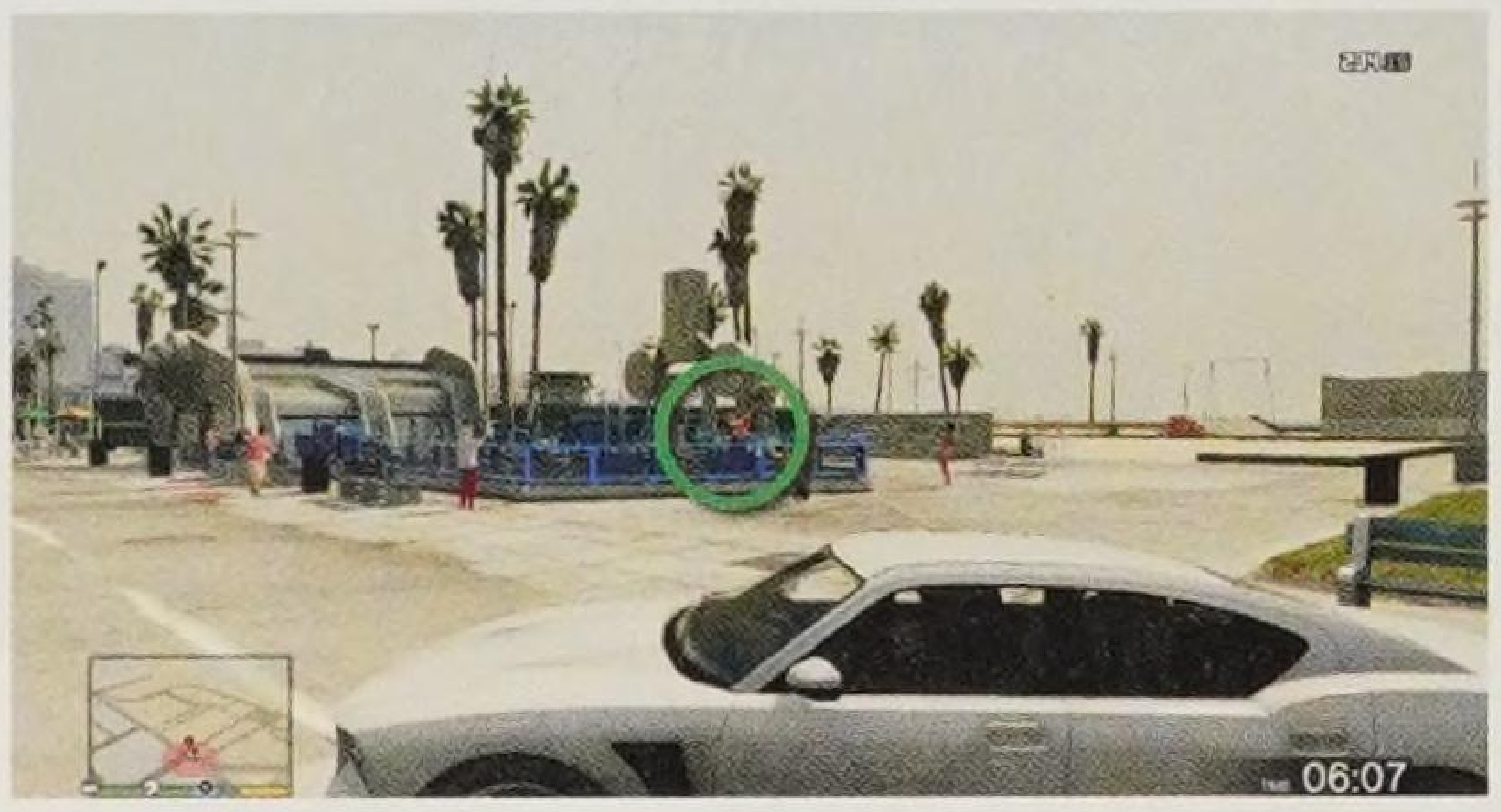


BANHAM CANYON
VINEWOOD HILLS
Galileo Observatory
Kortz Center
RICHMAN
VINEWOOD
Los Santos
5

Stock Tips

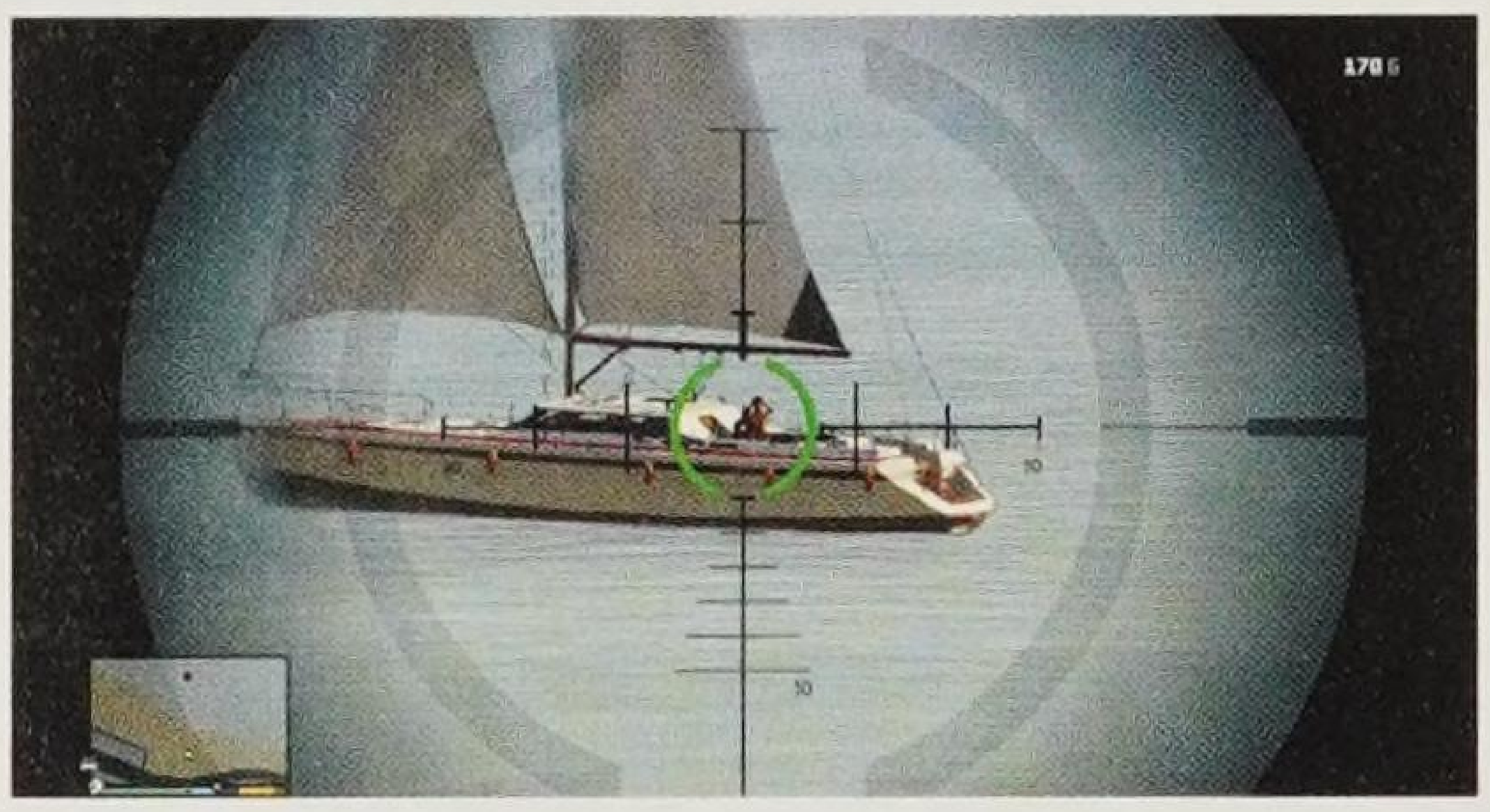
During an Assassination mission, you'll cause some trouble at a construction site in Pillbox Hill which results in dire consequences for the company involved. However, a rival company called Gold Coast Development will see their share prices rocket by up to 50% for the next 4 weeks. So make sure to buy a lot of stock in them!

▶ Take out Juror 1.



An onscreen timer starts counting down from 9:00—that's the total time you have to eliminate all four targets, so move fast. Seconds later, Lester texts that the first target is a bodybuilder, who hangs out at Muscle Sands in Vespucci Beach. Follow the red route to the target ②. Drive fast but efficiently to avoid time-consuming accidents.

When you arrive, stay in your vehicle and use the drive-by method to gun down the big bare-chested guy (circled in our screenshot) posing near the workout area's perimeter fence. (He's marked as the red radar blip.) Be accurate! If you miss, he starts sprinting away and you must chase him down. Drop him, then speed away heading north.



▶ Take out Juror 2.

Lester texts that the next target is north, on a yacht off the coast of Pacific Bluffs near Pipeline Inn. Follow the red route at top speed, using Franklin's special ability to weave through tight spaces in traffic. At the destination parking lot, you can see the yacht out in the water.

Here's where you need a good Sniper Rifle with an advanced scope. Step out of the car and use it to target the man sitting in the yacht's stern. Nail him with one good shot, then drive away heading south.

▶ Take out Juror 3.

Lester texts that the next target is in West Vinewood on the Eclipse Medical Tower. He adds, "Look for dirty windows." Follow the red route to the destination marked on the map. When you arrive, look for the red blip on radar ④. Drive closer on Eclipse Boulevard, get out of the car, and spot the window washer platform (circled in our screenshot) hanging on the far-right side of the medical building. Use the Sniper Rifle to assassinate the window washer on the platform.

▶ Take out Juror 4.

Now hustle over to Vinewood Hills for the last corrupt juror, a fellow on a Bati bike. Follow the red route until you spot the biker ⑤ on Marlowe Drive. Now he's on the move, so it's a nearly impossible shot with the Sniper Rifle. Better to stay in your car and either gun him down drive-by style or simply ram him off the bike. Eliminate the biker before time runs out to successfully complete the mission.

Mission Completion Stats: The Multi Target Assassination

● Base Reward	☑ $5000
● Speedy Killer Bonus	☑ Kill all targets as quickly as possible
● Money Earned	☑ Base + Bonus

THE VICE ASSASSINATION

Mission Can Be Triggered By: *Franklin* **Location:** *San Andreas Avenue, Pillbox Hill* **(61)**

MAIN OBJECTIVES

- ▶ *Watch the prostitute.*
- ▶ *Kill Skinner.*

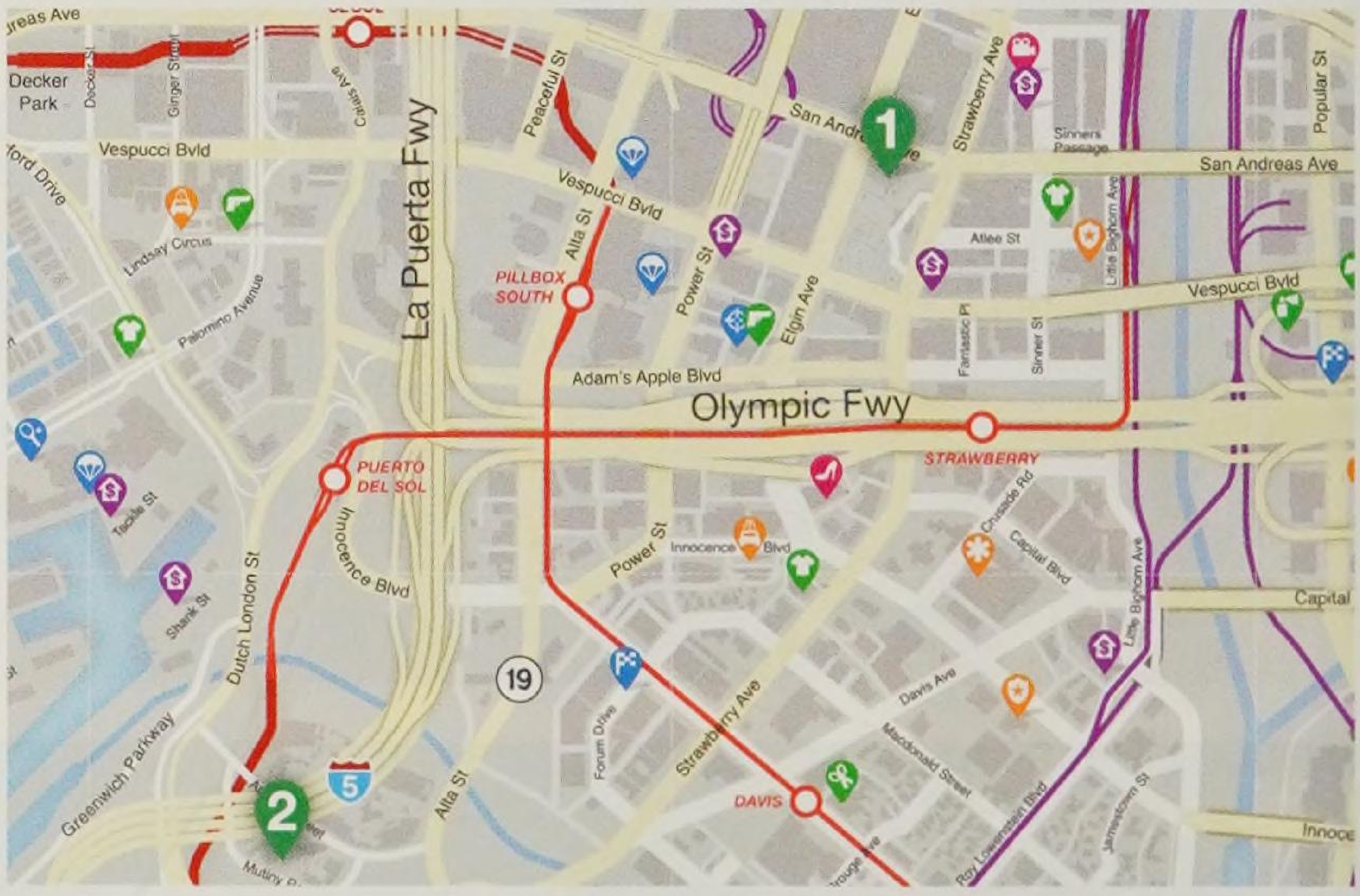
CONTACT POINT:

"L" (Assassination)

PREREQUISITES:

- *Complete "The Multi Target Assassination" and "I Fought the Law…."*

Follow the **"L"** icon to a pair of payphones ① on San Andreas Avenue in the Pillbox Hill district. Franklin calls Lester to learn the latest target: Jackson Skinner, head of product development at Façade. Skinner has been selling private customer data to global cyber-criminals. Lester wants Franklin to stake out Skinner's regular "working girl" in La Puerta.


Decker Park
Vespucci Blvd
Lindsay Circus
Palomino Avenue
La Puerta Fwy
Peaceful St
Vespucci Blvd
Alta St
Pillbox South
Power St
Elgin Ave
San Andreas Ave
Strawberry Ave
Sinners Passage
Popular St
Atlee St
Fantastic Pl
Sinner St
Little Bighorn Ave
Adam's Apple Blvd
Olympic Fwy
Strawberry
Puerto Del Sol
Innocence Blvd
Capital Blvd
Capital
Tackle St
Shank St
Dutch London St
Greenwich Parkway
Forum Drive
Davis Ave
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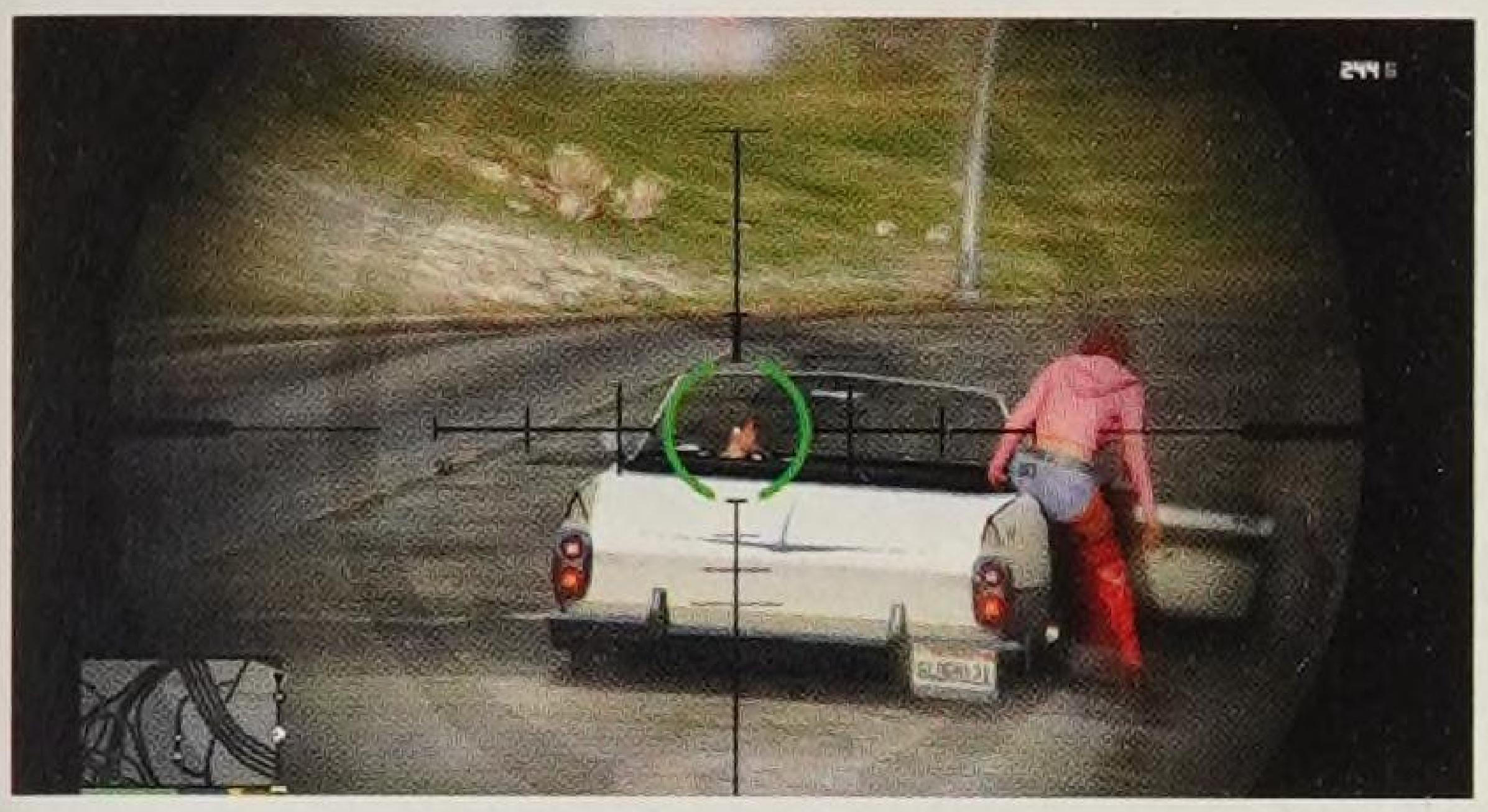
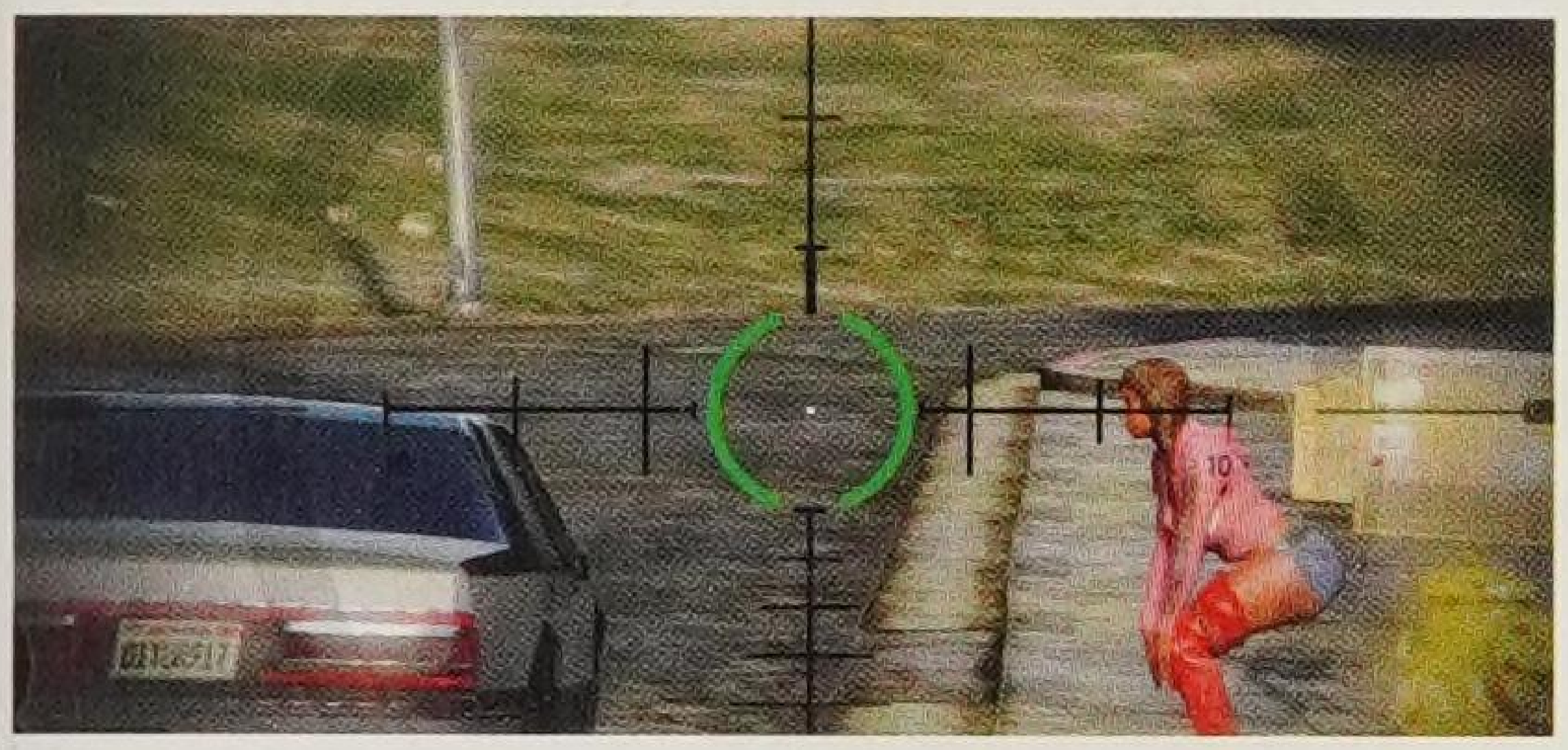


▶ Kill Skinner.

Several cars stop and make offers, but she declines them so don't shoot anybody yet. Wait until she actually gets into a car. Target that driver, Jackson Skinner, and nail him with a good headshot before he can drive away. Then simply drive away yourself. Franklin automatically calls Lester to report success. Soon another **"L"** icon appears on the map, the contact point for Lester's next hit, "The Bus Assassination."

▶ Watch the prostitute.

Follow the blue route to the spot down on Mutiny Road in La Puerta ② where Skinner's favorite prostitute works. When you get close, park a short distance up the street. (If Franklin gets too close, he blows his cover.) Wield a Sniper Rifle and use the scope to observe the girl in the red boots by the street.



Mission Completion Stats: The Vice Assassination

100%

● Money Earned ☑ $3000

THE BUS ASSASSINATION

Mission Can Be Triggered By: *Franklin* **Location:** *Vinewood Sports, Hawick Avenue* **(62)**

MAIN OBJECTIVES

- ▶ *Steal the bus.*
- ▶ *Drive to each bus stop until the target is located.*
- ▶ *Assassinate the target.*
- ▶ *Lose the cops.*

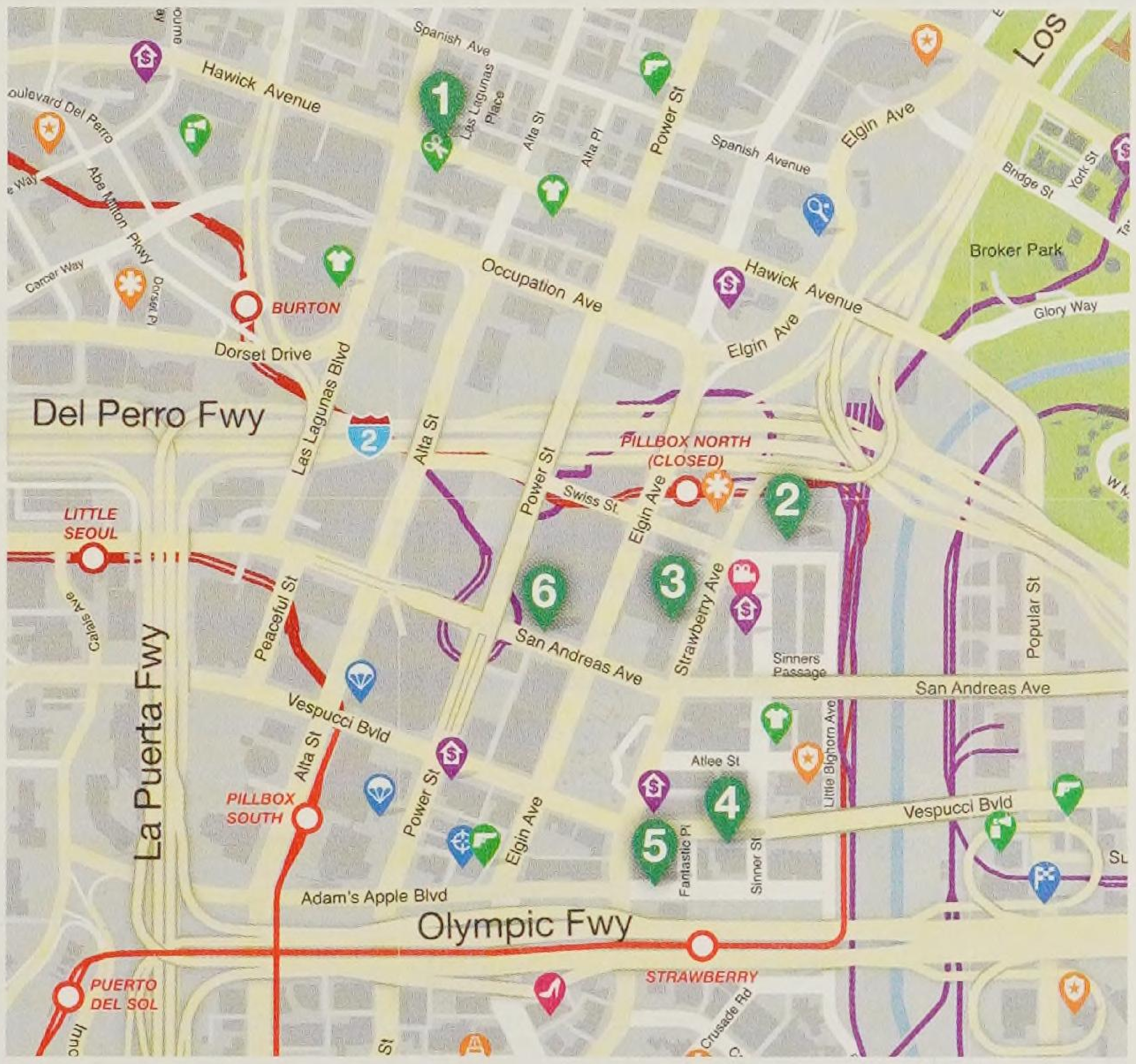
CONTACT POINT:

"L" (Assassination)

PREREQUISITES:

- *Complete "The Vice Assassination."*

After completing "The Vice Assassination," another green **"L"** icon pops up on Franklin's map. Send Franklin to follow the icon to a payphone ① in front of Vinewood Sports on Hawick Avenue. This time, Lester targets Isaac Penny, a ruthless venture capitalist about to gain control of Vapid Motors then lay off thousands of its autoworkers. Penny is also a miser and travels to work every day via bus. Lester wants Franklin to take over the bus and "drop [Penny] off where he needs to go."



Hawick Avenue
Spanish Ave
Las Lagunas Place
Alta St
Alta Pl
Power St
Spanish Avenue
Elgin Ave
Bridge St
York St
Broker Park
Glory Way
Boulevard Del Perro
Abe Milton Pkwy
Carnar Way
Dorset Pl
BURTON
Dorset Drive
Occupation Ave
Hawick Avenue
Elgin Ave
Del Perro Fwy
Las Lagunas Blvd
Alta St
Power St
Swiss St
Elgin Ave
PILLBOX NORTH (CLOSED)
LITTLE SEOUL
Peaceful St
Calais Ave
San Andreas Ave
Strawberry Ave
Popular St
Sinners Passage
San Andreas Ave
La Puerta Fwy
Vespucci Blvd
Alta St
Power St
Atlee St
Little Bighorn Ave
Vespucci Blvd
PILLBOX SOUTH
Elgin Ave
Fantastic Pl
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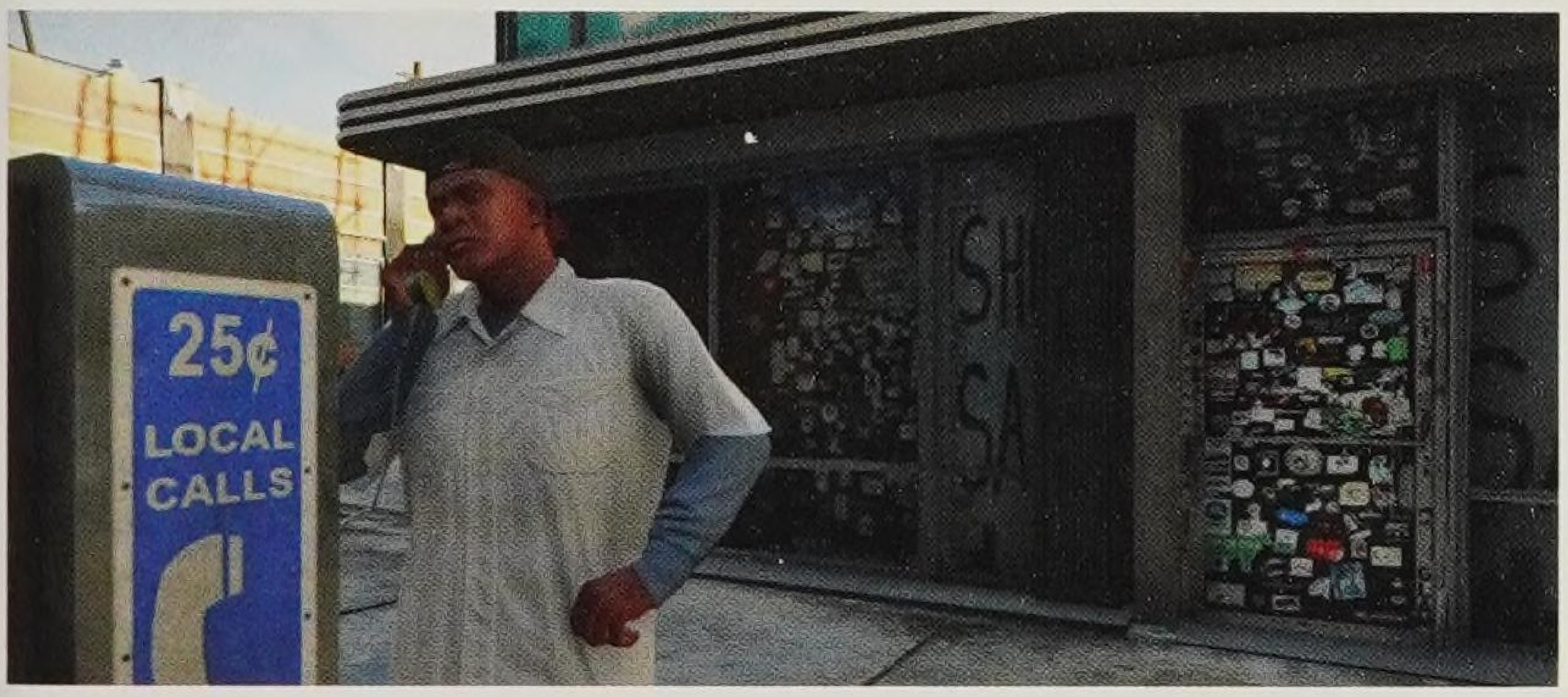
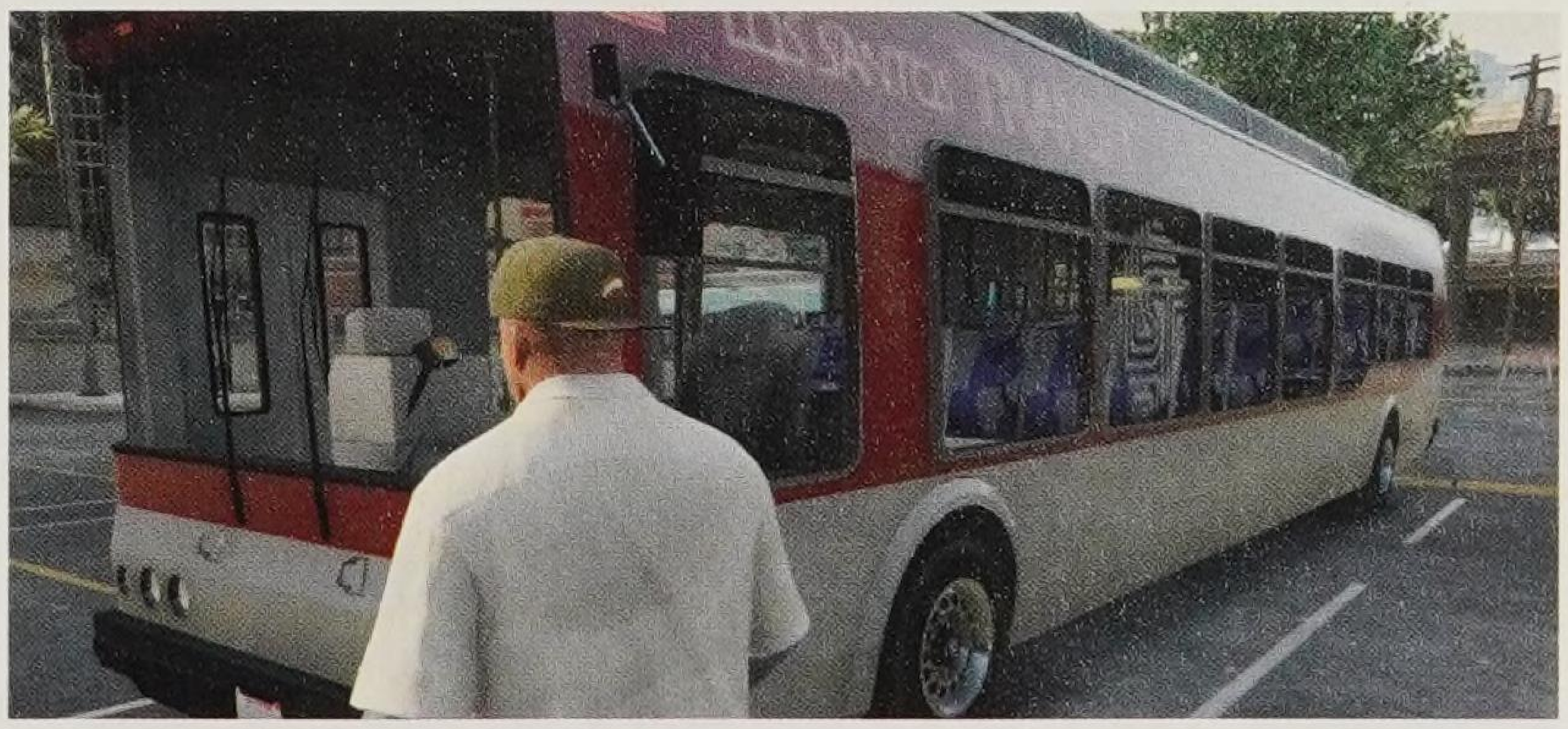


25¢
LOCAL CALLS



▶ Steal the bus.

Follow the blue route to find the bus ① in the Dashound Bus Center off Swiss Street, ready to start its route. Hop aboard and start driving.

▶ Drive to each bus stop until the target is located.

Now you drive the bus's usual route ②-⑥. Each successive stop is marked as a yellow blip on your map so just follow the yellow route from stop to stop until Isaac Penny steps onboard ⑥. Unfortunately, Penny hops off, complaining of a fare hike when Franklin charges him too much. The rich, smiley scumbag steals a bike from a lady at an ATM and pedals away.

▶ Assassinate the target.

Start chasing Penny, now marked as the red blip on your radar. You can nail him quickly with your drive-by weapon if you use Franklin's special ability to slow down time. But note that you earn bonus cash if you run him over with your bus. It's a fun challenge to hunt him down as your passengers howl and scream.

LOS SANTOS TRANSIT
DELIVERIES

▶ Lose the cops.

Terminating Penny triggers a two-star Wanted Level. Here's where abandoning the bus is a good idea. Hustle out to jack a speedier vehicle, then employ the usual methods to shake off the LSPD pursuit. Cut around corners, get down a back alley, switch cars, and wait out the search. When the Wanted Level ends, Franklin reports the hit to a pleased Lester.

Soon another **"L"** icon flashes onto Franklin's map. Franklin can follow it to pick up his last hit-man mission for Lester, "The Construction Assassination."

Mission Completion Stats: The Bus Assassination

● Base Reward	☑ $5000
● Hit and Run Bonus	☑ Kill the target using the bus
● Money Earned	☑ Base + Bonus

THE CONSTRUCTION ASSASSINATION

Mission Can Be Triggered By: *Franklin*

Location: *Liquor Mart, corner of Supply & Popular Streets* **(63)**

MAIN OBJECTIVES

- ▶ *Go to the construction site.*
- ▶ *Use elevators to reach the roof.*
- ▶ *Assassinate the target.*
- ▶ *Leave the area.*

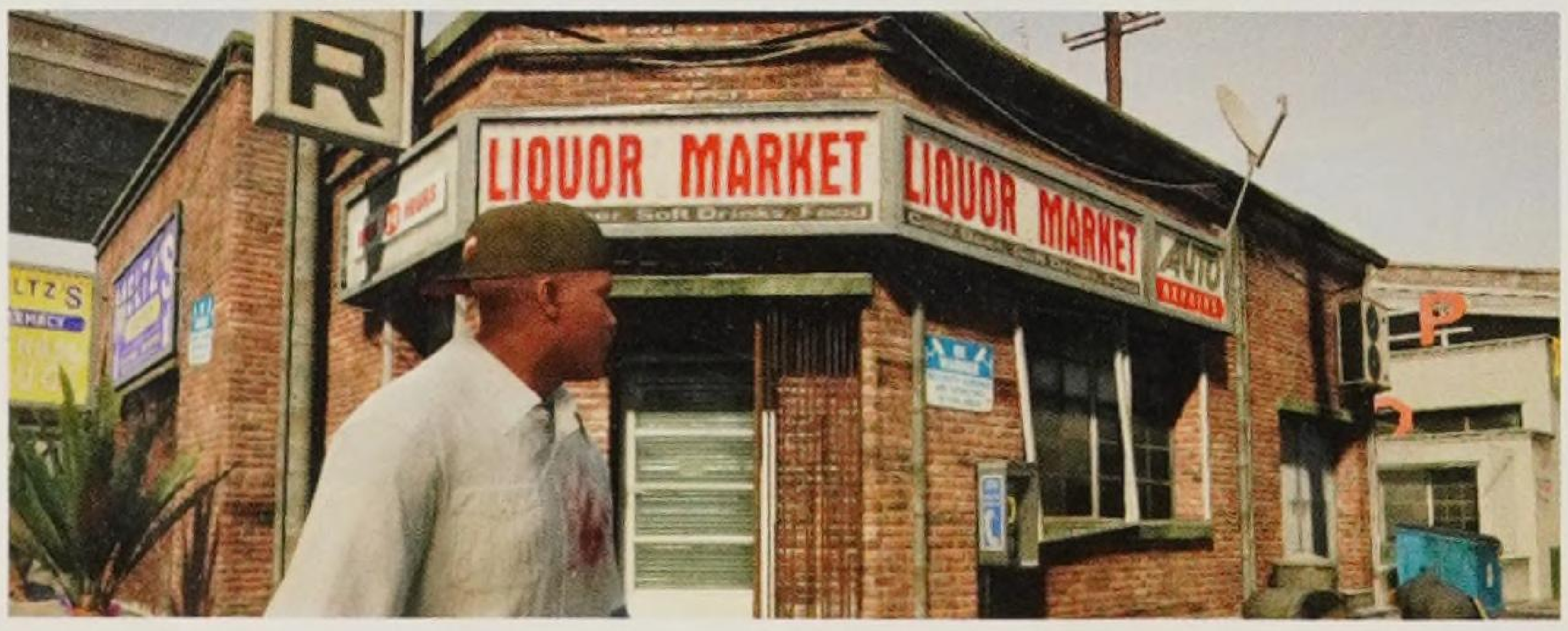
CONTACT POINT:

"L" (Assassination)

PREREQUISITES:

- *Complete "The Bus Assassination."*

Send Franklin to the **"L"** icon at the payphone ① outside the Liquor Market at the corner of Supply and Popular Streets. Lester's final target is Enzo Bonelli, a mob boss turned real estate developer. His strong-arm tactics are depressing wages for hardworking Los Santos construction crews. Bonelli can be found at a downtown construction site. But he's been tipped off, so he'll be expecting a hit with lots of muscle around him.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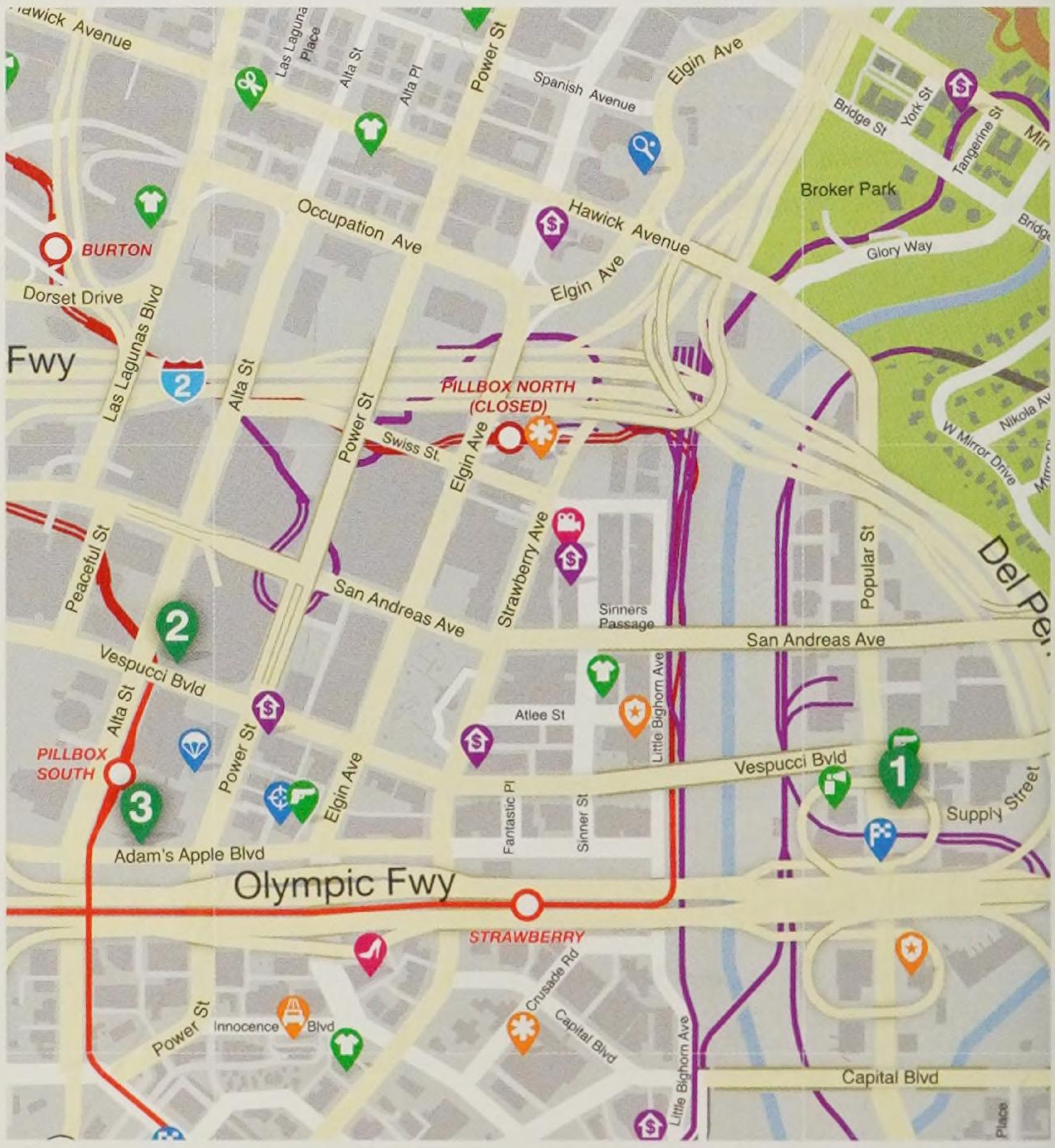
LIQUOR MARKET
LIQUOR MARKET
AUTO


Hawick Avenue
Las Lagunas Place
Alta St
Alta Pl
Power St
Spanish Avenue
Elgin Ave
Bridge St
York St
Tangerine St
Broker Park
Glory Way
Occupation Ave
Hawick Avenue
Elgin Ave
BURTON
Dorset Drive
Las Lagunas Blvd
Fwy
2
Alta St
PILLBOX NORTH (CLOSED)
Power St
Swiss St
Elgin Ave
Strawberry Ave
W Mirror Drive
Nikola Ave
Del Pe
Peaceful St
San Andreas Ave
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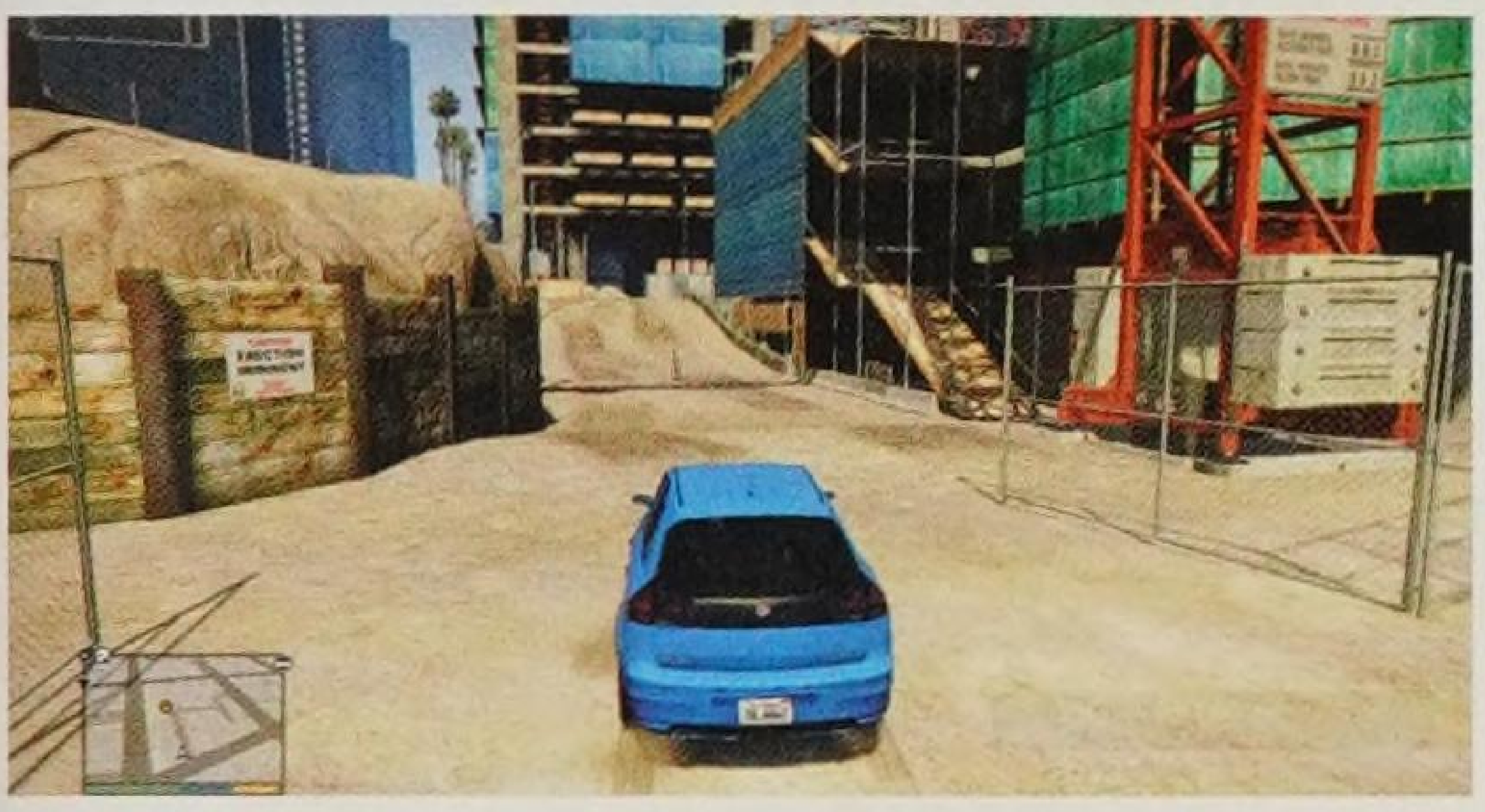
San Andreas Ave
2
Vespucci Blvd
Alta St
Power St
Atlee St
Little Bighorn Ave
Vespucci Blvd
1
PILLBOX SOUTH
3
Elgin Ave
Fantastic Pl
Sinner St
Supply Street
Adam's Apple Blvd
Olympic Fwy
STRAWBERRY
Crusade Rd
Capital Blvd
Power St
Innocence Blvd
Little Bighorn Ave
Capital Blvd

▶ Go to the construction site.

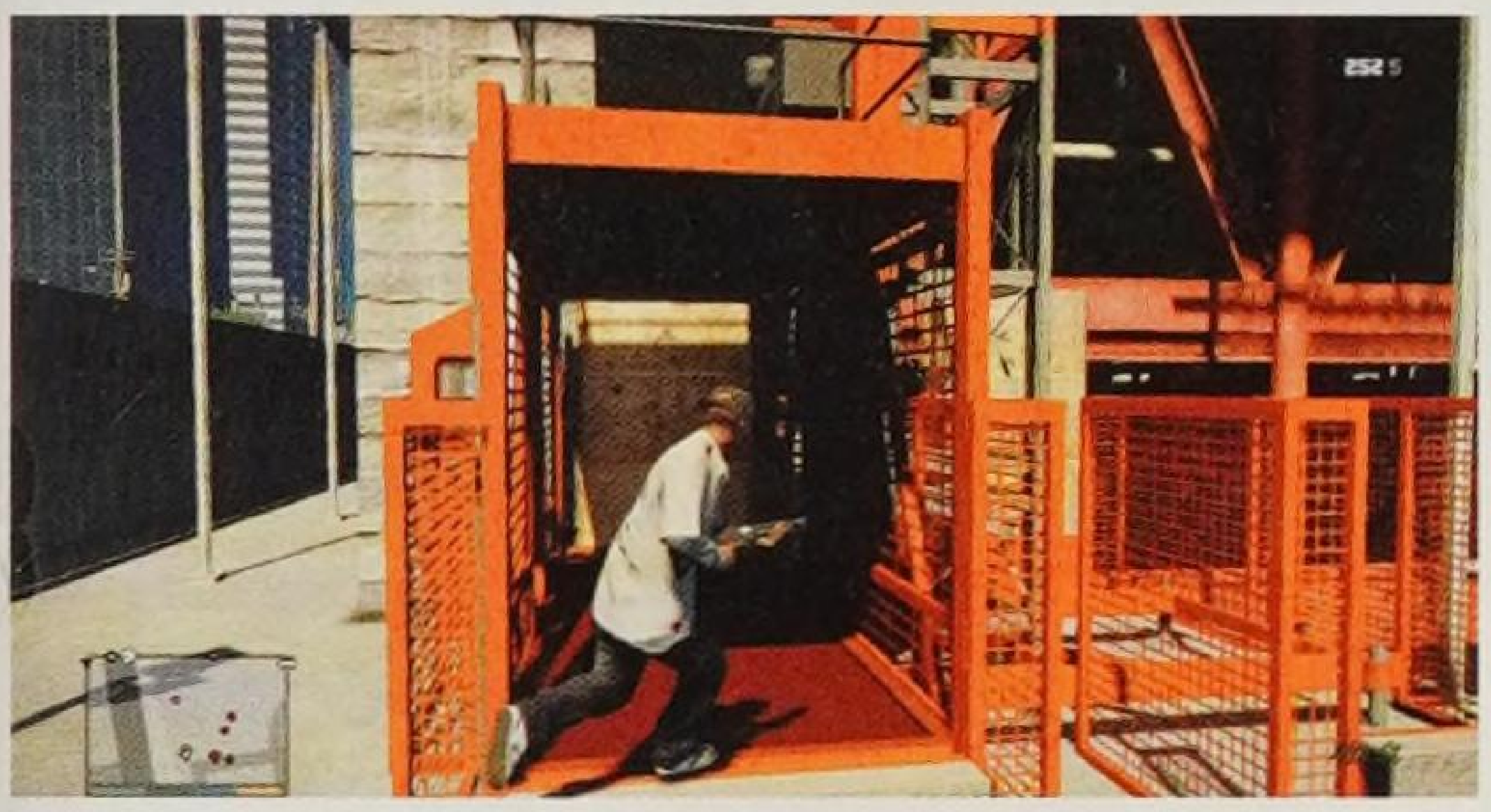
Drive down Vespucci Boulevard to the destination marker 2 across the street from the site. When you arrive, a quick scene shows a nervous Enzo Bonelli in an elevator, about to head up to his chopper on the roof.

▶ Drive through the site's rear entrance!



Here's a nice tip: Don't go directly across the street into the site. If you do, you must fight through a big squad of mob goons on the ground level just to reach the first elevator. Instead, hop in your car and drive around the block, turning left from Vespucci onto Alta Street, then left again onto Adam's Apple to reach the rear entrance 3 into the construction site.

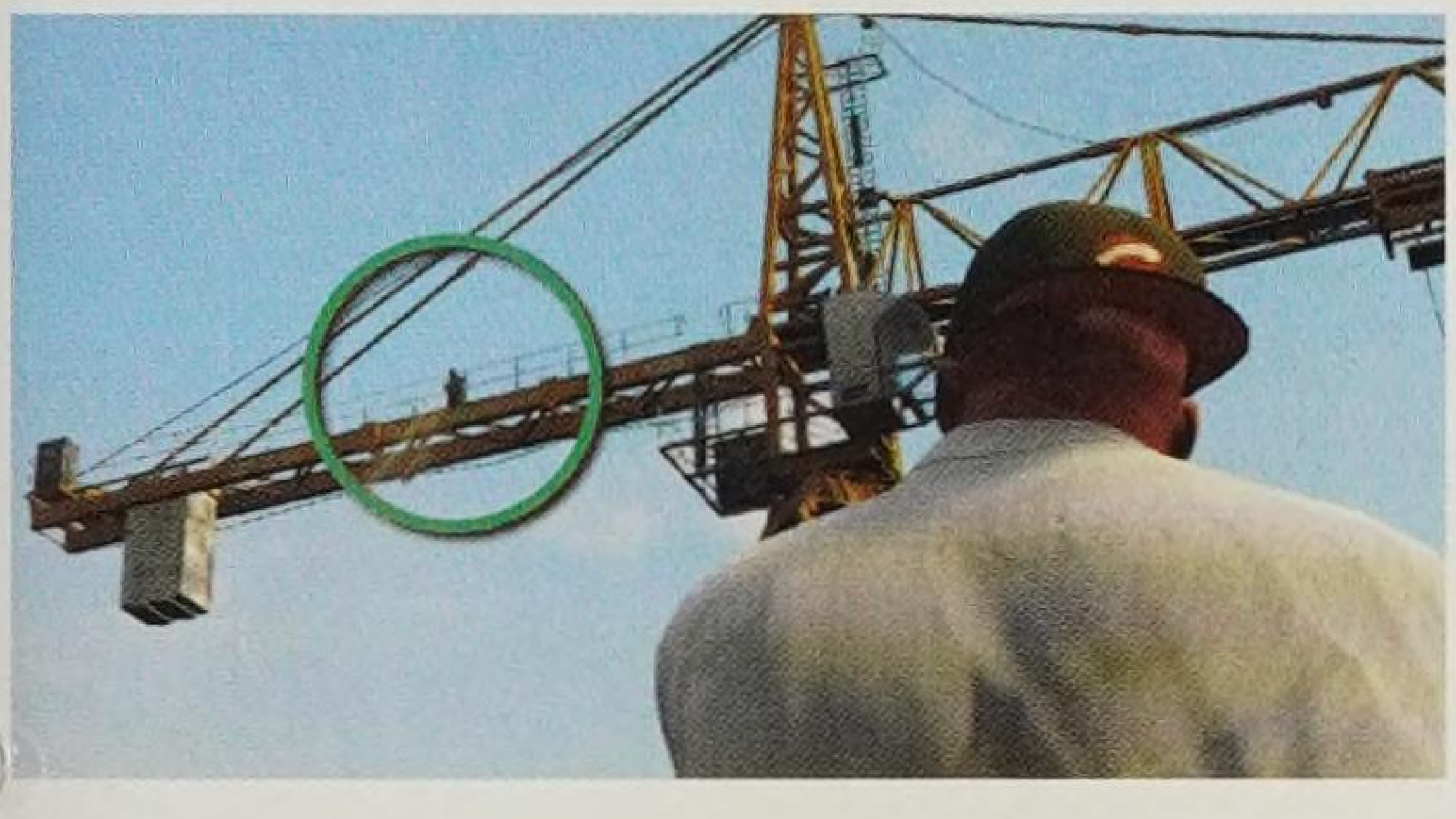
Drive right through the open gate, past the "Caution: Erection Imminent" sign. Accelerate past (or better yet, over) the lone guard standing there, and continue up the slope. The elevator you seek is at the top of a wooden ramp, so drive right up to it. Careful, though—another mob gunman waits just to the left, near the elevator. Gun him down!



▶ Use elevators to reach the roof.

Step into the orange cage of the elevator platform and press the control indicated onscreen to activate the lift. Ride until it stops about halfway up the building, then move carefully across the floor.

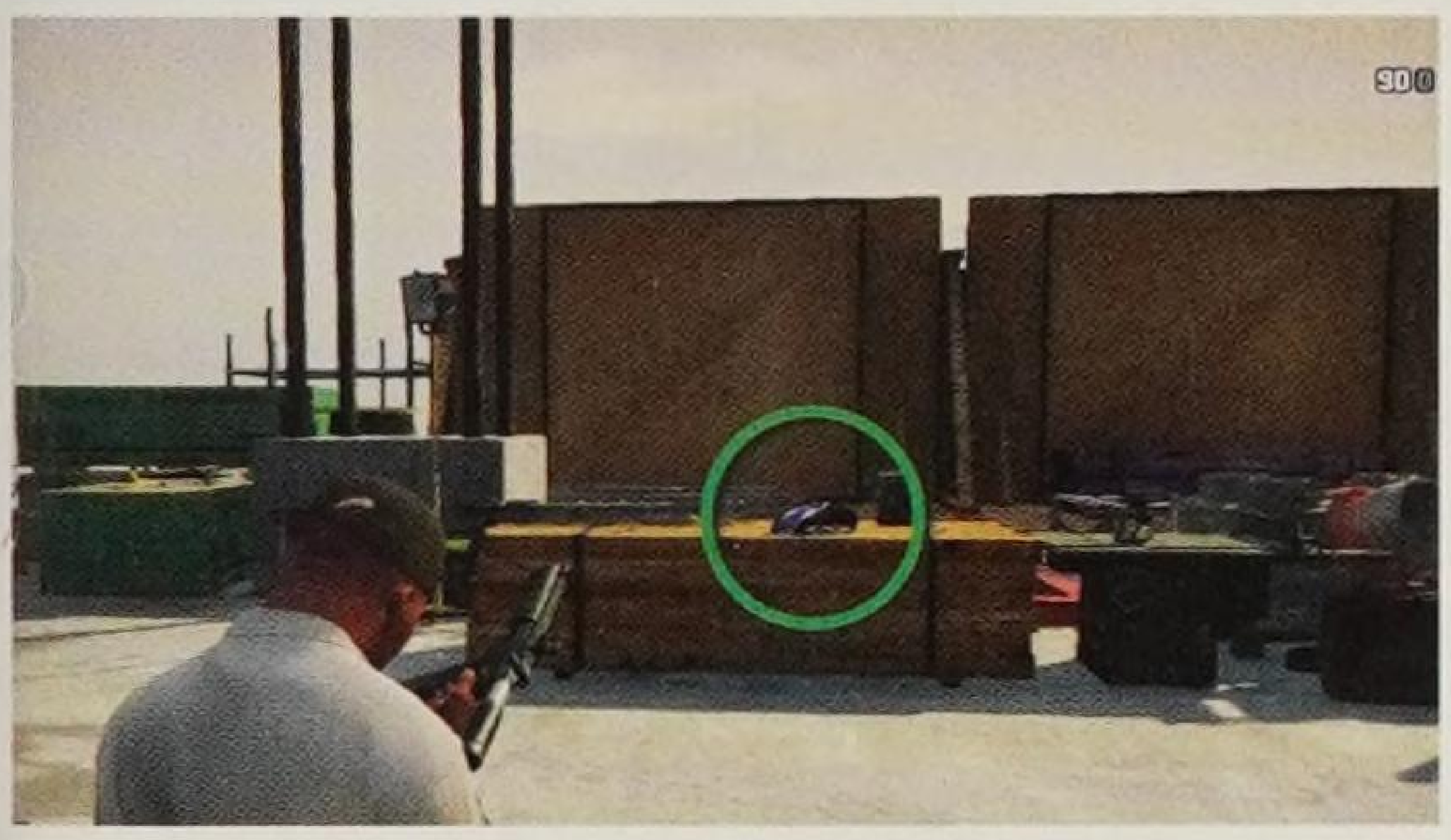
Now you must find a second elevator that runs up to the roof. Fight your way across the floor, using stacks of building materials as cover. The next elevator is in the far opposite corner of the floor, and a handful of mob thugs are deployed to stop you. When you finally reach the second elevator, enter the orange cage and press the button shown to ride up to the rooftop.



▶ Assassinate the target.

A helicopter is ready to lift off from the roof. Rush to the green-edged stacks of construction plywood and open fire on the chopper and its occupants. Watch out for other gunmen on the roof and a sniper on the crane above you (circled in our shot).

If the chopper gets airborne, you can nail the pilot to send the craft spiraling down or target Bonelli in the front passenger seat. (You get a cash bonus for shooting down the chopper.) When Bonelli is dead, you can leave the area.



▶ Leave the area.

Mop up any remaining goons, if you want. Or just sprint to grab one of the two parachutes on the roof. There's one on the floor not far from the elevator; the other is on a stack of wood across the roof (circled in our screenshot). Just run through a chute to pick it up (Franklin automatically puts it on), then take a running leap off the roof.

Press the button indicated onscreen to deploy your chute. Use basic flight controls to glide down to a street or open area for a safe landing. On the ground, Franklin automatically calls Lester to report the deed is done. Lester says it's time to let things simmer. Congratulations! You've completed all of the Assassination missions.

Mission Completion Stats: The Construction Assassination

● Base Reward	☑ $8000 for killing Bonelli
● No Fly Zone Bonus	☑ $2000 for shooting down the helicopter
● Money Earned	☑ Base + Bonus

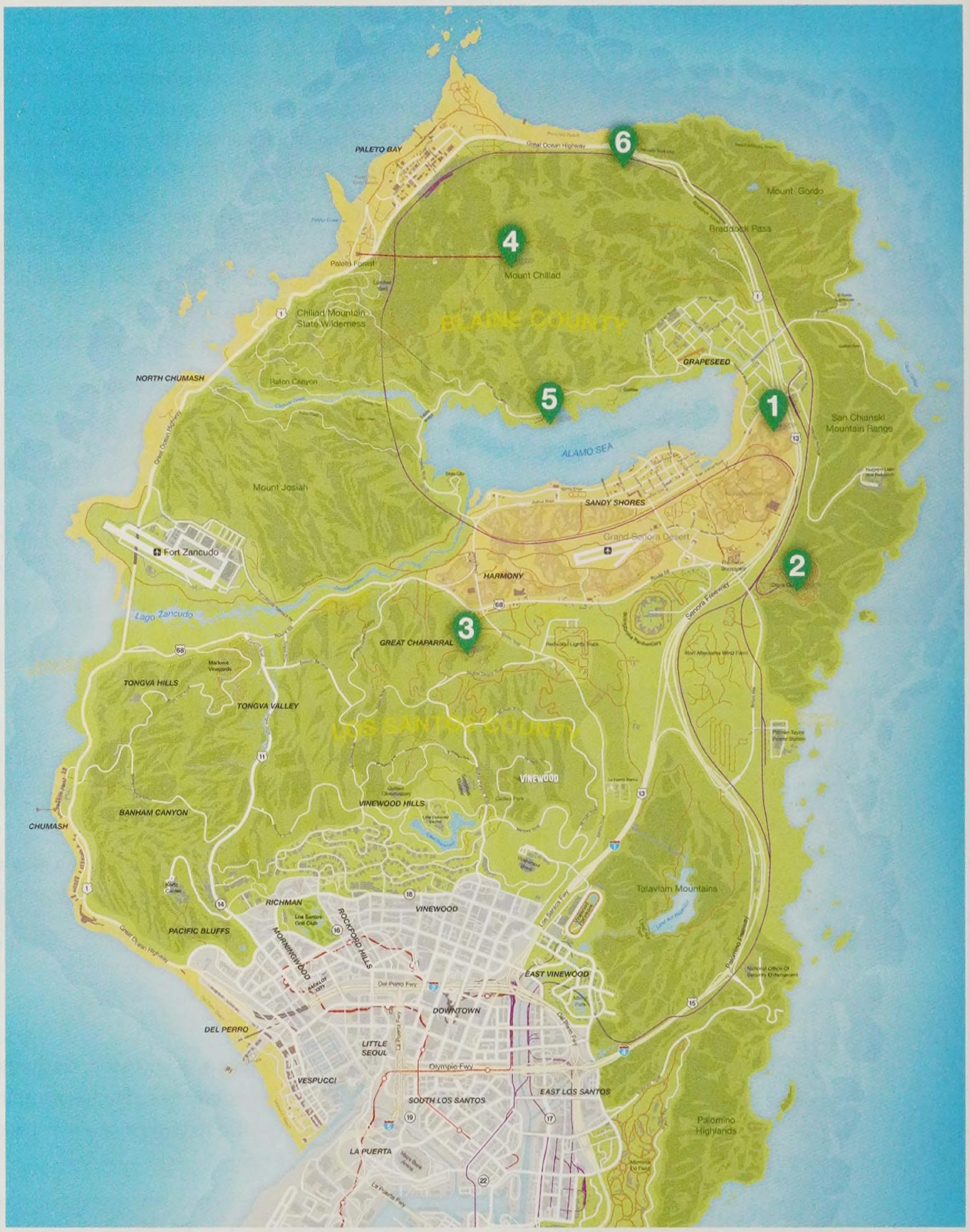
Bail Bond Missions

CONTACT POINT:

"?" (Maude)

PREREQUISITES:

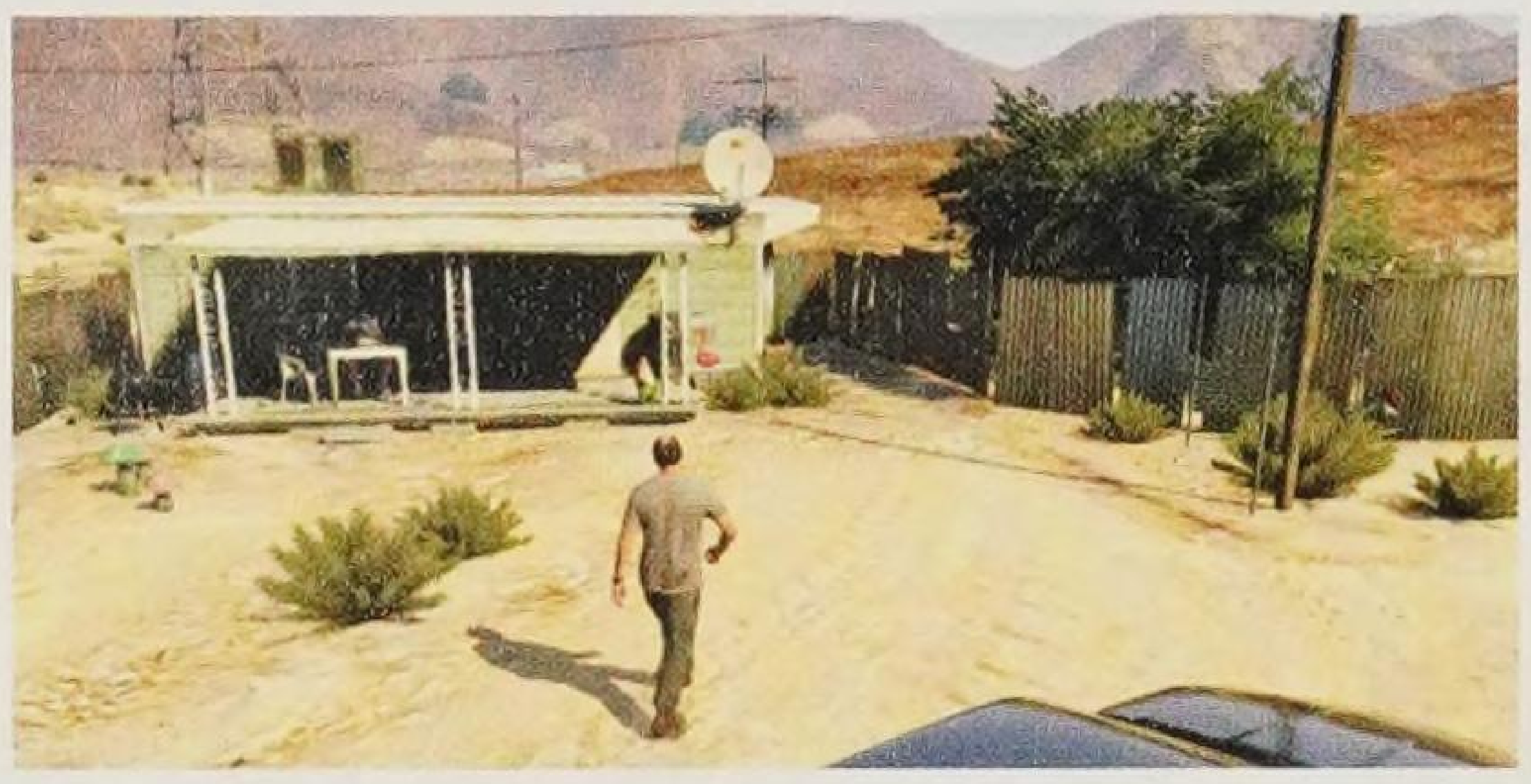
- *Complete "Mr. Philips."*



PALETO BAY
Great Ocean Highway
6
Mount Gordo
Braddock Pass
4
Paleto Forest
Mount Chiliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
NORTH CHUMASH
Raton Canyon
5
1
San Chianski Mountain Range
ALAMO SEA
Mount Josiah
SANDY SHORES
Grand Senora Desert
Fort Zancudo
HARMONY
2
Senora Freeway
Lago Zancudo
3
GREAT CHAPARRAL
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
Tataviam Mountains
RICHMAN
ROCKFORD HILLS
MORNINGWOOD
PACIFIC BLUFFS
EAST VINEWOOD
Del Perro Fwy
DOWNTOWN
DEL PERRO
LITTLE SEOUL
Olympic Fwy
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
Palomino Highlands
LA PUERTA
La Puerta Fwy

▶ Contact Maude.

Send Trevor to the orange "**?**" map icon in Grapeseed ① at the trailer at the end of a dirt road off of Union Road. Trevor finds the lovely Maude under her covered porch. She is browsing on her laptop for potential bail bond jumpers with intentions of catching a few and making a quick buck.



She asks Trevor for assistance and tells him that she'll send him the bail jumper's file. As the cutscene ends, you receive a message that Bail Bond missions are now opened and that Trevor will receive emails from Maude with further details. Maude becomes a new contact on the smart phone.

▶ BAIL JUMPER 1: RALPH OSTROWSKI

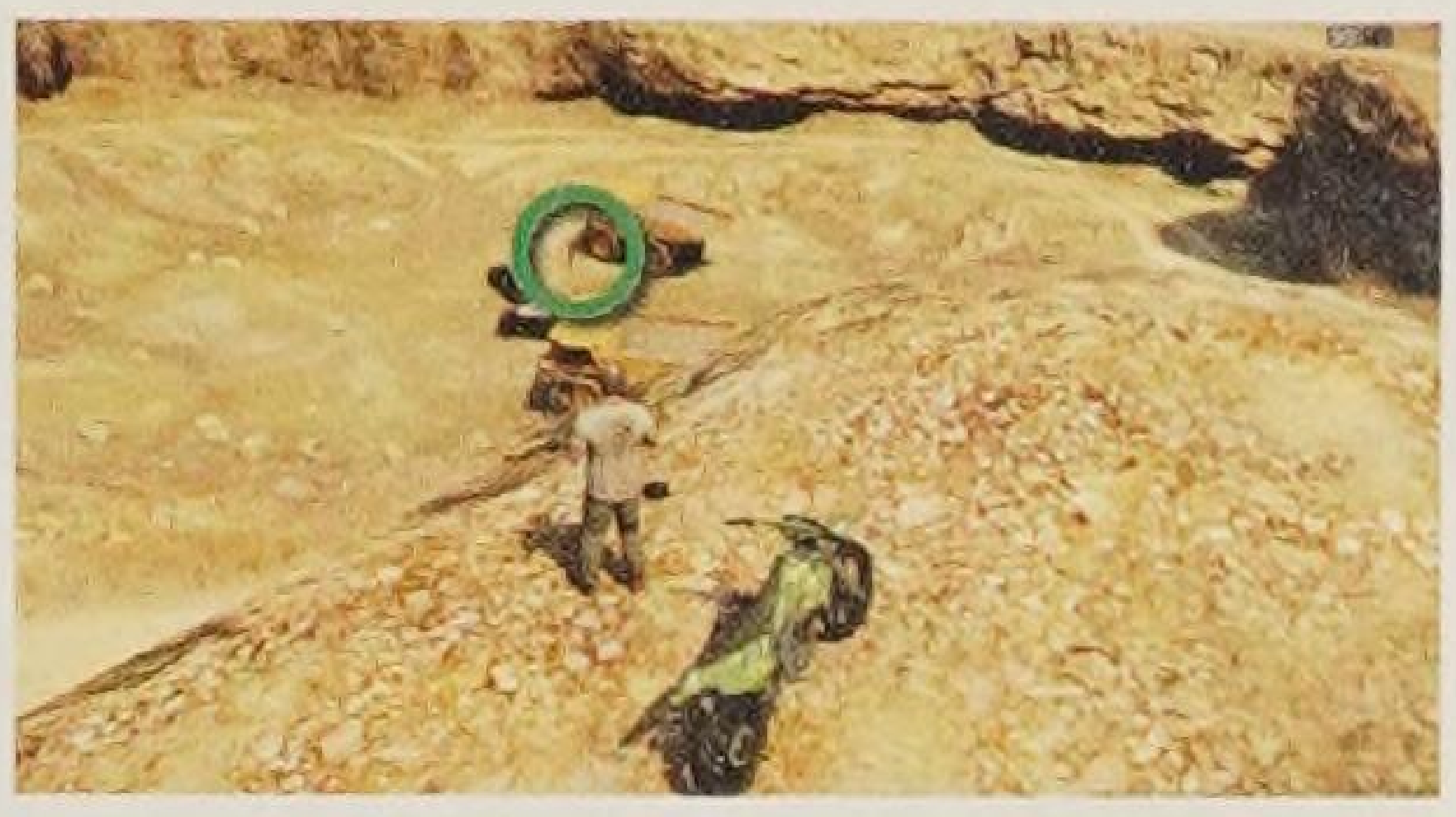
There are a total of four bail bond jumpers to apprehend. Maude sends the info for the first after you leave her residence. The first guy is at the nearby quarry, so go ahead and set a destination marker on the Davis Quarry ② in Grand Senora Desert. About halfway there, you receive her email with the information on the guy. Pull out your phone and read the email showing a picture of the bail bond jumper and a picture of his last known location.

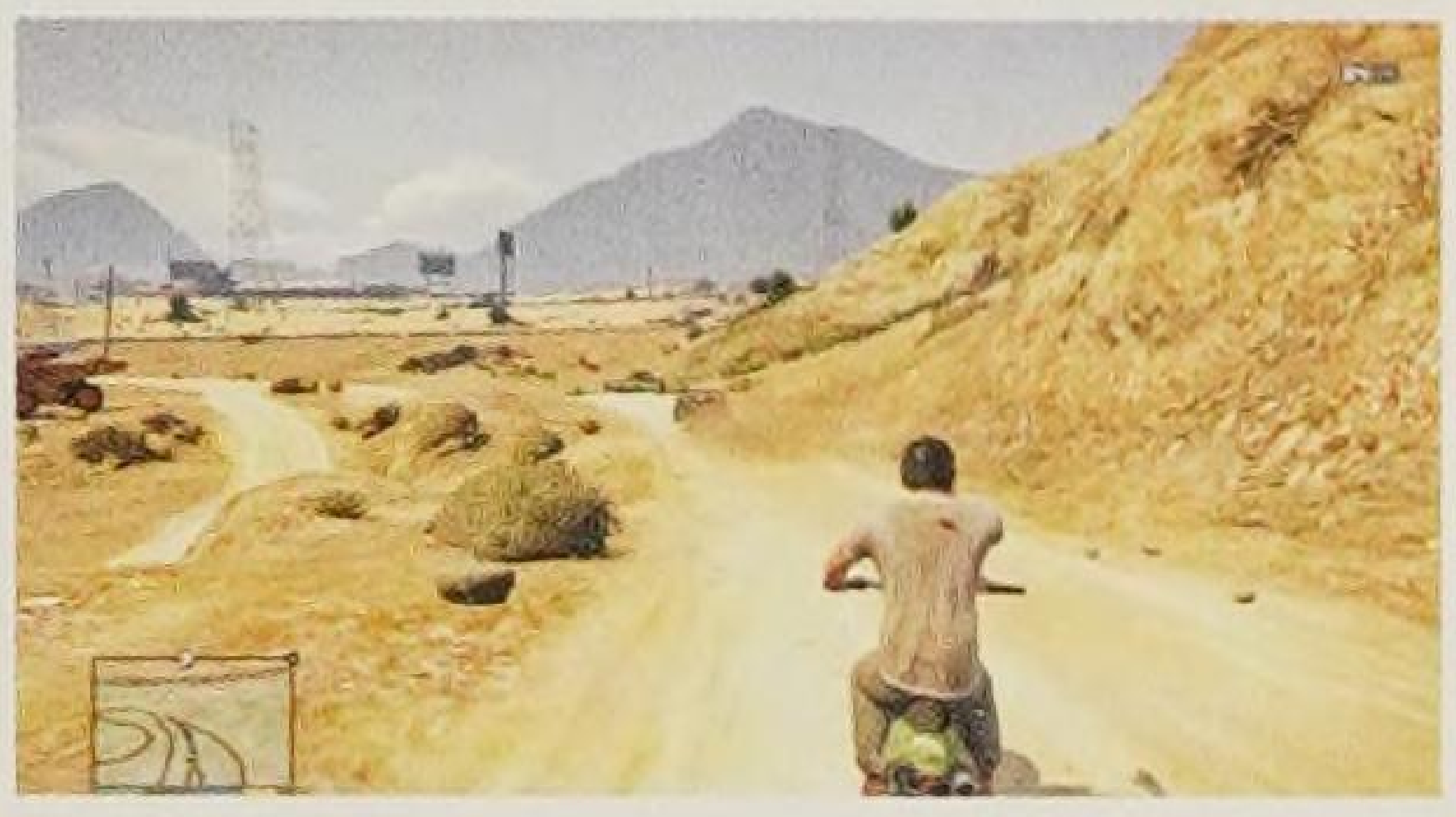
Bringing in a suspect alive can be lucrative. Although sniping the target from a distance is the easiest solution, putting a little more energy into it and bringing the suspect to Maude is more rewarding.

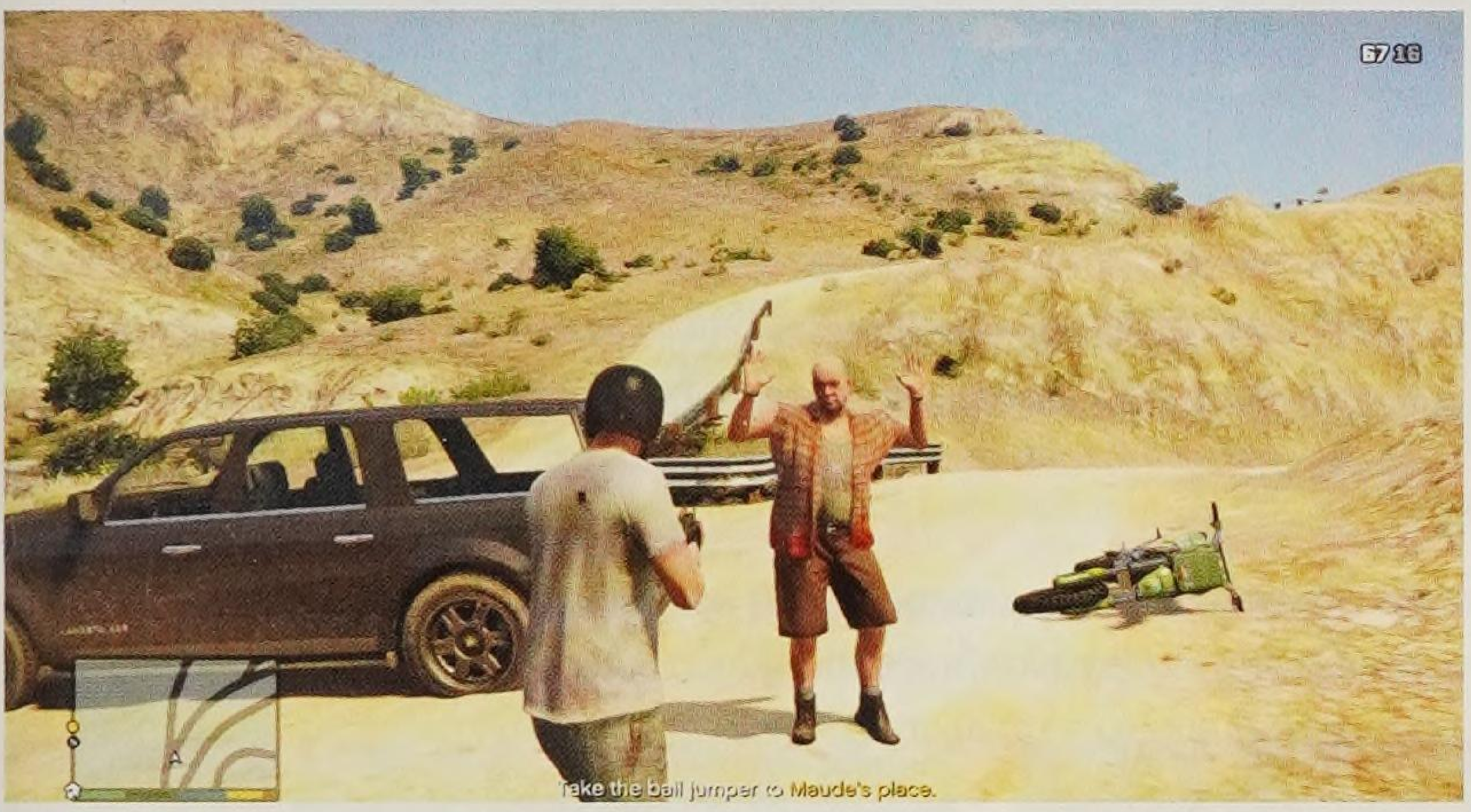
When you spot the jumper, his icon on the map blinks from red to blue, indicating he is a hostile target or one that should not be killed. It's your choice. If you decide you'd like to bring him in, then allow him to enter his SUV parked nearby and give chase. Shoot up his vehicle a bit (you don't even have to flatten the tires, although it is a safer target), but make sure not to accidentally shoot him. He'll soon pull over, get out, and throw his hands in the air.

Once the suspect surrenders, he follows you into any vehicle (except a motorcycle) no matter how far you have to walk to reach one. It's not necessary to reinstate your authority by pointing a weapon at him; he just follows you. Load him up and drive him back to Maude 1.

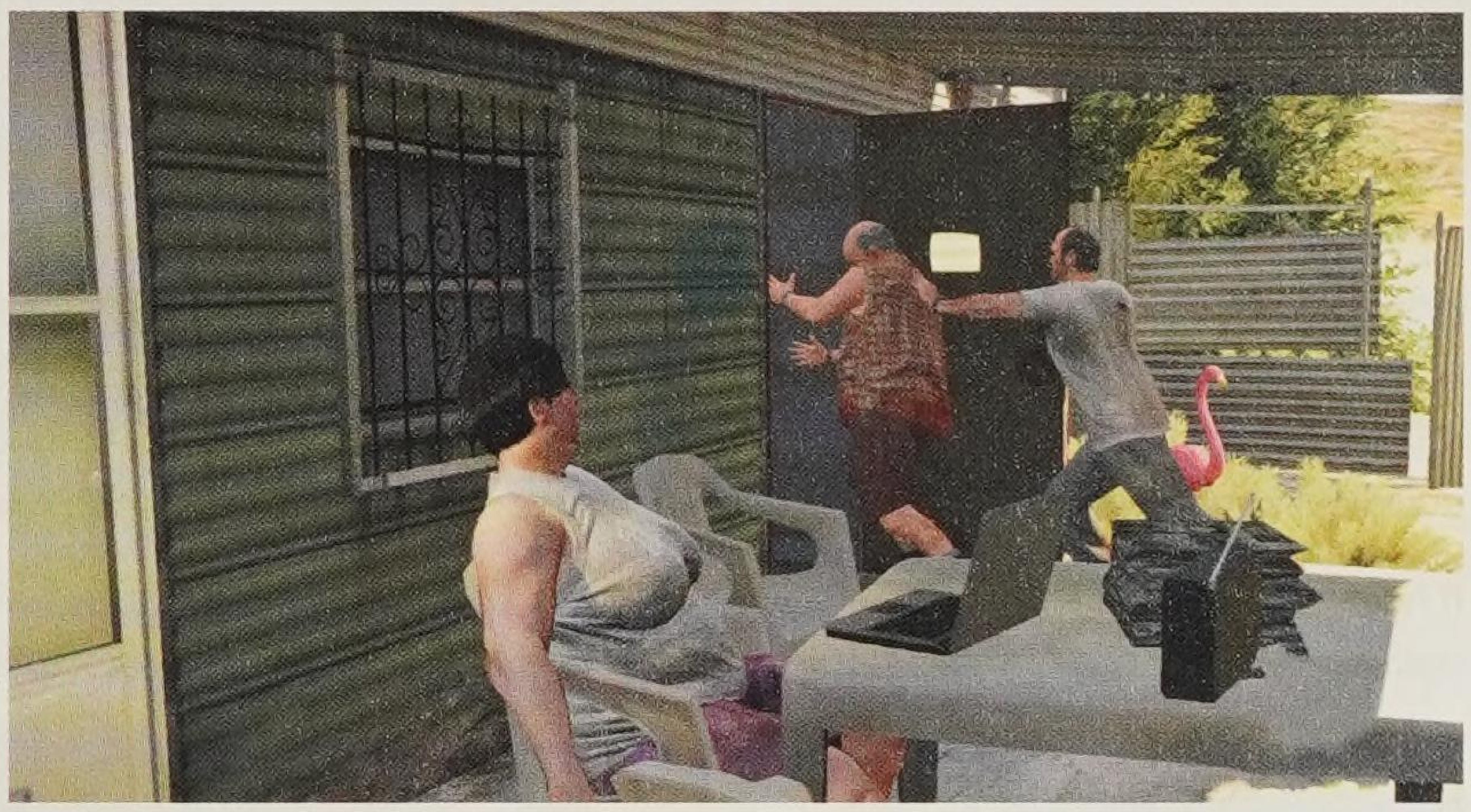
When you capture a life bail jumper and return him to Maude, Trevor throws the suspect into the trailer and slams the door. Maude then pays you $10,000 and sends the next suspect's info and last known location. When you deliver the first bail bond jumper alive, you receive the "Wanted: Alive or Alive" Achievement/Trophy.







Take the bail jumper to Maude's place.



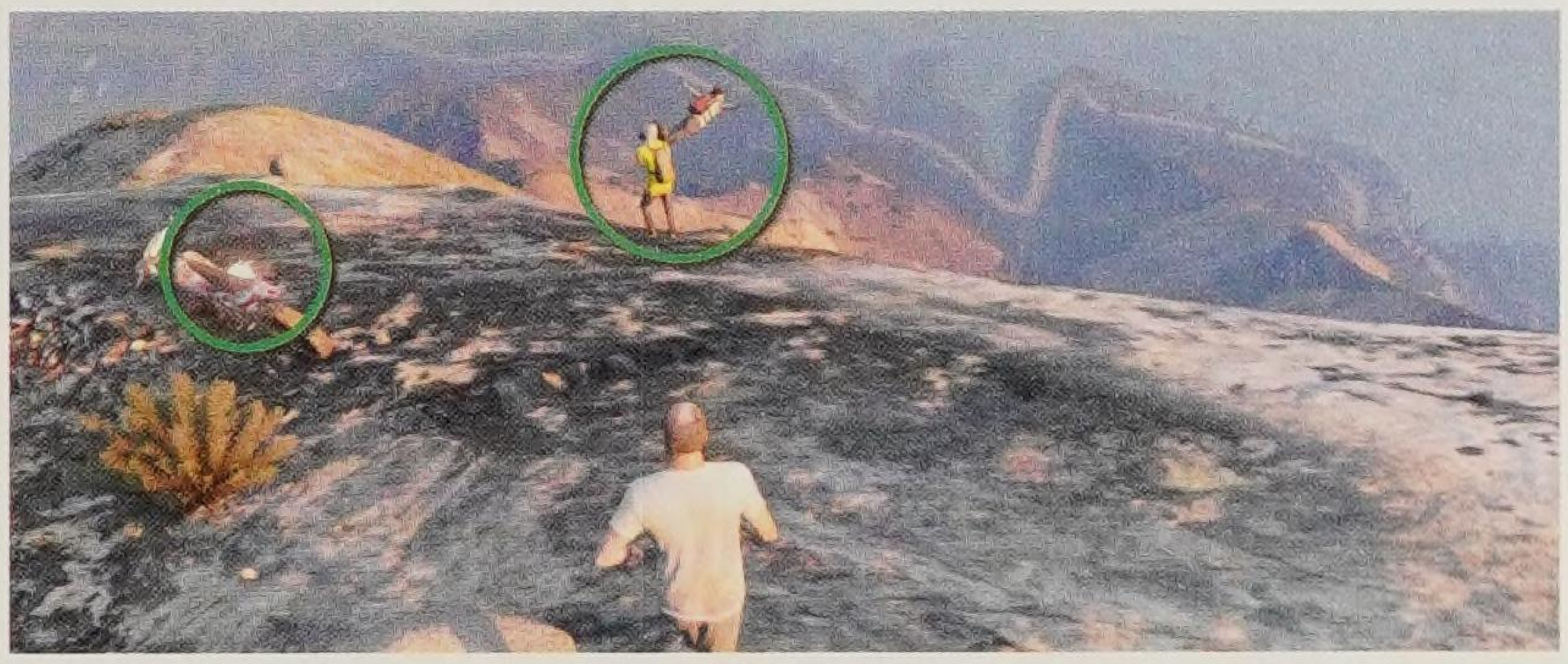
▶ BAIL JUMPER 2: LARRY TUPPER

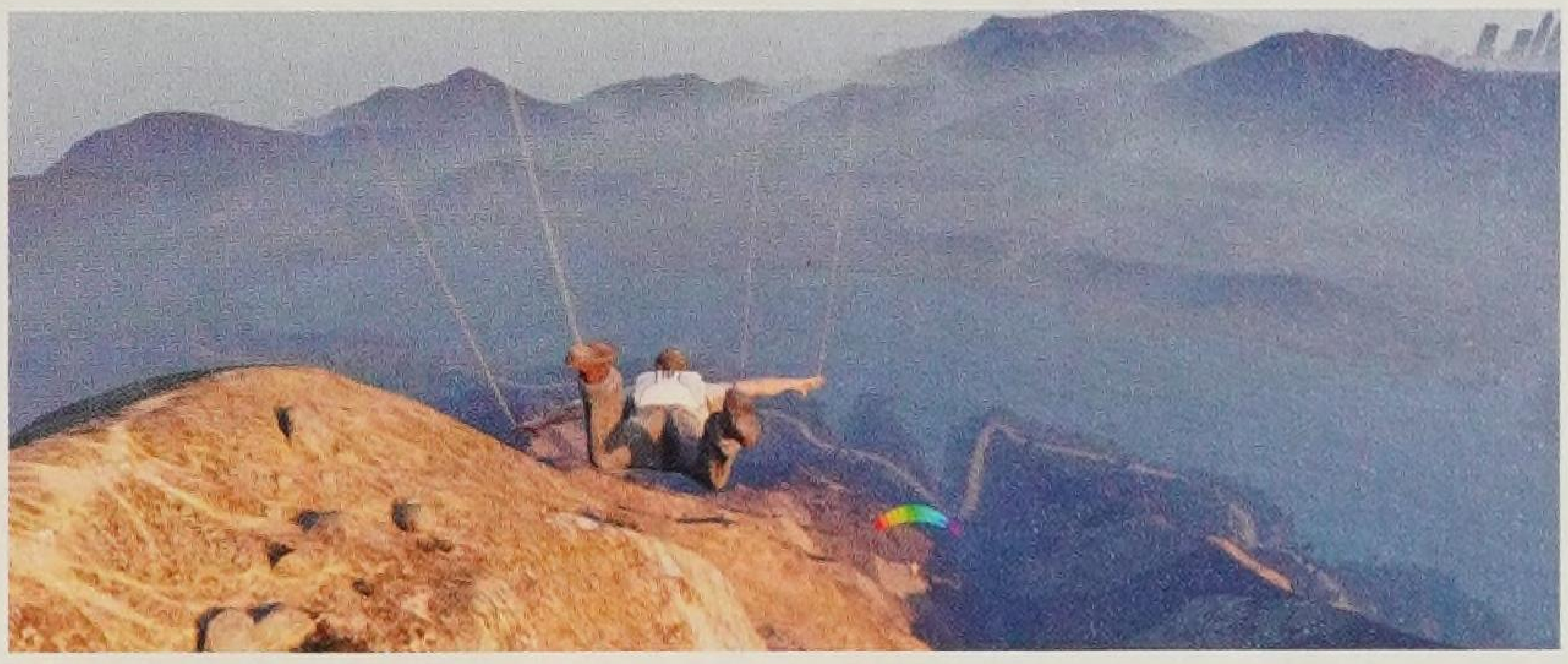
The second bail jumper is a biker friend of Johnny's. He's hanging out with some buddies around an old abandoned farm 3 in the Great Chaparral/Grand Senora Desert area on an unnamed dirt road between Senora Road and Baytree Canyon Road.

If you observe the target through a sniper scope from a distance, you find him standing close to the barn doors. Another guy stands to the right of him near the barn window. Three others are inside the nearby pickup truck. If you shoot at them, they all attack and the bail jumper runs. Your best bet is to kill all three buddies first, starting with the ones in the truck since they're sitting ducks, and then use a Stun Gun on the bail jumper. If you don't have the Stun Gun, then chase him down and hit him. Before leaving the area, get the Letter Scrap behind the nearby billboard. Once apprehended, take him back to Maude to collect the reward and another assignment. Along the way, you learn that Larry and Trevor know each other pretty well, but Trevor is not about to let him go when reward money is involved.

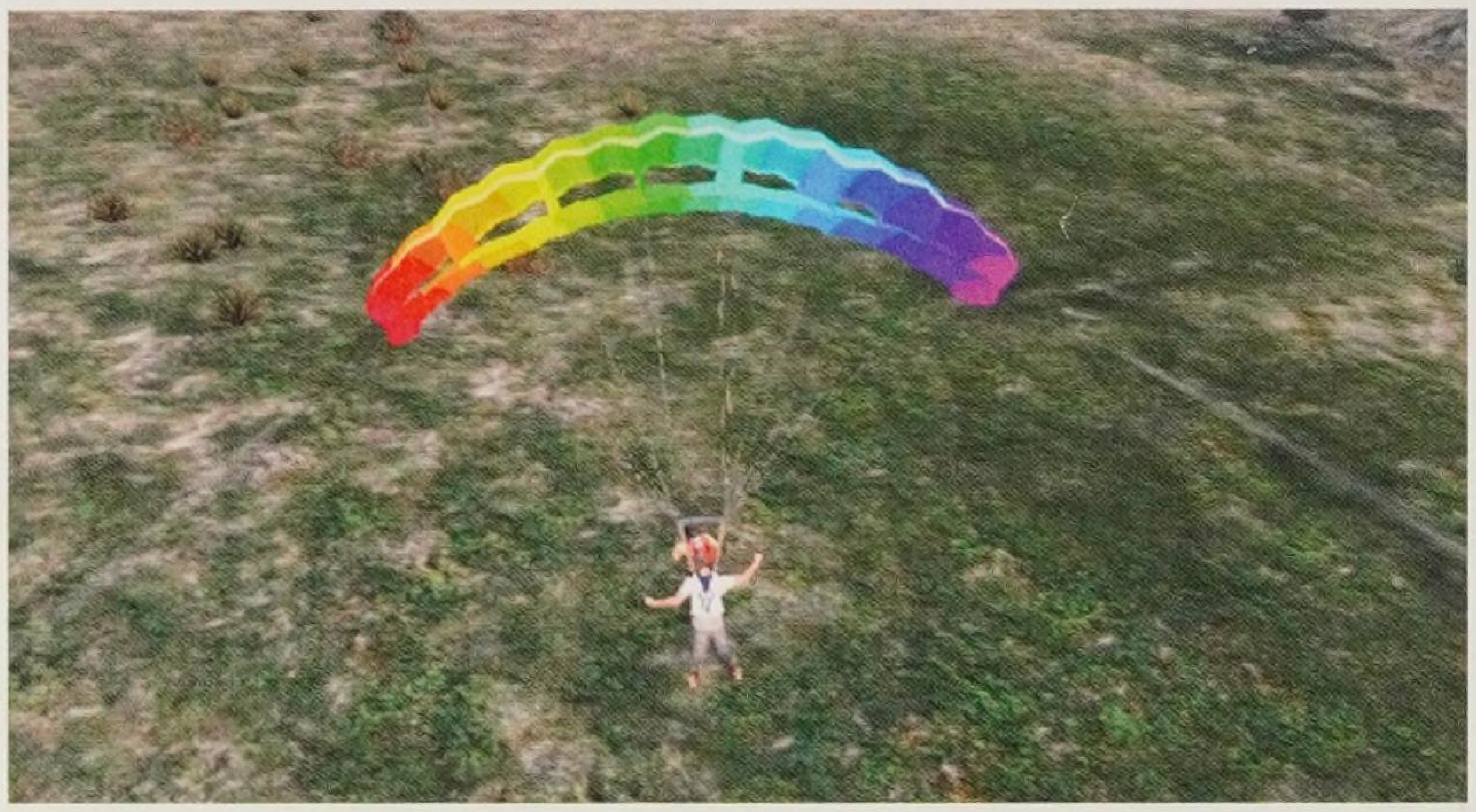
▶ BAIL JUMPER 3: GLENN SCOVILLE

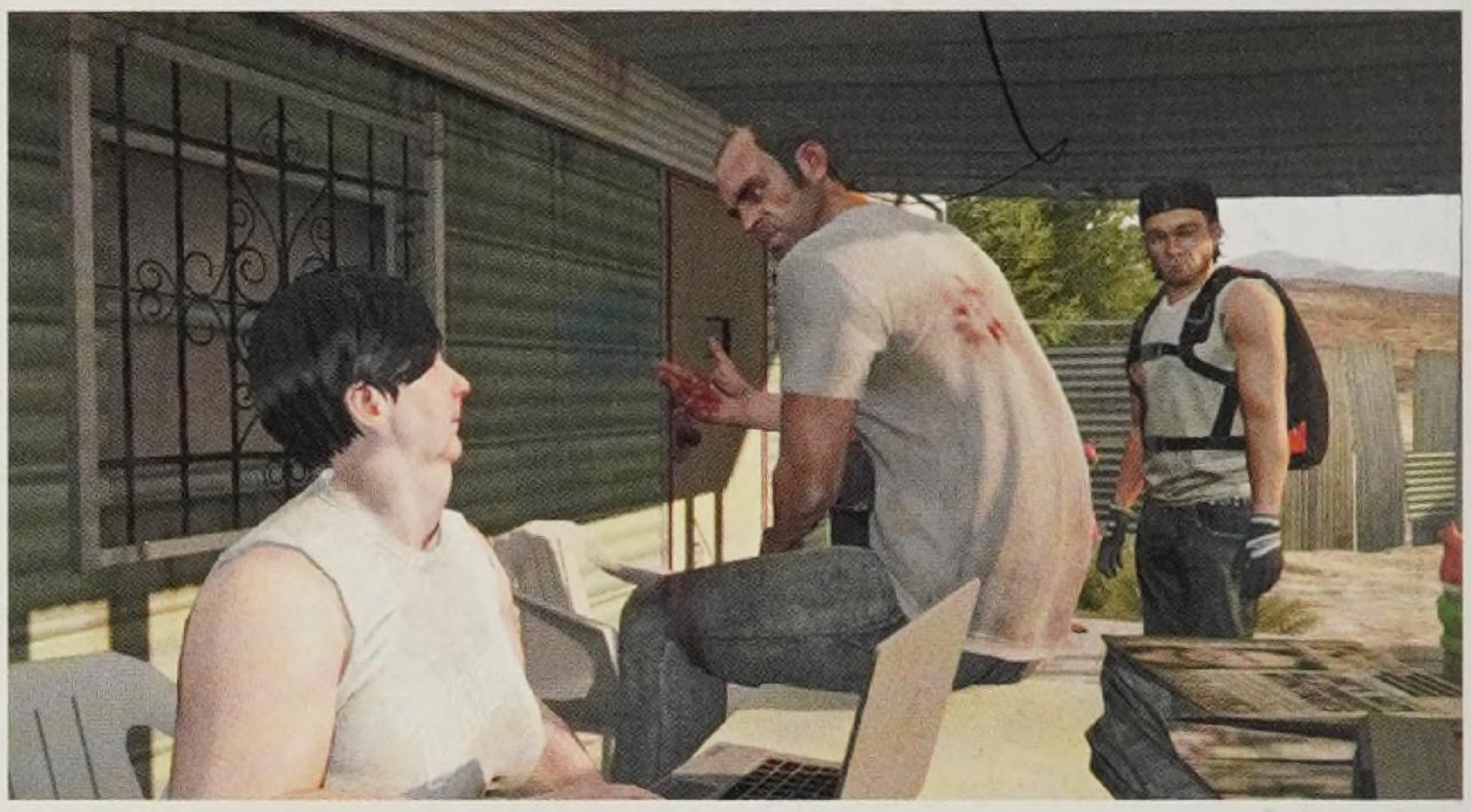
The third bail bond jumper is a daredevil who likes parachuting from mountainsides. Where is the tallest mountain? That's right, the peak at the top of Mount Chiliad where the skylift ends. Walk along the dirt road just south of the lift platform and continue south toward the south slope to find two guys at the edge of the mountain. There's no way to capture this guy alive before he parachutes from the edge of the mountainside. Grab the extra chute next to his buddy who's filming the event and jump off the side of the mountain, giving chase. Pull the ripcord and follow the suspect.





The jumper makes it all the way to the edge of the Alamo Sea just beyond North Calafia Way ⑤. If you time your landing and use precision landing mode (see Flying Lessons or Parachuting for more info), you can land on and tackle the fleeing bail jumper. If you hit him, a tackle animation plays and the jumper surrenders; otherwise, select the Stun Gun and zap him. Jack a vehicle from North Calafia Way and take him to Maude ① to collect the reward and receive one more assignment. Along the way you learn that he's met Dom. Two extreme daredevils meeting in San Andreas… small world.

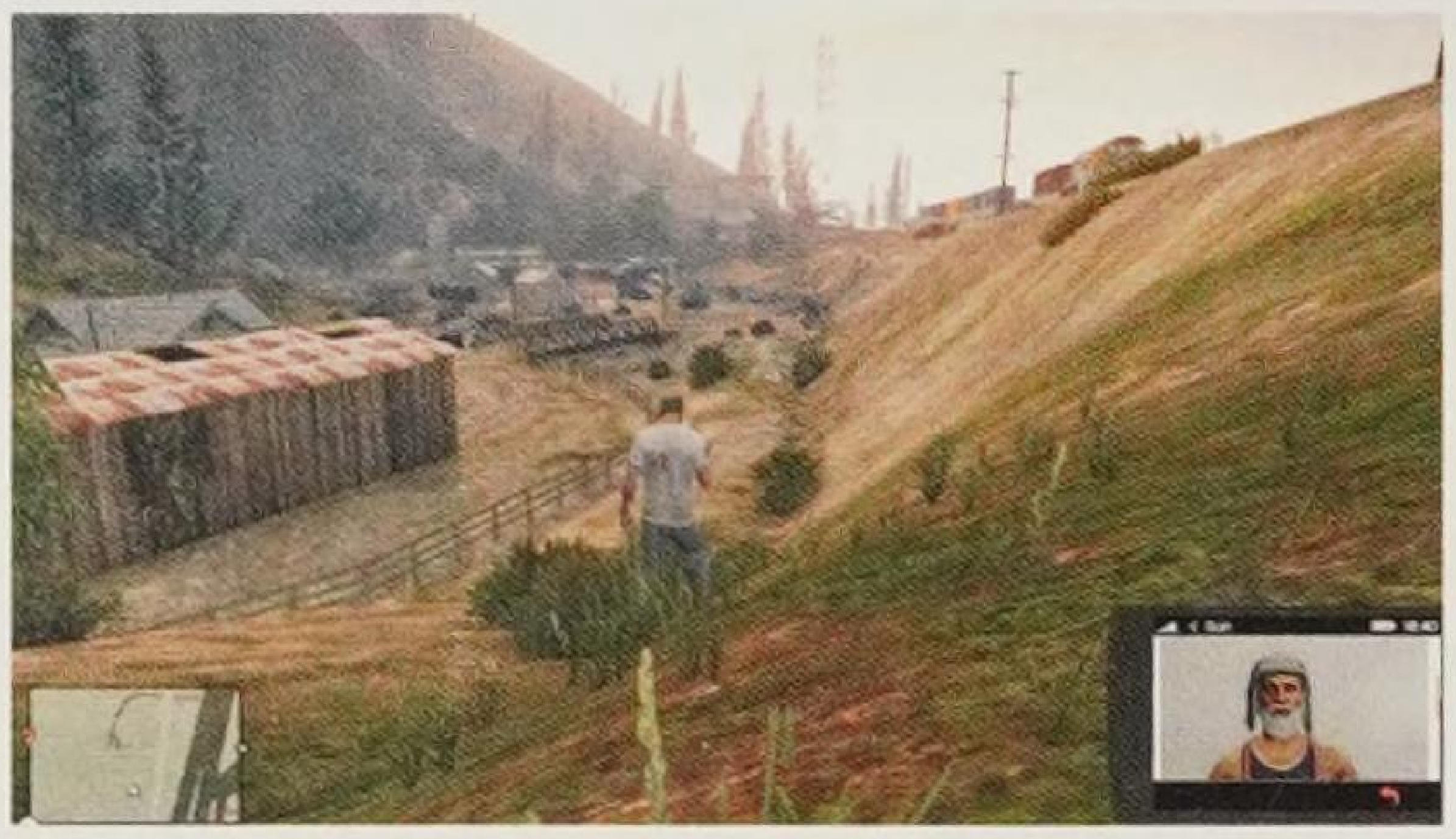


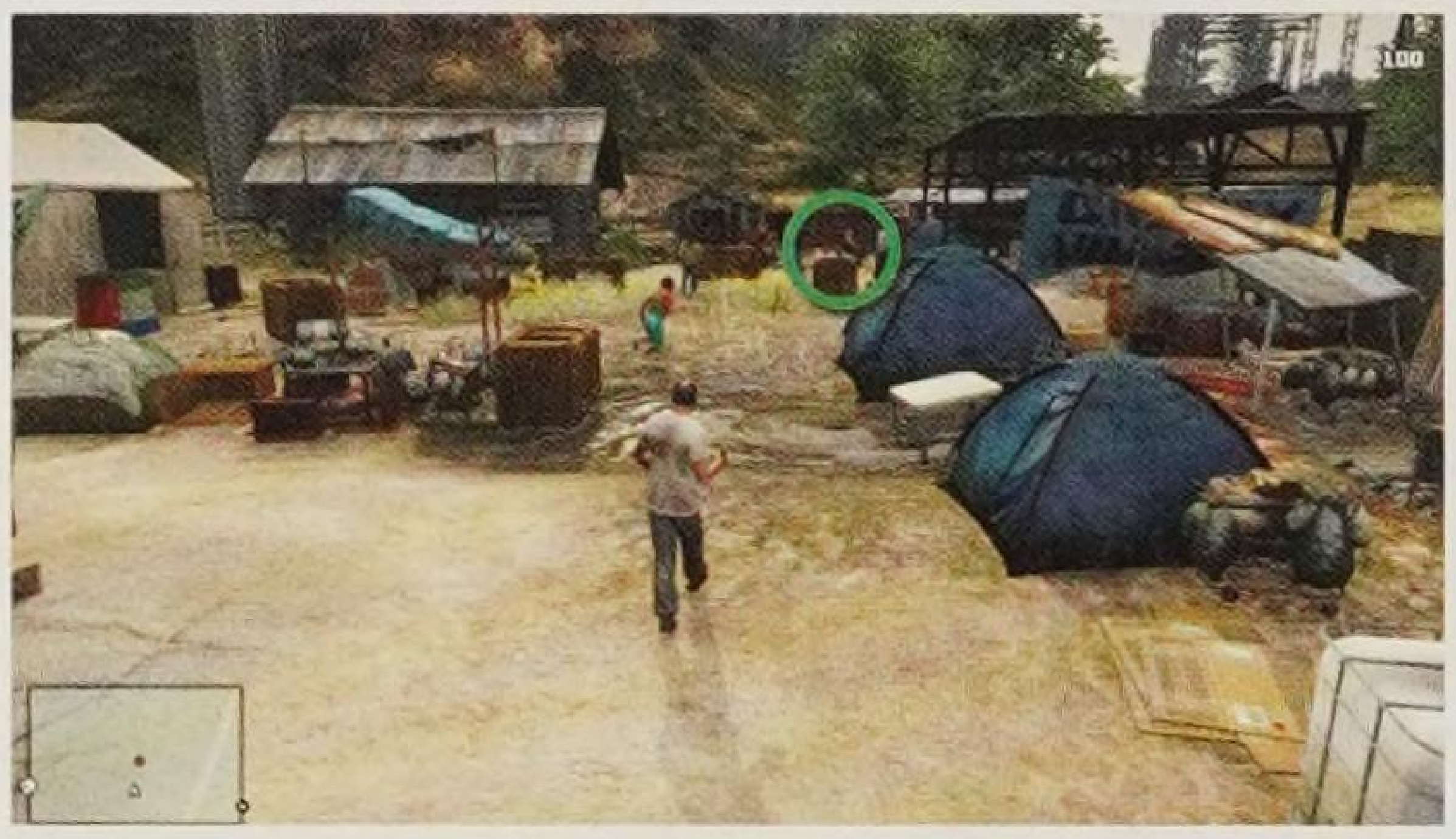


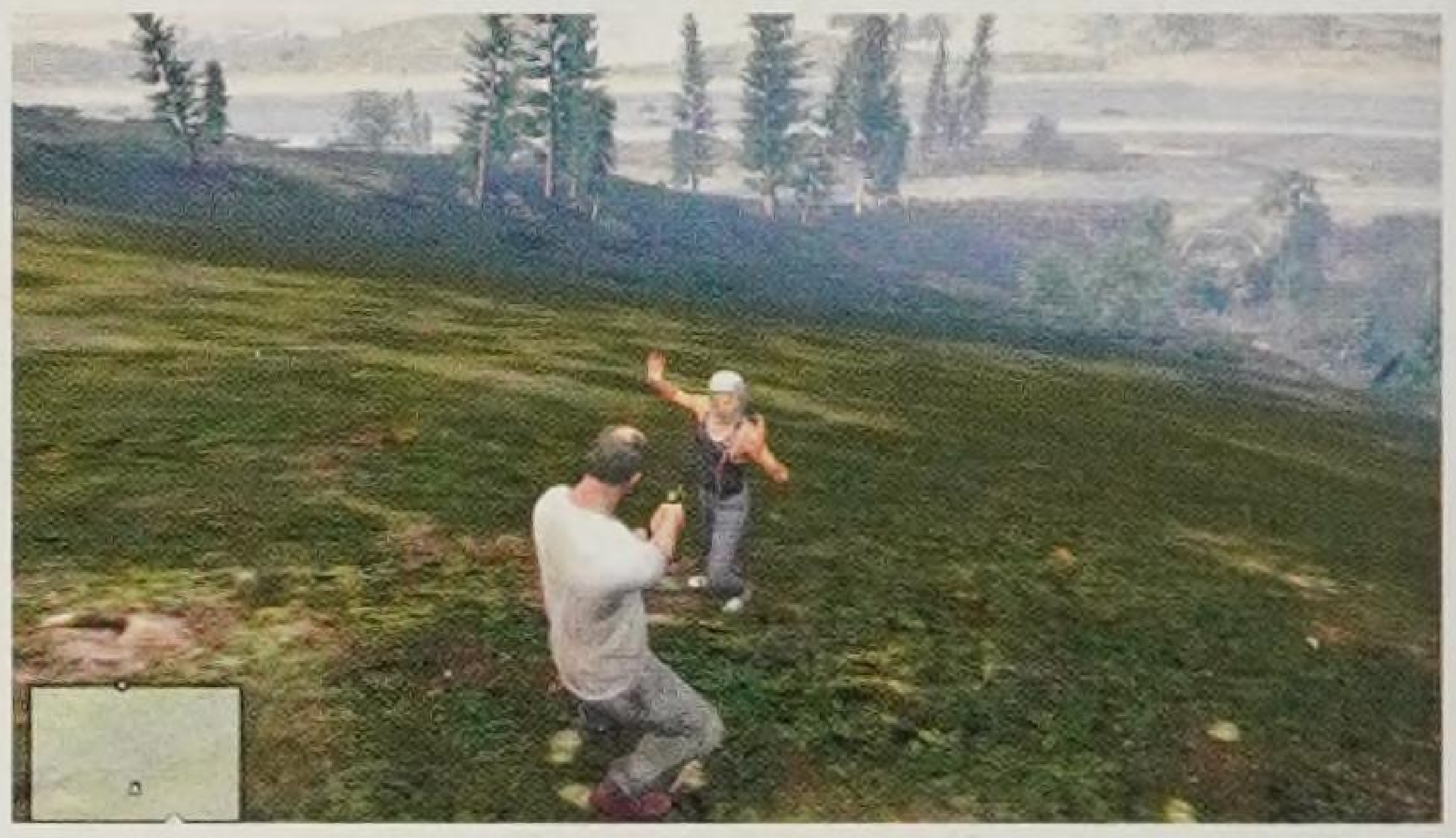
BAIL JUMPER 4: CURTIS WEAVER

The last bail bond jumper is in a hobo camp off of East Joshua Road in Mount Chiliad ⑥. Enter the camp and take cover behind a crate. When you get near, everyone scatters and your bounty starts shooting. Try to hit him with the Stun Gun.

If he runs, he's going to head for the hills (literally). Give chase and stun him when you get within shooting range. When he surrenders, have him follow you to the nearby Great Ocean Highway, jack a vehicle or return to the camp, and use your vehicle to deliver him to Maude ①.







Return the final bail jumper to Maude and learn that she has dreams that go beyond her current position in life; she wants a husband, a dog, and a picket fence. You say your goodbyes and collect your final payment from Maude.

Parachuting

There are 13 Parachute Jump locations in San Andreas. These are parachute jumps off of mountaintops, building rooftops, or leaps out of helicopters. The challenge is to land in the dead center of the landing zone. You are awarded money—and the more accurate the landing, the more cash you can earn. Some challenges involve floating checkpoint rings in which $30 are awarded for each ring that's passed through. A parachute is provided for each jump; you don't need to purchase one from Ammu-Nation (if you've unlocked them yet). Continue reading for tips and the locations and descriptions of each jump.

PREREQUISITE:

- *After Dom's first mission, "Risk Assessment."*

AVAILABILITY:

Michael, Franklin, Trevor

Parachute Pickup

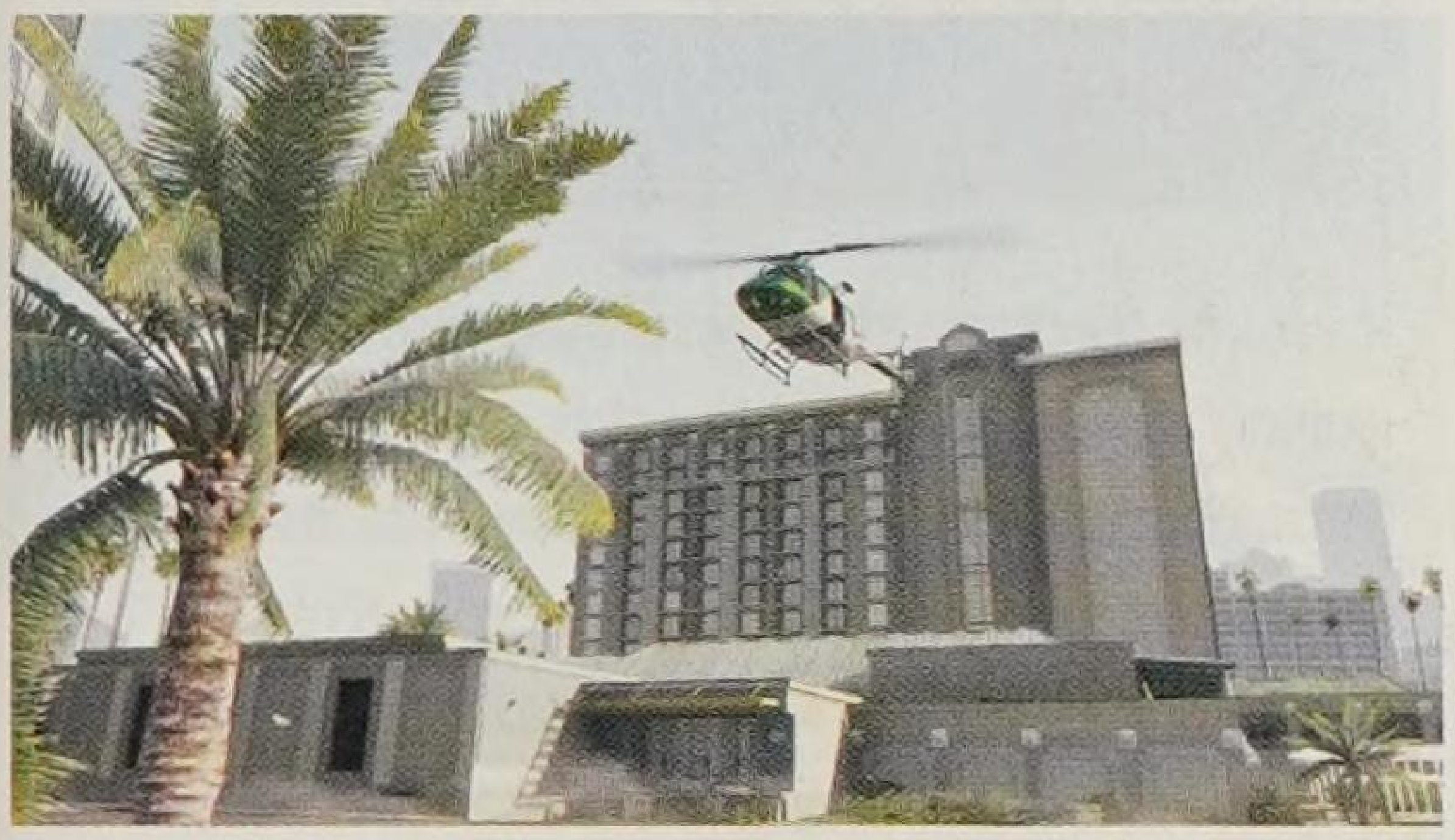
There's a parachute pickup on the top platform of the sky lift on the peak of Mount Chiliad. A **Letter Scrap** is also found on the same platform. This parachute does not trigger a Parachute Jump, so you can take it with you wherever you choose to jump.

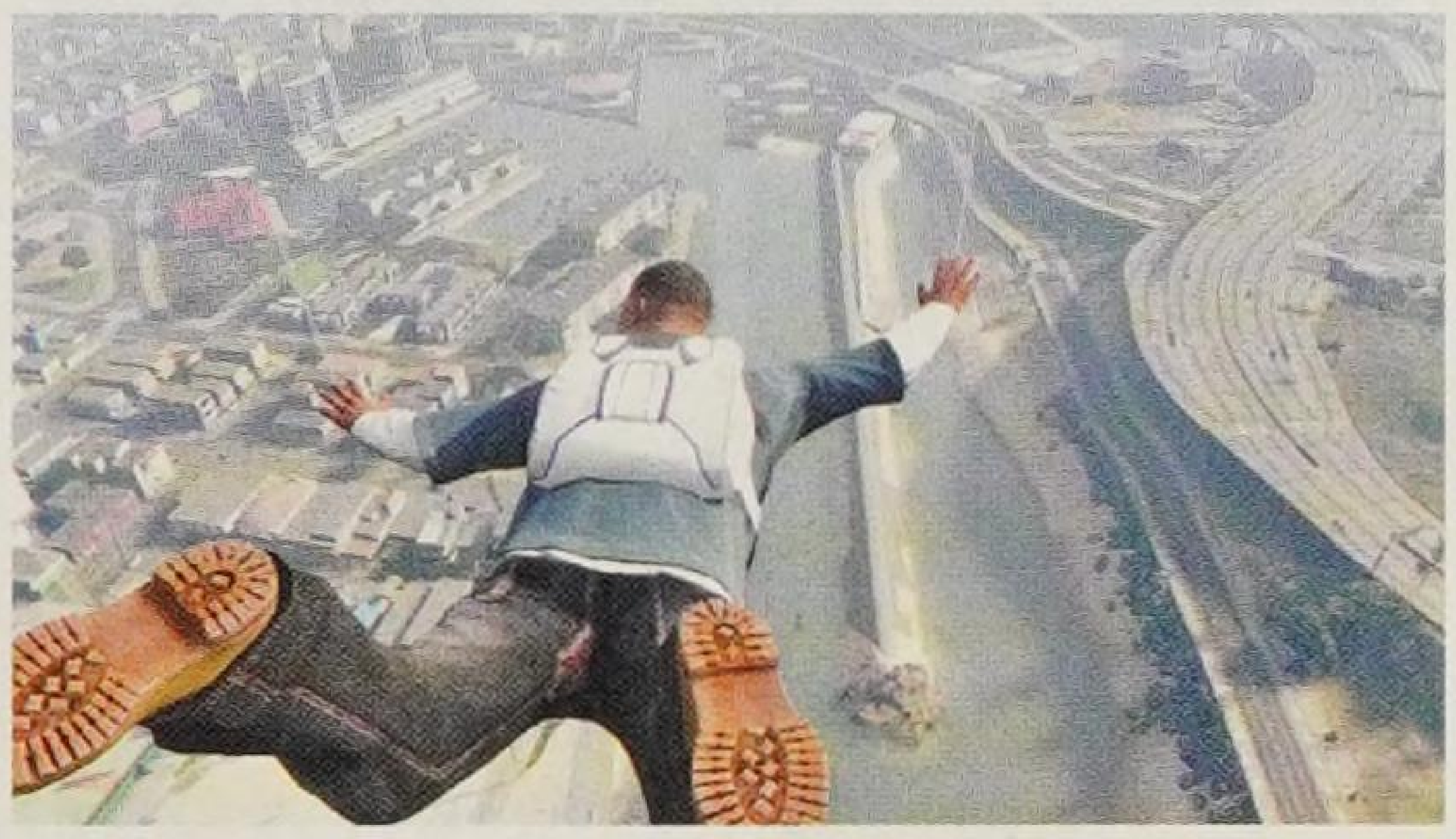
PACIFIC TOUR

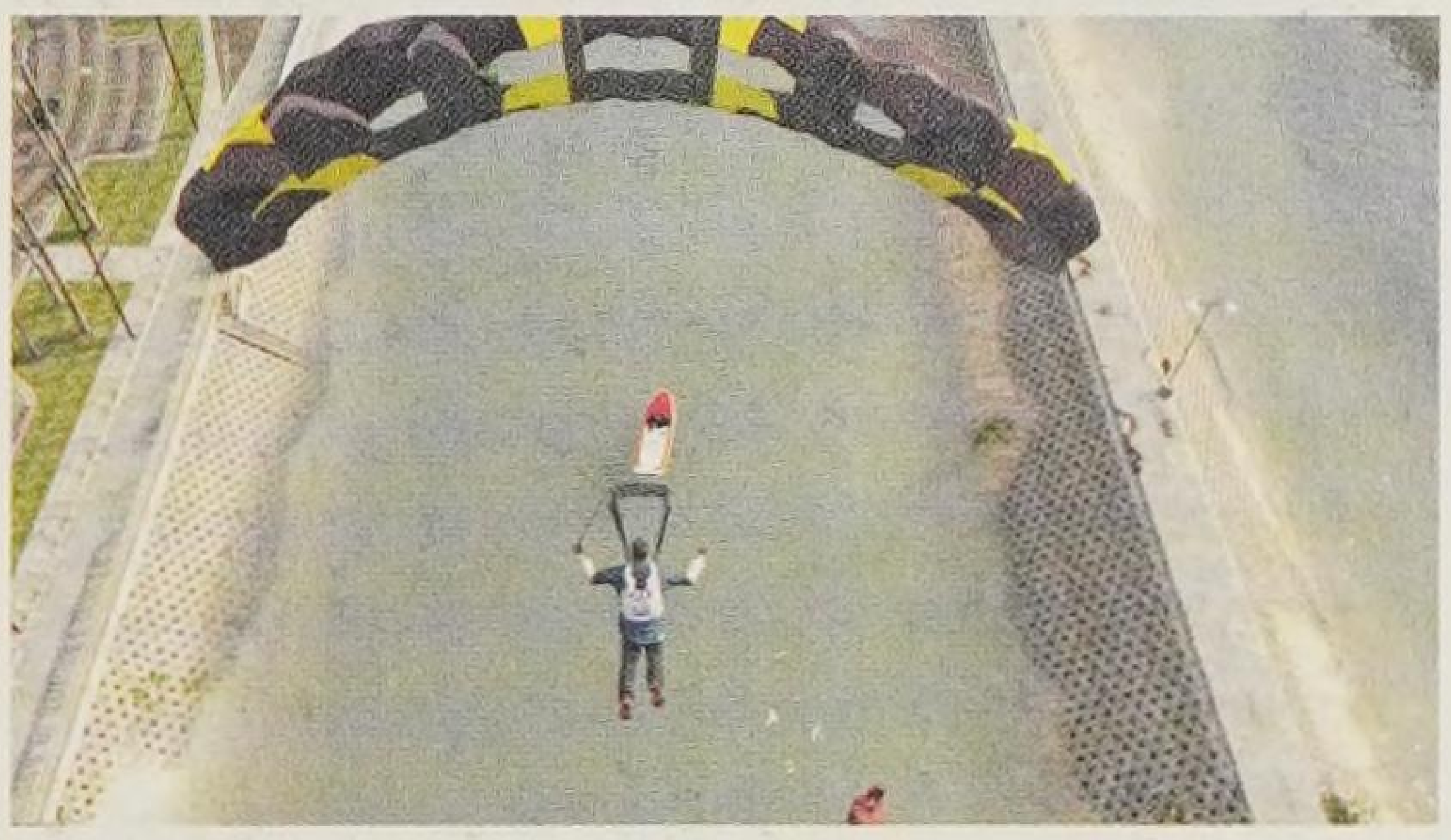
LOCATION:	OBJECTIVE:	REWARD:
La Puerta, Los Santos **(33)**	*Aim for the boat*	*$200*

Get into the parked helicopter in this parking lot between a hotel pool and the harbor slip docks in La Puerta (southwest Los Santos) to begin the challenge.

You must land on a boat that starts moving the moment you jump out of the helicopter. Spot the boat south of the location where you started the mission. The speedboat is in the slip water route (it's the water vehicle creating a white wake). You can also use the radar to help spot the target location (indicated by the blue blip). Pull your chute late—at around 600 feet—to reach the ground faster. Steer toward the boat without using precision landing mode (this causes you to move slower than the boat). Creep up behind the boat and try to land in the middle, just behind the driver. There is no target marker in this challenge. Jack the Squalo and take it to your slip if you own one. A free boat!





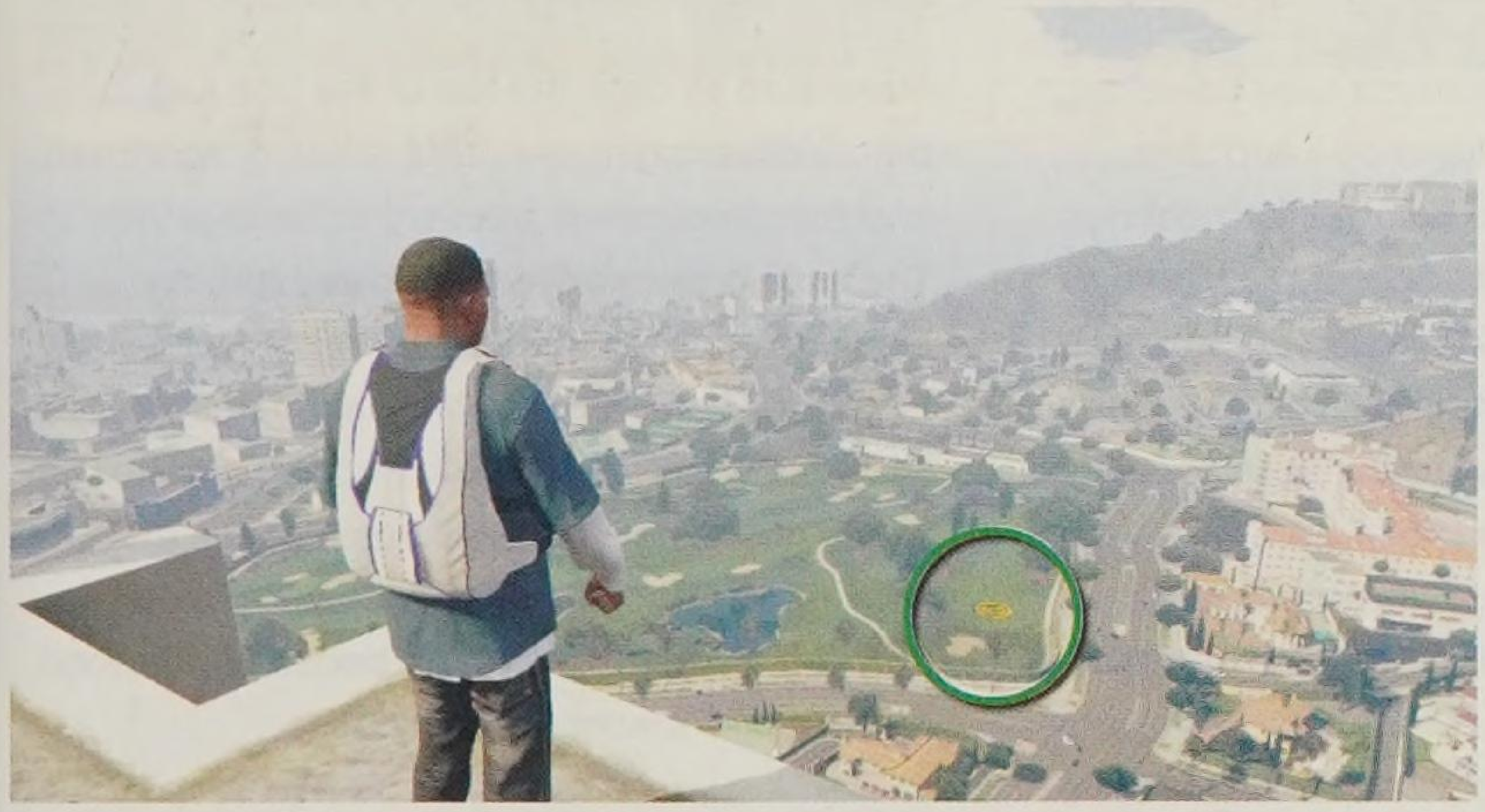


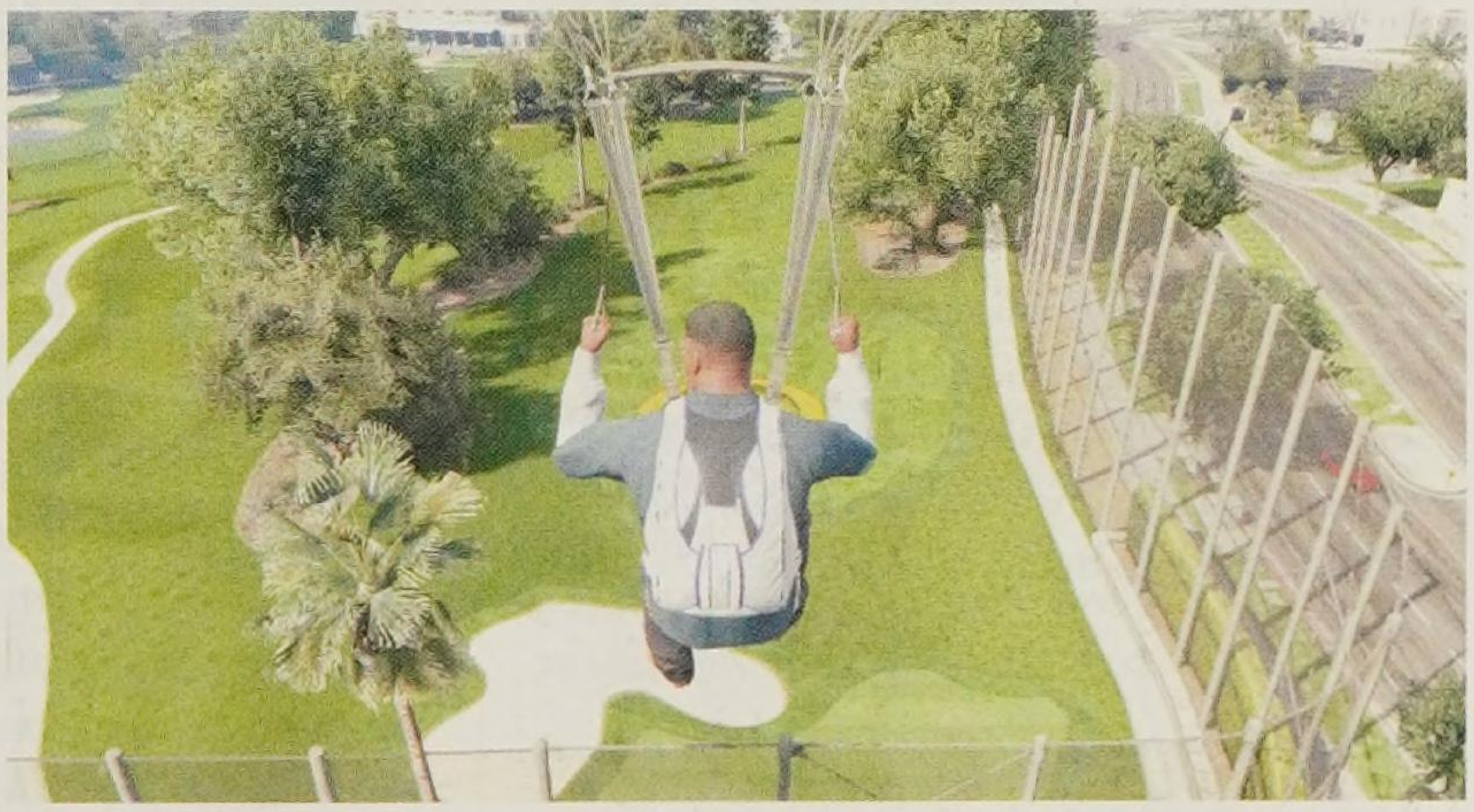
AIM FOR THE FAIRWAY

LOCATION:	OBJECTIVE:	REWARD MAX:
Rockford Hills, North Los Santos **(34)**	*Jump off the rooftop and parachute onto the target*	*$200*

Find a parachute on the sidewalk next to a yellow vehicle barrier at this multi-story building **(34)** in Rockford Hills. Press Right on the D-pad to begin the challenge.

Jump off the west end of the rooftop and pull the ripcord. Find the yellow blip on the radar. Then look ahead to locate the golf course to the main road's left, running south to west. The landing zone is in the corner of the golf course closest to you. Enter precision landing mode just before reaching the golf course to avoid the tall fence in the corner before the landing target. Once you've cleared the fence, keep the target between your ears and chest in your precision landing mode view. Smoothly drop into the middle of the target, lose the chute, and collect your money.



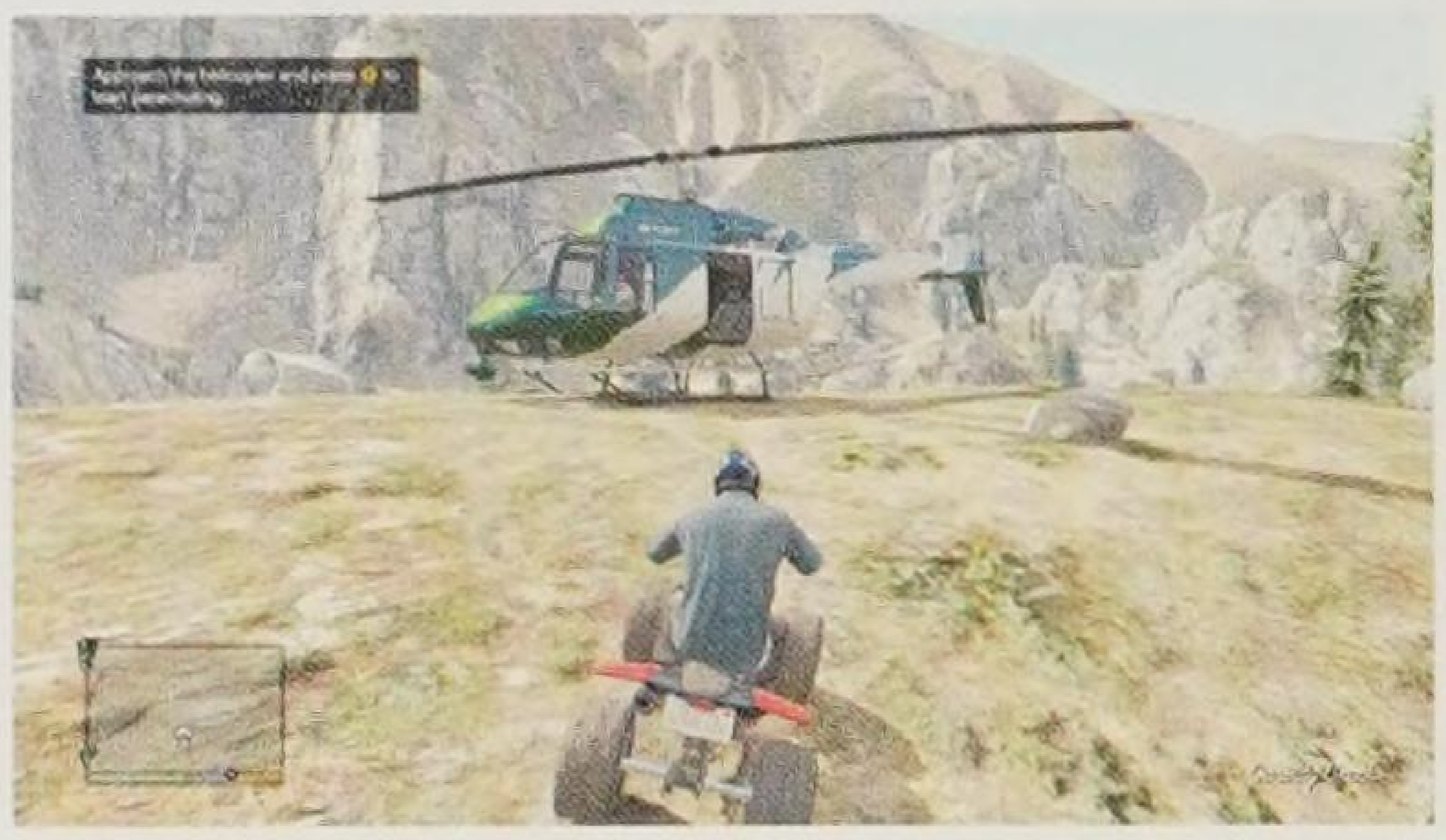


CARVING THE MOUNTAIN

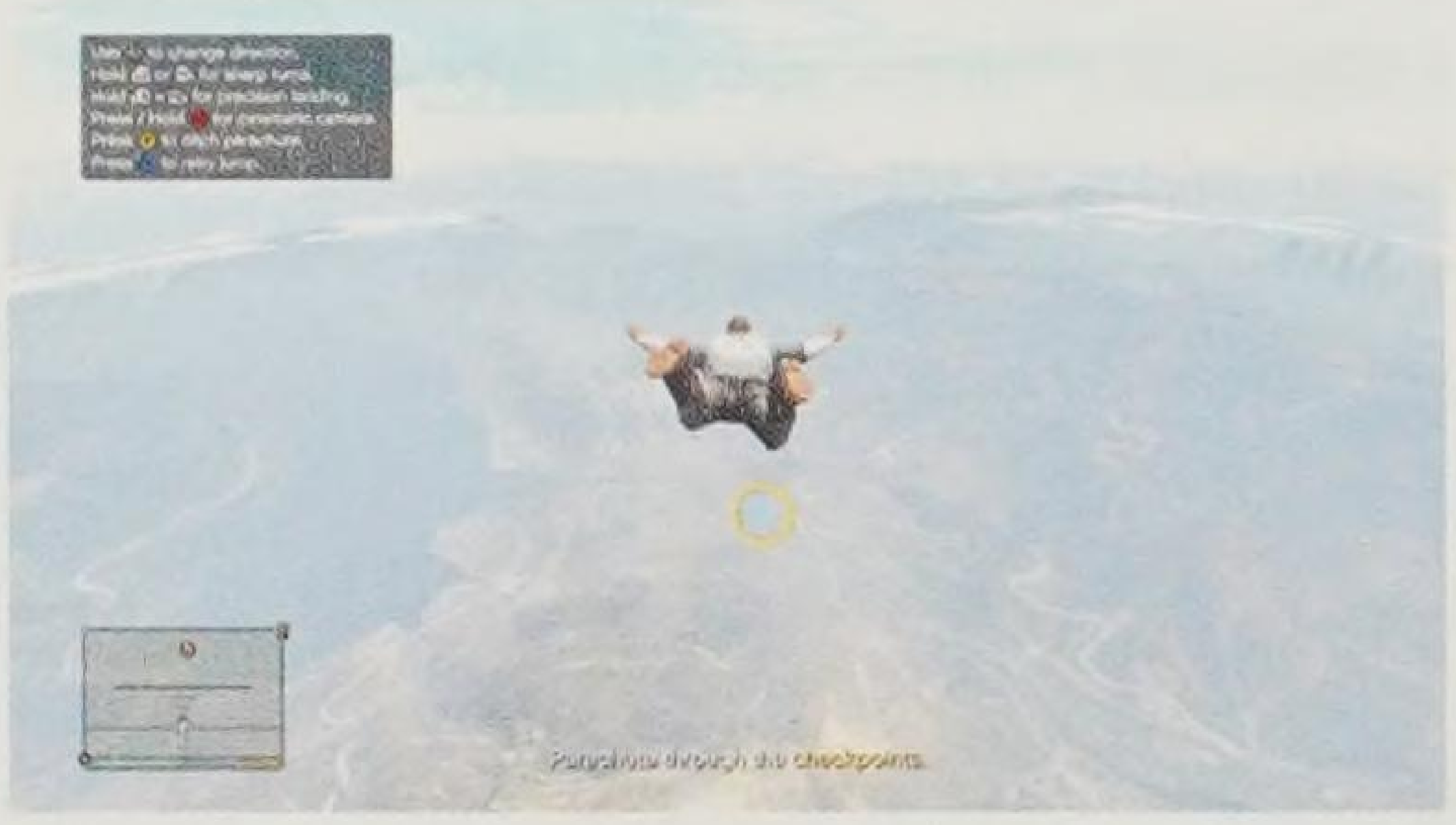
LOCATION: *Raton Canyon, Blaine County* **(35)**

OBJECTIVE: *Jump from a helicopter and glide through checkpoints*

REWARD MAX: *$510*



Find and enter the helicopter on this hilltop **(35)** in Raton Canyon. It travels high above the Raton Canyon where you jump and glide through checkpoints.



No steering is needed to find the first checkpoint; as soon as you jump out of the helicopter, it's dead ahead. Pull the ripcord immediately after you jump (daredevils may prefer to speed through the first checkpoint without a parachute deployed). Veer right through the first checkpoint to find the second. The third checkpoint is to the right of the second and at a much lower altitude. Exit precision landing mode to accelerate toward this checkpoint.

The fourth and fifth checkpoints are also within a similar altitude drop from each other. Enter precision landing mode on your approach to checkpoints five through seven. They are dangerously close to the mountainside. Remain in precision landing mode to land in the middle of the landing zone, which is on a dirt road near a small metal bridge.

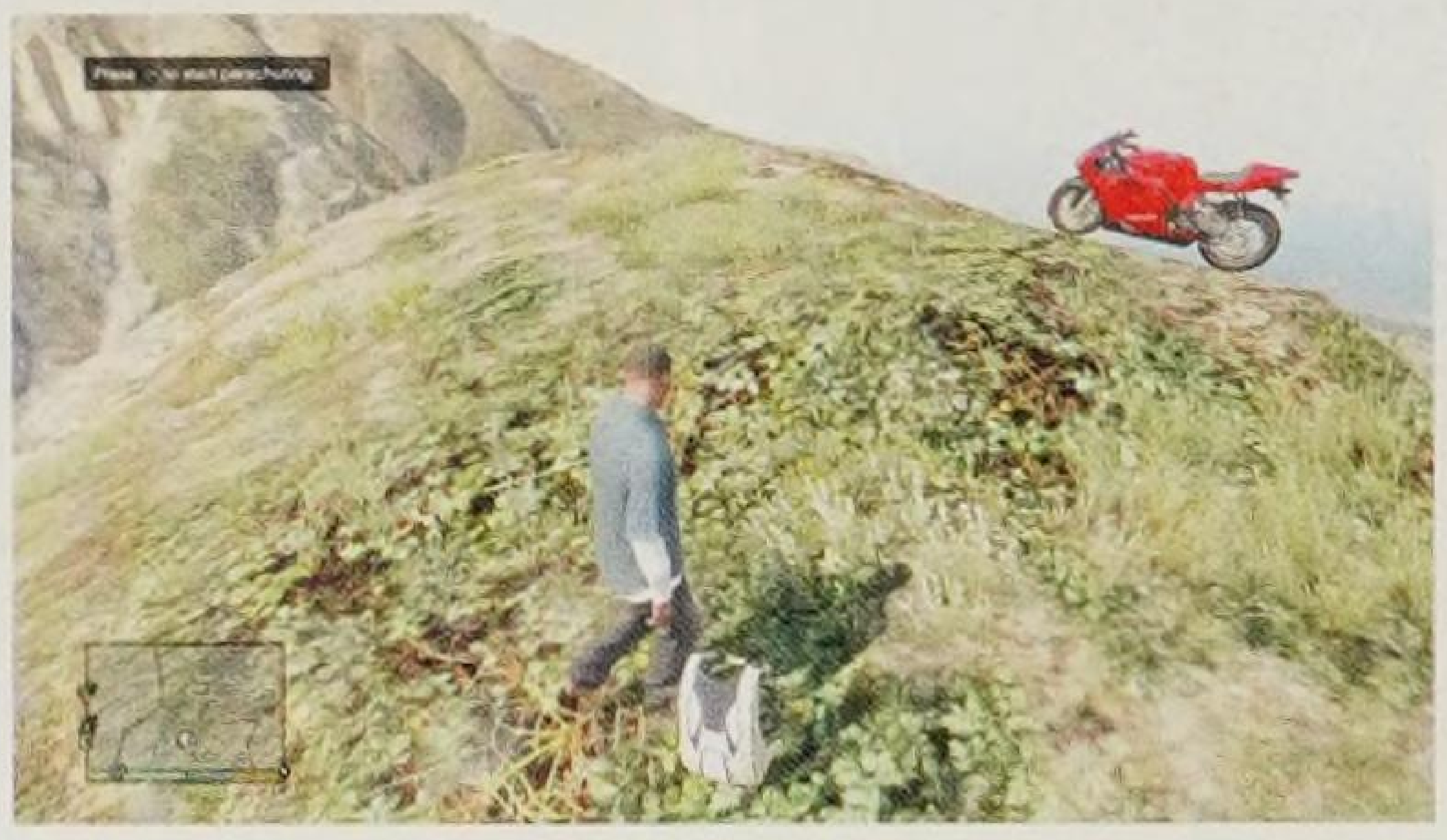
You can receive a bonus of $100 for tagging all seven checkpoints. And with the best landing accuracy possible, you stand to make $510 on this jump. Use the Nagasaki Blazer (ATV) parked nearby to return to civilization.

FALLING MOUSE

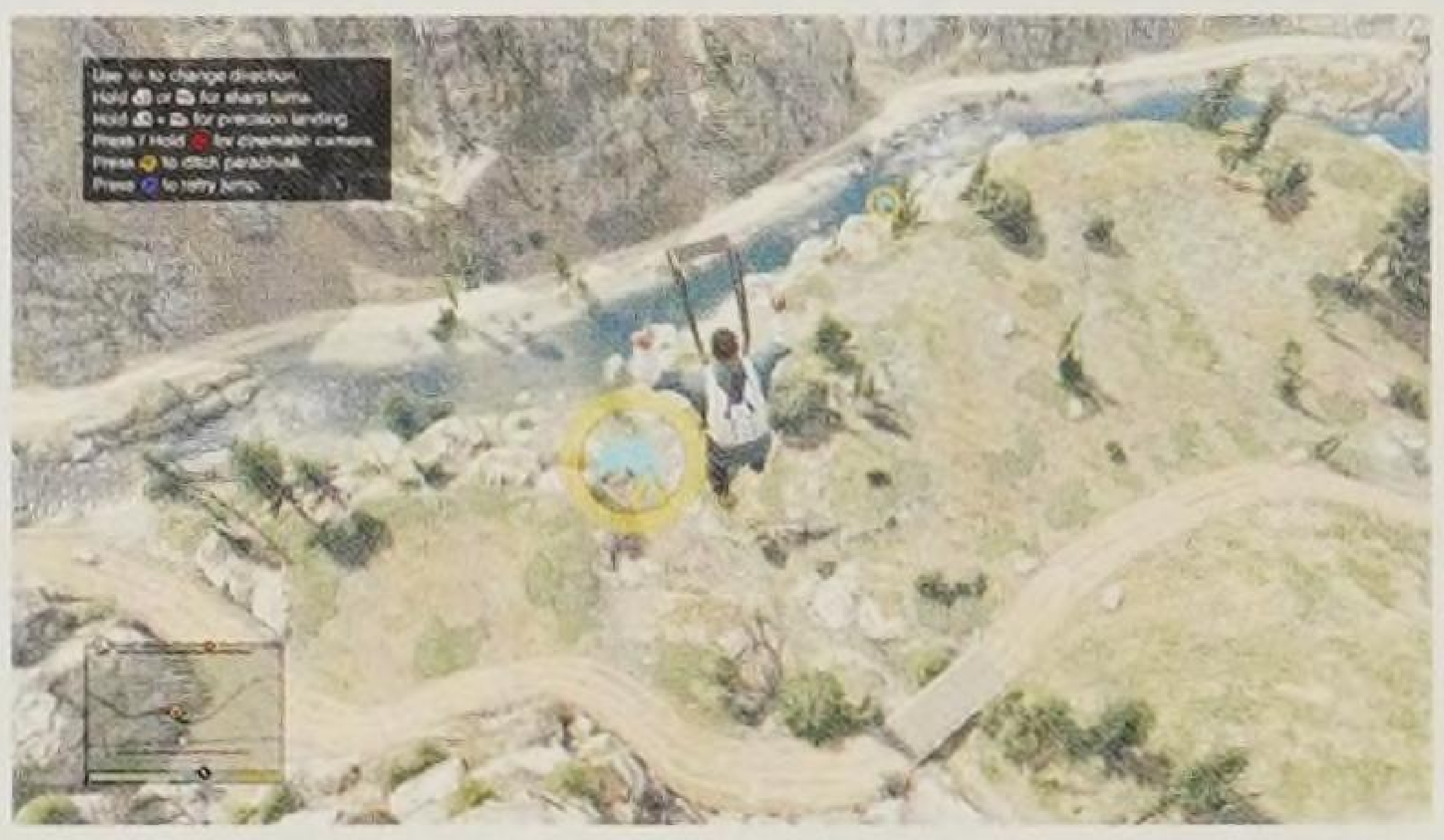
LOCATION: *Raton Canyon, Blaine County* **(36)**

OBJECTIVE: *Jump or drive off cliff and glide through checkpoints*

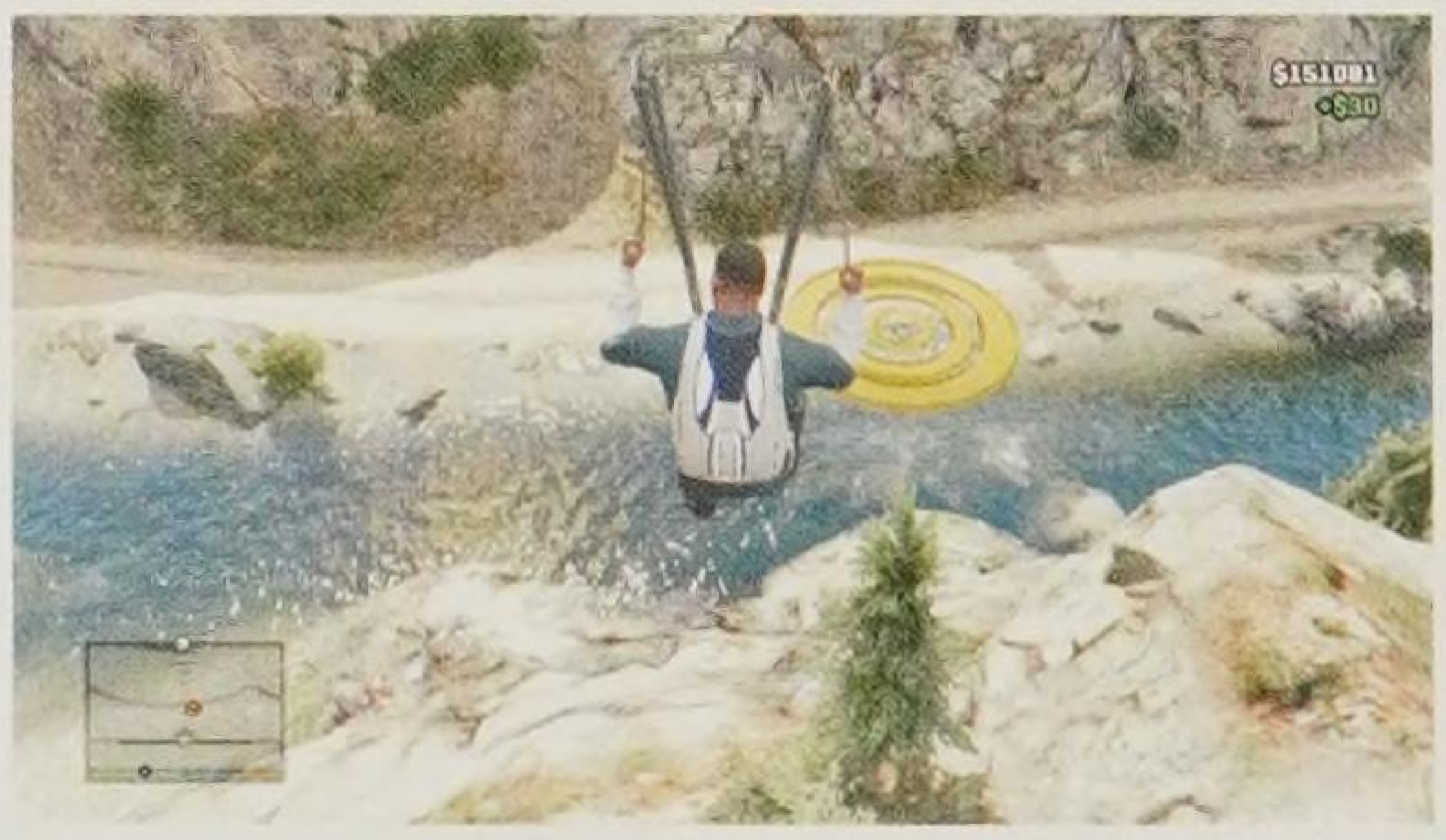
REWARD MAX: *$360*



Fly a helicopter or climb to the top of this Raton Canyon mountain **(36)** and find the motorcycle and parachute. This is a checkpoint jump, and the first one is very close to the top and side of the mountain. We suggest not using the motorcycle for this jump. Step to the south edge of the mountain and look down. Locate the first checkpoint ring.



Jump toward the checkpoint, pull the chute immediately, and enter precision landing mode to steer through the middle of the checkpoint. Daredevils may opt to jump through the checkpoint first and then pull the ripcord.



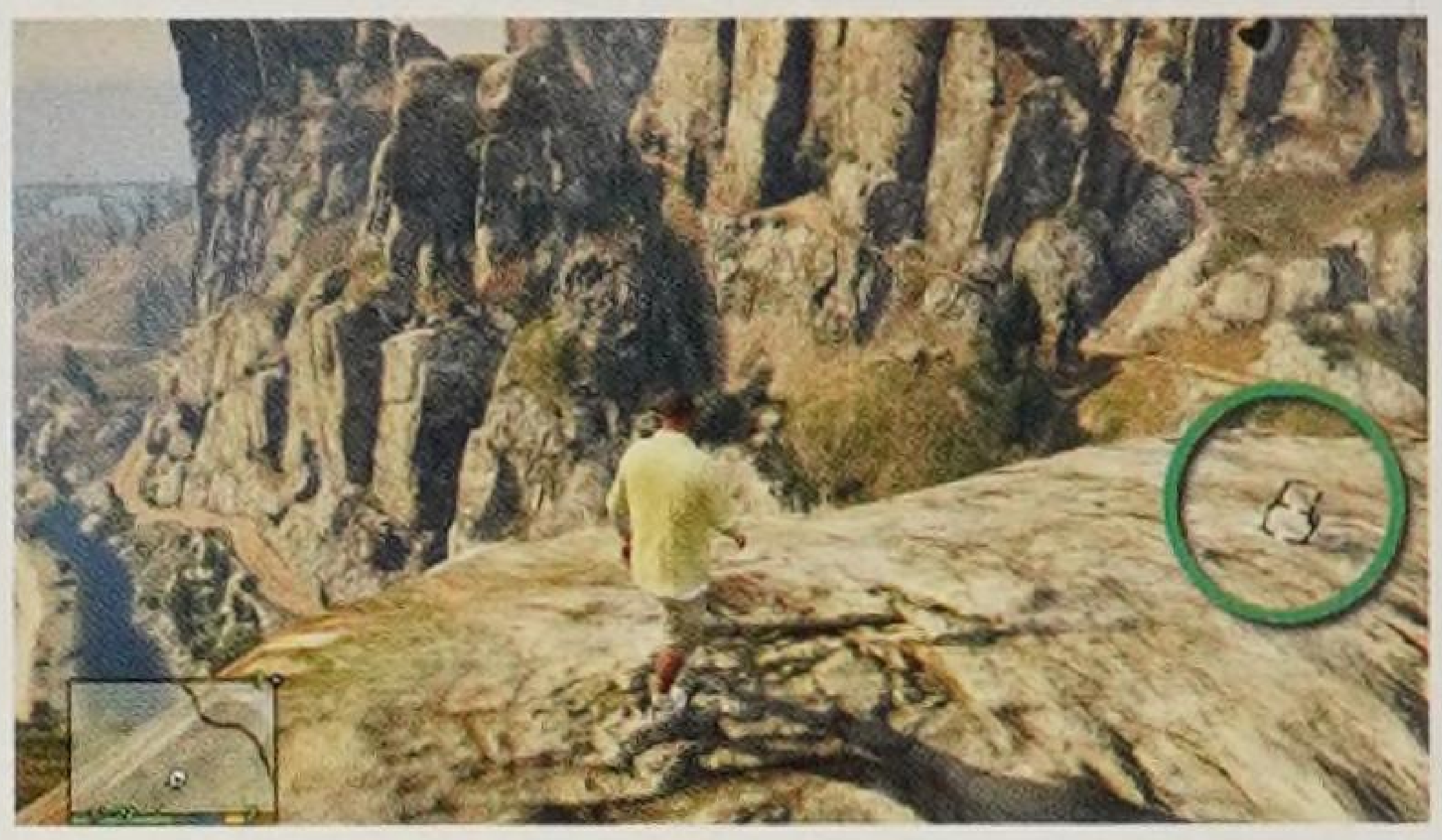
Remain in precision landing mode and steer through the second checkpoint to the right. Veer left and drop in the middle of the landing zone on the dirt road. There is a $100 bonus for going through both checkpoints. The more accurate your landing, the higher your Landing Reward. You can make as much as $360 on this jump. Find the four-wheeler (Blazer) parked on the side of the dirt road to head to your next destination.

RAZOR ROCK DIVE

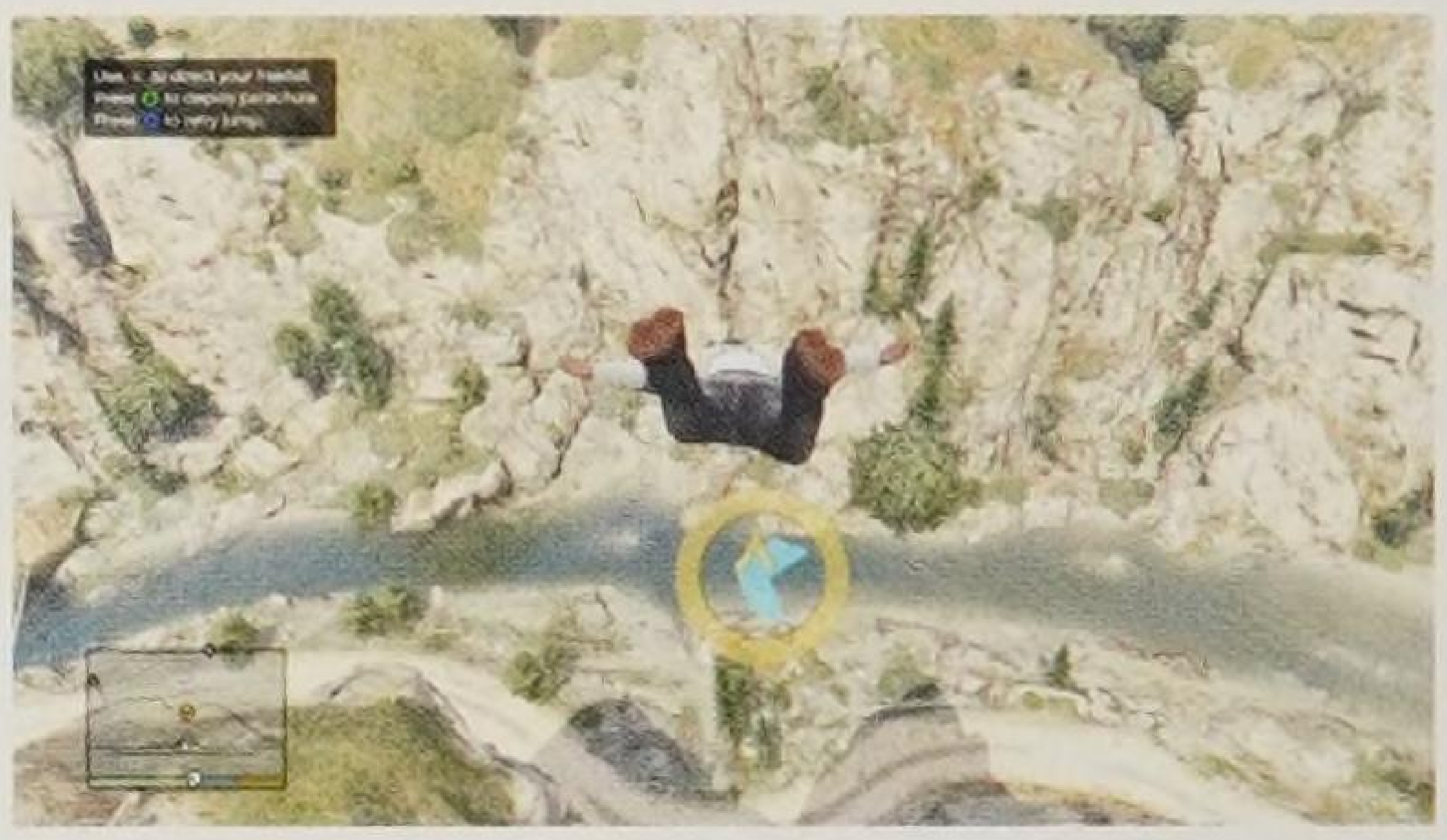
LOCATION: *Raton Canyon, Blaine County* **(37)**

OBJECTIVE: *Jump off cliff and glide through checkpoints*

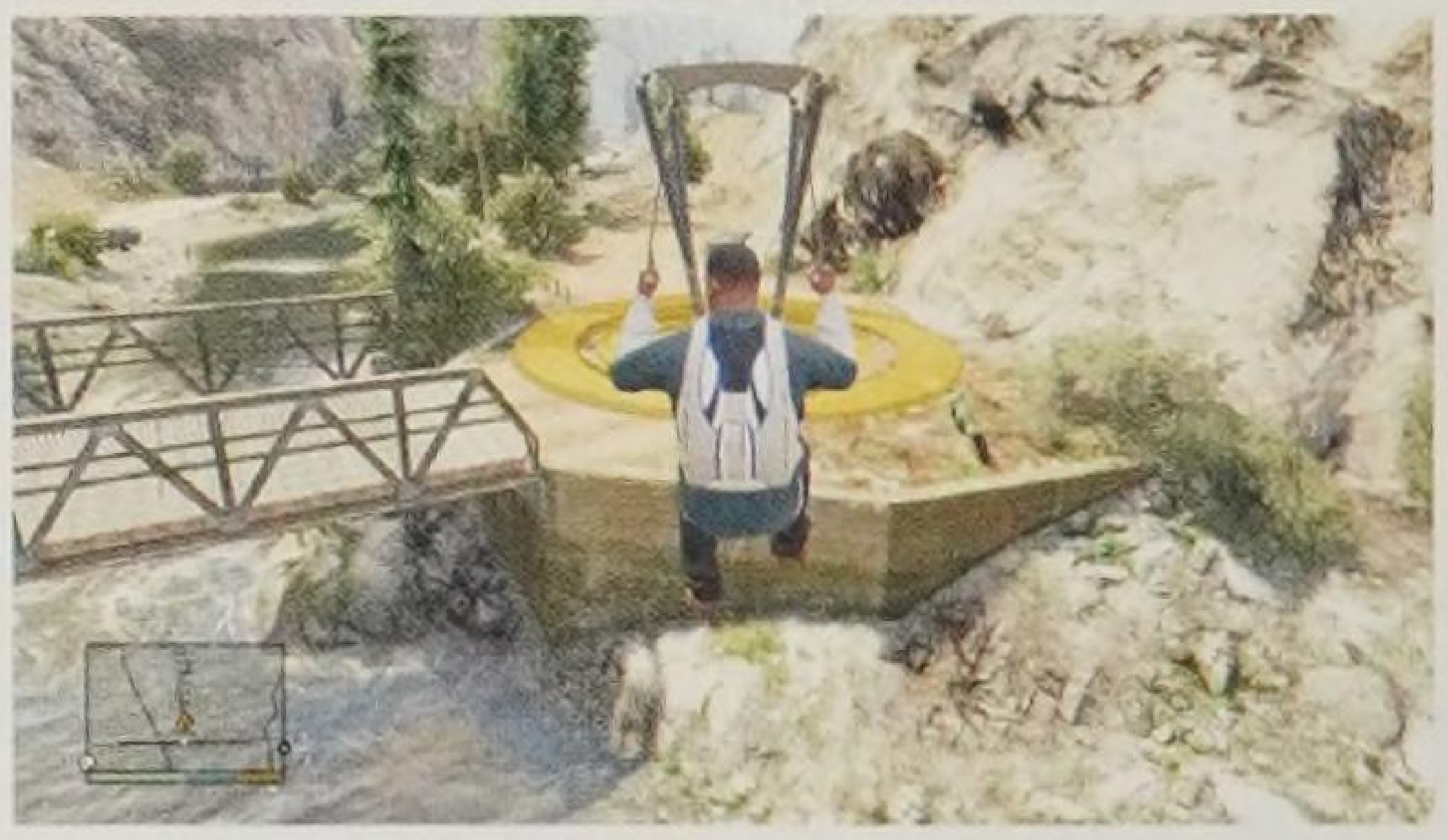
REWARD MAX: *$230*



Find the parachute on the Raton Canyon mountaintop **(37)** and walk to the edge of the cliff. Look down and see how close the first checkpoint is.



If you fly through the first checkpoint without pulling the ripcord, you'll never make it through the next checkpoint. Instead, deploy the parachute as soon as you jump. Enter precision landing mode when you get close to the first checkpoint and remain in this mode while passing through the second and third checkpoints to the left.



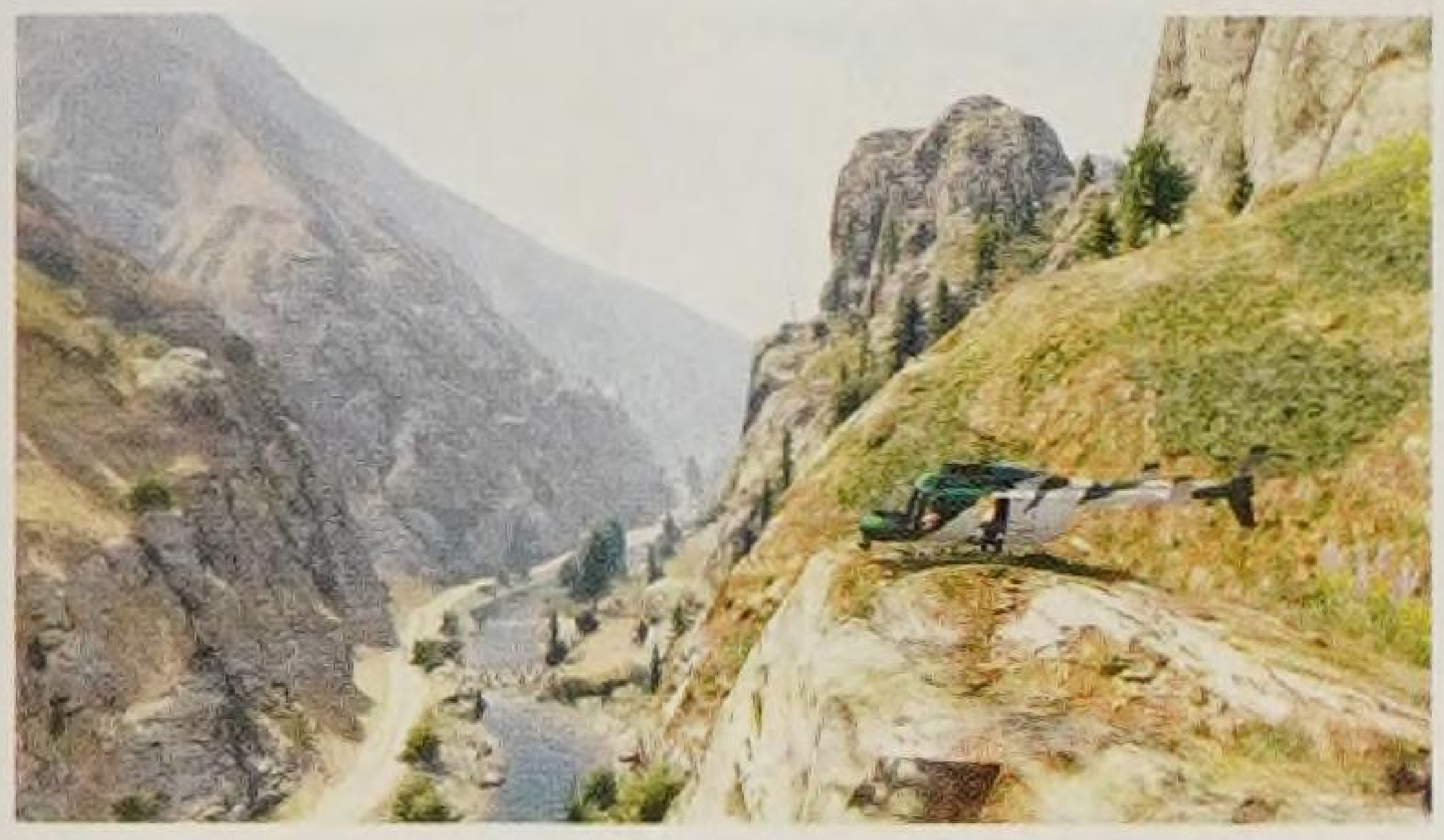
Make sure to clear the top of the tree just before checkpoint two. This is a very short run and the checkpoints are very close together. The third is just above the rapids, and the landing zone is at the far end of the small bridge. After $30 for each checkpoint and a $100 bonus for all checkpoints, you end up with a maximum of $390 if you make a 100% landing. Use the Maibatsu Sanchez parked near the landing zone to get back to civilization or the next Parachute challenge.

RUNAWAY TRAIN

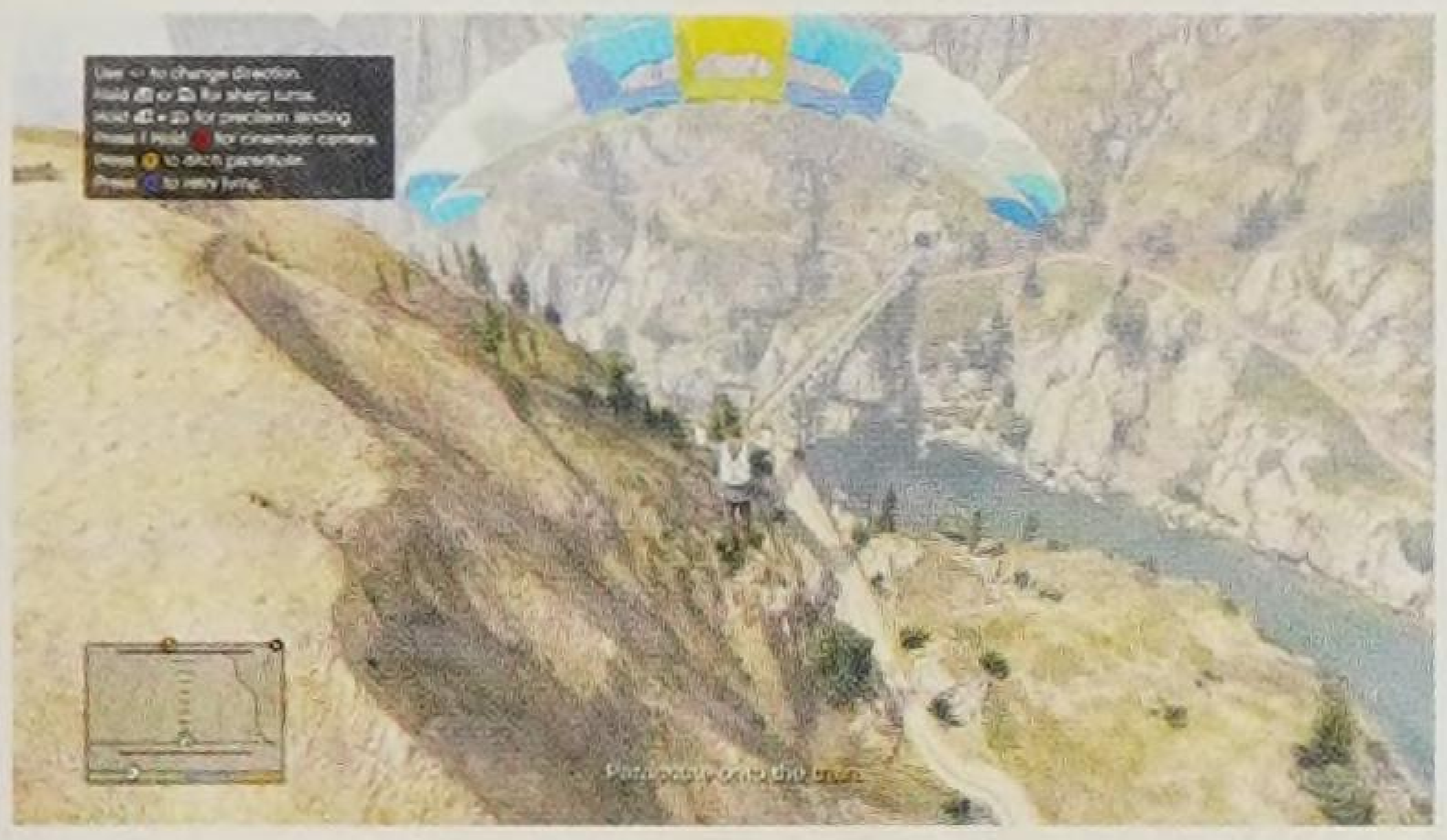
LOCATION: *Paleto Boulevard, Raton Canyon* **(38)**

OBJECTIVE: *Jump from helicopter and land on moving train*

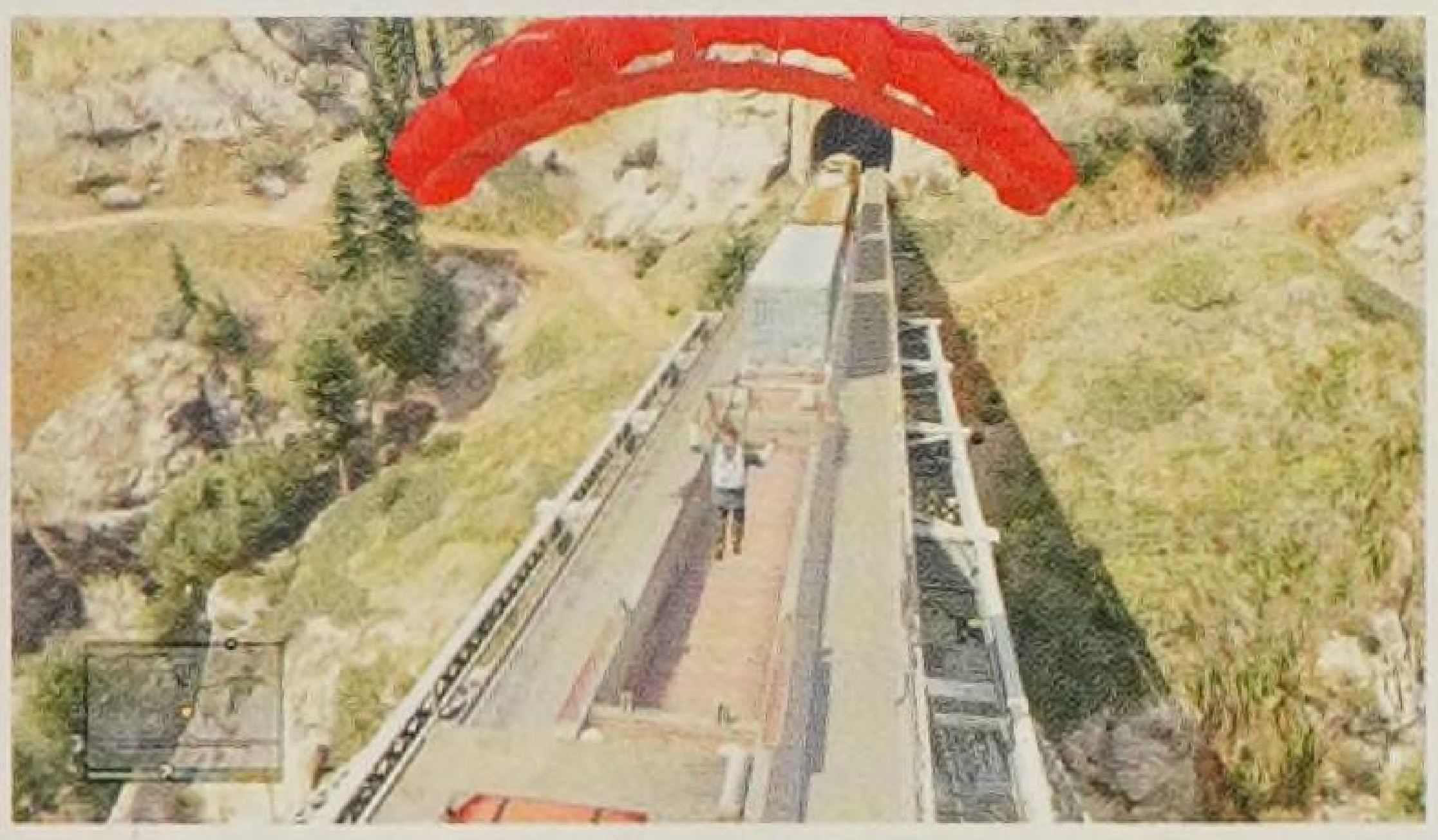
REWARD MAX: *$200*



Fly a helicopter or climb to this location **(38)** on the mountain in Raton Canyon and find a helicopter perched on a mountain ledge. Enter the helicopter to begin the skydiving challenge.



The helicopter travels high above the canyon with a view of a rail bridge between two mountainside tunnels. When you leap from the helicopter, you are already oriented in the direction of the tracks. The train doesn't exit the nearest tunnel until 10 seconds after you jump. Pull your chute three seconds after you jump and continue to steer toward the rails.



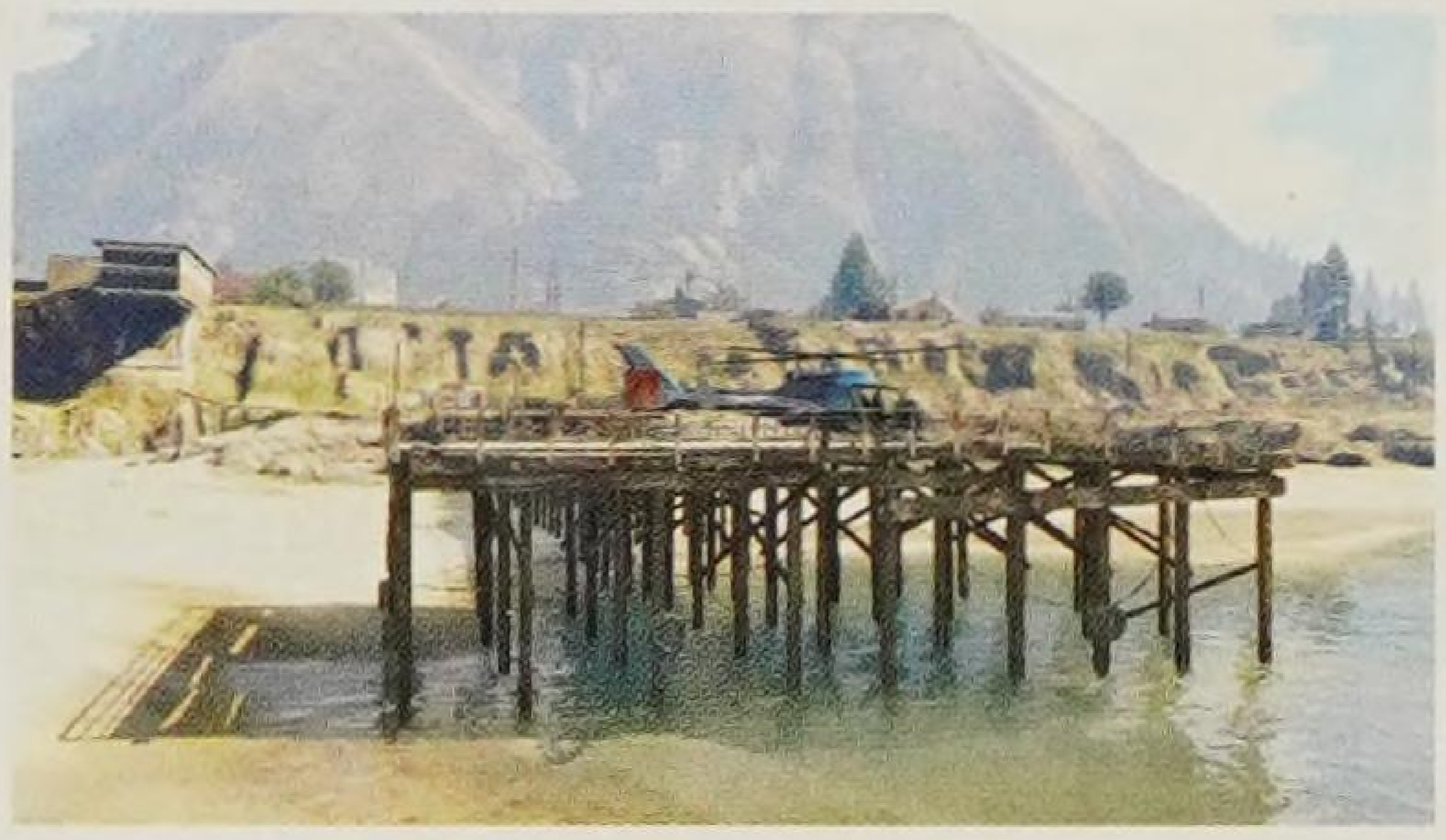
The third car behind the engine (or the one directly in front of the bright red car) is open. This is the one to land on. Use precision landing mode when needed to slow your descent, and exit it if the target car is pulling away. Land on the middle of the open car for the highest points. With 100% accuracy, you can make $200. Remain on the train to get back to civilization.

THE DECLINE

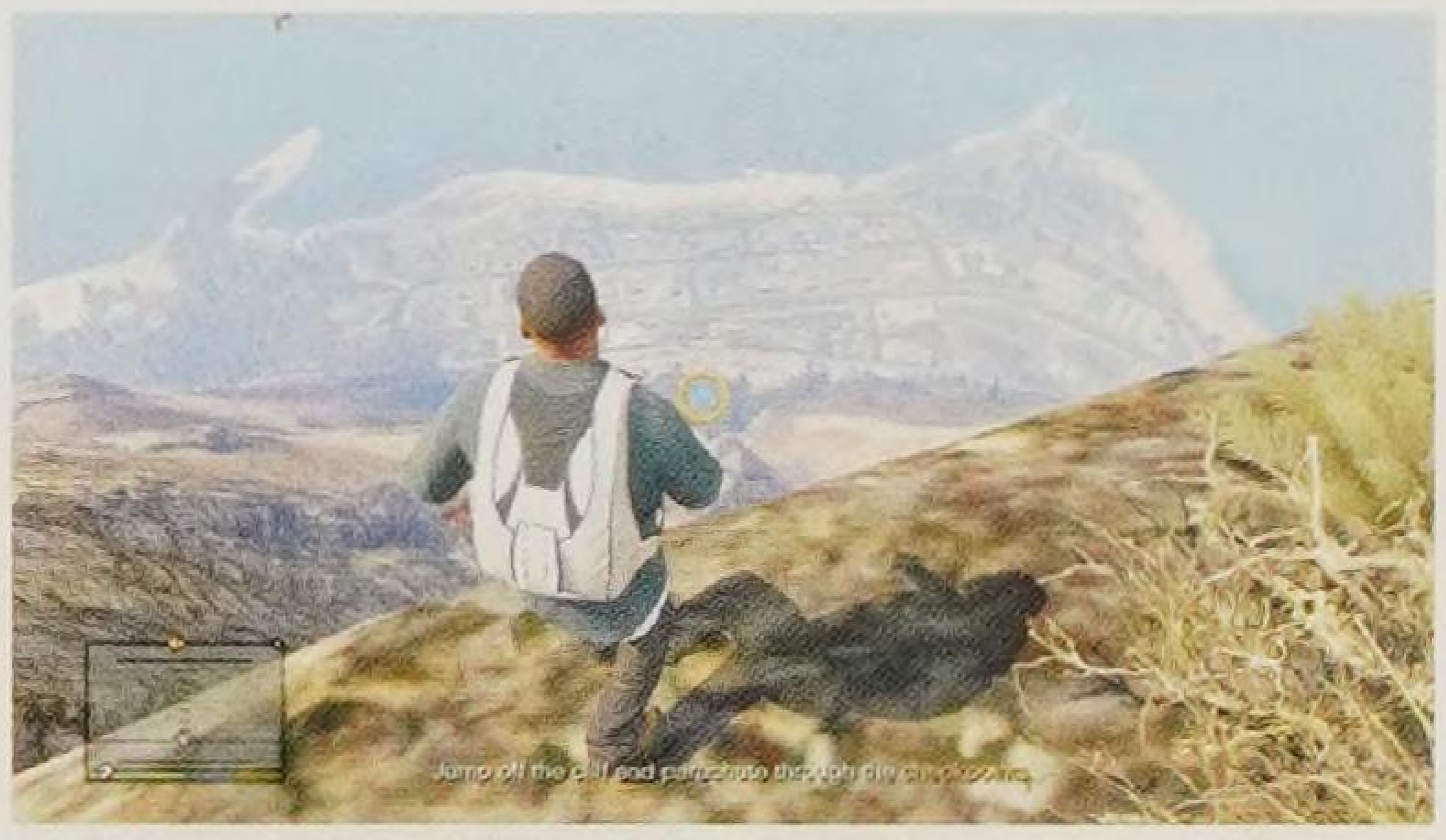
LOCATION: *Procopio Pier, Paleto Bay* **(39)**

OBJECTIVE: *Glide through checkpoints*

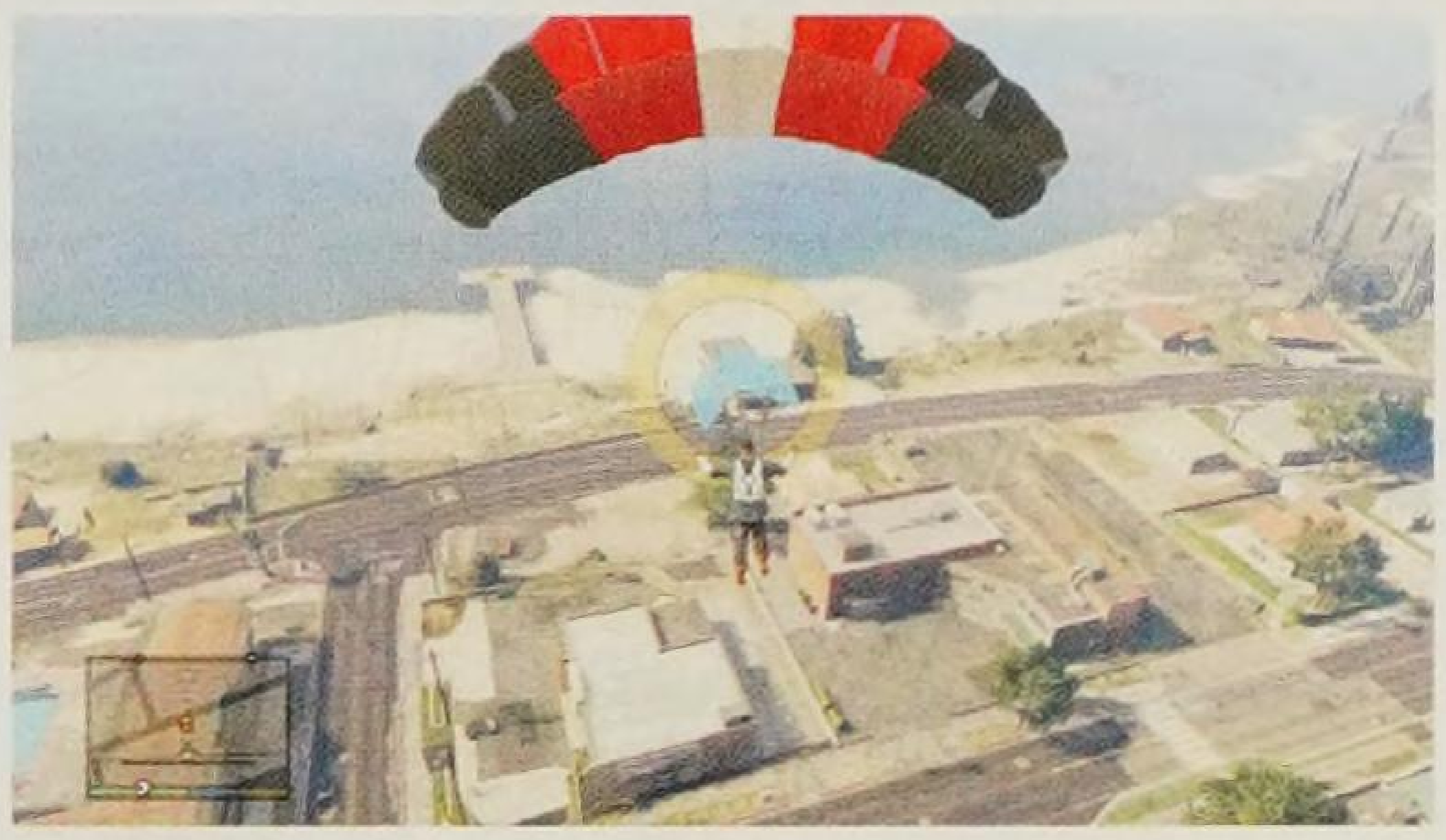
REWARD MAX: *$420*



Get into the parked helicopter **(39)** on the end of the large pier in Paleto Bay, Blaine County. The chopper travels to the top of Mt. Chiliad, southeast of your current position.



When control returns, you are standing dangerously close to the edge of an incredibly tall mountain while staring down from a view that normally only birds would see. Pull the ripcord almost immediately upon jumping; the first checkpoint is very close to the top of your jump and also close to the side of the mountain.



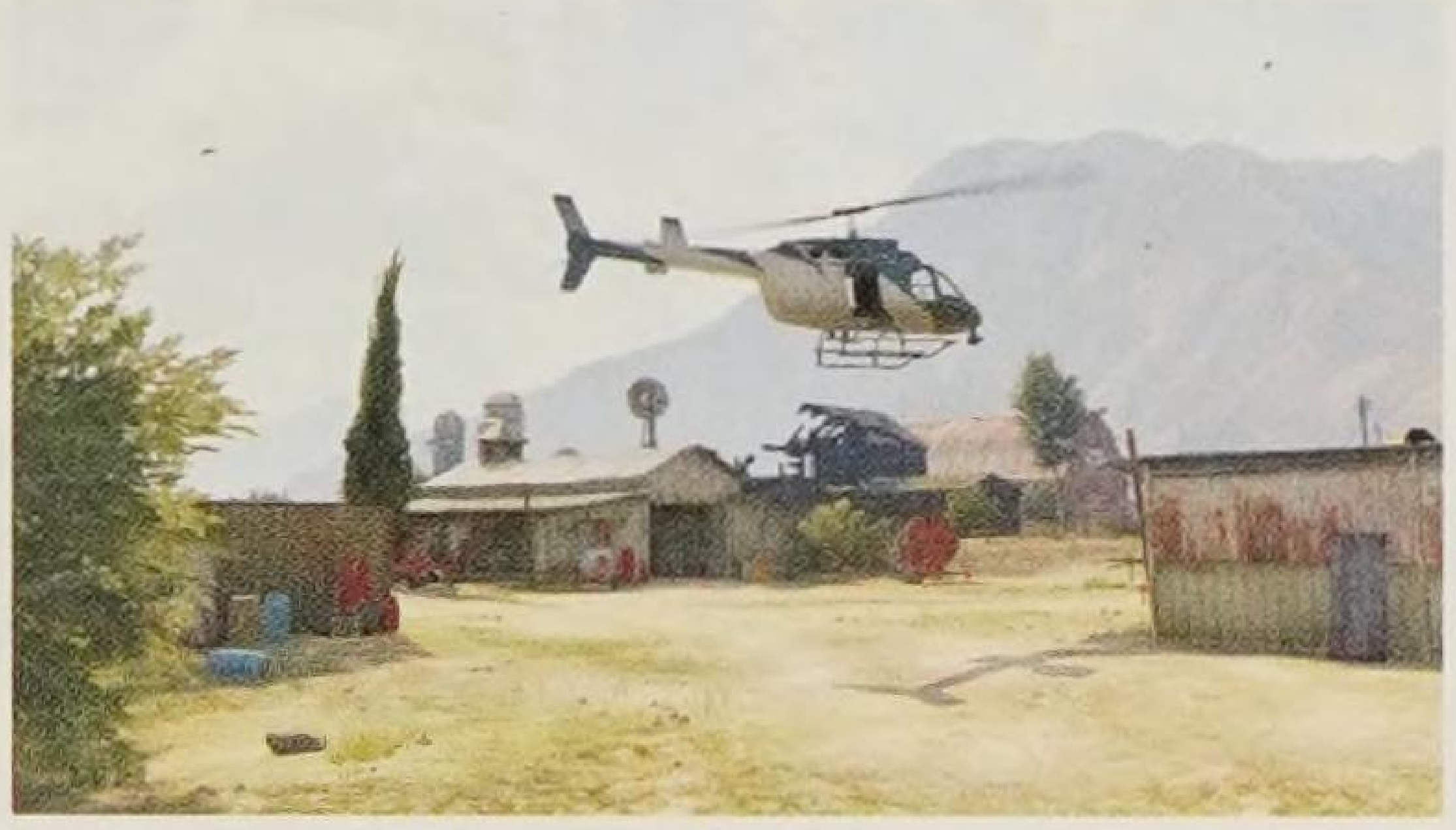
Enter precision landing mode quickly after deploying your chute. If you're feeling impatient, exit precision mode after passing through the first checkpoint to quicken your descent to the second checkpoint. The third checkpoint is near the bottom of the mountain, and the fourth is over the small coastal town. The landing zone is on the pier from which you took off. Enter precision landing mode and align the middle of the target with your head. Once you're over the target, let the middle ring slip down to your chest. Then drop in the middle and drop the chute.

THE FALL OF THE ALAMO

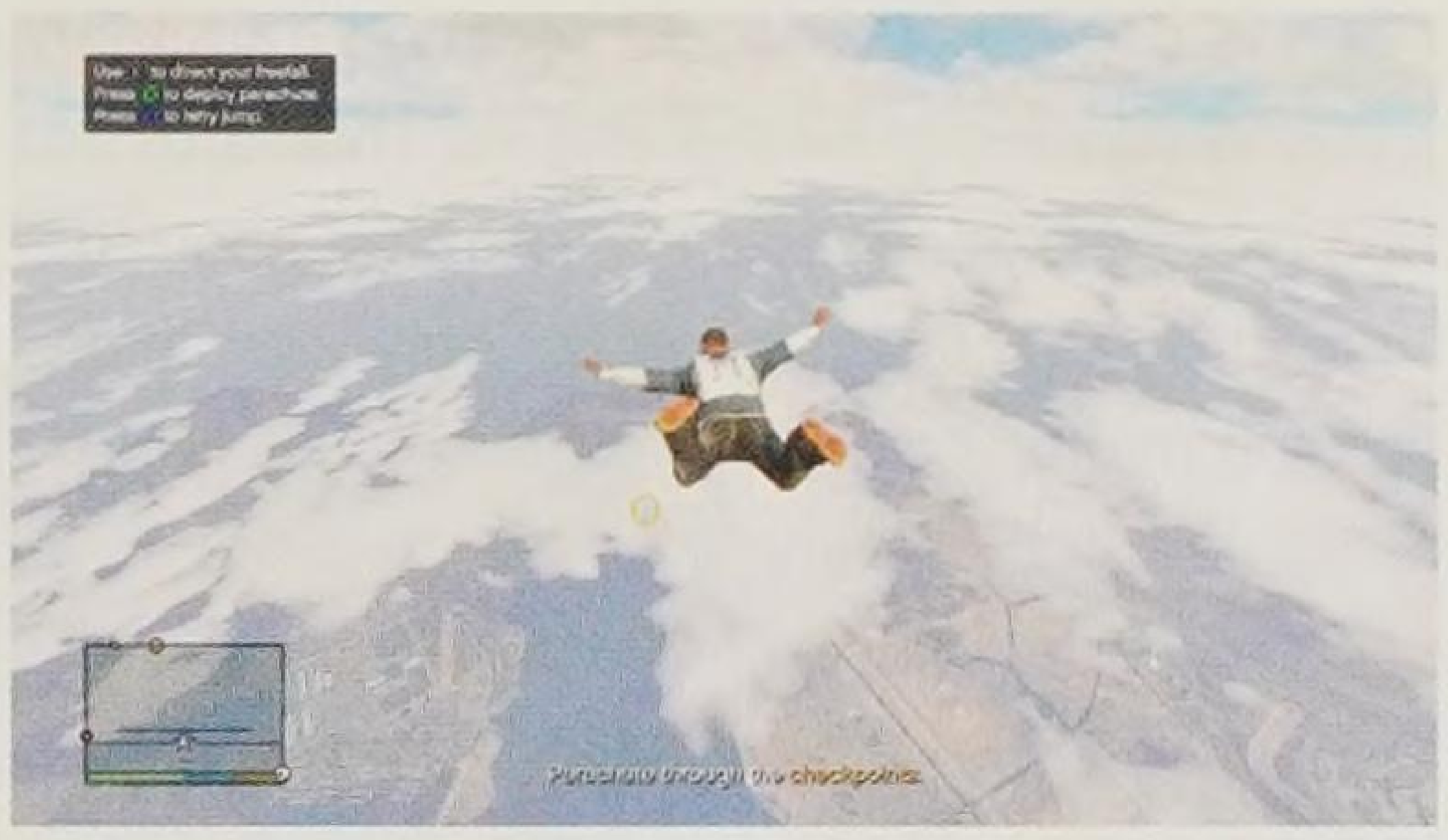
LOCATION: *Grapeseed, Blaine County* **(40)**

OBJECTIVE: *Jump from helicopter and glide through checkpoints*

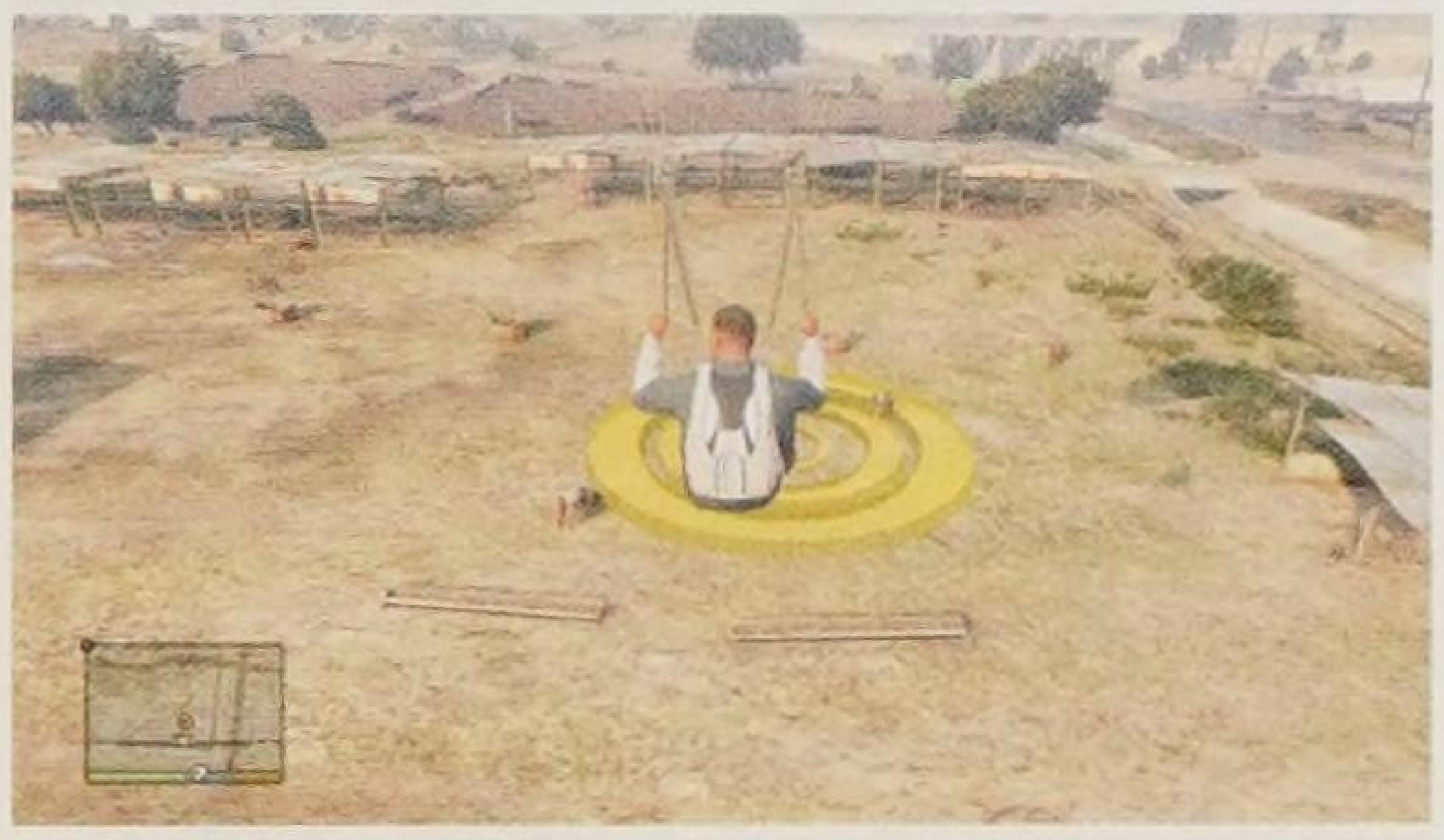
REWARD MAX: *$570*



Get into the parked helicopter in this small construction site **(40)** in Countryside. The helicopter flies to an altitude of 1.5 kilometers, which is just under a mile in the air.



There are nine checkpoints to tag on your way down, and you receive $30 for each. This jump could last over four minutes. When you jump from the helicopter, the first checkpoint is dead ahead. You won't reach this one without pulling your chute. Pull the ripcord a couple seconds after jumping. The first four checkpoints have you veering left (northward). After passing through the fourth checkpoint, make a 180 degree turn and head south back across the lake below to reach the fifth checkpoint.



The fifth and remaining checkpoints ease you into the direction of the landing zone, which is a couple blocks inland on a hog farm off of Seaview Road. There's a nice payout for this challenge: $100 bonus for all checkpoints tagged, a $270 Checkpoint award, and the $150 landing reward brings you to a possible $570.

TURBINE TERROR

LOCATION: *Wind Farm, Grand Senora Desert* **(41)**

OBJECTIVE: *Glide through checkpoints*

REWARD MAX: *$420*

Get into the parked helicopter at the wind farm construction office **(41)**. The helicopter flies high above the wind farm where you must leap out and glide through a series of checkpoints.

Pull the chute at about two seconds from the jump while aiming for the closest checkpoint ring (yellow blip on radar). There's no need to rush through the challenge, so enter precision landing mode shortly after pulling the ripcord. Glide through the middle of the checkpoint, veer left, and descend through the second checkpoint above the wind farm. Make a hard left through the second checkpoint to find the third. The fourth is also to the left and much lower, next to a windmill. Avoid the windmill propellers or you'll surely die.

From the third checkpoint, enter precision landing mode and align yourself with the checkpoint so it's around your head and chest in the distance. You will just clear the windmill in front of the checkpoint. As you pass directly through the fourth checkpoint, gradually veer left and see the target landing zone on a dirt road intersection. Remain in precision landing mode and gradually make your descent. Put your feet down in the middle of the middle target ring. Press Ⓨ (Xbox 360) or △ (PlayStation 3) to release the chute the moment you touch down.

Tagging all checkpoints earns a $100 bonus. Money is also received for the accuracy of your landing and from a landing reward bonus. All in all, you should get about $400 for a good jump and landing.

PHOTO FINISH

LOCATION: *Vinewood Racetrack, East Vinewood* **(42)**

OBJECTIVE: *Jump from helicopter and glide through checkpoints*

REWARD MAX: *$390*

Get into the parked helicopter **(42)** near the pond in the middle of the horse track in Vinewood, Los Santos. The helicopter flies above the racetrack.

When you jump, you're facing the first checkpoint. Pull your ripcord immediately after jumping or daredevil through the first checkpoint without a chute and pull it right afterward. Veer right through the second checkpoint to find the third checkpoint floating above the horse track. The landing zone is a lot in the middle of the oval track. Avoid the very tall palm trees on your descent (glide between the two long rows of trees). After $90 for each checkpoint, a $100 checkpoint bonus, and 100% accuracy landing, you make $390.

DAMMED IF YOU DON'T

LOCATION: *Highway 18, East Vinewood* **(43)**

OBJECTIVE: *Jump from a helicopter and glide through checkpoints*

REWARD MAX: *$600*

Get into the parked helicopter south of the horse track in East Vinewood, near the river's edge **(43)**. The helicopter travels a little southeast of your starting location.

There are 10 checkpoints in this challenge. The first is dead ahead when you jump from the helicopter. Pull the ripcord a second after jumping so you don't miss the first checkpoint. The following checkpoints are arranged in a downward counterclockwise spiral until you reach the fifth checkpoint, which then begins a clockwise spiral of checkpoints.

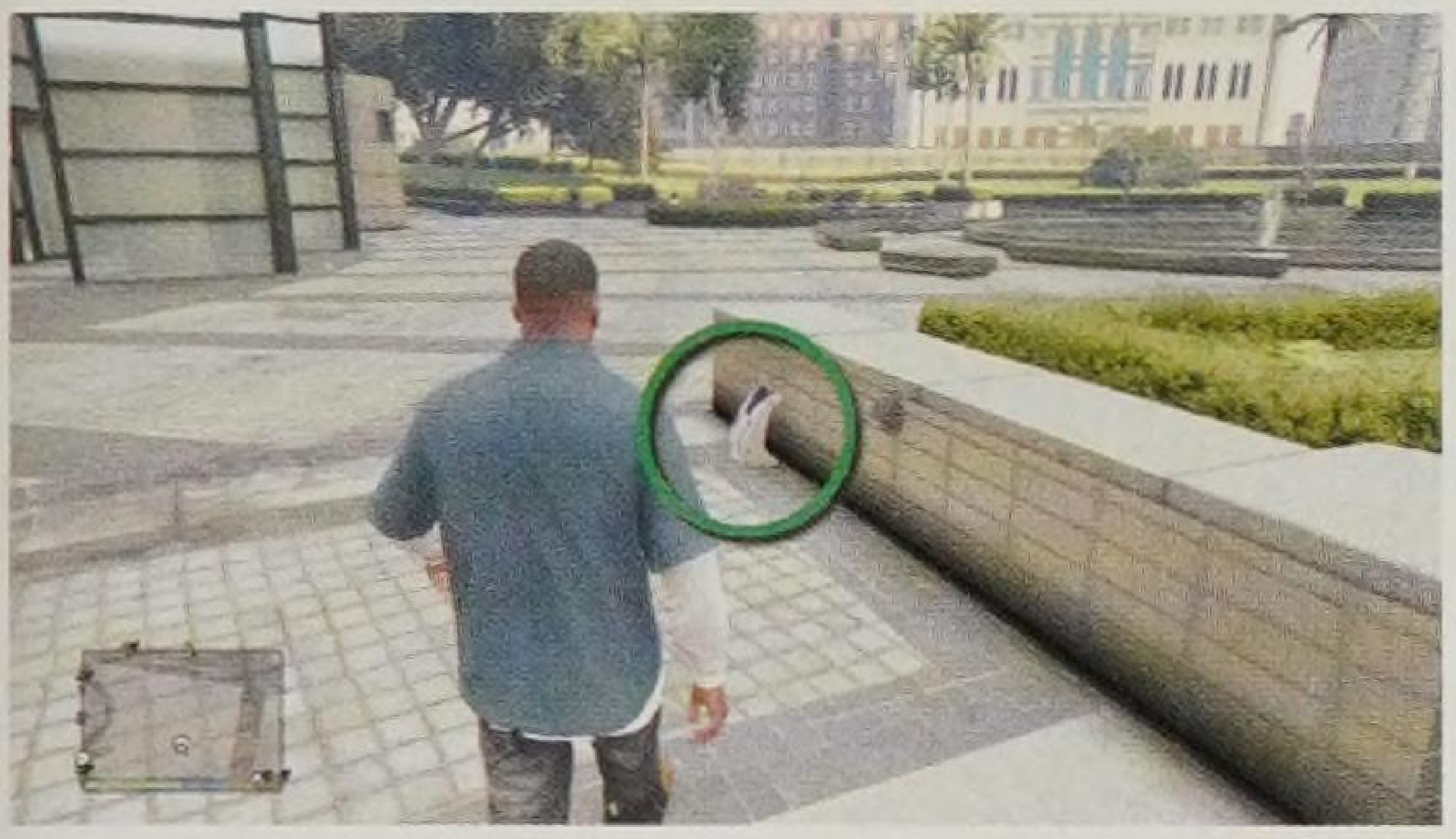
The ninth and tenth checkpoints are just above the dam, and the landing zone is on the narrow shore of a stream fork. Make sure to get your feet above the large rocks just before the landing zone. Use precision landing mode to navigate over this obstacle. Find the Sanchez parked nearby to return to the city.

BANK BAILOUT

LOCATION: *Pillbox Hill, Downtown Los Santos* **(44)**

OBJECTIVE: *Jump or drive off rooftop and land in static landing zone*

REWARD MAX: *$200*



Find the parachute **(44)** on the wide tile seat/planter at the top of the fountain stairs in front of the Maze Bank in Pillbox Hill. Walk to the parachute and press Right on the D-pad to start the Parachute challenge.

When control returns, you are sitting on a motorcycle on the Maze Bank's rooftop helipad. You can choose to drive or jump off the rooftop. You're on a bike, so you might as well drive off. If you do, quickly press Ⓨ (Xbox 360) or △ (PlayStation 3) to ditch the bike.

Pull the ripcord and guide yourself north toward the target two blocks away. Enter precision mode to glide over the freeway overpass and into the target on the other side in the small park. Touch your toes on the middle of the target ring and drop the chute. There are no bonus options in this jump. Your total max payout is $300. Improved landing accuracy is where you make extra cash.

WHAT GOES UP...

LOCATION: *Pillbox Hill, Downtown Los Santos* **(45)**

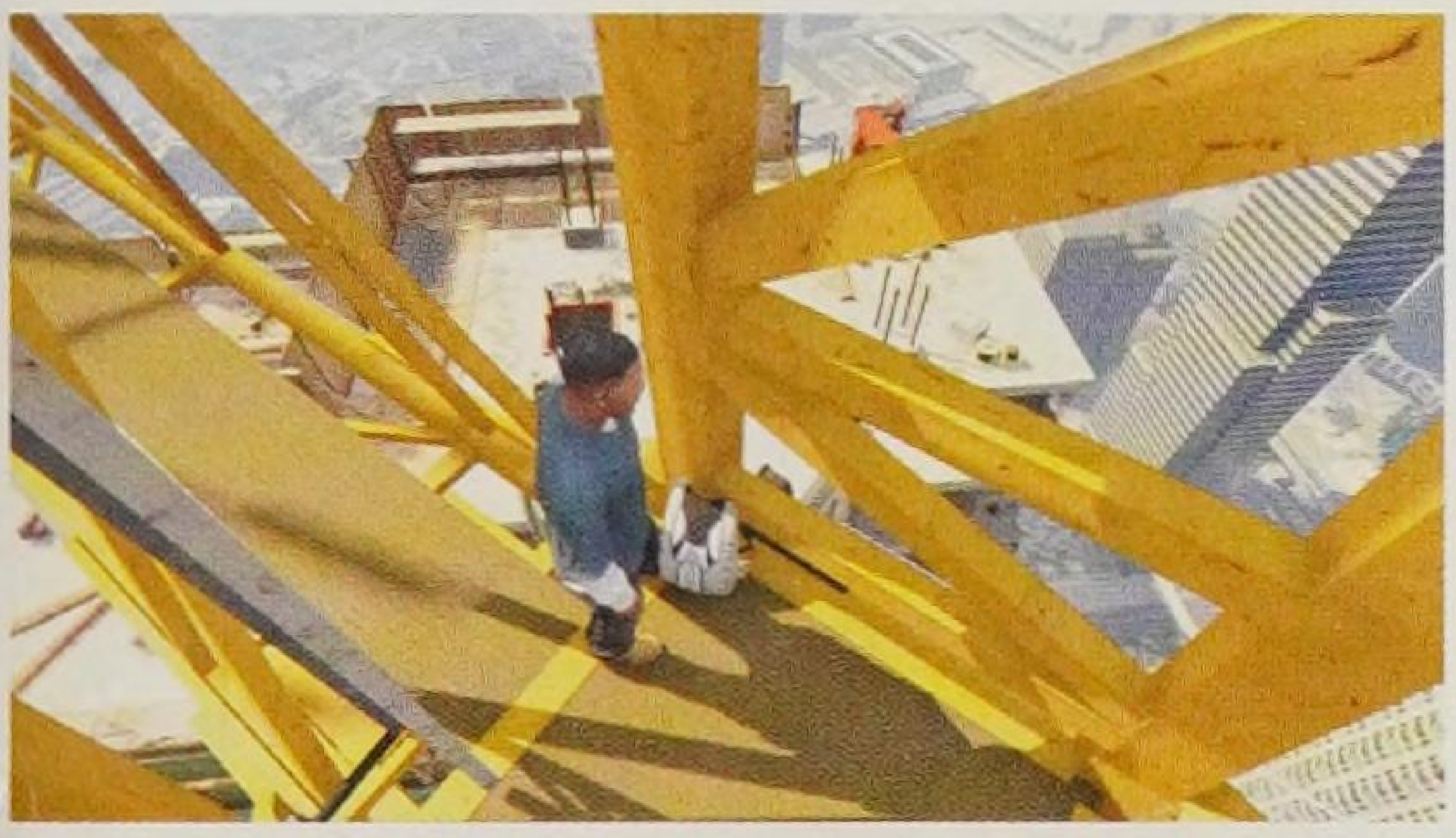
OBJECTIVE: *Jump off the crane and land on a moving truck*

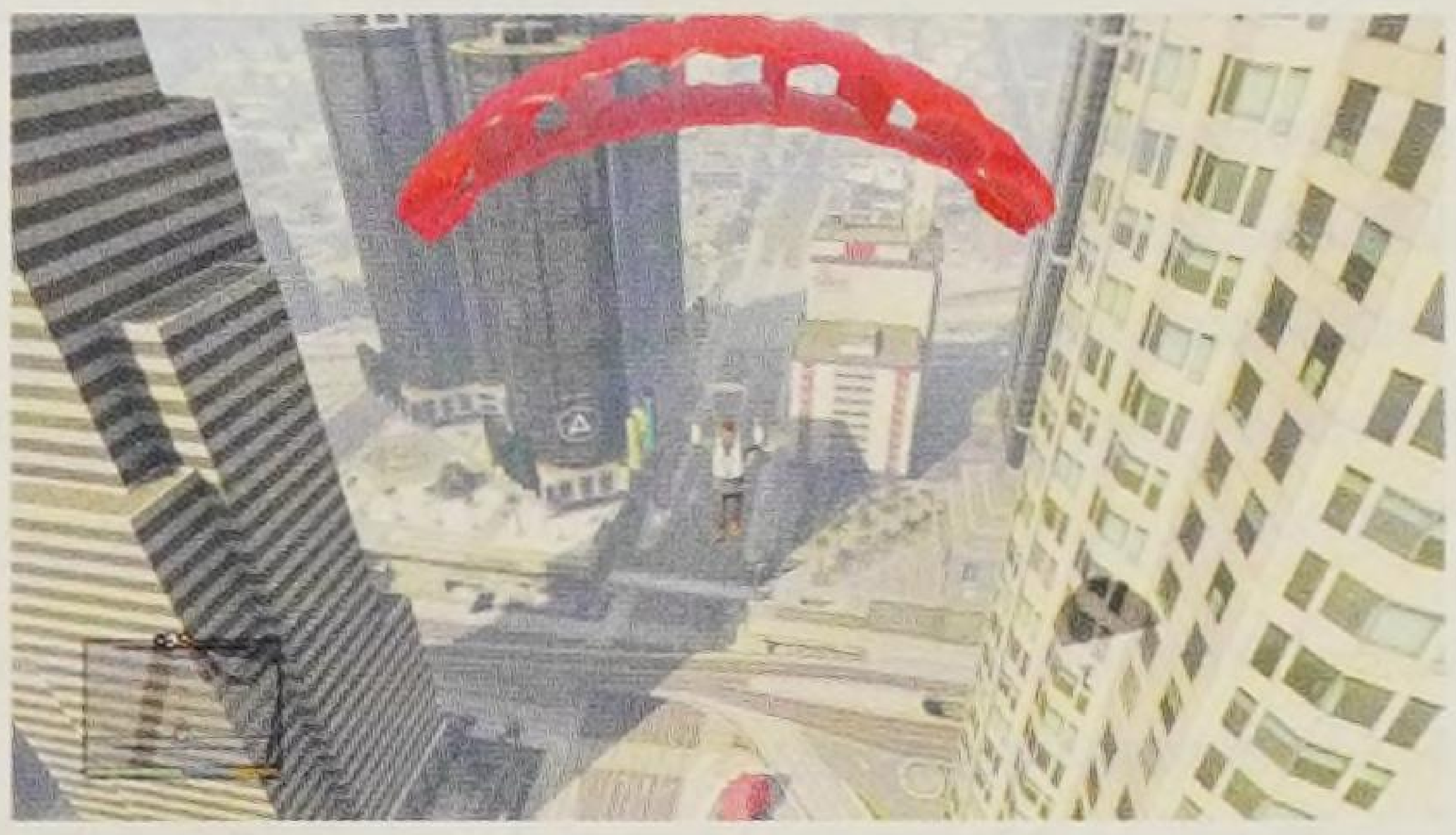
REWARD MAX: *$200*

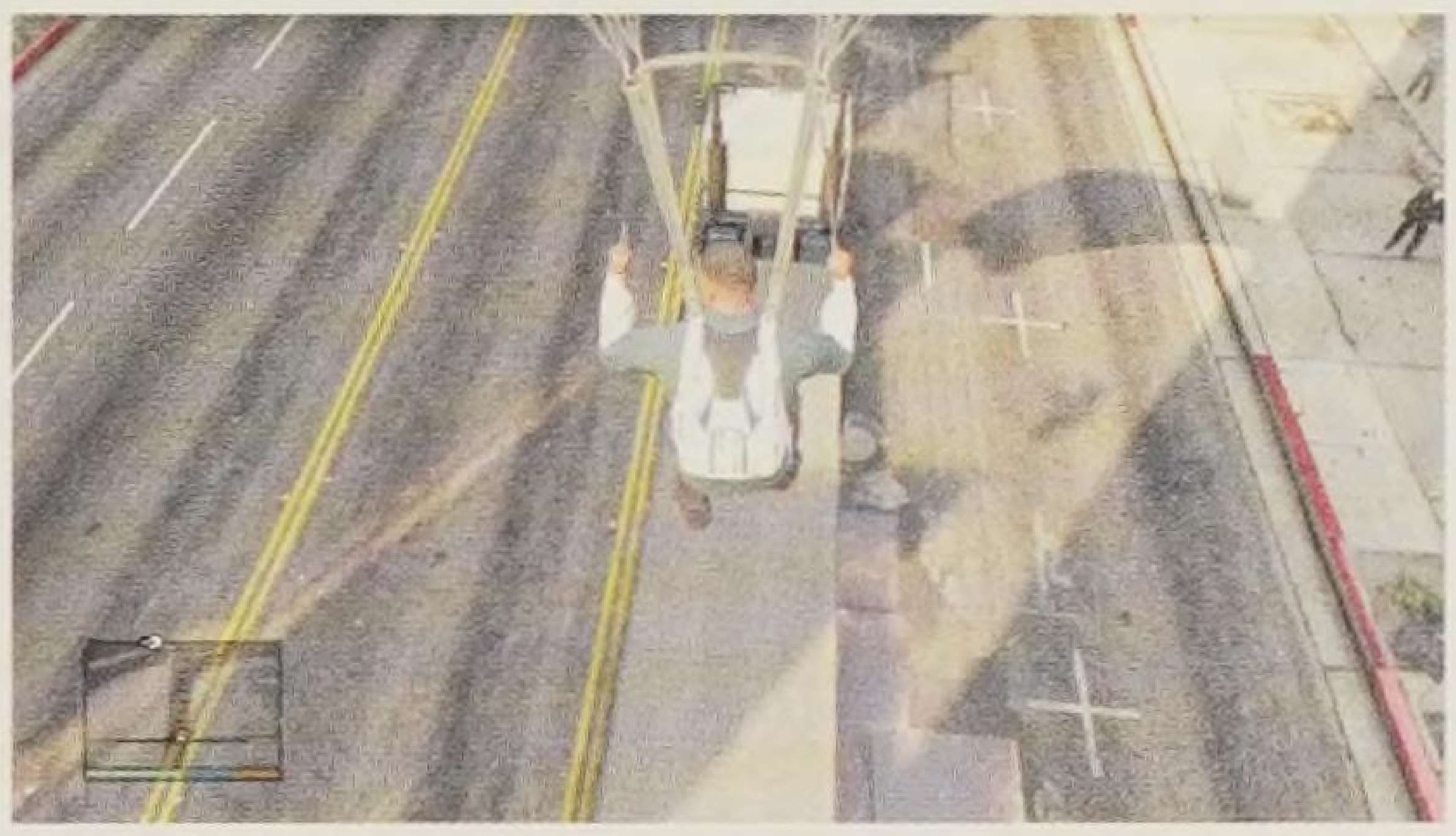
Climb the crane **(45)** at the construction site in Pillbox Hill, Los Santos. The control cockpit is at the top, and just above that is the actual crane arm. Climb the last ladder to the top of the crane arm and find a parachute. Press Right on the D-pad to start the challenge.

Jump off the crane arm at any location, except from the opening where the ladder leads to the lower platform; you don't want to jump off and hit it. Also, notice the blue blip on the radar is to the north. Make sure you jump off the north side of the crane. You could climb the last ladder to the very top of the crane and jump from the platform above (where one of the 50 **Letter Scraps** is located).

Pull your ripcord almost immediately after jumping and enter precision landing mode to help steer north toward the moving truck (blue blip on radar). Exit precision landing mode to approach the truck more quickly. Once the truck is in sight and you are about 150 feet from the ground, re-enter precision landing mode and touch down so your feet land in the middle of the moving truck's flatbed.







Endless Summer: Taxi Missions

Besides the missions associated with the Taxi Lot property, *Grand Theft Auto* once again presents the classic Taxi missions, complete with dynamically generated passengers, pickup points, and destinations. The classic procedures apply: quickly take passengers to their destination without driving too recklessly to yield large tips.

Drive to the destination.

You need a real taxi for these missions. Once inside a taxi, press the L Button to begin and quit the challenge.

Fares appear as blue blips on the radar, and their destinations appear as yellow destination markers. Using Franklin for Taxi missions allows you to take advantage of his driving specialty to avoid bad traffic situations and to take corners at top speed.

Once the fare is complete, you receive the fare and tips calculated according to the distance of the drive and the time it took to get there. Once you drop off a fare, drive around a bit and another nearby fare appears.

Sometimes the fare may try to run off without paying. If this happens, run the fleeing customer over. Once he's dead, you receive your fare—plus tips. Of course, you may need to lose a Wanted Level afterward.

FARE COMPLETE

Flight School

PREREQUISITES:

- *Complete Trevor's Mission, "Friends Reunited."*

LOCATION:

Los Santos International Airport **(20)**

LESSONS

- *Training Take Off*
- *Runway Landing*
- *Inverted Flight*
- *Knife Flight*
- *Flat Hatting*
- *Touch Down*
- *Loop the Loop*
- *Helicopter Course*
- *Helicopter Speed Run*
- *Sky Diving*
- *Drop Zone*

If a checkpoint goes out of view, an arrow indicator pointing to it will appear in peripheral view
02:20.00

By completing the challenges in Flight School, you can become a better pilot. Trevor is naturally a better flyer than Franklin and Michael, but even Trevor benefits from Flight School. As your character's flying skill rises, aircraft handling improves, landing becomes easier, and turbulence becomes less noticeable. The quickest way to increase this skill is through Flight School, and the next best thing is to just get up in the air and fly.

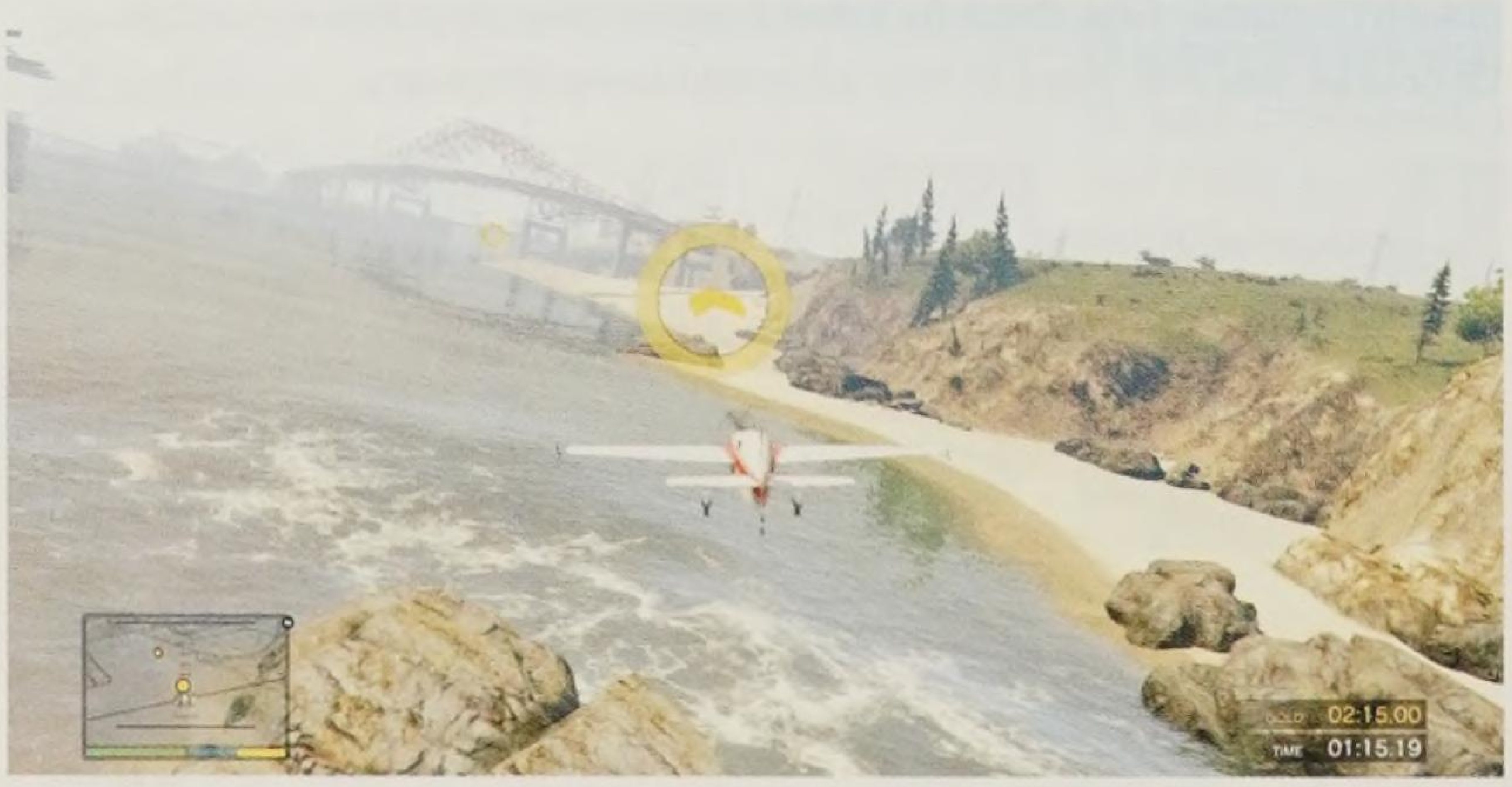
Like Parachuting and the variety of race challenges in the game, Flight School awards Bronze, Silver, and Gold awards according to your success in the challenge. In Flight School, completion time determines which medal is earned. There are 13 classes to complete and all but the first one are locked on your initial visit to the school. You simply need a Bronze in each class to unlock the next.

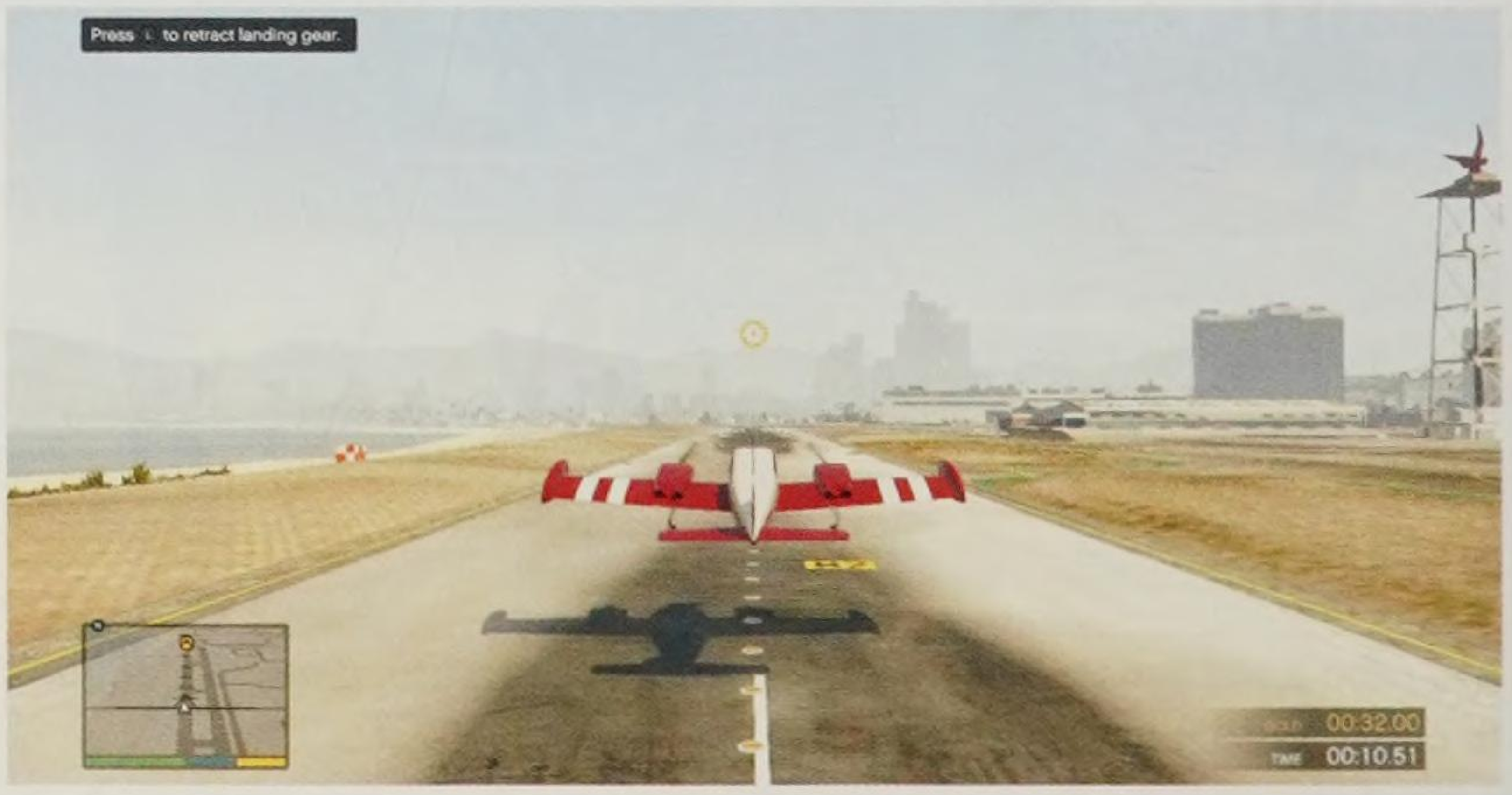
TRAINING TAKE OFF

GOLD: *00:32* **SILVER:** *00:50* **BRONZE:** *01:00*

The first flying lesson focuses on runway takeoffs. The flight instructor, Jackson, (with a J) vocally guides you through training over the radio. The challenge starts with a preview of the task. Shortly after, a timer counts down from three, and then it's your turn. The target Gold time is in the bottom-right corner of the screen; below that is your actual time. To accelerate, hold RT (Xbox 360) or R2 (PlayStation 3). Use the Left Control Stick to adjust pitch (up and down).

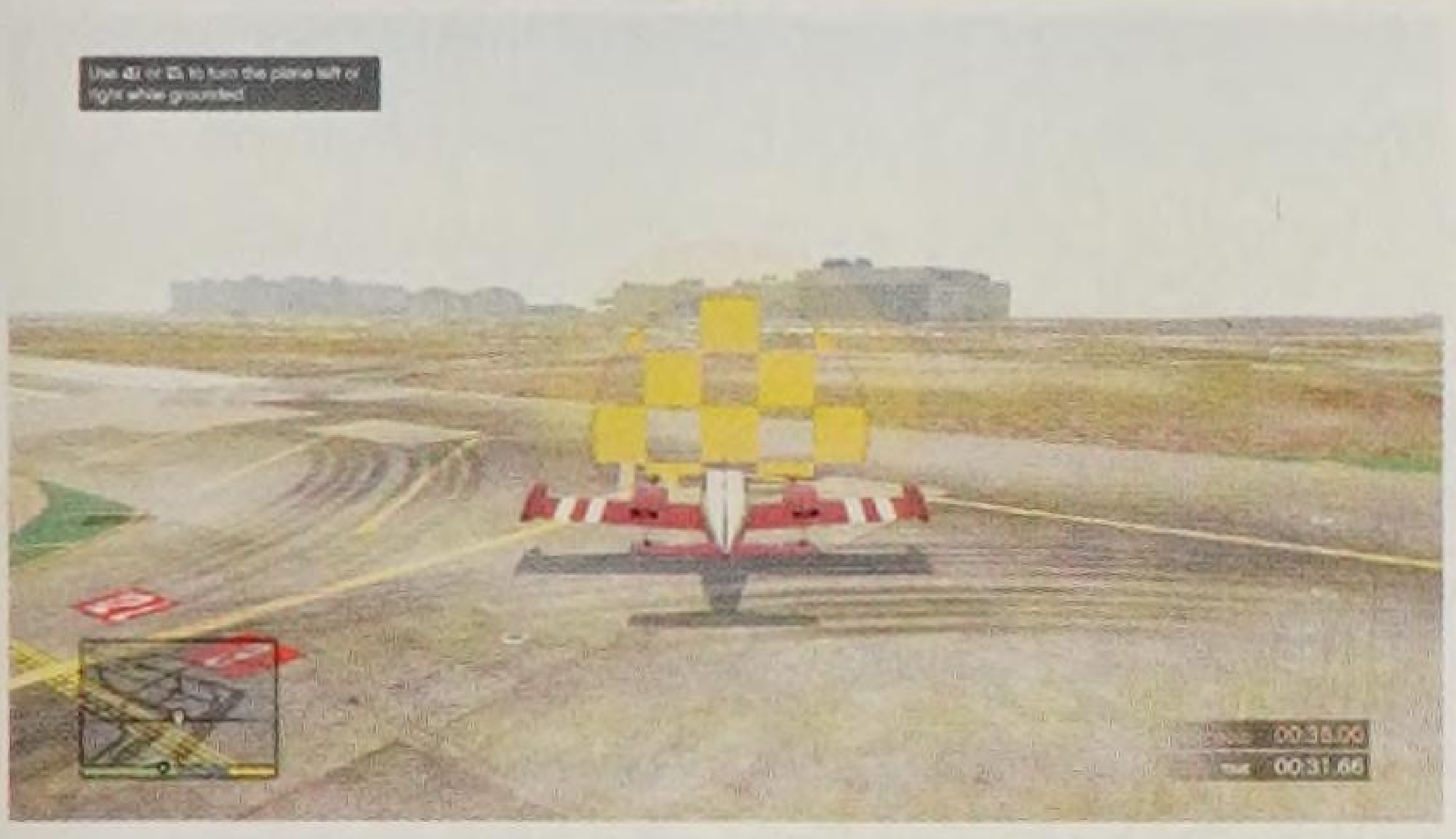
Once you have enough speed, the aircraft lifts off the runway on its own. This is when you gently tilt the pitch upward and begin aiming for the yellow ring floating above the end of the runway. Fly directly toward the second checkpoint to end the challenge. Notice that the plane randomly pulls in different directions; this is turbulence and an indication of your low flying skill. To get Gold on this challenge, try pulling the landing gear up sooner to reduce drag. Also, use the rudders to help steer the plane and counter the turbulence. After the lesson ends, a medal is given and you are returned to the lesson selection menu. You can check the leaderboards from here, as well.





RUNWAY LANDING

GOLD: *00:35* **SILVER:** *00:55* **BRONZE:** *01:10*

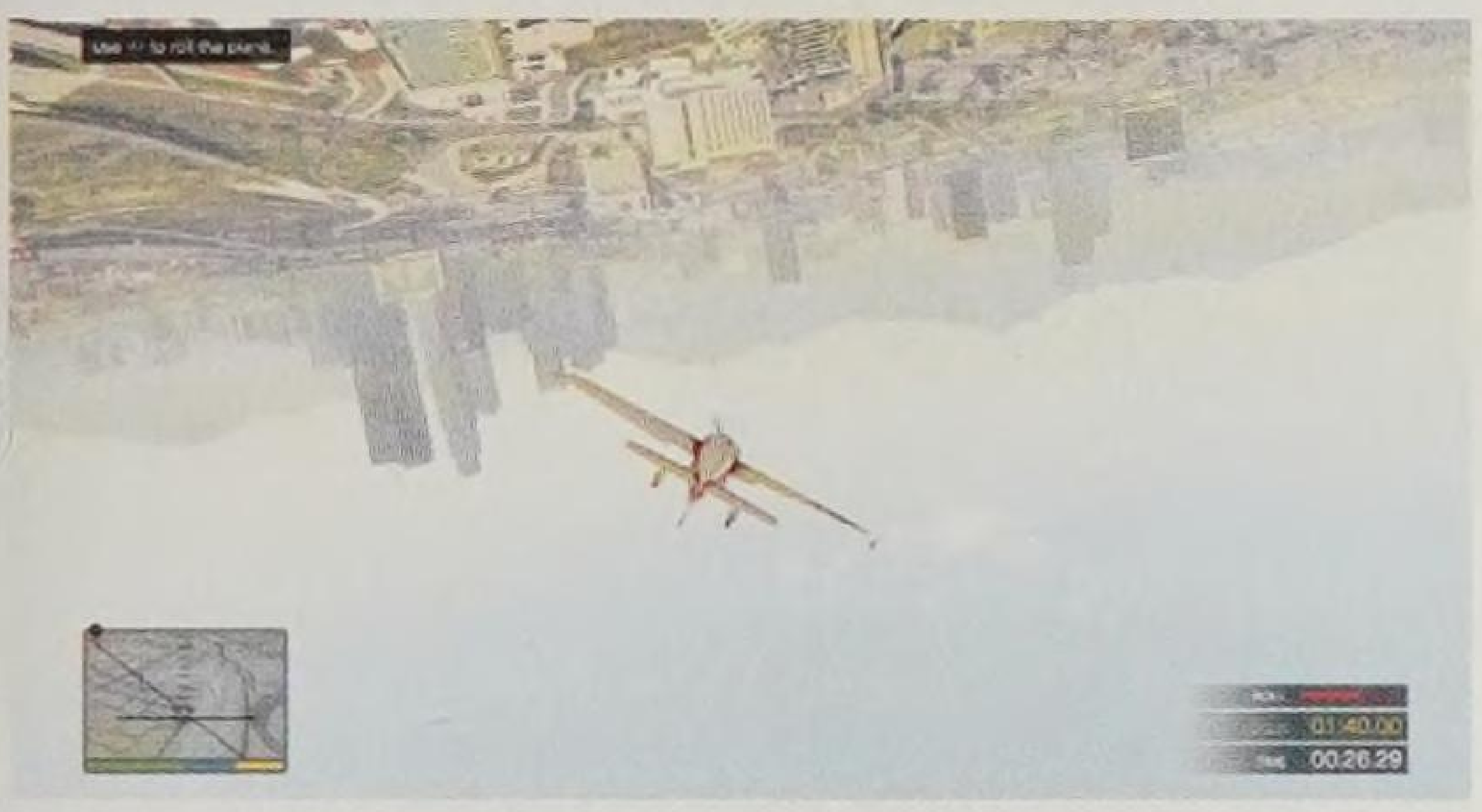


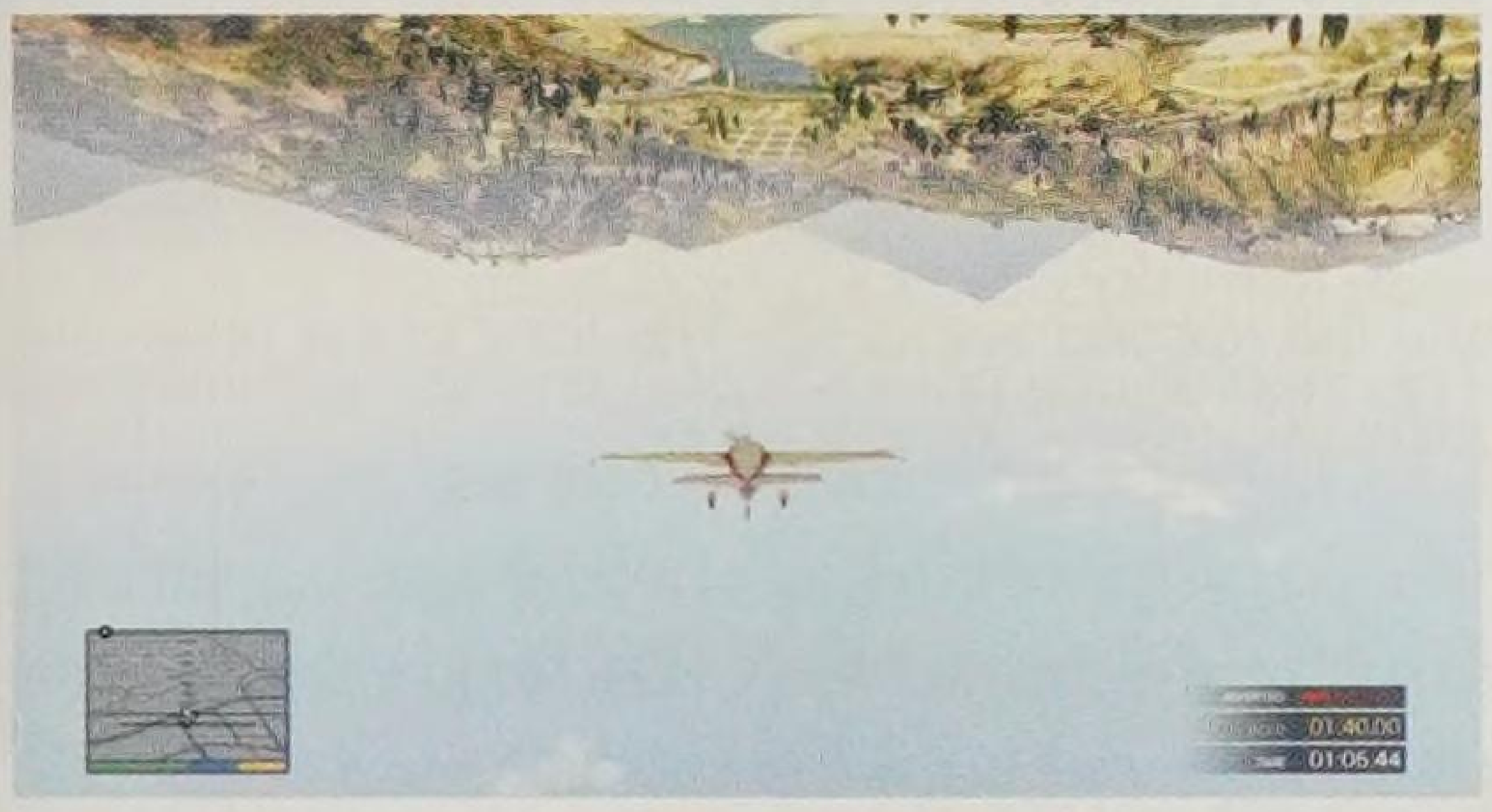
This lesson teaches you how to safely land on the runway. Landing is the easiest thing to do when piloting—living through the landing is another matter. You begin this lesson in the air, quickly approaching the runway. Slowly lower the plane's altitude by pitching downward. Make sure the plane is level with the ground when your wheels touch down, and try to land at a slight downward pitch so you don't slam too hard on the tarmac.

Once you've landed, steer toward the checkpoint ring at the end of the runway. Accelerate—but not enough to take off again—to try for the target Gold time. Once through the checkpoint, use the flaps to veer left off the runway to pass through the second and final checkpoint. Stop the plane (LT or L1 to decelerate) in or just through the last checkpoint to end the lesson. To improve your time on this lesson, land further up the runway (closer to the first checkpoint) to avoid the long drive.

INVERTED FLIGHT

GOLD: *01:40* **SILVER:** *02:00* **BRONZE:** *02:20*





In this lesson, you learn how to skillfully fly upside down. Watch the intro video to see the maneuver to be performed. The lesson begins on the runway, so you must perform a takeoff. The landing gear of your plane does not retract, as it's a stunt plane. So speed down the runway and take flight. Point the plane's nose up to reach the first marker at the end of the runway.

Instead of waiting for Jackson to tell you when to roll, begin this maneuver as soon as the Roll meter appears in the bottom-right corner, above the Target Gold time. Simply tilt the Left Control Stick all the way to the left or right and hold it until you have completed one barrel roll. Then level the plane out again with the horizon.

The quicker you level your plane, the sooner the next Roll meter appears after Jackson finishes his instructions. Next, perform three quick barrel rolls in a row. Then quickly level up with the horizon again to receive the Inverted meter as soon as possible.

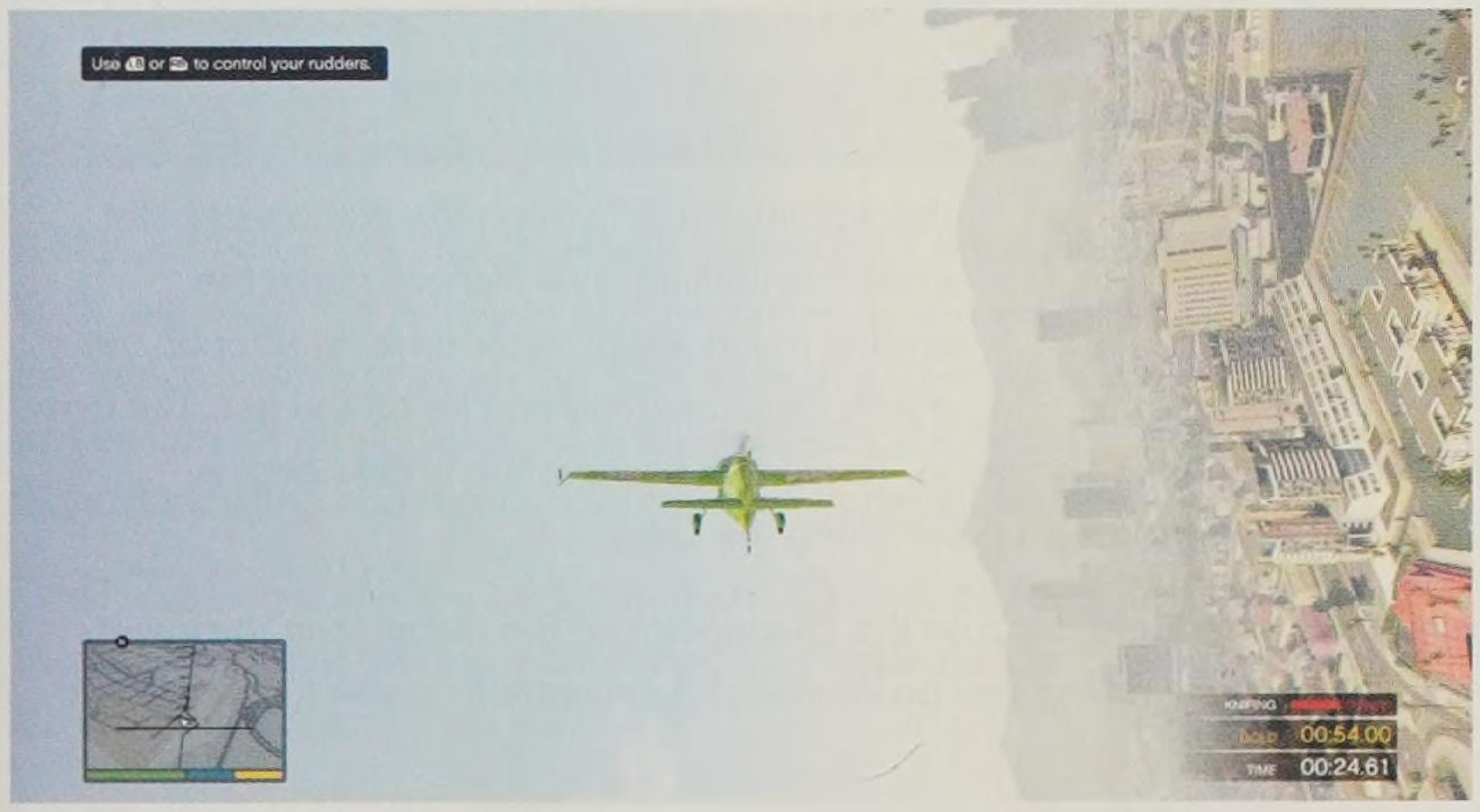
Finally, you are instructed to fly upside down. Your controls are reversed when in that position. Up pitch is down, and down pitch is up. Roll upside down as soon as the Inverted meter appears. Hold it there until the meter fills red (about 16 seconds). The lesson is passed when you level the plane right side up. If you didn't make Gold, there are a few possible reasons: not performing the maneuvers immediately after Jackson requested; not executing the maneuvers fast enough and with accuracy; and/or not leveling with the horizon quickly enough after completing the maneuvers.

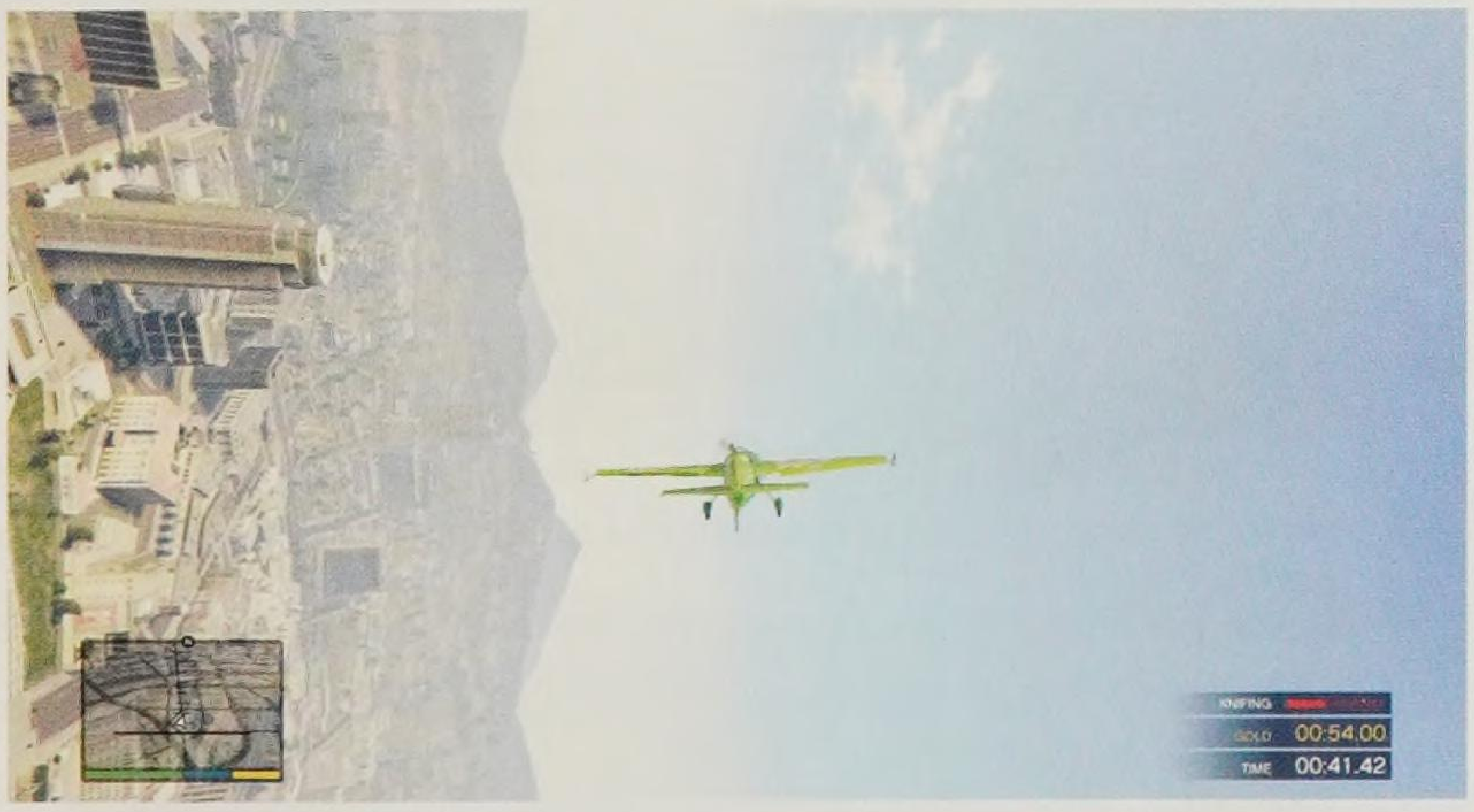
KNIFE FLIGHT

GOLD: *00:54* **SILVER:** *01:15* **BRONZE:** *01:40*

In this lesson, you learn how to fly sideways while maintaining altitude. The lesson starts on the runway. You are piloting a stunt plane, so the landing gear does not retract. Head directly for the first checkpoint ring at the end of the runway. The Knifing meter appears five seconds after passing through the checkpoint. When you turn the plane on its side, you must use an opposite rudder movement to maintain altitude. It doesn't matter if you knife flight to the left or right. If you roll left, use the right rudder to maintain the altitude. If you roll to the right, use the left rudder.

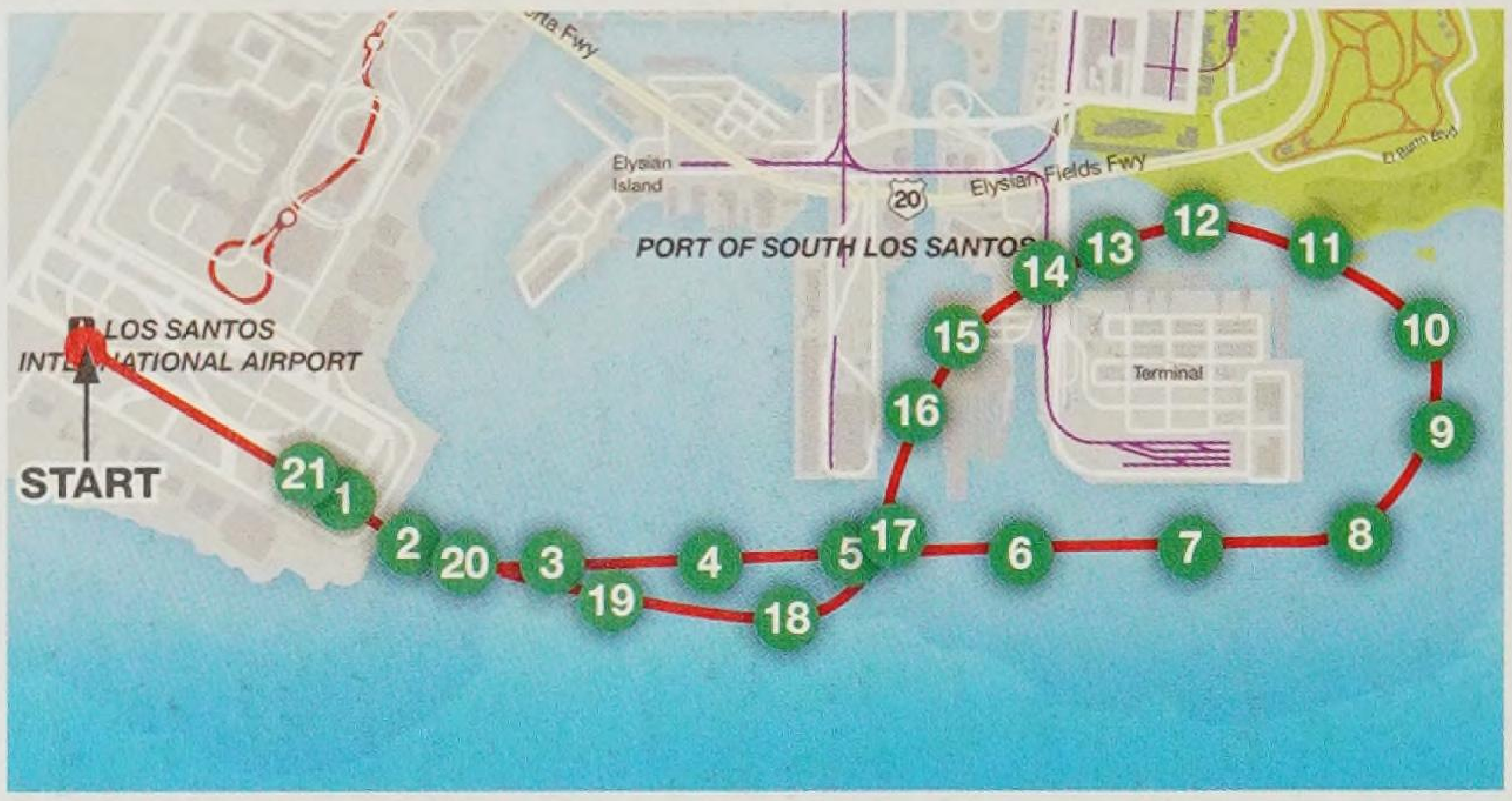
Keep the horizon perfectly vertical in the middle of the screen to perform the best knife. Hold the knife flight until the meter fills red and then level it off as quickly as possible. Next, do the same thing but rolling in the opposite direction. Let the meter fill and then quickly level off to complete the lesson.
To get Gold, perform the knife and leveling off in quick succession. This lesson will help you prepare for the 15 Knife Flight challenges.





FLAT HATTING

GOLD: *02:15* **SILVER:** *02:35* **BRONZE:** *03:00*



In this lesson, you fly through a checkpoint course around the harbor while maintaining a low altitude. There are 21 checkpoints, and you begin on the runway. The objective is to run the course as quickly as possible while maintaining a low altitude. You do not need to fly any lower than the height of the floating checkpoint rings. This is an exercise in using your rudders for steering and maintaining a low altitude.

Mostly use the rudders for smooth and gradual steering. When you must turn sharply, knife the plane and pull the flight stick back, and when you are headed in the desired direction, knife back and level off with the horizon line. When performing a knife flight (wings are vertical), remember to use an opposite rudder control to maintain altitude. The center line on your radar represents the plane. Keep it below the upper altitude line.

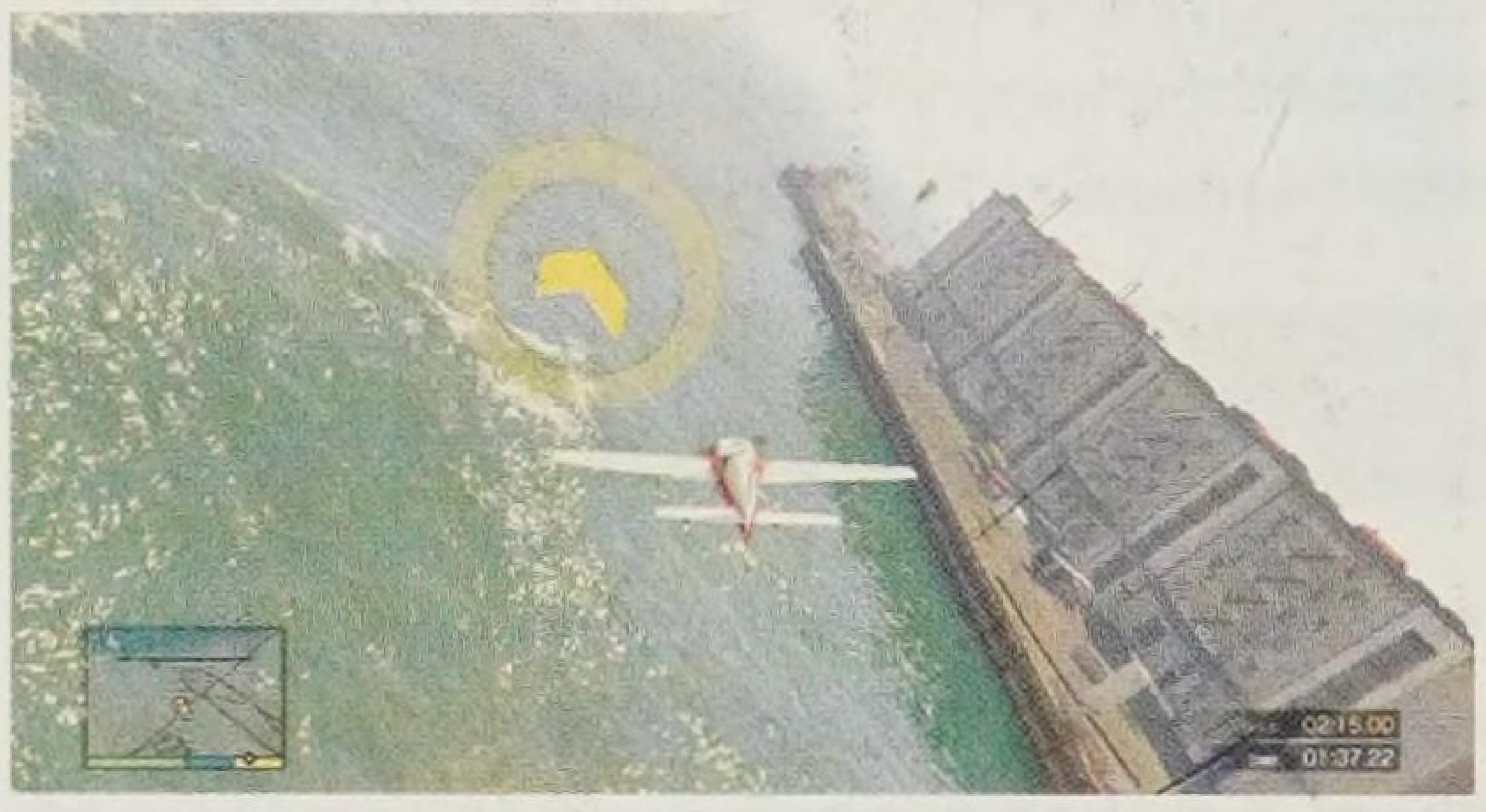
If you begin this lesson as a new flyer (low flying skill points), it will be a challenge to fly low and steer straight. Generously apply the rudder to counter the random pull of novice flying controls to keep the plane as straight on the course as possible.

The first sharp turn occurs between ⑧ and ⑪. Use the rudder to handle it smoothly.

Checkpoint Activation Radius

Don't kill yourself trying to fly directly through the center of a checkpoint ring. There's an invisible, 12-foot (approximate) area of activation around checkpoint rings. The tip of your wing could pass approximately 12 feet away from the checkpoint ring's edge and still trigger it. This is good to know so you don't jerk the controls wildly to try to make a last ditch effort to pass through the ring.

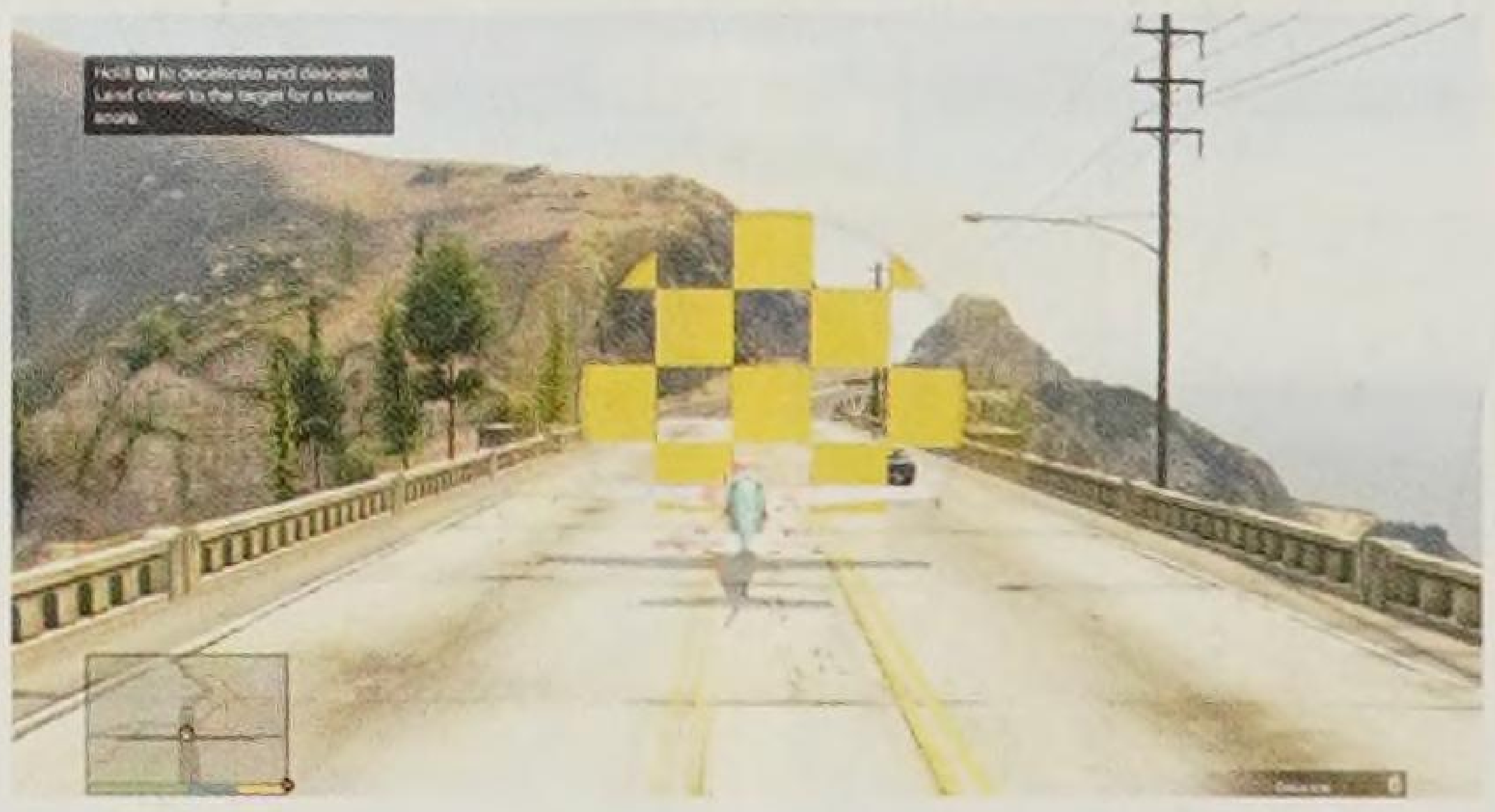
The left turn between ⑫ and ⑬ is rather sharp and requires a slight knife—exclusive rudder controls between the two are not enough steering in that short distance to make the turn. Also, be wary of the tall light poles in the shipping yard just beyond the railroad tracks ⑭. The tops of the poles are at your altitude between ⑭ and ⑮. Avoid them at all costs.



One of the most difficult maneuvers in the course is between ⑮ and ⑯ where you must turn sharply to the left while lowering altitude to pass through ⑯ slightly above the water. Use the left rudder as you knife and turn. Knife back to even out the craft and quickly steer left again with the rudder to head straight for ⑰. Checkpoints ⑰ and ⑱ require a sharp right turn involving a right knife while countering the descent with the left rudder. From there, it's straight on to the runway. Watch your altitude from the last checkpoint to the finish; it's high and you could risk overcompensating. Look at the radar and be sure not to fly higher than the top black line. You do not need to land the plane.

TOUCH DOWN

GOLD: *10 feet* **SILVER:** *45 feet* **BRONZE:** *Finish*

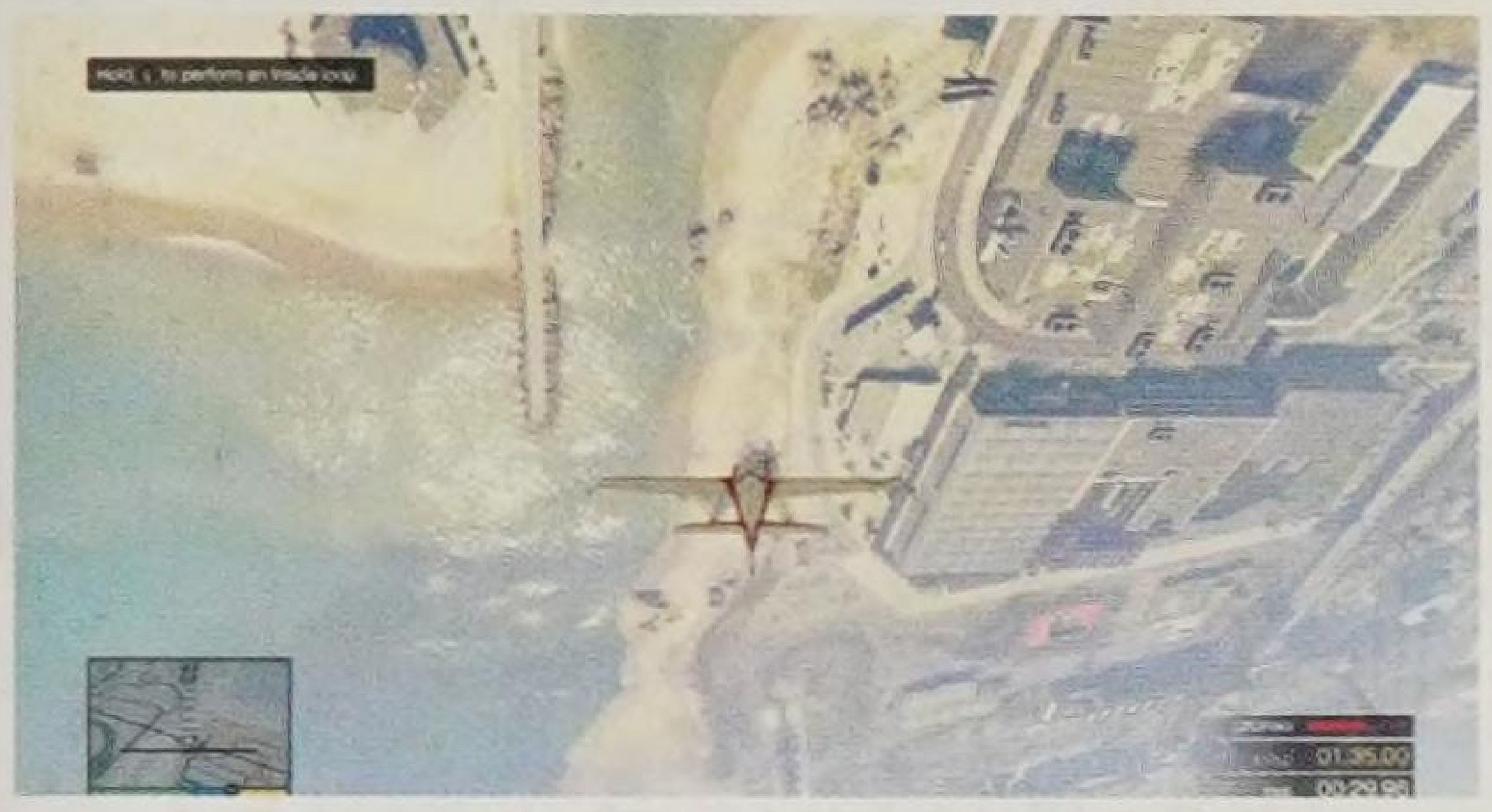


In this lesson, you land the plane on a bridge. The mission begins in the air, facing the bridge where you must make an emergency landing. The closer you land to the final checkpoint, the better your score. The goal is to stop in the last checkpoint. Pass through the first checkpoint while maintaining level flight to make the landing much easier. After passing through the checkpoint, descend and let off the gas, but do not decelerate until you are about to touch down. This is not a race, so the time it takes to stop is not an issue. Touch down where the bridge begins. Avoid the traffic and the sides of the bridge at all costs; your wing can easily catch one of the jutting light poles along the sides.

The medal in this challenge is determined by distance stopped from the final checkpoint. To get Gold, stop on the checkpoint so the distance in the lower-right corner is zero. If you move beyond the checkpoint, distance increases again. Take your time rolling into position and decelerate to come to a complete stop while in the checkpoint.

LOOP THE LOOP

GOLD: *01:35* **SILVER:** *01:40* **BRONZE:** *02:05*


Hold ✕ to perform an inside loop.
01:35.00
00:29.98

HALF LOOP
01:35.00
01:18.59

This lesson teaches you how to do an inside loop. Watch the introduction video to see the maneuver. It's important to start from a level position and to pull the pitch control stick as straight as possible so you don't enter a spiral. Take off from the runway and enter the checkpoint floating above the end of the runway. Make sure you're level with the horizon. Once you've done this, the Loop meter appears above your time. Pull back hard on the flight stick to perform the loop. Hold the stick down until you have executed a complete loop, facing in the same direction you started and making sure the Loop meter is full. Then quickly level off to the horizon.

Perform a second loop soon after leveling off and the second Loop meter appears. The final stunt is a roll off the top. This is an inside loop like you already performed but with a barrel roll included when half the loop is complete. Start the inside loop and, when you are halfway through it (when the Halfloop meter is filled and you are inverted), roll the plane so you are no longer inverted while leveling off to cancel the inside loop.

This is probably the most difficult maneuver in the lessons. The difficult part is knowing when you've reached the inverted position since all you see is sky. Luckily, there is a Halfloop meter to assist you. Done correctly, the Gold time is manageable to reach.

HELICOPTER COURSE

GOLD: *02:40* **SILVER:** *03:15* **BRONZE:** *03:45*

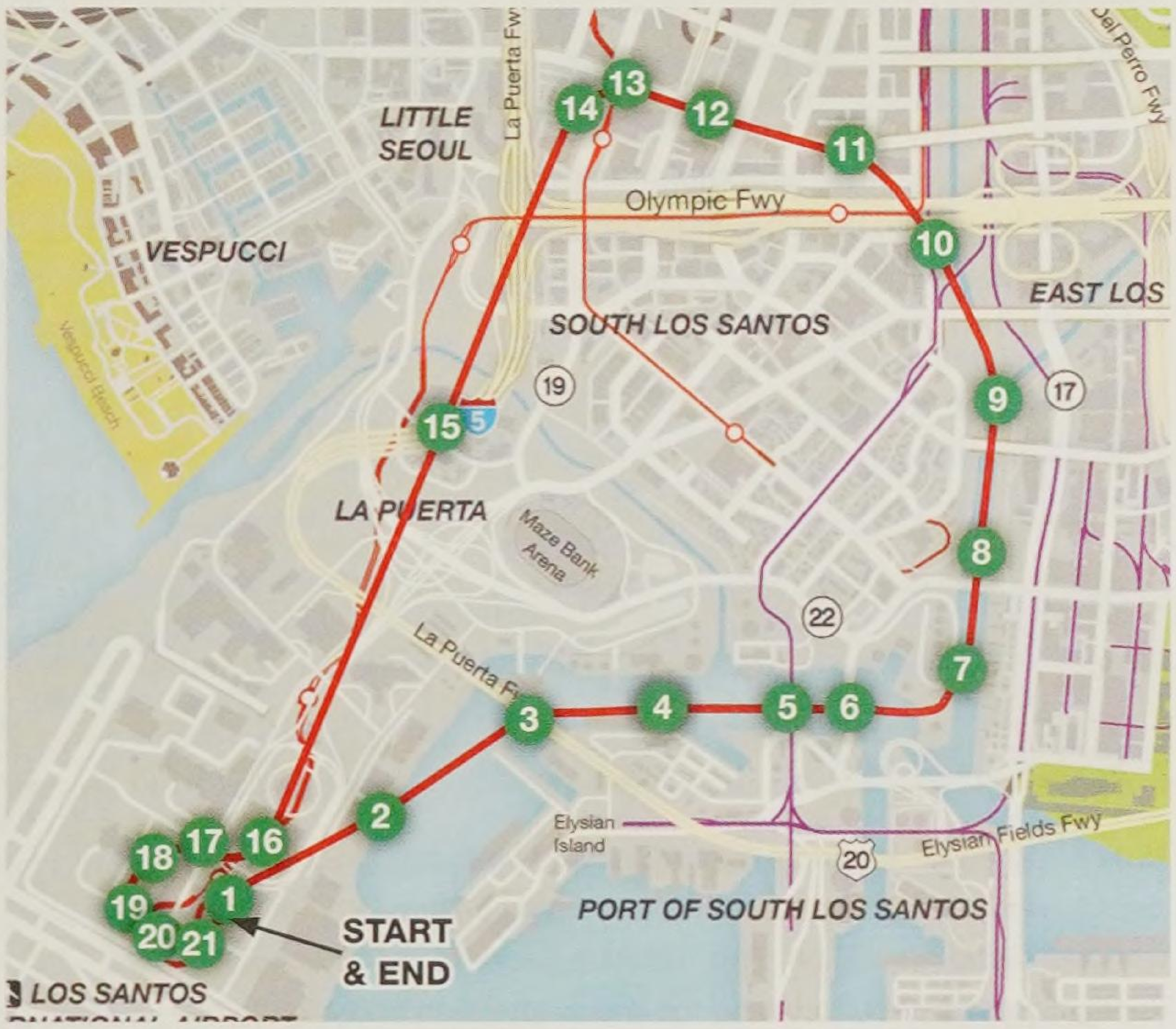
During this lesson, you fly a helicopter through a course around the city and land it at the airport. The helicopter comes with more controls to learn, but it's much more forgiving in flight since it doesn't require consistent forward momentum to maintain flight and altitude.

You take off from the helipad ㉑ at the airport (this is the takeoff and landing position for this course). Since a helicopter requires no forward momentum to fly, accelerating does nothing but send you straight up in the air until the flight stick is introduced. Use the Left Control Stick to move in the direction you desire. Use the rudder controls to assist steering. If you use the rudder without the flight stick, the helicopter would just turn on its axis (hold it continually and you'd just spin in place). But using the rudder with applied direction of the flight stick allows you to fly with much more precision than using just the rudder or flight stick exclusively.

Use ◎ to control the nose of your vehicle.
02:40.00
00:07.88

A little altitude is gradually lost with consistent full-forward tilting of the flight stick. Although this is how to gain maximum speed in a helicopter, you must occasionally ease back on the flight stick to regain lost altitude. Flying as fast as you can for great distances is a practiced balance between full-forward flight stick tilting and flight stick reduction to regain altitude.

When passing under the bridge to reach ③, you discover (maybe not for the first time) that there is a challenge for passing under 50 bridges around San Andreas.


LITTLE SEOUL
La Puerta Fwy
Del Perro Fwy
VESPUCCI
Olympic Fwy
EAST LOS
SOUTH LOS SANTOS
Vespucci Beach
LA PUERTA
Maze Bank Arena
La Puerta Fwy
Elysian Island
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS
START & END
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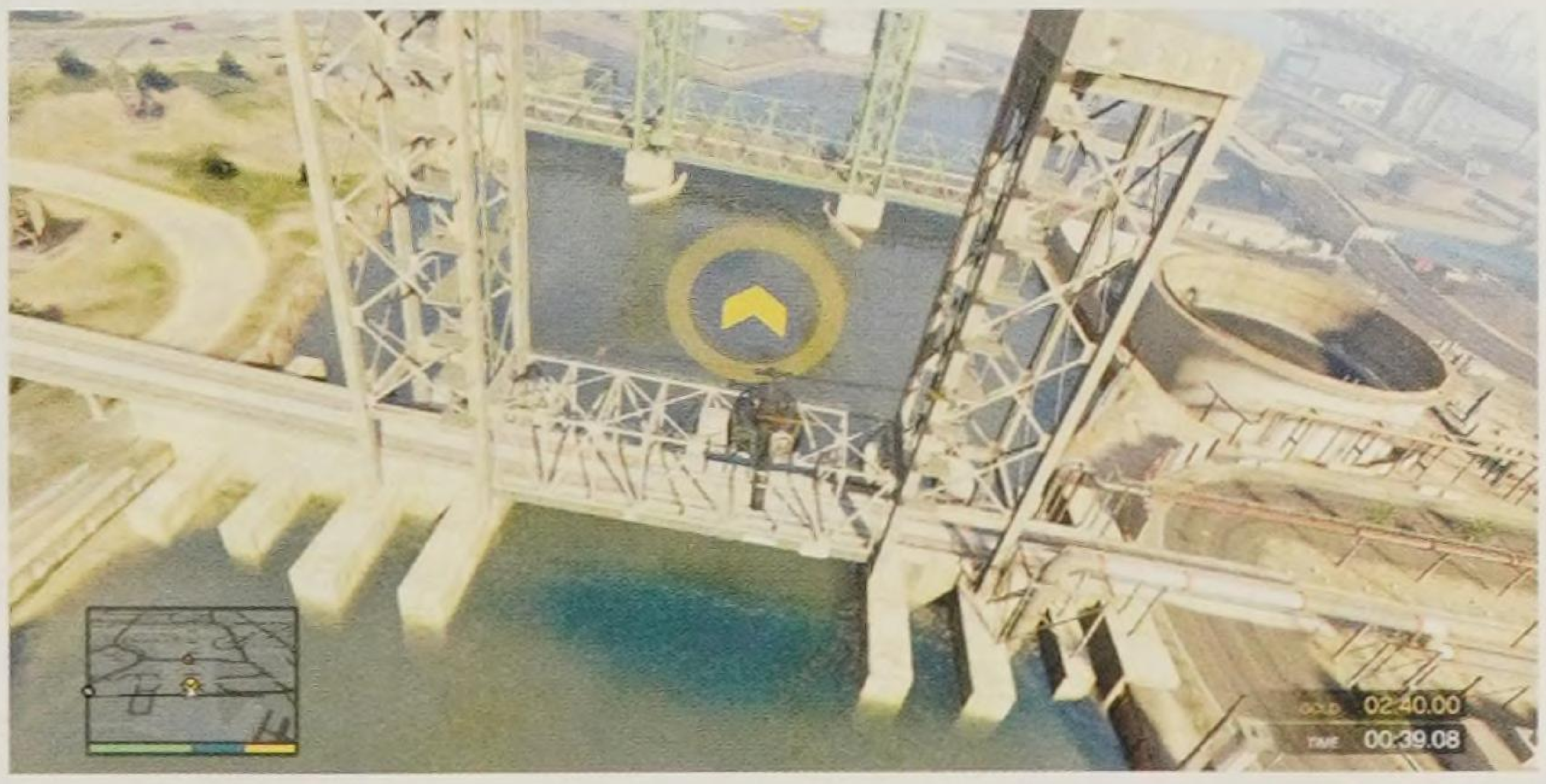
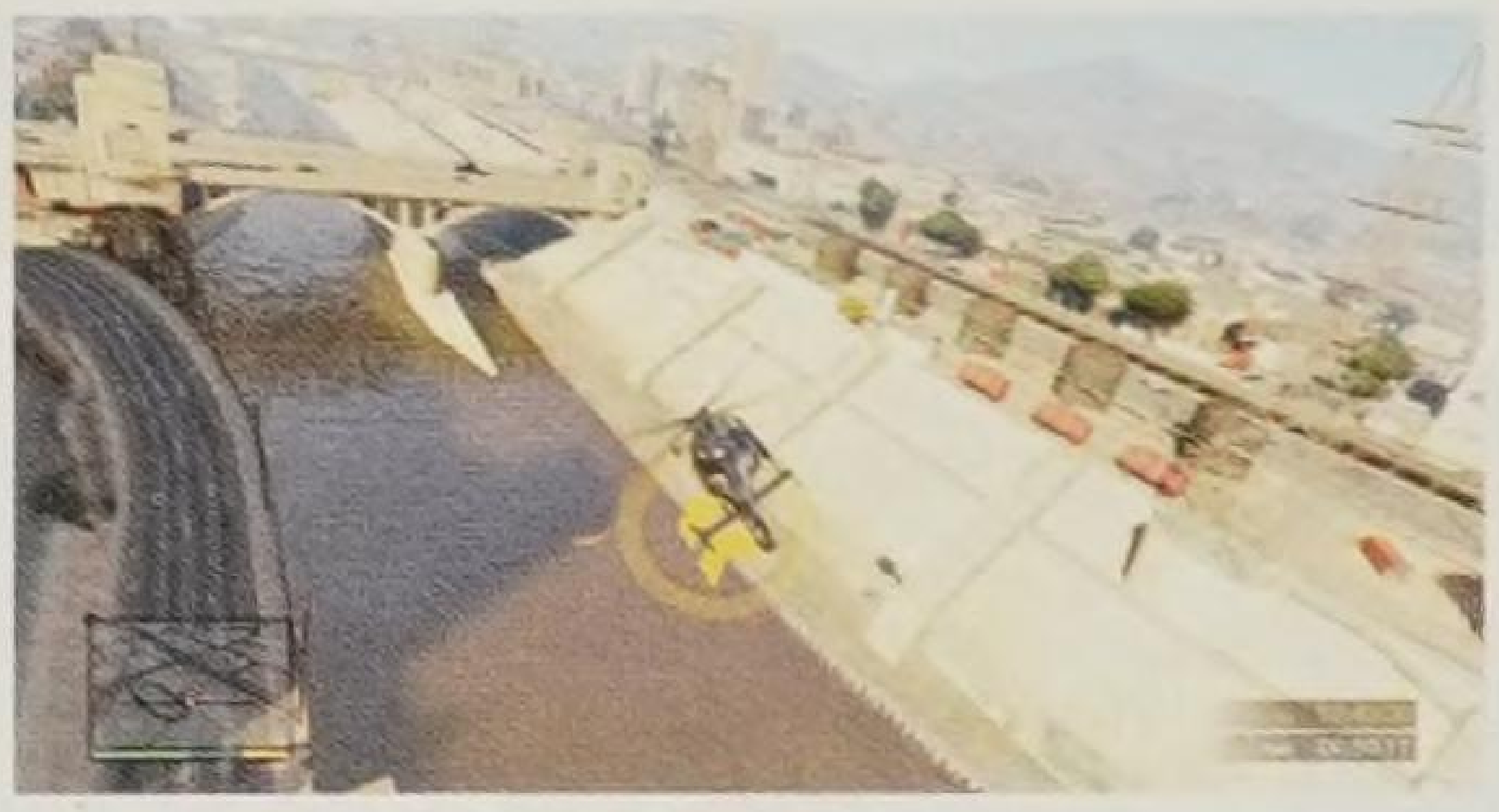
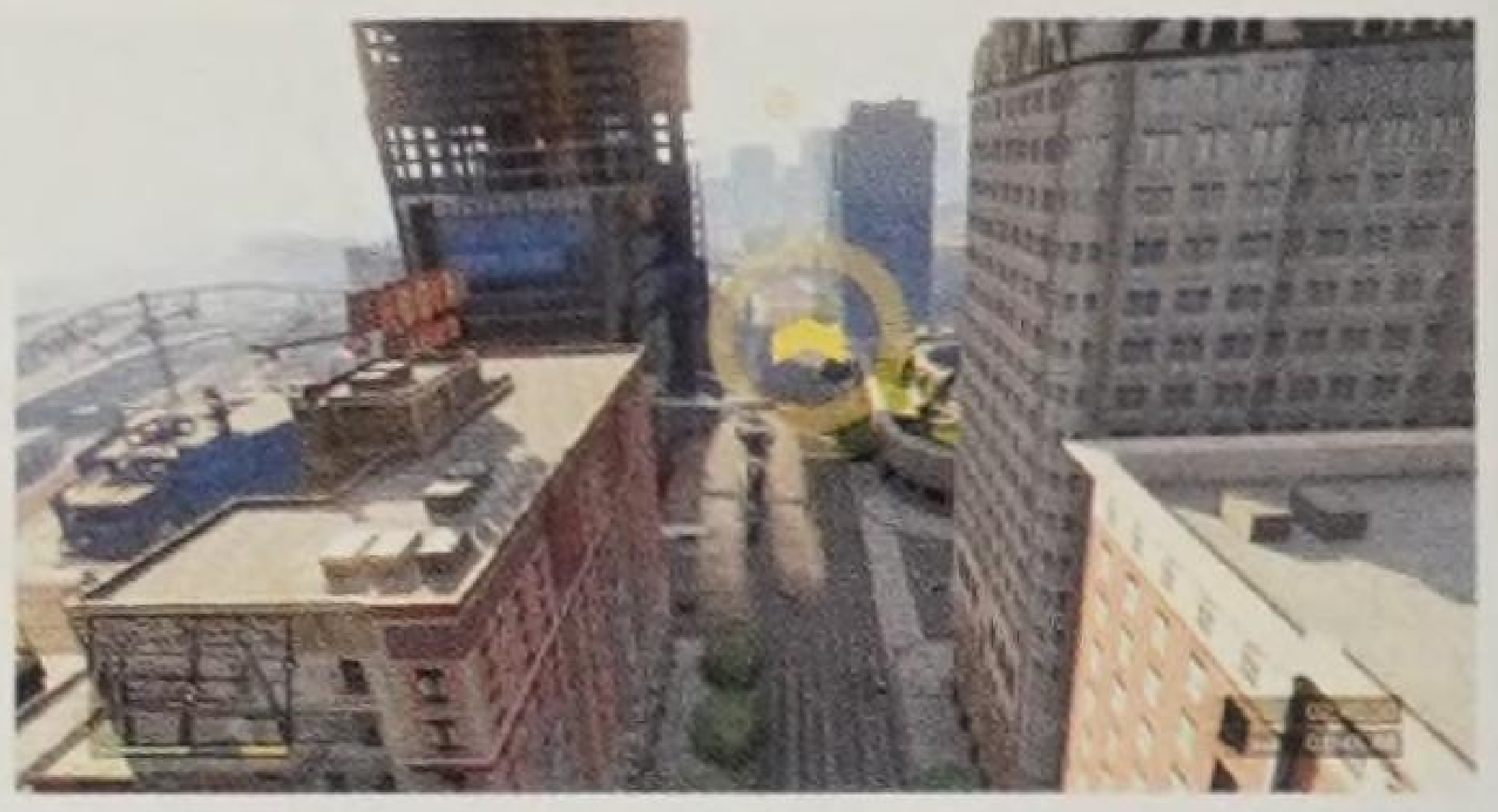
When steering from ⑥ (between the bridge support beams) to ⑦ (over the flood control channel), to turn correctly, tilt the flight stick left while adding in right rudder control to turn the tail to the right slightly. This helps make sharper turns.

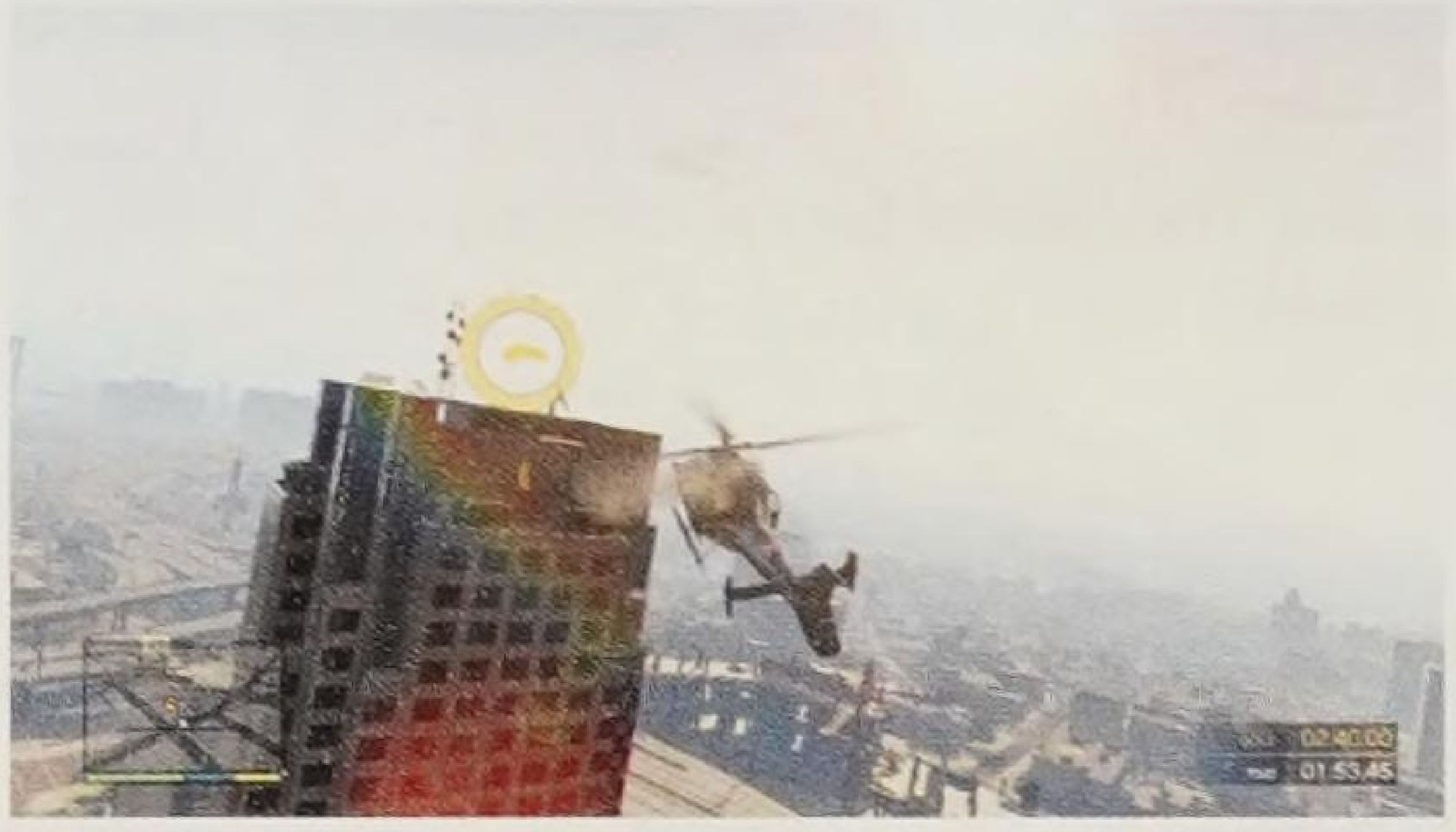
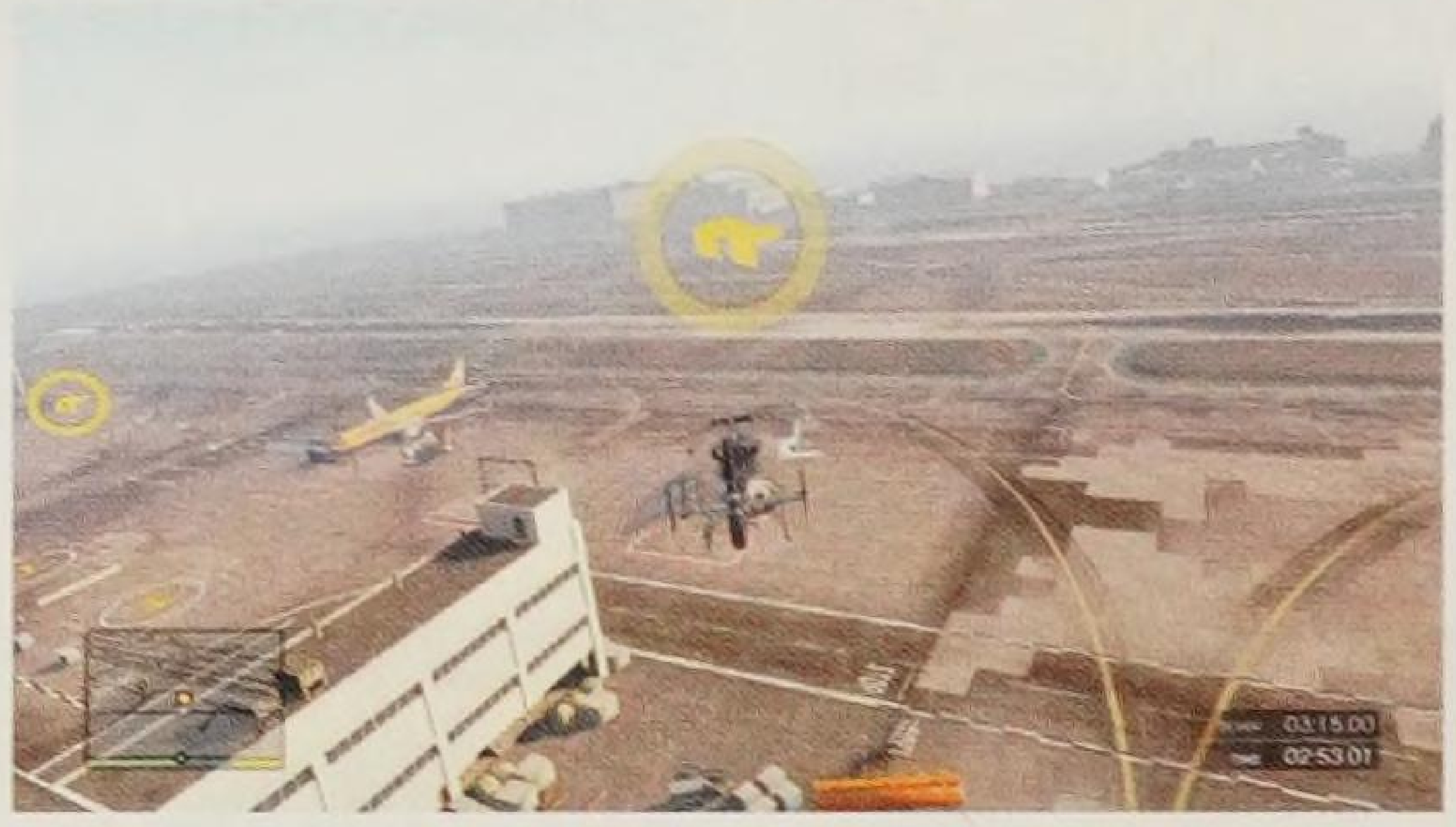

02:40.00
00:39.08

If you feel confident about your flying, you can pass under the low bridge between ⑦ and ⑧ (it's a difficult maneuver for first-time flyers). You can try again under the next bridge between ⑧ and ⑨. There's one last under-the-bridge maneuver to attempt between ⑨ and ⑩. However, this one is even more difficult on this course since ⑨ has you gaining more altitude. You must dive down, level off, and go under the bridge.

Checkpoints ⑪ through ⑬ have you flying down a somewhat narrow path between tall buildings in Los Santos. Relax and don't think about it too much. But if a propeller hits a building, expect things to end badly.

Checkpoint ⑭ is practically sitting on top of a tall building and requires a substantial altitude climb in the short distance from ⑬. Pay close attention to the arrows inside the checkpoint rings; they point directly to the next checkpoint. Slow your forward momentum by relaxing the flight stick and gain altitude until the top of the building is visible. Then continue forward through this high checkpoint. Keep to the right of this checkpoint to avoid hitting the tall antennae on the rooftop.

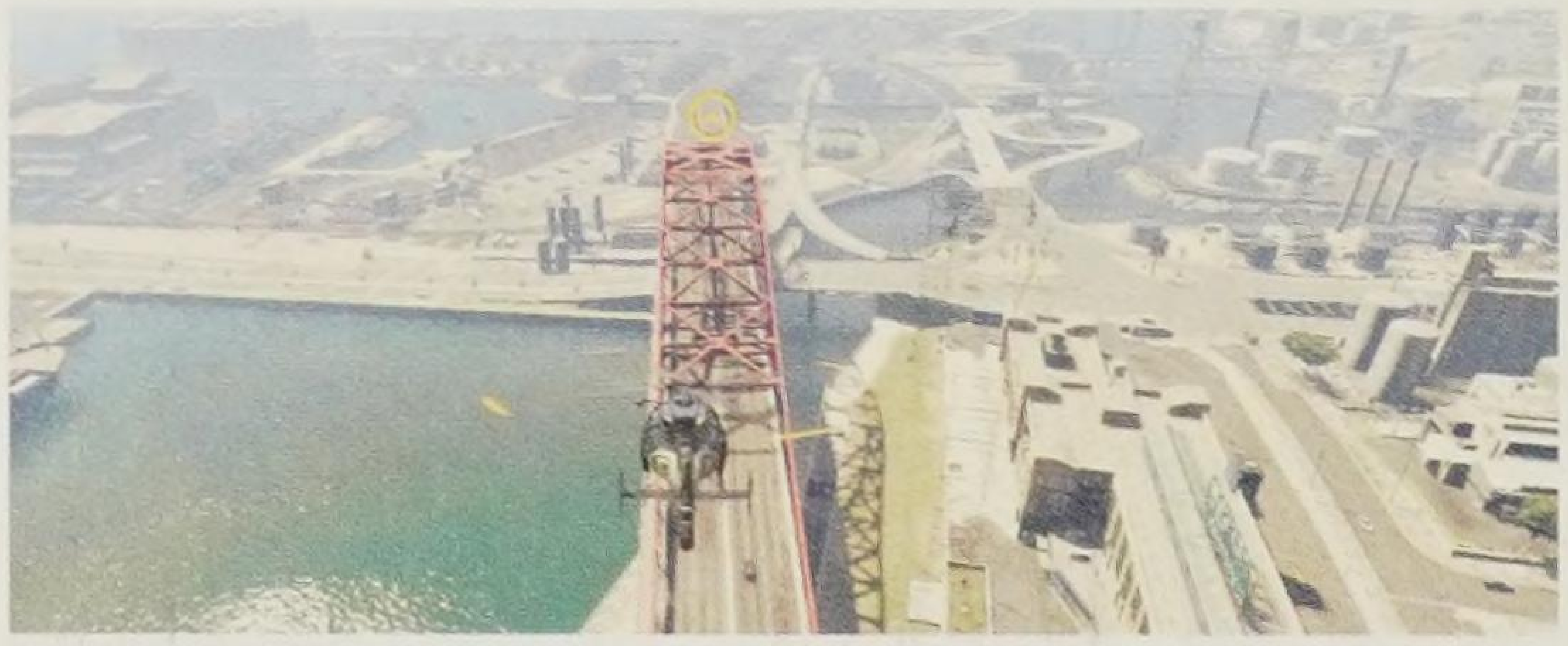



The next couple of checkpoints are a great distance from one another, allowing you to gain a lot of speed. Since the checkpoint altitude is much lower, hold the flight stick forward during the entire trip. This speed increase makes the sharp turn from ⑯ (above the airport control tower) to ⑰ quite dicey. The remaining checkpoints line you up for your landing on the helipad.

HELICOPTER SPEED RUN

GOLD: *02:10* **SILVER:** *03:00* **BRONZE:** *03:30*

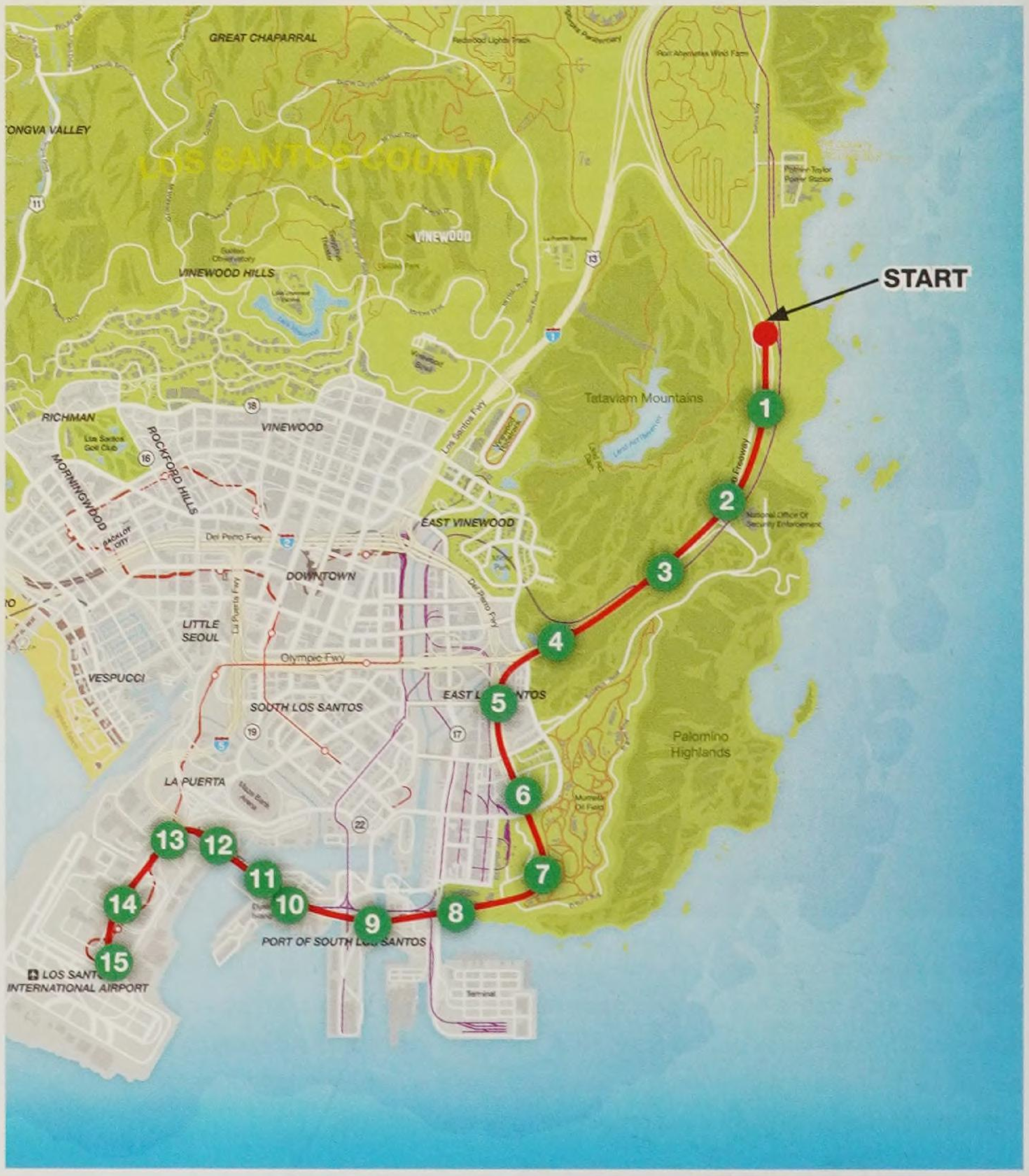
In this lesson, you fly a helicopter through the city as fast as possible. You begin this challenge while in flight **(Start)**. The first couple of checkpoints are at a lower altitude, allowing you to push full-forward on the flight stick to gain speed.



Not only is the Gold medal target time and your actual time displayed in the right corner, but there's also a Time Limit gauge with a draining red fill line. This makes it easier to quickly check your progress without drawing too much attention away from your focus on the course.

For the most part, the first section of the course follows the freeway below. Between ④ and ⑤, you must veer left and follow a new freeway while gaining altitude to reach the higher checkpoint ⑤.

From ⑦, go full throttle and bury the flight stick to gain speed and reduce altitude to skim ⑧, which hovers close to the top of the archway above the large bridge. Avoid hitting the bridge.


START
GREAT CHAPARRAL
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
VINEWOOD HILLS
RICHMAN
ROCKFORD HILLS
MORNINGWOOD
VINEWOOD
EAST VINEWOOD
DOWNTOWN
LITTLE SEOUL
VESPUCCI
SOUTH LOS SANTOS
EAST LOS SANTOS
LA PUERTA
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
Tataviam Mountains
Palomino Highlands
Del Perro Fwy
Olympic Fwy
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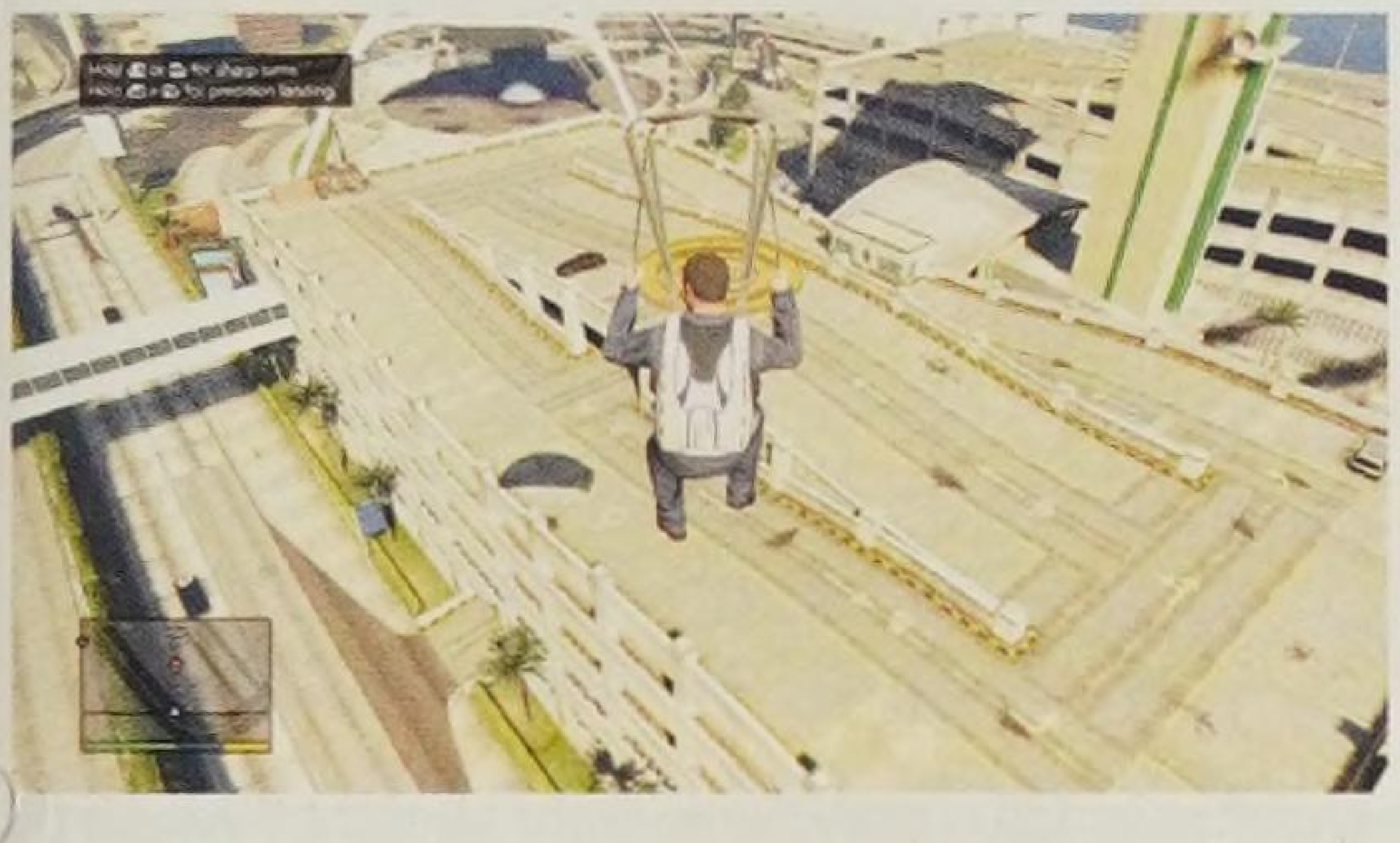
Concentrate hard on leveling off the helicopter through ⑩—checkpoint ⑪ (between the bridge struts) is a very difficult maneuver otherwise. Maintaining control and speed through bridge checkpoints ⑪ and ⑫ make or break your Gold medal opportunity.

Given your altitude, going through the second bridge checkpoint ⑫ and passing through ⑬ is a very difficult job. The bridge support cable on the left side of the bridge prevents you from making a sharp turn without building much altitude. You must decelerate and turn sharply to the left just after clearing the bridge support cable to prevent overshooting ⑬, which also would result in crashing into the nearby building.

The last checkpoint (the landing pad) is in the same position at the airport as it was in the previous lesson. Coming from this direction, you must hover over the nearby hangar and drop altitude quickly to land in the mark. Alternatively, you could fly beside the building, but you would then have to perform a very sharp left and descend quickly on the helipad. Dropping down onto the helipad from over the building seems to be an easier maneuver.

SKYDIVING

GOLD: *3.00'* **SILVER:** *10.00'* **BRONZE:** *20.00'*



In this lesson, you skydive and try to land on a stationary target. You begin this challenge inside a helicopter. When prompted, press Ⓨ (Xbox 360) or □ (PlayStation 3) to leap out of the plane. While freefalling, use the Left control stick to steer your body through the air. Press Ⓐ (Xbox 360) or ⊗ (PlayStation 3) to deploy your parachute. This challenge is not timed, so there's no need to race to the ground. This challenge and most skydiving challenges are scored by how close you land to the center of the landing target.

Begin the jump by steering your free-fall toward the yellow target on the radar. Once that target is ahead of you, continue to free-fall until you feel the urge to pull the ripcord. Again, it's not a race to the ground. The landing zone is on top of the multistory airport parking garage.

Once you pull the ripcord, continue to guide your descent with the Left Control Stick. When you're around 400 feet above the ground, hold both LB and RB (Xbox 360) or L2 and R2 (PlayStation 3) to enter precision landing mode. This slows your descent and allows you to better guide yourself with pinpoint landing precision. Align the center of the target with your chest and shoulders when in precision landing mode.

Keep in that range until you're just about over the target. Then aim directly for the middle of the target, allowing your feet to touch down in the exact middle of the center ring. That gets you the highest score possible. The score measures your landing distance in feet from the center ring—the closer to the middle, the better.

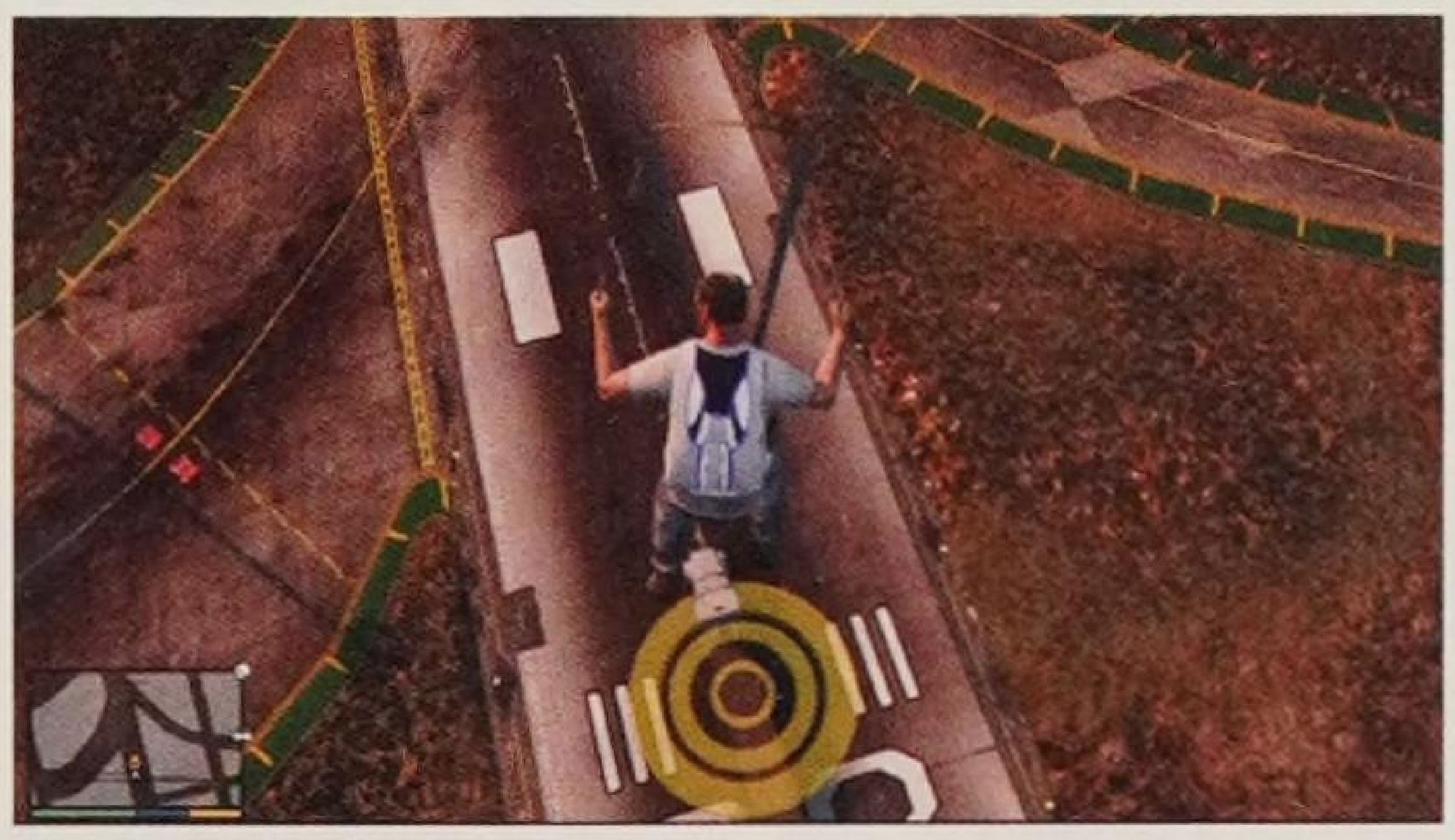
DROP ZONE

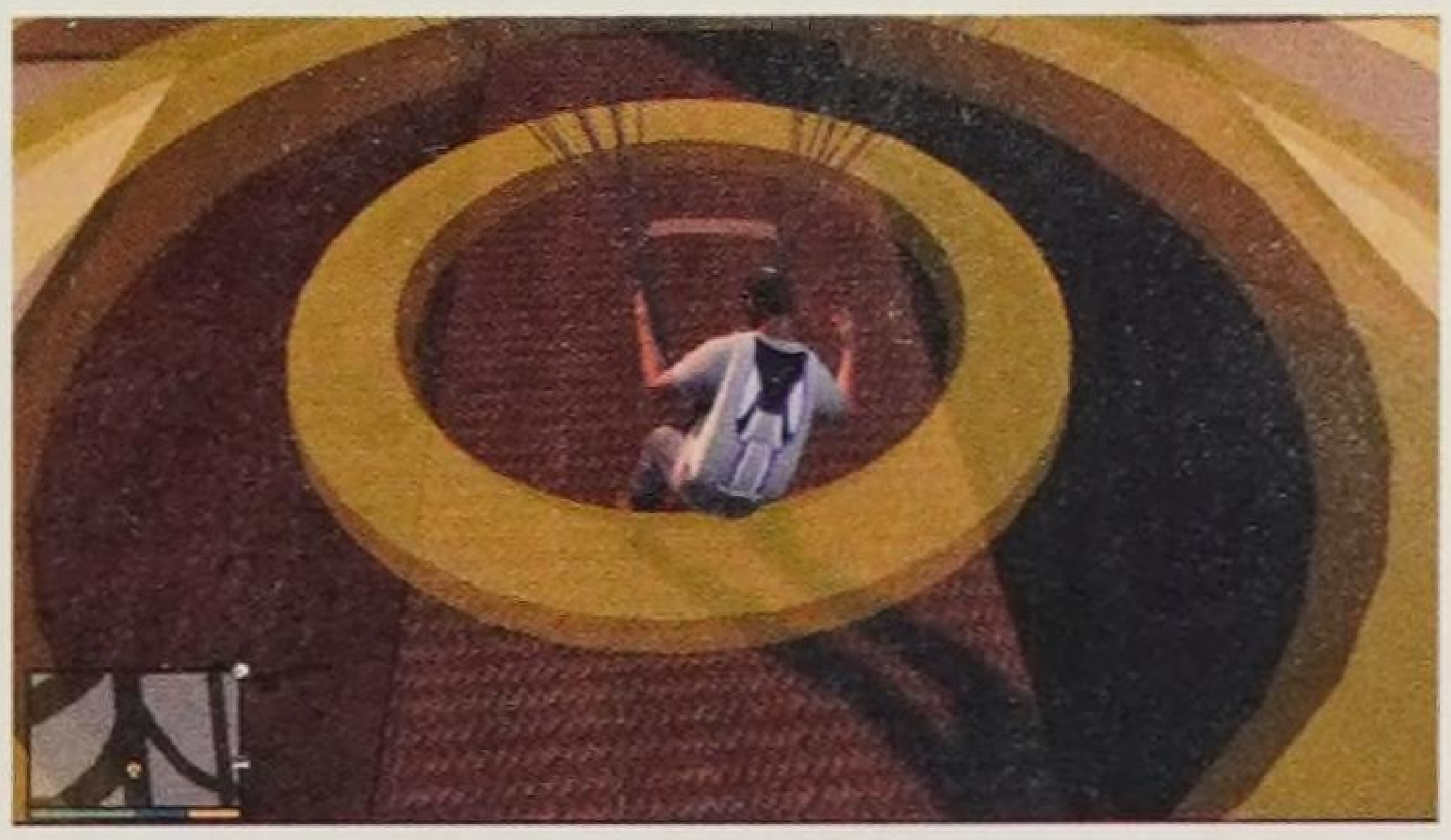
GOLD: *0.00'* **SILVER:** *7.00'* **BRONZE:** *20.00'*

In this lesson, you skydive and try to land on a moving target. A flatbed truck is circling the runway at the airport below. You must land on the flatbed. After jumping out of the plane, notice that the truck (yellow target on the radar) is ahead of you. There is a yellow highlight around it that is visible from high altitudes.

Wait to pull the ripcord until you are dangerously close to earth, and start a slow descent using precision landing mode from about 400 feet up. Notice that the truck is headed in the same direction as you. Match the truck's speed by either speeding up (exiting precision landing mode) or slowing down (entering precision landing mode).

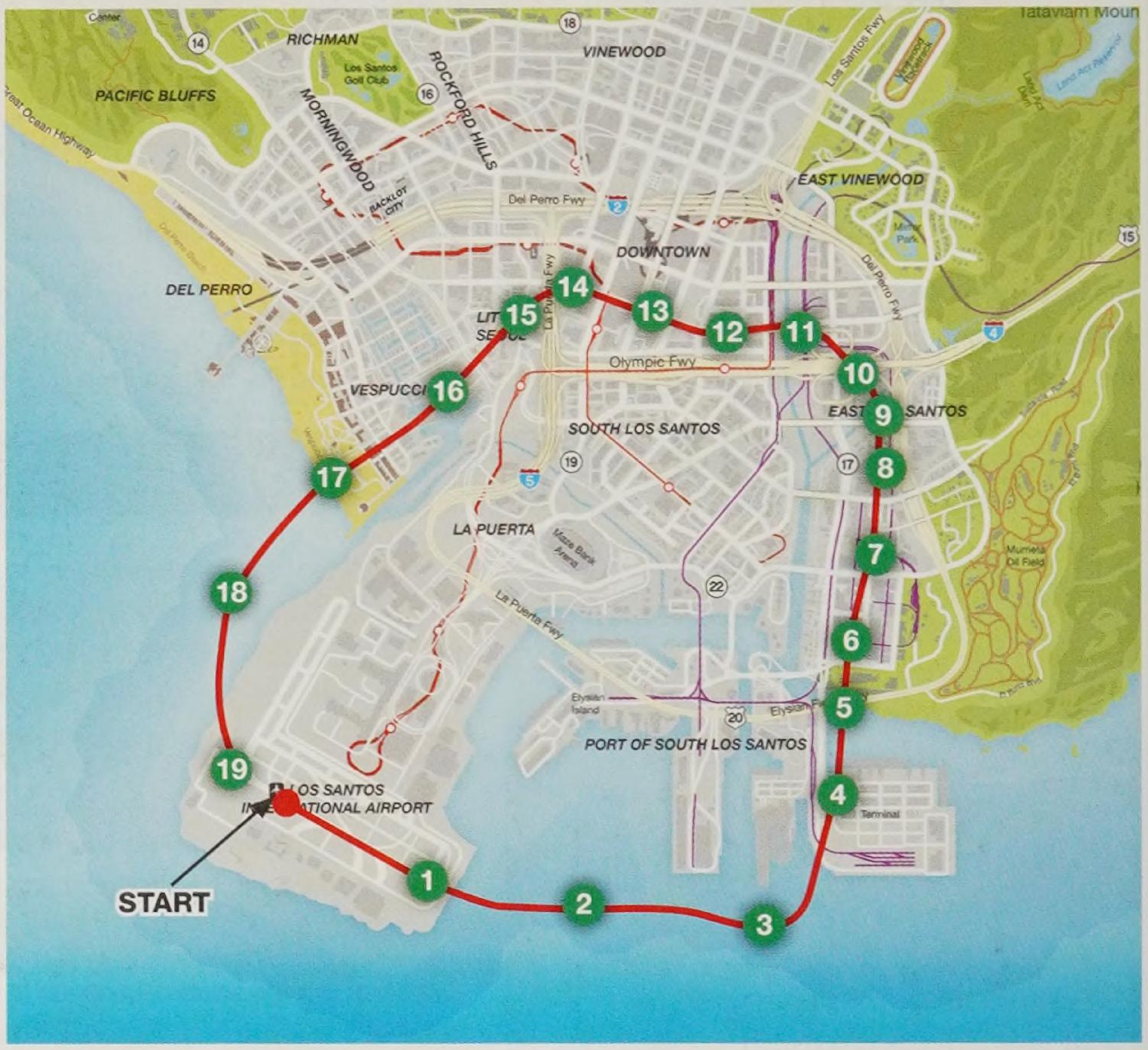
Once in precision landing mode at about 400 feet, guide yourself into the center of the target on the flatbed truck. If you're going to undershoot the target, exit precision mode to accelerate faster, and then attempt precision mode again.





EARN YOUR WINGS

GOLD: *02:50* **SILVER:** *03:15* **BRONZE:** *03:40*


RICHMAN
VINEWOOD
PACIFIC BLUFFS
MORNINGWOOD
ROCKFORD HILLS
Del Perro Fwy
EAST VINEWOOD
DOWNTOWN
DEL PERRO
Olympic Fwy
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
LA PUERTA
La Puerta Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
START
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In this lesson, you fly through a course in the city, performing stunts. There are three different types of checkpoints, which are color-coded.

Yellow checkpoints are regular checkpoints (the same type you've been encountering). The arrow inside reveals the direction of the next checkpoint.

The green checkpoints are knife checkpoints, and you must perform a knife flight through them or you fail. The icon inside indicates if it's a left or right knife flight. However, it still counts if you perform the opposite. The direction indicated is just usually the best setup for the direction of the next checkpoint.

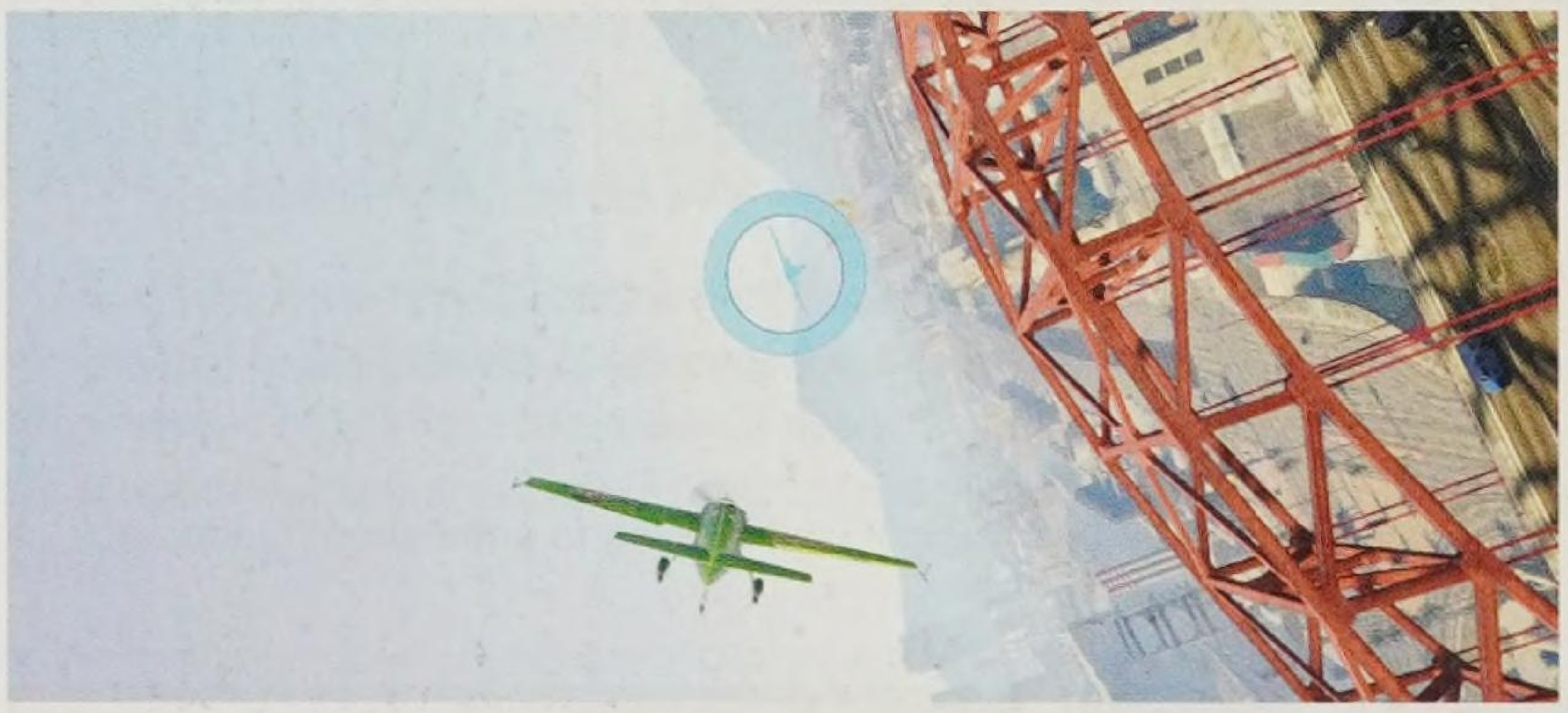
Blue checkpoints are inverted checkpoints. You must fly upside down through these. No exceptions. Remember that controls are reversed when inverted, so tilt down on the flight stick to maintain altitude.

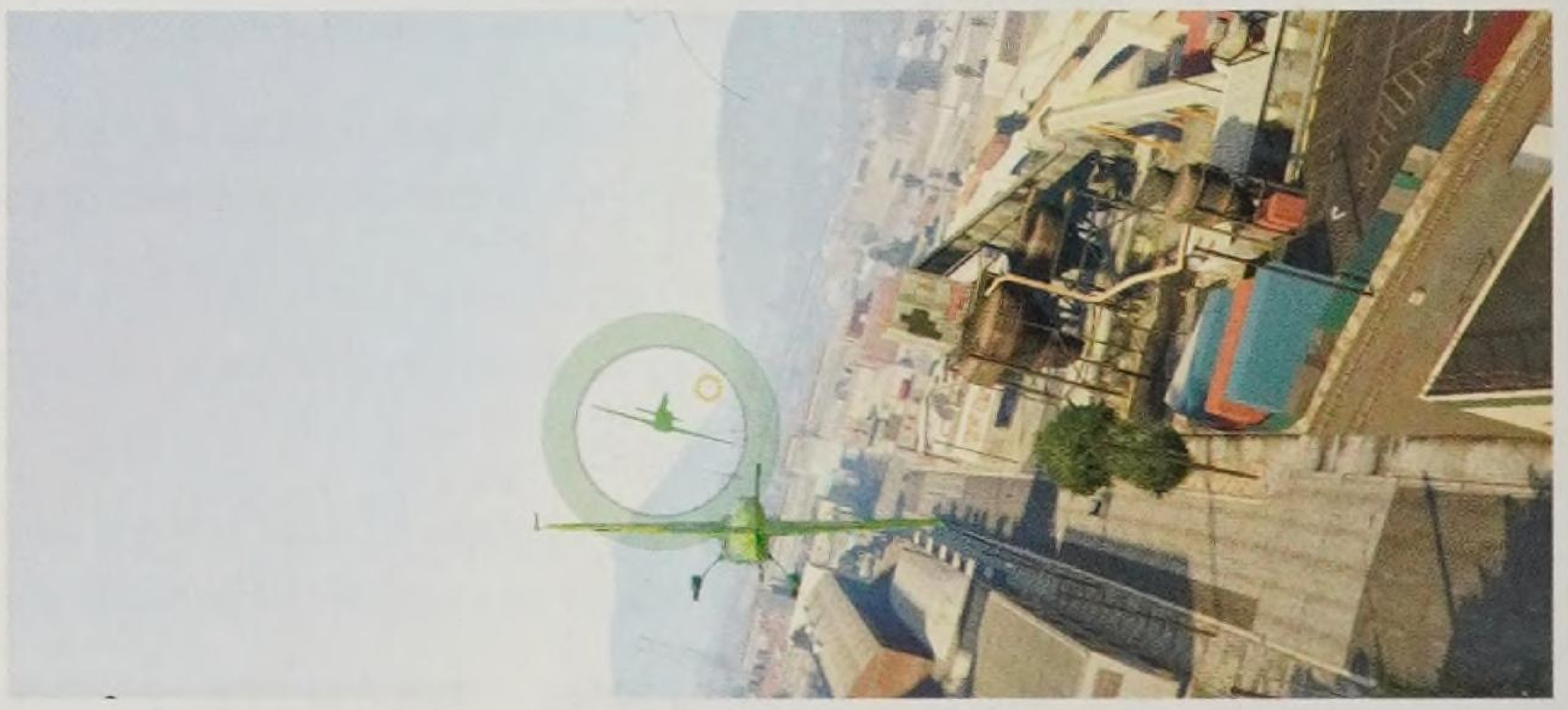
The fun begins at ③ where a left knife flight must be performed. Maintain the knife flight and use it to make the hard left turn to reach ④. Quickly level off through ④ while continuing to ascend to safely invert the plane to pass through ⑤ at the top of the bridge. If you're having difficulty flying inverted, perform a roll just before passing through the inverted checkpoint. Make sure you are halfway through the roll (upside down) when you pass through. This is not cheating; it's just an alternative strategy.

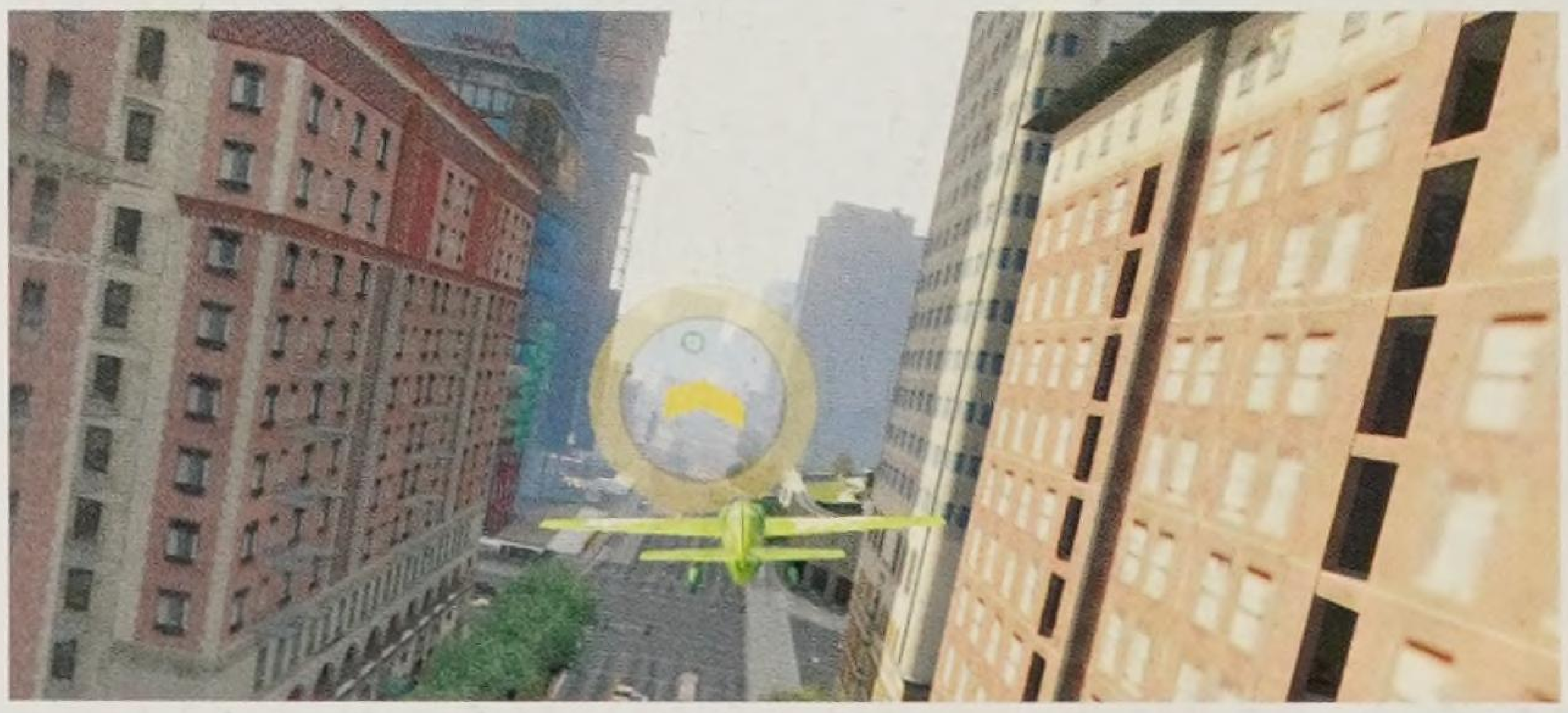
Level off through ⑦, and then perform a right knife flight through ⑦. It's possible to get away with a left knife flight if you desire. No turn follows this checkpoint, so there's no advantage to either direction.

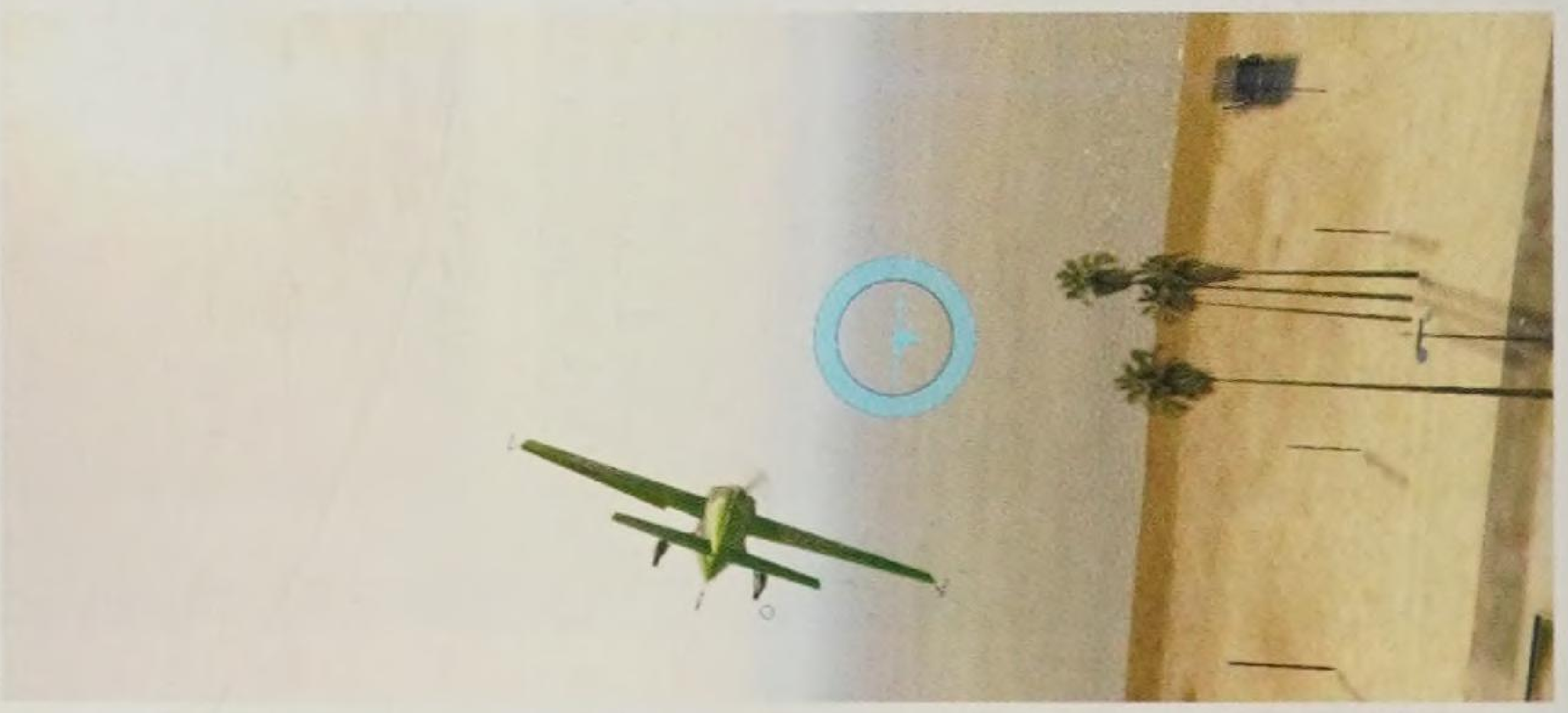
The left knife flight of ⑩ allows you to make the sharp turn through ⑪ more comfortably, so perform a left knife flight through this one. Next, fly through the narrow passage between the buildings as you did in the helicopter challenge.

As you exit the city, left knife flight through ⑭ and perform a sharp turn while in the knife to pass through regular checkpoint ⑮. Lastly, knife flight straight through ⑯, invert or just roll through ⑰, and left knife flight through ⑱. The last checkpoint is the finish line, which ends the lesson without having to land the plane.









Hunting

After completing Cletus' mission, "Fair Game," Trevor is able to hunt any day from dawn to dusk when initiated at the hunting trailer in Chiliad Mountain State Wilderness. While in the hunting game, shooting animals does not warrant a Wanted Level. Approach the RV **(54)** and press Right on the D-pad to enter, change into hunting clothes, and begin hunting. A BF Dune Buggy is parked next to the trailer if you wish to move to a distant spot, but be aware that this vehicle is not stealthy.

LOCATION:

Chiliad Mountain State Wilderness **(54)**

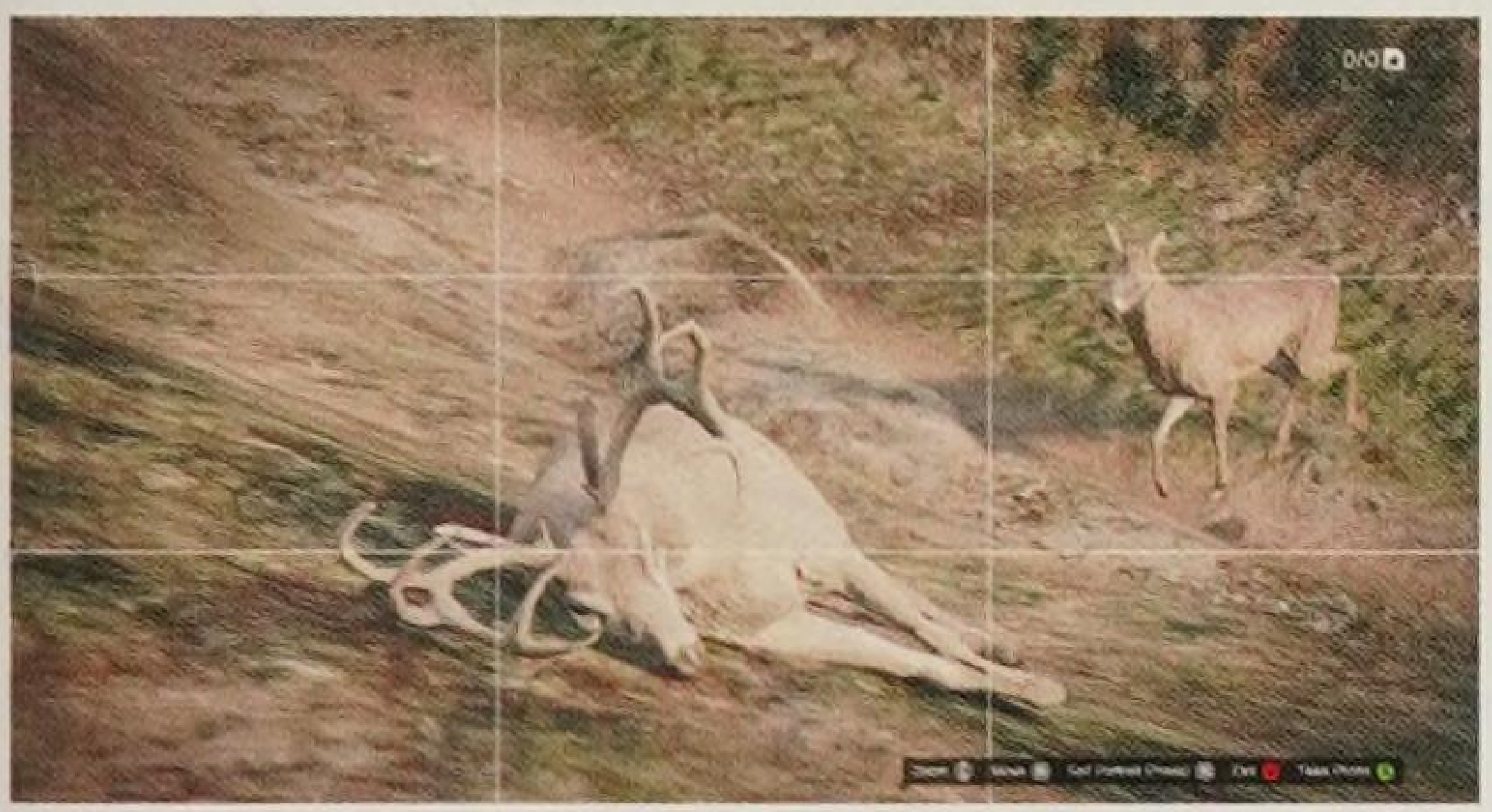
PREREQUISITE:

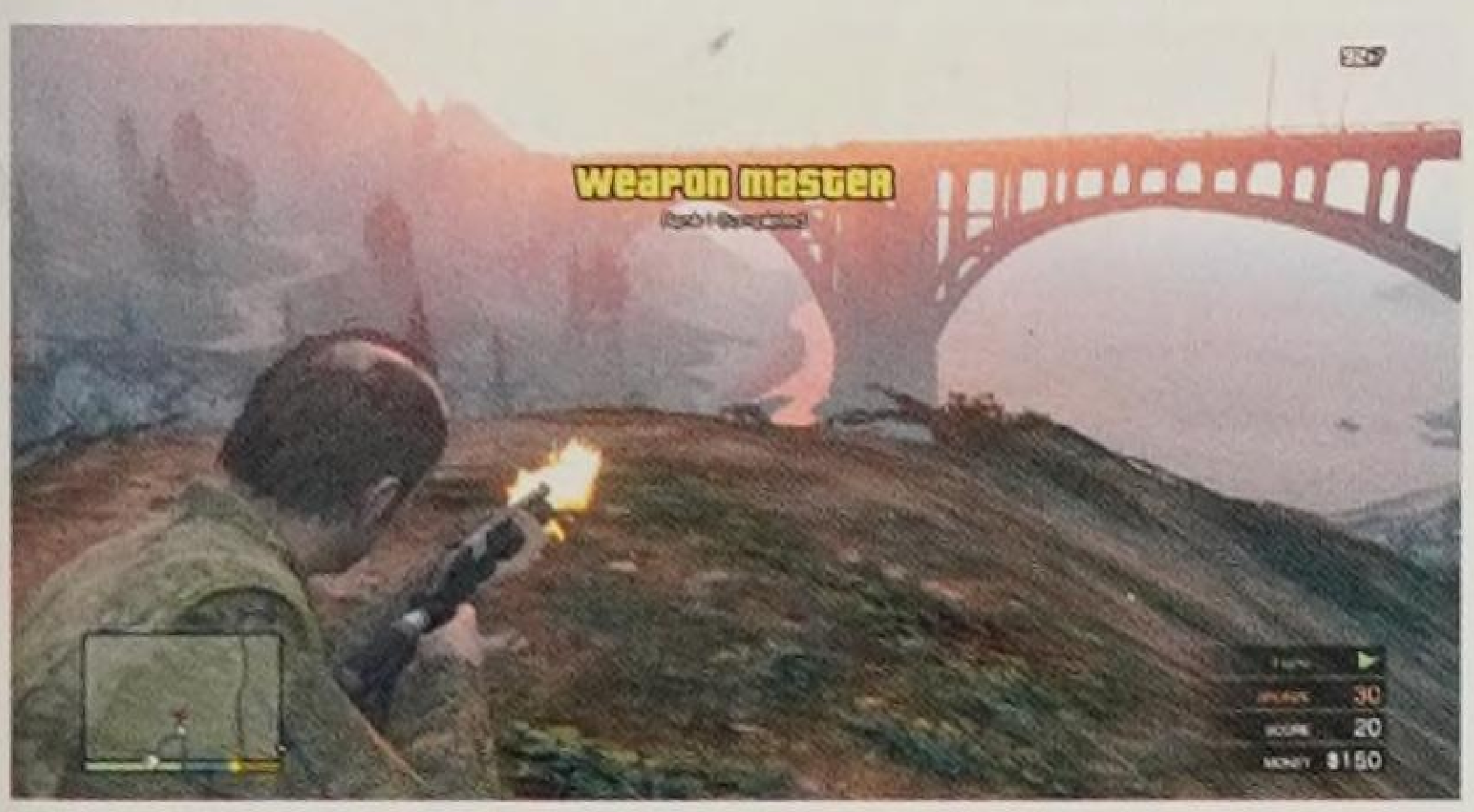
- *Complete "Fair Game."*

AVAILABILITY:

Trevor only

Apply everything you learned from Cletus in "Target Practice" and "Fair Game," such as using the elk call to attract game and to remain downwind so the elk doesn't get spooked by your scent. To use the elk call, press Left on the D-pad. To quit hunting, press Right on the D-pad and then confirm your choice.





HUNTING CHALLENGE

Once you make a kill, text a picture to Cletus and he comments on the quality of your hunt (how and where you shot the game). He then rewards you with hunting challenge points. The first picture sent to Cletus opens the Nature Photographer challenge. To do this, kill an animal, pull out your phone, select the camera app, take a well-framed photo of the kill, and then press the Send Photo(s) button. This brings up your contact list. Scroll to Cletus and confirm your choice with the Sprint button.

Cletus sends his score after he's seen the photo. From the photo, he first gives you hunting points based on the animal you killed and the quality of the shot (bullet location). The location of the shot is the first thing he addresses. A heart shot is worth the most points. Below the shot location is the points awarded, and below that is how much money is earned from the kill. Cletus says he'll return to that spot and pick up the carcass later.

Not to be confused with the three challenge categories given during hunting (Weapon Master, Nature Photographer, or Master Hunter), there is a Gold, Silver, and Bronze award for the hunting game just as there is for any other mission.

HUNTING MEDALS

Taking photos of kills and texting them to Cletus awards points. As these points accumulate, you earn medals for your hunting session.

Gold: *90 points* **Silver:** *60 points* **Bronze:** *30 points*

HUNTING CHALLENGES

To bring up the Hunting Challenge list, enter the Mission Brief in the Pause menu. These are cleared and re-added as you progress, so they are up to date as you complete challenges. There are three challenge categories: Weapon Master, Nature Photographer, and Master Hunter.

Weapon Master Challenge

- *Rank 1: Kill a coyote with a Shotgun*
- *Rank 2: Run over a boar*
- *Rank 3: Kill a mountain lion with a Grenade*
- *Rank 4: Kill an elk without looking through the scope*
- *Rank 5: Kill any bird with the Sniper Rifle*

Nature Photographer Challenge

- *Rank 1: Take a photo of a spooked elk corpse*
- *Rank 2: Take a photo of 2 elk corpses*
- *Rank 3: Take a photo of a boar and coyote corpses*
- *Rank 4: Take a photo of an elk corpse and a charging cougar*
- *Rank 5: Take a photo of elk, cougar, boar, and coyote corpses*

Master Hunter Challenge

- *Rank 1: Kill an elk with a heart shot*
- *Rank 2: Kill 2 elk in a row without a call*
- *Rank 3: Kill 3 elk in a row undetected*
- *Rank 4: Kill 5 elk within 4 minutes*
- *Rank 5: Kill 5 elk in a row with heart shots*

HUNTING CHALLENGES TIPS

- *In general, you must be in an active Hunting minigame to fulfill the Hunting Challenges. In other words, if you run over an animal some other time, it does not count unless you are "in" a current Hunting minigame session. So use the ATV Blazer near the trailer to make road kills.*
- *Rank 1: Take a photo of a spooked elk corpse. This is simply killing an elk after it has noticed you and then taking a picture.*
- *In the photography challenges that ask for more than one animal or multiple animal types, this means all the requested animals in one picture. If you must, you can shoot them and then nudge them (move them) into frame. You can also use explosives or RPGs to take out multiple, grouped animals at once.*
- *Hunting Rank 3: Kill 3 Elk in a row undetected can be done with any weapon, as long as the animal you shoot is alone. However, this task is much easier if you use suppressed weapons. Go visit Ammu-Nation and upgrade your weaponry.*
- *Read on for a detailed explanation of heart shots.*

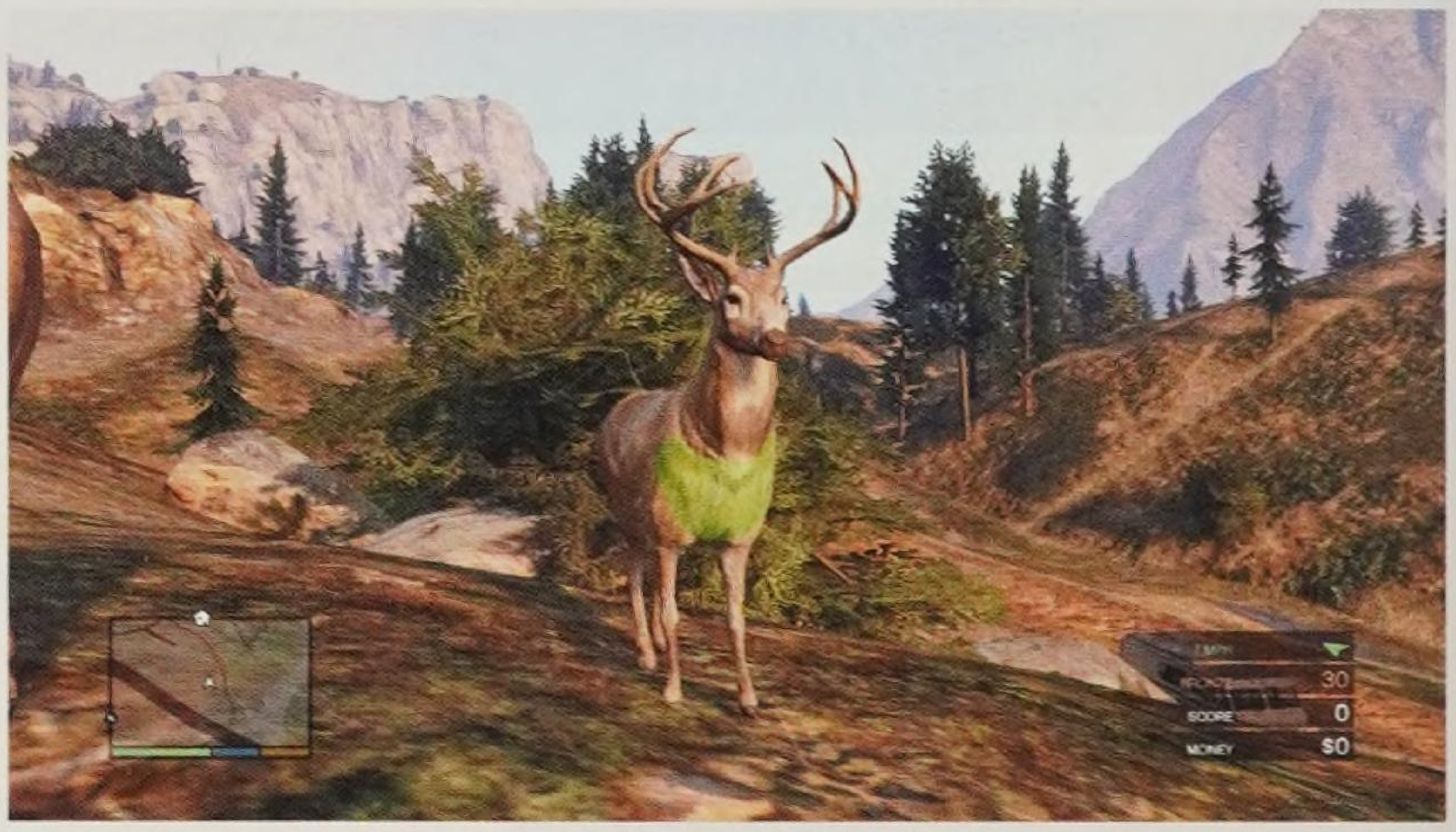
HUNTING REWARD SYSTEM

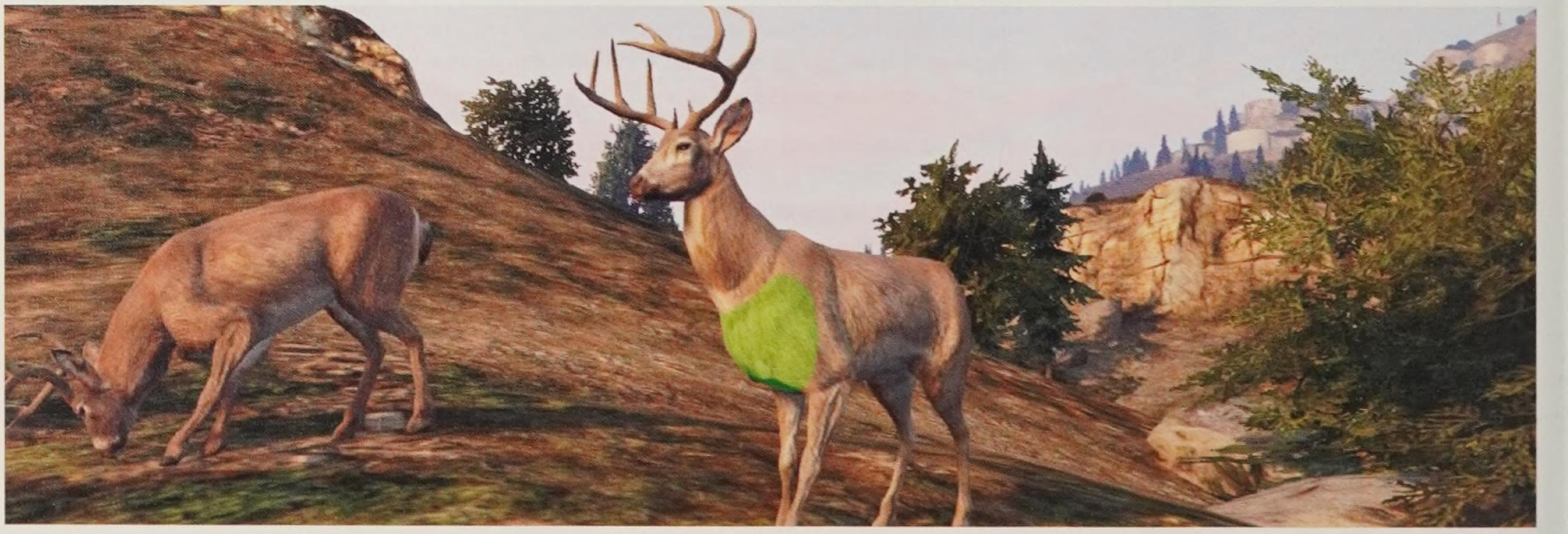
TARGET	PTS AWARDED	$ AWARD
Coyote	2	$10
Bird	5	$10
Humans	5	$0 (Hunting fails given a Wanted Level)
Boar	3	$50
Mountain Lion	5	$25
Spooked Animal	1	$50
Road Kill	1	$5
Heart Shot	10	$100
Head Shot	5	$50
Neck Shot	7	$75
Rear Shot	2	$50
Leg Shot	1	$50

All of the money values are affected by how an animal was killed.

TYPE OF ANIMAL KILL	% OF BASE $ KILL AWARD
Melee	50%
Pistol	100%
SMG	75%
Rifle	100%
Machine Gun	25%
Sniper	100%
Heavy Weapon	10%
Thrown Projectile	10%

From looking at the corresponding table, you can conclude that the most valuable kills are Elk heart shots with the Pistol, Rifle, or Sniper Rifle.





Off-Road Races

To participate in Off-Road Races you must have an off-road motorcycle (Sanchez) or an ATV and pull into a location marked on the map by a checkered flag icon. You race against five others that are either driving off-road motorcycles or ATVs. After completing a race, check out your Bronze (3rd place), Silver (2nd place), or Gold (1st place) medal and compare your rank to that of everyone on Social Club, just your friends, or those in your crew on the leaderboard screen.

LOCATION:

See Hobbies and Pastimes map for race locations

PREREQUISITE:

- *Complete the story mission, "Mr. Philips."*

AVAILABILITY:

Michael, Franklin, Trevor

Attacking the competition during a race results in an instant fail, but you can bump their vehicles with yours. Knocking them off their vehicles makes it very hard for them to catch up.

If you go off track, press and hold Ⓨ (Xbox 360) or △ (PlayStation 3) to warp back to the course. Racers also produce a slipstream. Entering one increases your speed. The same is true if a player enters your slipstream. So if someone is tailing you, perform small swerves to keep them out. After your first race, the Moto X outfit is added to your wardrobe closet.

Unlocking Order

Off-road races unlock in a particular order. Finish one race and one more unlocks. The order we have listed the races is the order in which they unlock.

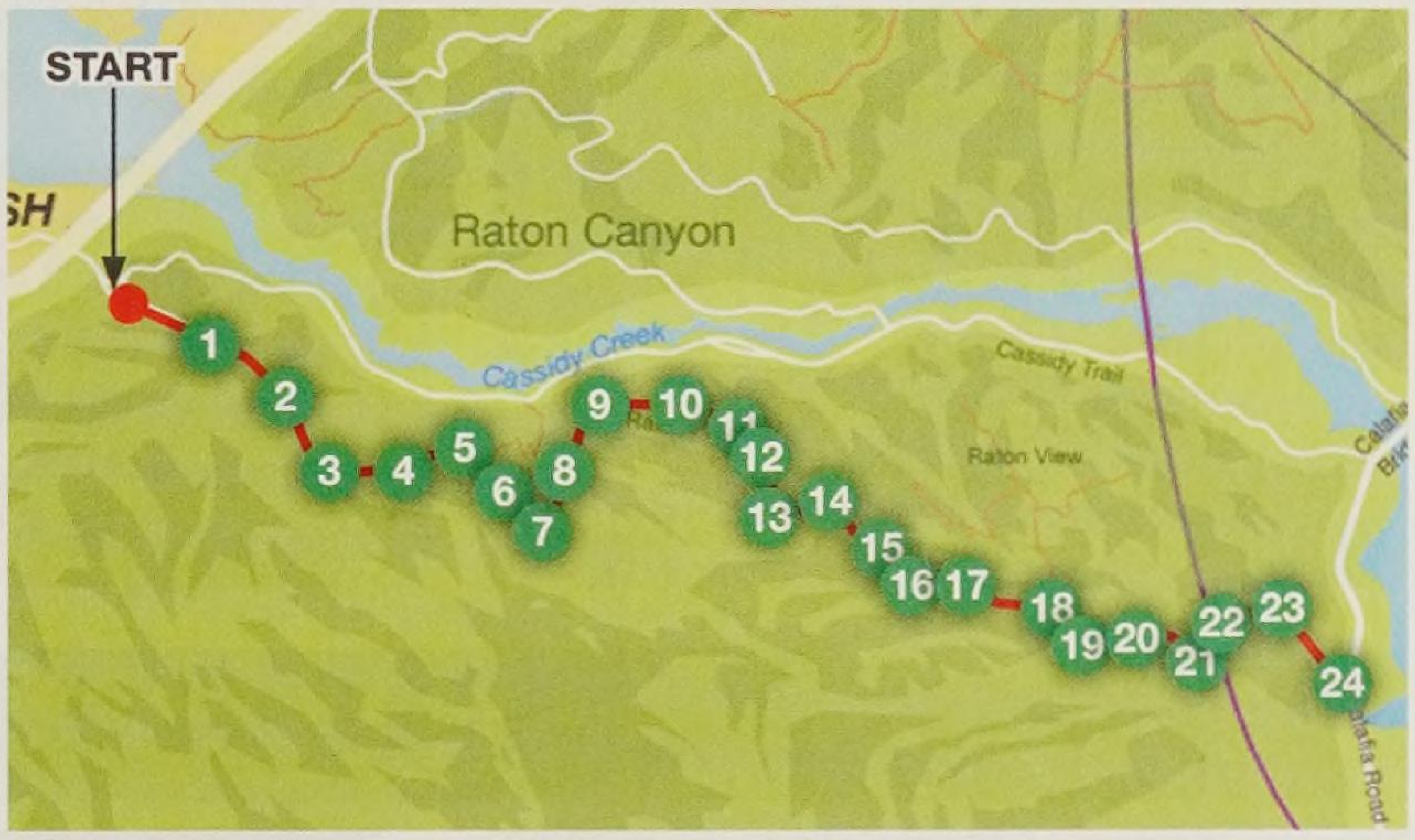
CANYON CLIFFS

LOCATION: *Raton Pass, North Chumash* **(21)** **PRIZE:** *$500*

This is a 24-checkpoint Off-Road Race along a winding countryside dirt road. You can go full throttle along the entire course when on a Sanchez. Going full throttle from the start will have you passing the lead position rider through checkpoint ③. Hug the inside corners and continue to cut corners where possible, and the riders behind you will never catch up.

Sometimes you go up against a very aggressive ATV rider who is also very quick. With a flawless, full throttle run, you should be able to pass him around checkpoint ⑬. Keep an occasional eye on the radar to watch the opponents' positions (they appear as blue blips). If one is right behind you, try swerving slightly from side to side to keep him from passing and to keep him out of your slipstream.

Lean forward or pop long wheelies to get a little more speed out of your bike or ATV. This is especially helpful when climbing the steep slopes.



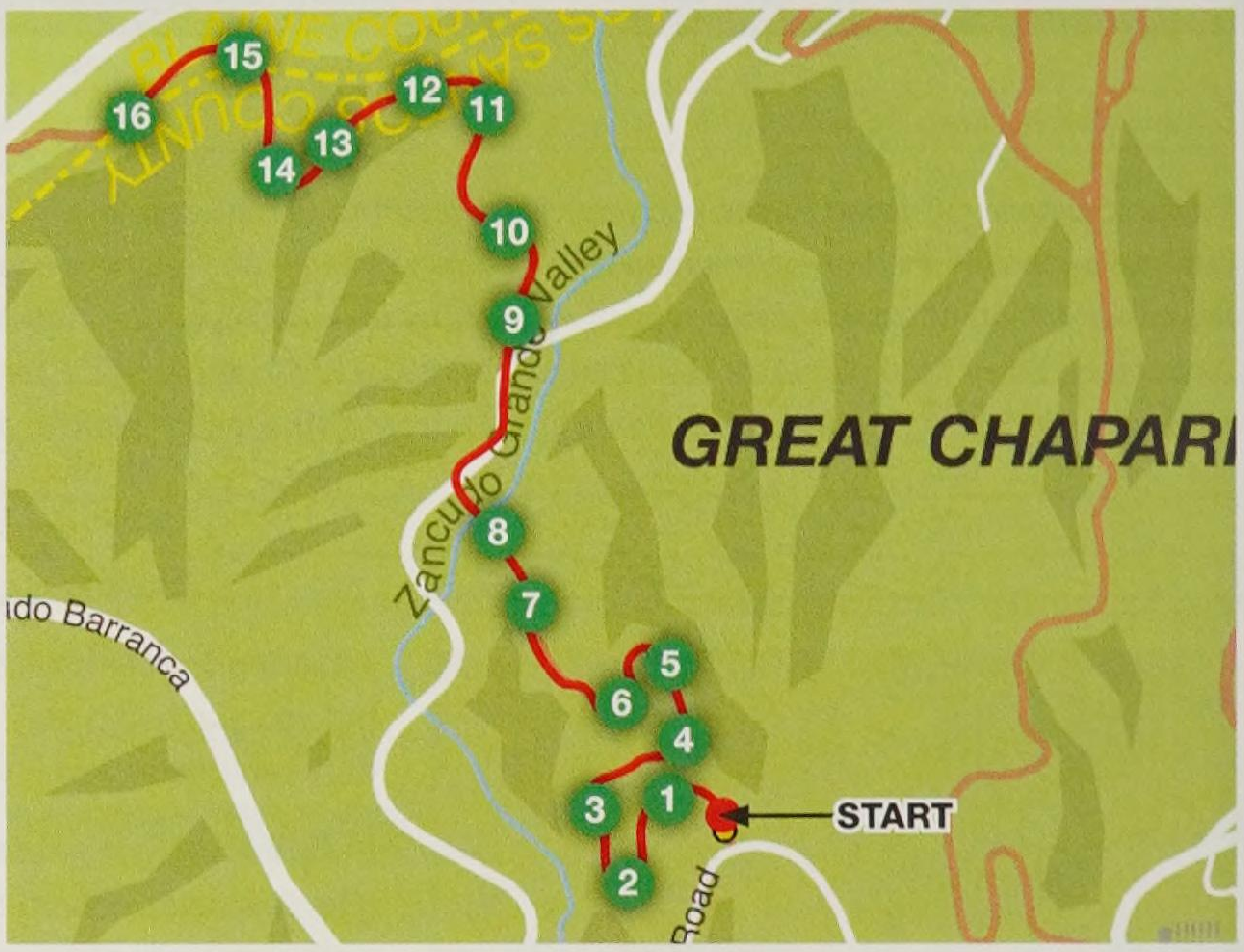
POSITION 2/6
TIME 00:10.58

POSITION 1/6
TIME 01:26.36

RIDGE RUN

LOCATION: *Just off Galileo Road, Great Chaparral* **(23)** **PRIZE:** *$500*

If you come to the race without a vehicle, simply press Right on the D-pad and one will be given to you. We suggest using Franklin for this race, as his driving Special makes the slippery, sandy corners a piece of cake. This is a 16-checkpoint race, and one of the toughest corners is right at checkpoint ②.



At this point, you're flooring the gas pedal, trying to pass the competitors. It's a sharp turn with no mountainside to stop you from going over a ledge.

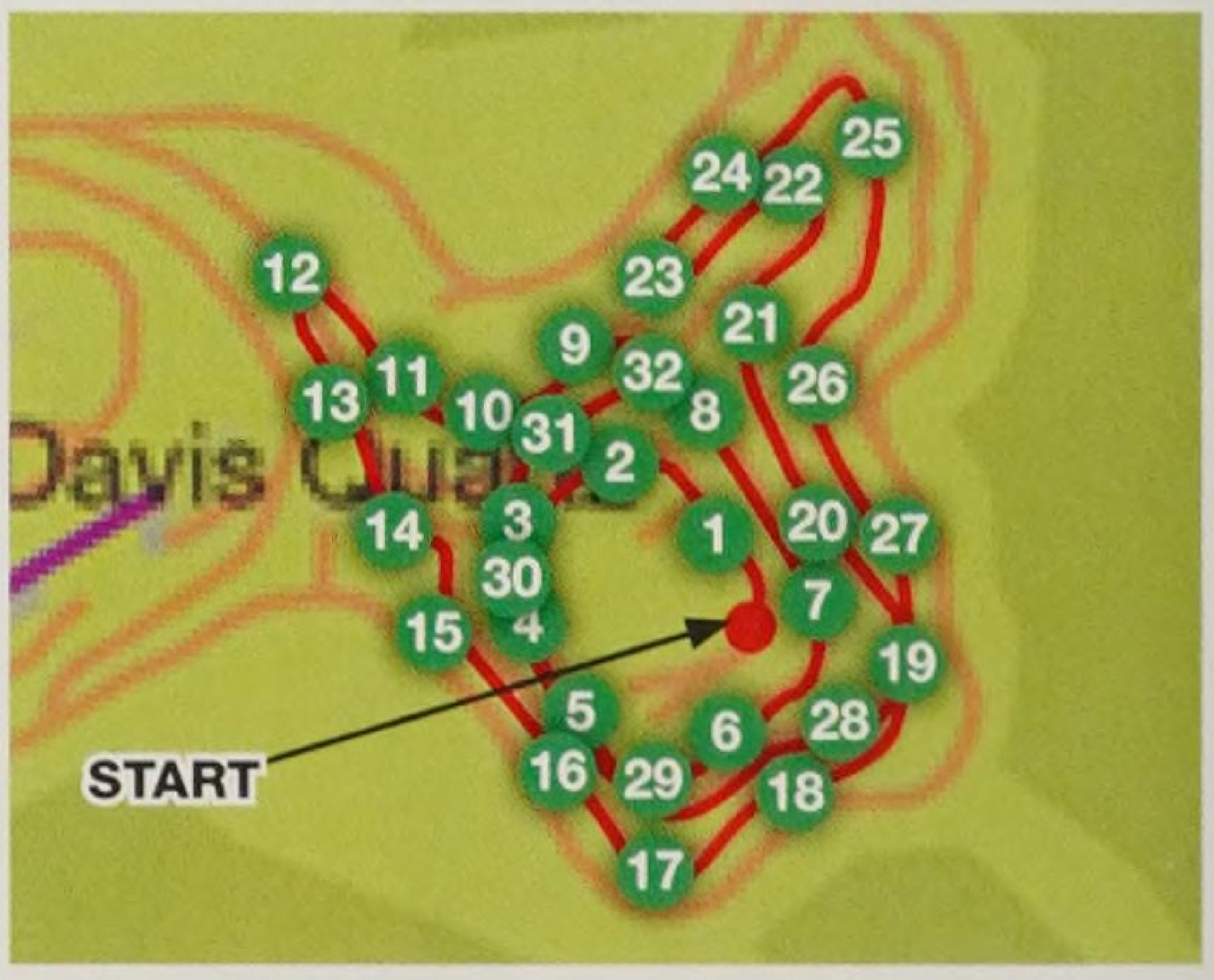
Feel free to ram other vehicles as much as possible to throw them off-course, just don't shoot at them. The sharp left turn where the dirt changes to pavement (Mt Vinewood Drive) is a tight corner, but you can use the gradual hill on the opposite side of the paved road to recover. You don't stay on pavement long (or it wouldn't be an off-road race) as you veer left back onto dirt through checkpoint ⑨.

There's a shortcut opportunity from ⑩ to ⑪ as long as you recover from shooting up the hill to ⑪. All in all it's a pretty short race and beating the AI is not too tough. Completing this race unlocks the Off-Road Race at the wind farm.

MINEWARD SPIRAL

LOCATION: *Davis Quartz, Grand Senora Desert* **(26)** **PRIZE:** *$500*

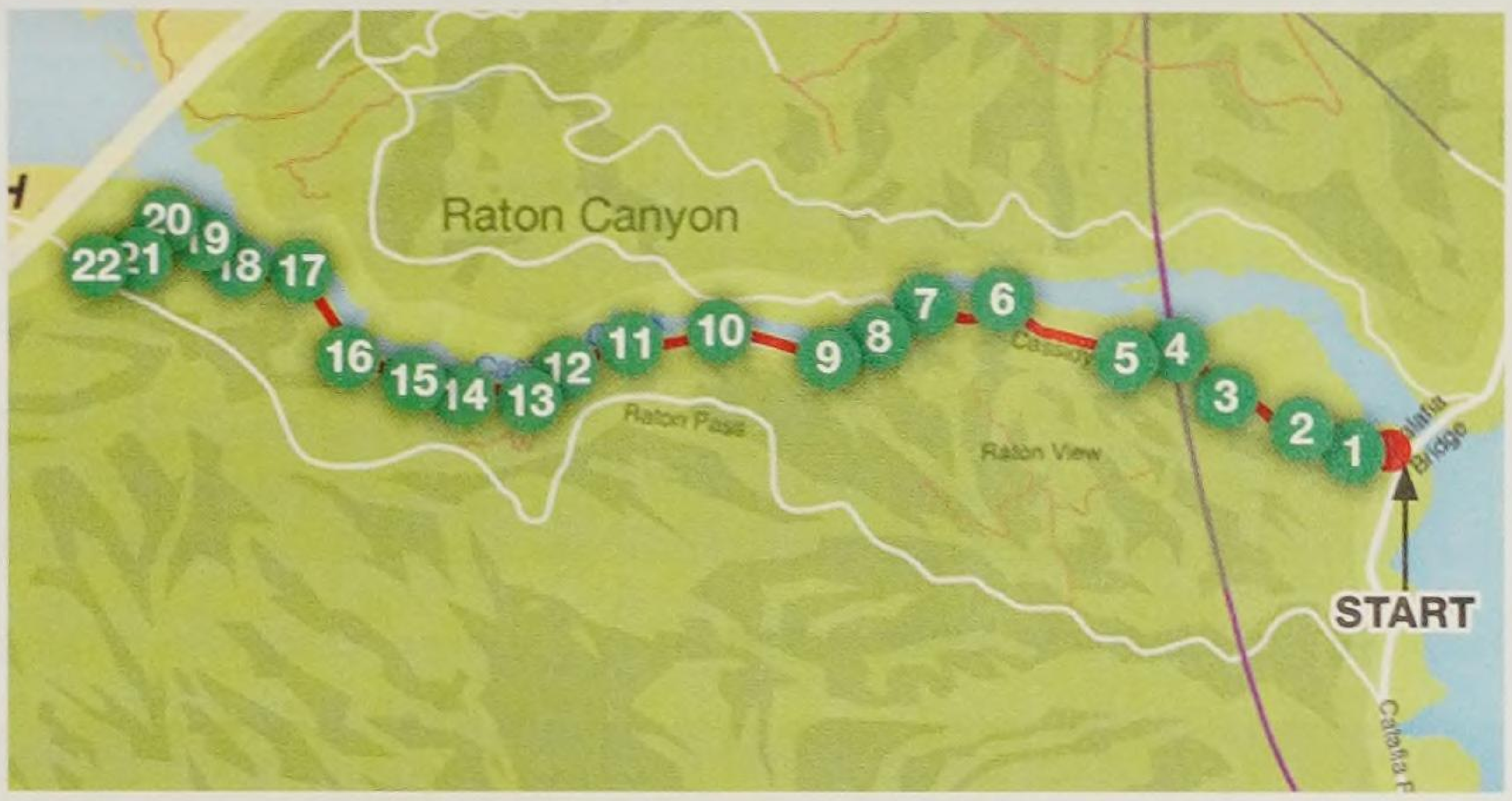
This race is only available at night, between 20:00 and 3:00. So check your phone to see what time it is. It's an exhilarating Off-Road Race through the corkscrew roads of the Davis Quartz strip mine in Blaine County. An off-road motorcycle or ATV is required for this challenge. The race begins at the bottom of the mine and winds upward.



Go full throttle through most of the race. There's not as much risk of sliding off embankments in sharp turns when on a dirt bike or ATV as compared to driving a truck. It's helpful to glance at the radar from time to time to see which path lies ahead in the course so you don't accidently choose a wrong path at a fork. You should be able to overcome the AI opponents before checkpoint ④.

VALLEY TRAIL

LOCATION: *Mouth of Cassidy Creek, Alamo Sea* **(22)** **PRIZE:** *$500*

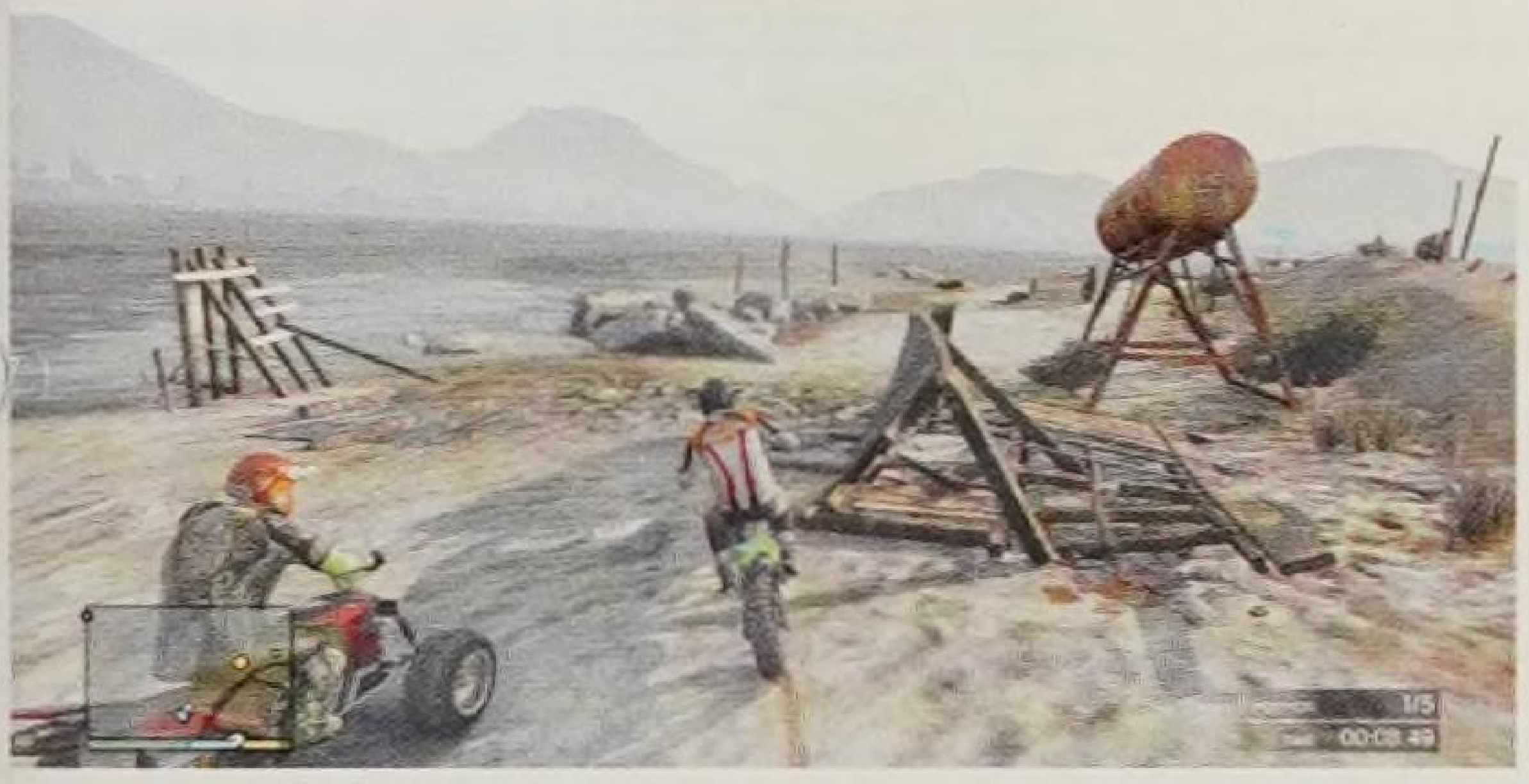


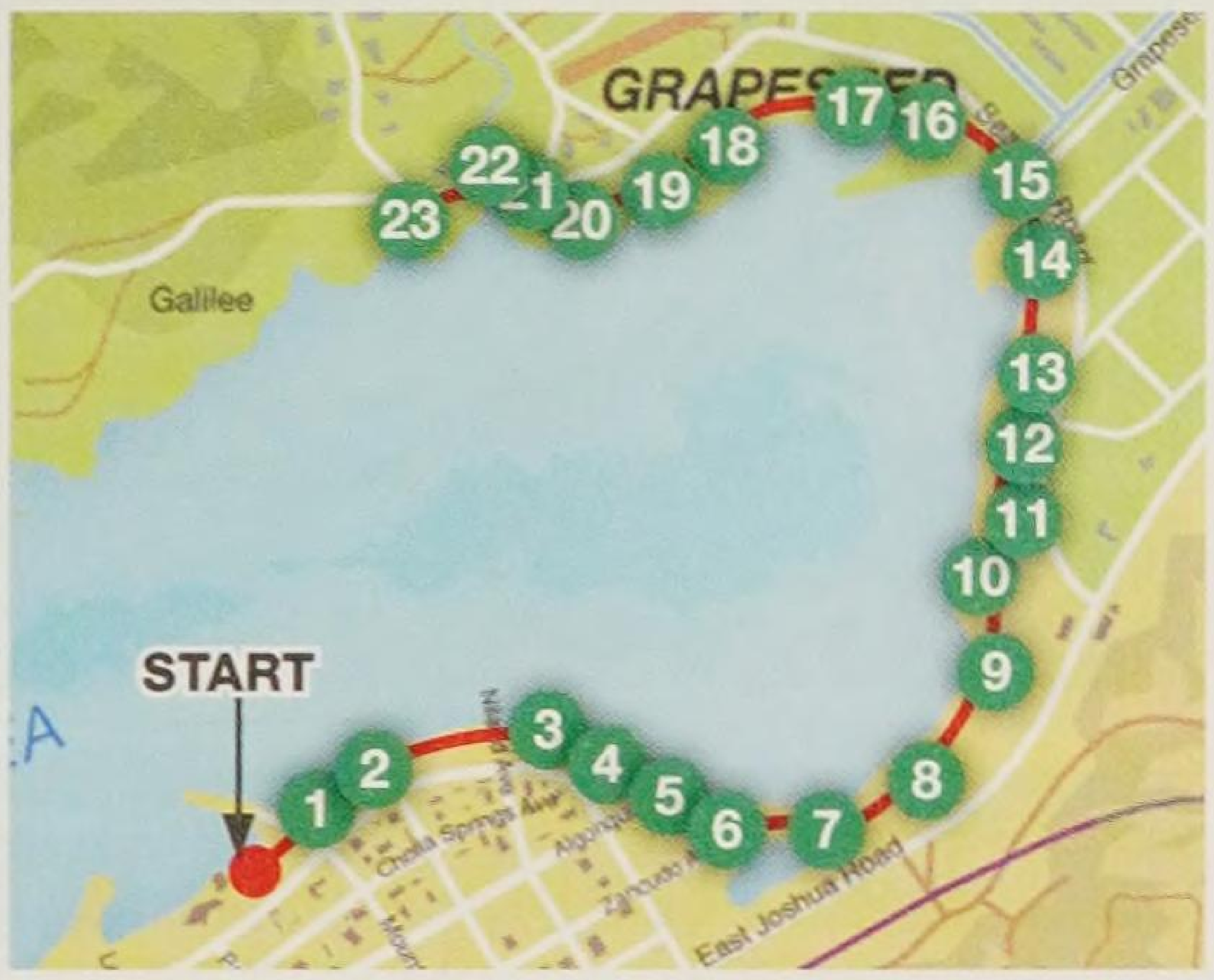
Want to win this one? Then use a Sanchez dirt bike and go fast. Don't let off the throttle, slide through the turns, and cut corners wherever possible. There's a tough ATV driver in this race, and he's not easy to pass. One flaw in your run could cost you first place. Avoid colliding with the lead opponent. If you hit him, it could knock you slightly off-course—and slightly is enough to have you throwing in the towel on this course.

At checkpoint ⑨, remain on the road's left side at the split to make better time. Stay on the beaten path as much as possible, avoiding the darker, rougher dirt to get the most speed possible out of your bike or ATV. Pop wheelies and lean forward for more speed and quicker acceleration.

LAKESIDE SPLASH

LOCATION: *Armadillo Avenue, Sandy Shores* **(25)** **PRIZE:** *$500*





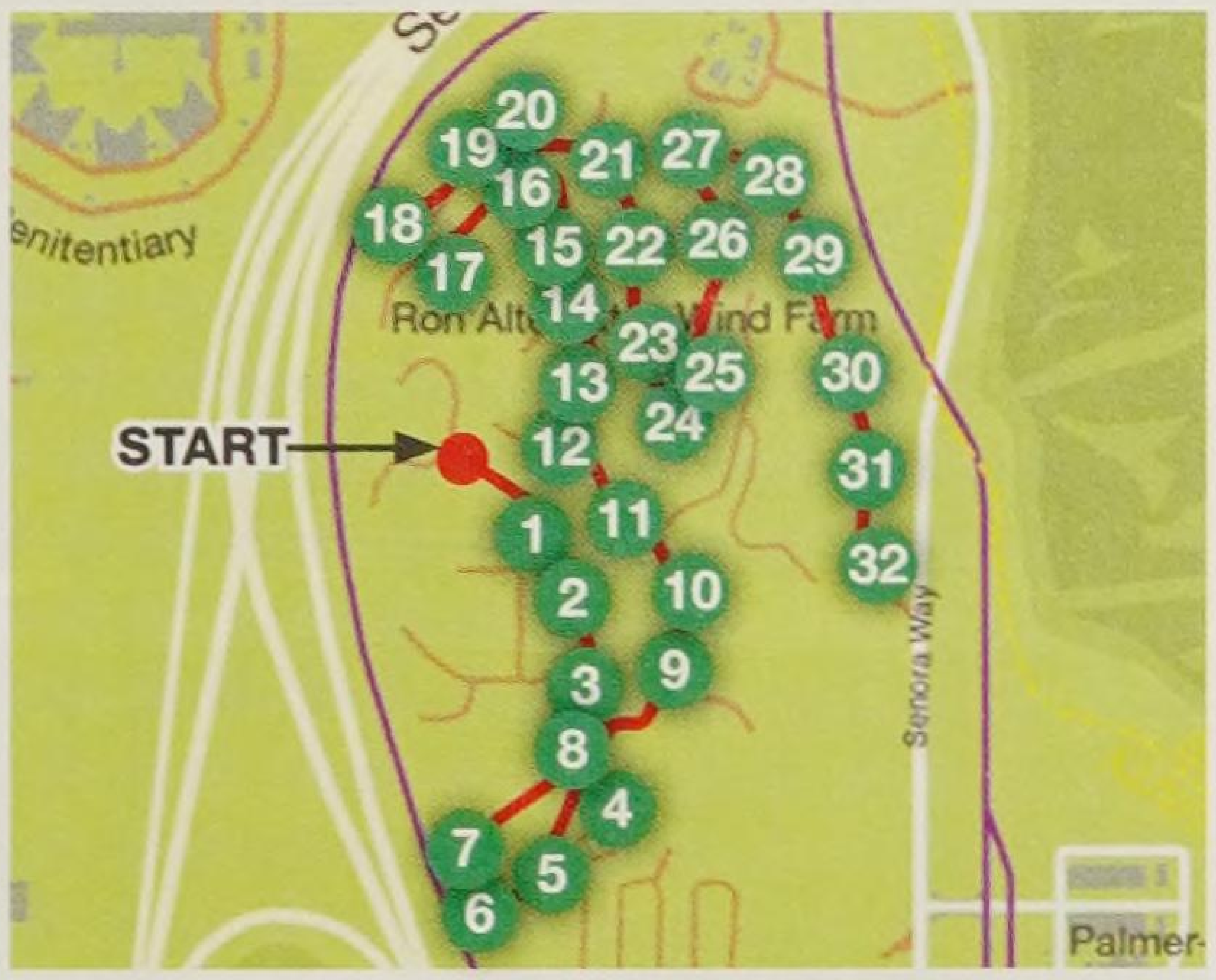
This is a 23-checkpoint Off-Road Race around the Sandy Shores Lake in Blaine County. The race heads northeast and takes you counterclockwise around the tip of the lake. The competition is tough on this course, so concentrate on cutting any corners possible.

Veer to avoid the beach junk just after passing through the second checkpoint. Swerve left of the telephone pole, then carefully avoid the debris on the beach. Checkpoint ⑤ has you jumping the paved street. Hold it together and land it like a pro to stay the course. Cut through the edge of the shallow water beside ⑥ instead of driving around the water to shave away a little more time.

Avoid hitting the telephone pole between ⑦ and ⑧. It's certain defeat if you do. Lean forward for speed while hitting the paved road again at ㉒ and keep leaning through the finish line ㉓.

ECO FRIENDLY

LOCATION: *Ron Alternates Wind Farm, Grand Senora Desert* **(24)** **PRIZE:** *$500*



This is a breakneck 32-checkpoint Off-Road Race through the winding hills of the wind farm. You are given a truck if you don't bring one to the race. This is a very fun and slippery race along narrow, loose dirt roads with steep ledges and sheer drops. Be cautious but fast. Use Franklin for this race to take advantage of his driving Special.

The first really tough turn is through the hairpin at ⑥. It's difficult because you've had a speedy straightaway just before it and your vehicle is traveling at a pretty good clip. Slam on the brakes before hitting the curve, and then drift through the turn. There is a steep drop on the other side—avoid it.

The biggest shortcut available is not big at all, but you can cut the corner between ⑮ and ⑯ to save a second. Be careful at the cliff's edge at ㉑. You can gain a lot of speed through this turn, but the road is extremely narrow here and there is a very steep cliff on the left. You can also straighten the slight curve in the road between the last checkpoint and the finish line.

Property Management

After purchasing certain properties, you are occasionally called upon to help the business in one way or another. Completing these challenges allows you to make more money per week from the business that called for help. For example, defending it from hostiles or delivering products of some sort. This section covers property management and the jobs associated with owning certain properties.

When a property is overrun, a text warning is received and a flashing "**P**" appears on the map over the property. If this call is ignored and another challenge or mission is begun, you miss the opportunity to help and your business suffers. The weekly profit for that week is lost. This is also true if you fail the property management challenge. So drop what you are doing and answer the cry for help immediately.

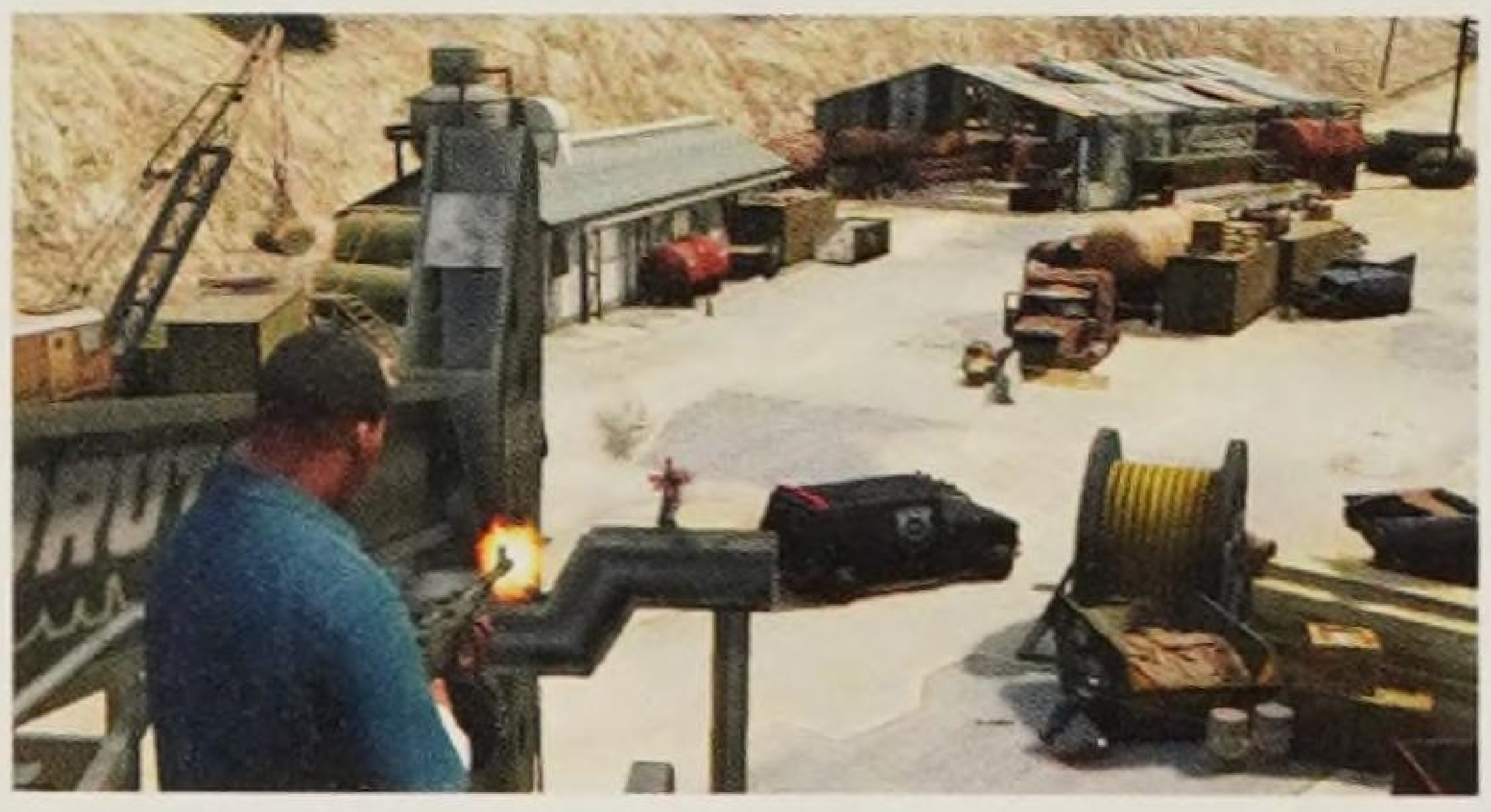
PROPERTY MANAGEMENT MISSIONS LIST

PROPERTY	MISSION TYPE	VARIATIONS	TASK
Car Scrapyard	Gang Attack	2	Defense
Smoke on the Water	Timed Delivery	3	Deliver Weed
	Lose Cops	2	Deliver Weed
	Recover Van	2	Deliver Weed
Ten Cent Theater	Takings	1	Recover Earnings
	Aerial Promotion	1	Drop Leaflets in Select Areas from a Plane
Cinema Doppler	Takings	1	Recover Earnings
	Aerial Promotion	1	Drop Leaflets in Select Areas from a Plane
Tivoli Cinema	Takings	1	Recover Earnings
	Aerial Promotion	1	Drop Leaflets in Select Areas from a Plane
Pitchers	Takings	1	Recover Earnings
	Gang Attack (stay)	1	Defense
	Gang Attack (flee)	1	Defense
	Paparazzi	1	Recover Camera and Phone
	Bar Delivery	5	Alcohol Delivery
Hookies	Takings	1	Recover Earnings
	Gang Attack (stay)	1	Defense
	Gang Attack (flee)	1	Defense
	Paparazzi	1	Recover Camera and Phone
	Delivery	2	Alcohol Delivery
Tequi-la-la	Takings	1	Recover Earnings
	Gang Attack (stay)	1	Defense
	Gang Attack (flee)	1	Defense
	Paparazzi	1	Recover Camera and Phone
	Delivery	5	Alcohol Delivery
Hen House	Takings	1	Recover Earnings
	Gang Attack (stay)	1	Defense
	Gang Attack (flee)	1	Defense
	Bar Delivery	2	Alcohol Delivery
	Paparazzi	1	Recover Camera and Phone
Downtown Cab Co.	Private Fares	9	Perform Taxi Driver Duties

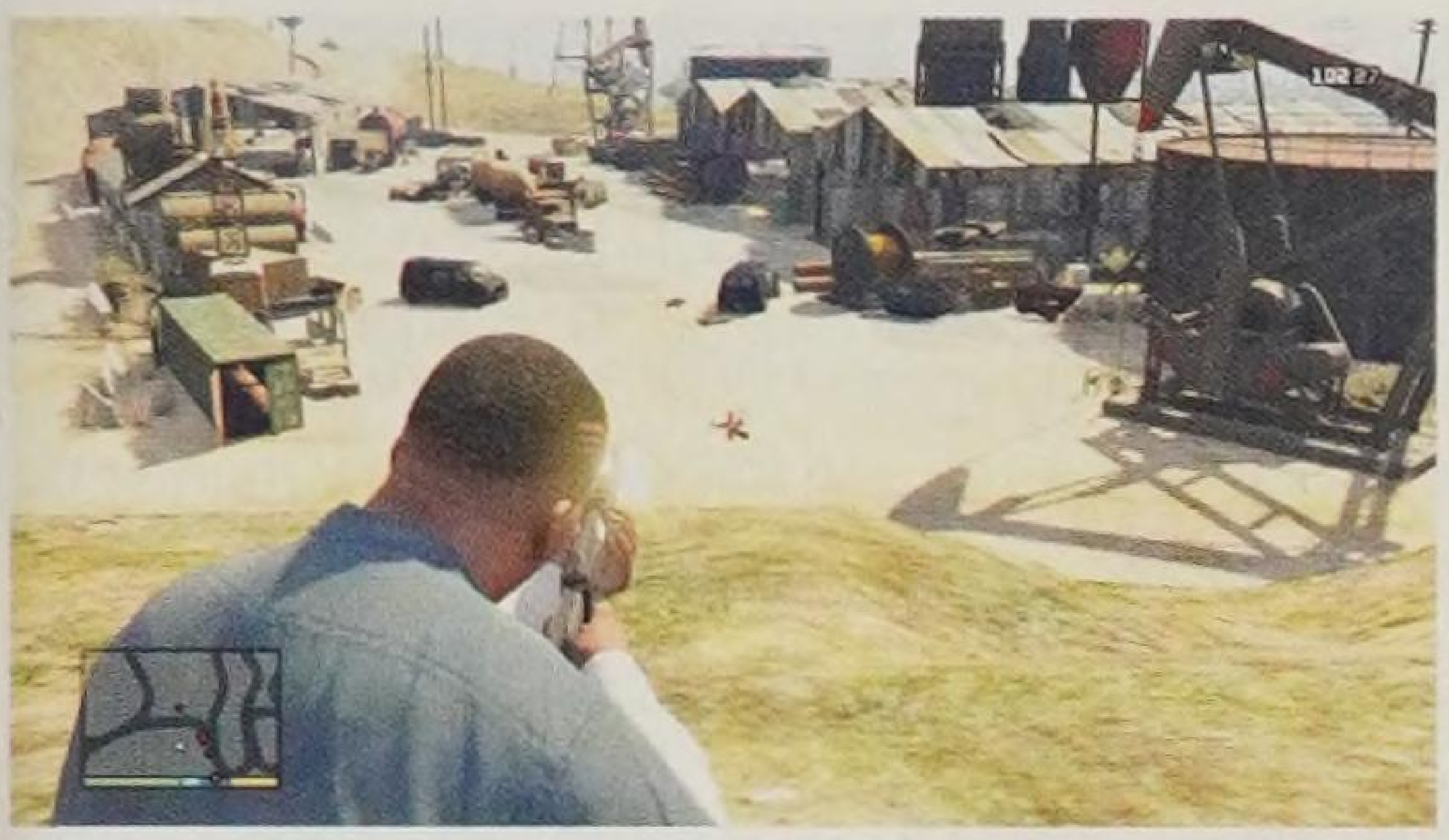
DEFEND THE CAR SCRAPYARD

LOCATION:
El Burro Heights, Murrieta Oil Field **(2)**

PREREQUISITE:
Purchase the Car Scrapyard



After purchasing the Car Scrapyard, you are occasionally called upon to defend it from the motorcycle gang, The Lost. This scrapyard is in the Murrieta Oil Field so there are oil-drilling machines inside, and the entire lot is set into the mountainside. The only side not surrounded by mountains is the east entrance. You can stand on any of the surrounding hills with a Sniper Rifle or an Assault Rifle and pick off the enemies on the property. If you take the battle inside the yard, there are other places to achieve the height advantage. For example, climb a ladder to the top of the oil rig or use the yellow staircase to reach the rooftop of the building on the yard's west side.



The first stage of the battle begins with two Lost vans full of gang members who have already taken up positions around the property. Two vans full of reinforcements arrive after you shoot three of the enemies in the first stage. If you have a Rocket Launcher, you can make short work of them. Otherwise, focus your attention on the new arrivals so you can pick them off while they remain in a tight group. After eliminating the enemies in the second stage, a third and final stage consists of one more van full of Lost gang members. Use the hills to your advantage. If you need cover, back up until the edge of the hill between you and the enemy blocks their attack.

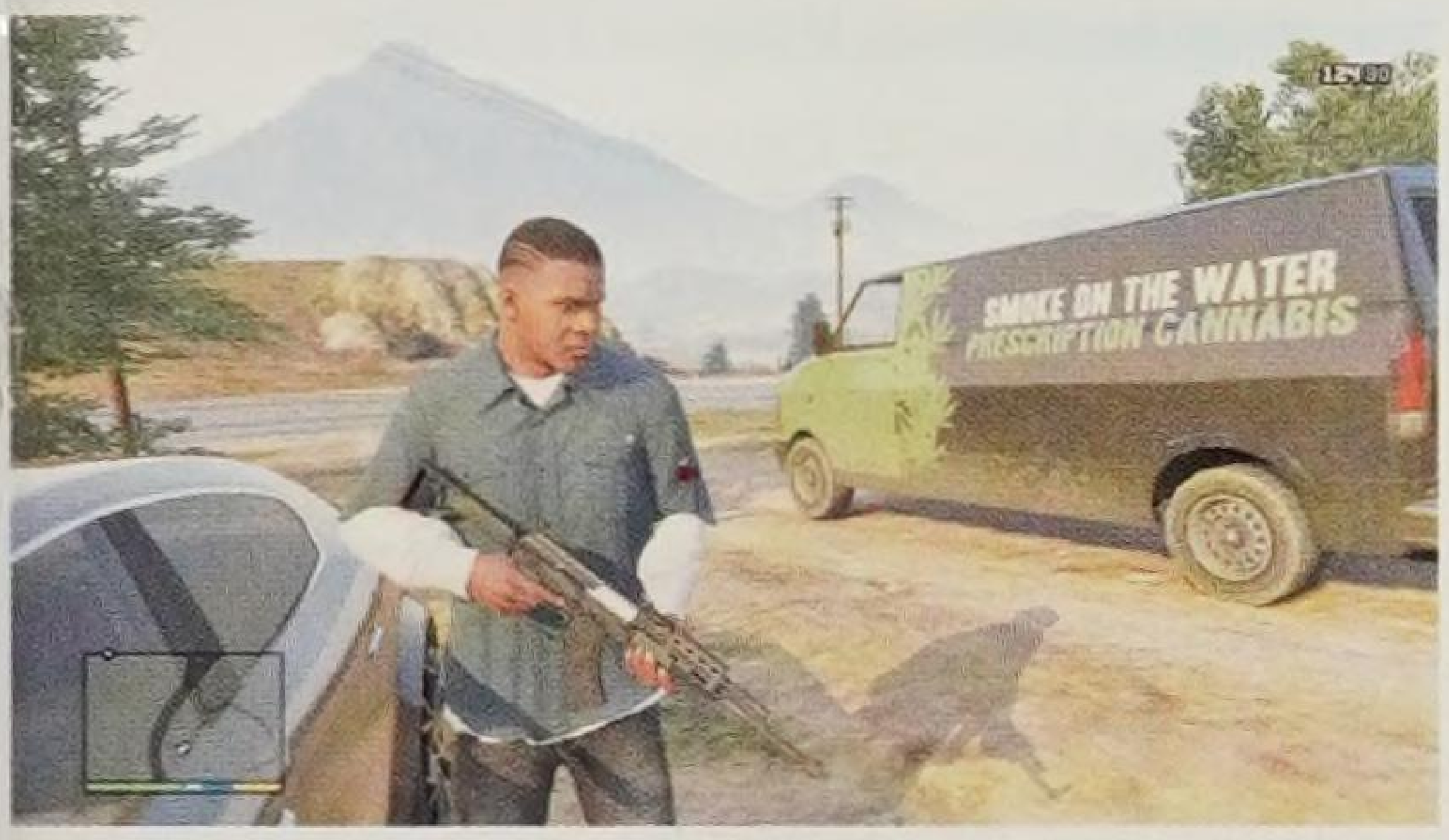
SMOKE ON THE WATER: TIMED MISSION 1

LOCATION:	PREREQUISITE:	TIME LIMIT:
Countryside **(3)**	*Purchase Smoke on the Water*	*4:30*

After purchasing Smoke on the Water, you are occasionally called upon to make product deliveries from local growers. Follow the green "**P**" icon to a van with the Smoke on the Water logo parked in front of a large barn at the farm **(3)** indicated on our map in Great Chaparral.

Enter the van and you're given four minutes and thirty seconds to deliver the product to the Weed Shop on Vespucci Beach. A timer appears in the screen's bottom-right corner. With Route Markers turned on, simply follow the yellow route on your radar to the destination. Cautiously fly through red lights and stopped traffic to make the delivery in time. You'll encounter horrible drivers en route. Their carelessness is exaggerated in these challenges.

It's good that Franklin is the owner, as his driving skills are very useful for these missions. Weird traffic patterns occur in places, so take advantage of his driving specialty to weave in slow motion through tight traffic and to avoid slowing down when cornering. The yellow route guides you through a very familiar alley to a spot behind the shop. Exit the vehicle to complete the mission. After a few minor fender benders, we made it with a minute and a half remaining.

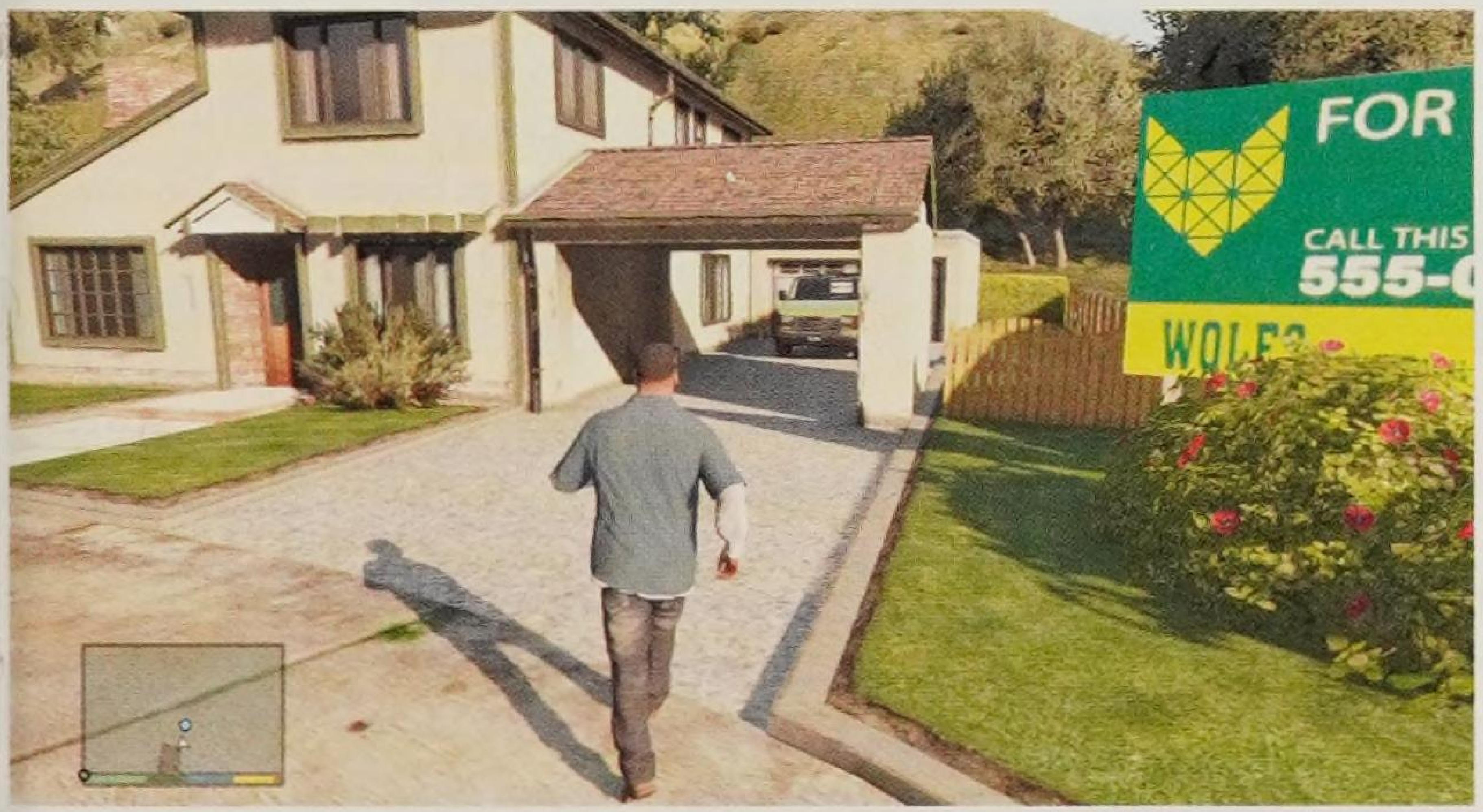


SMOKE ON THE WATER: TIMED MISSION 2

LOCATION:	PREREQUISITE:	TIME LIMIT:
Nikola Avenue, Mirror Park **(4)**	*Purchase Smoke on the Water*	*3:00*

This is an in-town pick-up and delivery. Look for the "**P**" icon in east Los Santos in Mirror Park. Track down the flashing "**P**" and arrive at a vacant house with a Wolfs Real Estate "For Sale" sign out front. The van with the product is parked in the driveway near the garage. It has the Smoke on the Water wrap on the side. Enter the vehicle **(4)** and you're given a yellow route on the radar to the Weed Shop and three minutes to get there.

The provided route on the radar is very straightforward and there's really no shorter distance, so stick to the path, floor it, and avoid accidents. Make sure to look both ways while running red lights to avoid cross traffic. You should make it to the alley behind the Weed Shop with approximately 1 minute and 30 seconds remaining, provided there were no hiccups. If your special driving skill gauge isn't drained, use it to navigate the tight cornering from the turn onto Floyd's block, the turn into Floyd's alley, and all the way through the cornering to the back of the shop.



SMOKE ON THE WATER: TIMED MISSION 3

LOCATION:	PREREQUISITE:	TIME LIMIT:
Kimble Hill Drive, Vinewood Hills **(5)**	*Purchase Smoke on the Water*	*3:00*

This weed delivery job starts in Vinewood Hills. On the south side of Kimble Hill Drive is a nice single-level home, and deep in the carport is the delivery van **(5)**. Enter the van and follow the yellow marker on the radar to the Weed Shop. This time you are given three minutes on the timer.

The slowest part of the trip is navigating the narrow two-lane out of the neighborhood. However, it's easier to swerve around vehicles once you reach the open road. You don't have to veer off the given route to make it to the Weed Shop on time. Approach every intersection as if everyone is out to get you, and be ready to kick in Franklin's Special. If there are no issues along the way, you should arrive at the yellow marker behind the Weed Shop with about 50 seconds remaining on the clock.

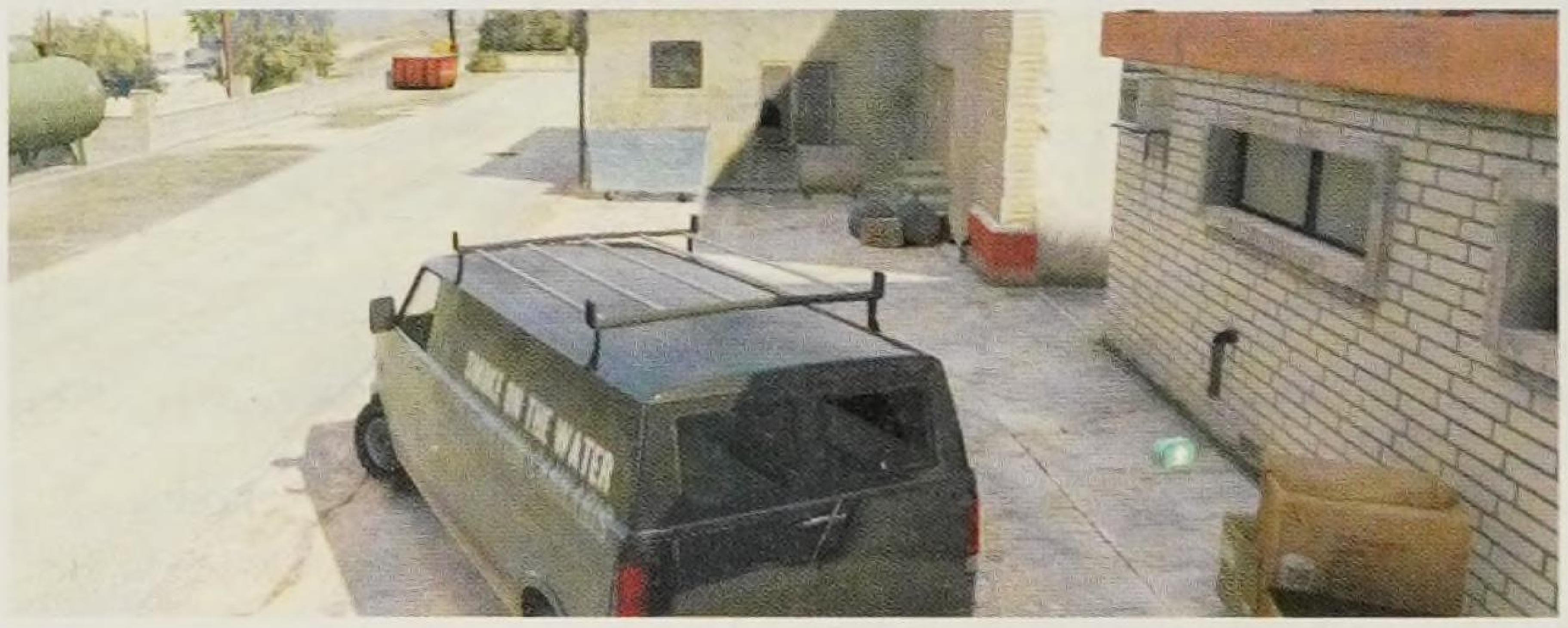
SMOKE ON THE WATER: LOSE COPS 1

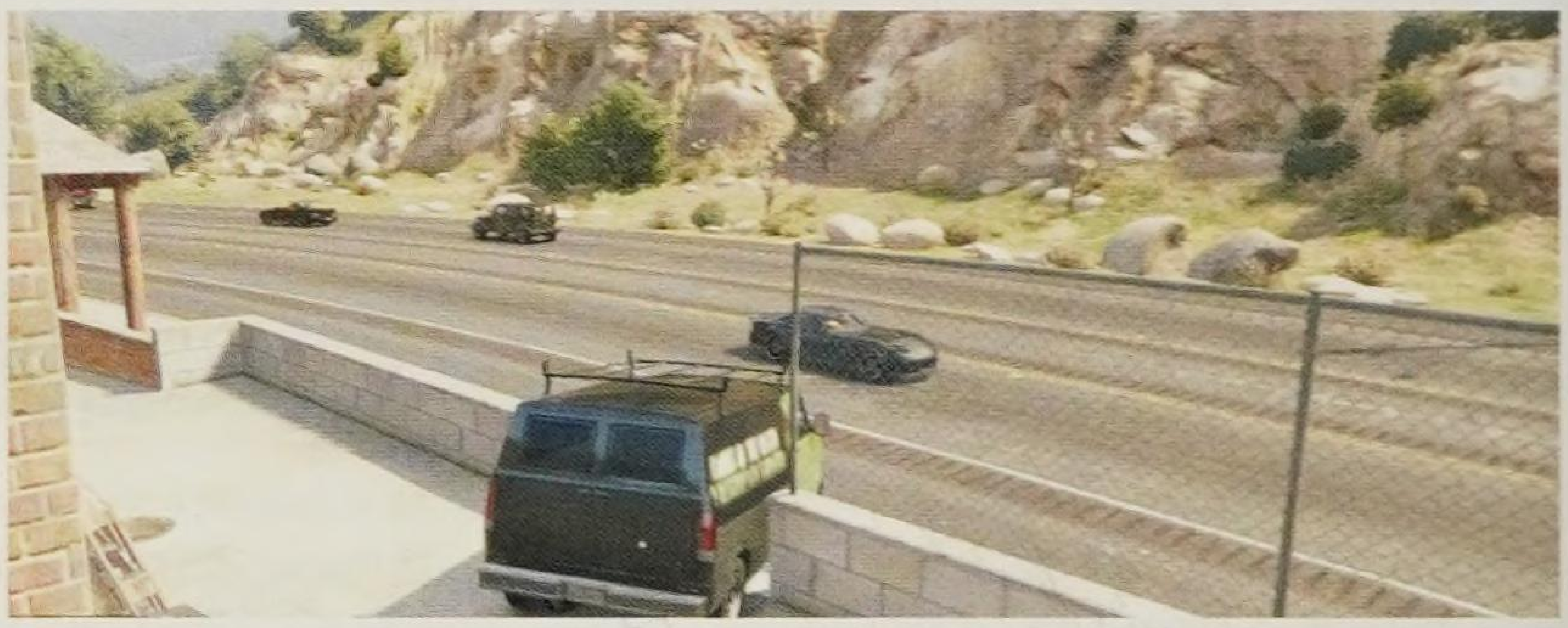
LOCATION:	PREREQUISITE:
Great Ocean Highway, Chumash **(6)**	*Purchase Smoke on the Water*

This weed delivery is a little more challenging than the previous ones. This time the police are involved. Find the delivery van in the Chumash Plaza. Specifically, find the van parked near a health kit power-up behind O'Deas pharmacy. Enter the vehicle and notice something different about this mission: no clock appears. As you pull away, an automatic two-star Wanted Level is received. Also, the yellow route to the Weed Shop disappears until you shake the Wanted Level.

The cops arrive in an unmarked police cruiser from the north alley entrance. So we strongly suggest turning sharp from the beginning to head south around the building. This confuses the police, allowing you to escape the shopping center through a narrow stairway to the freeway.

Burn south on the freeway and watch the radar to avoid the heat, then cut across a small grassy hill as soon as you can to avoid the cops coming toward you from the south. Head north on Barbareno Road, then turn right into the concrete ditch that runs under the freeway and up a dirt path in hills to the east to avoid the police. When the Wanted Level fades, follow the yellow route to the shop. There's no timer involved, so be careful and don't break any more laws than necessary.





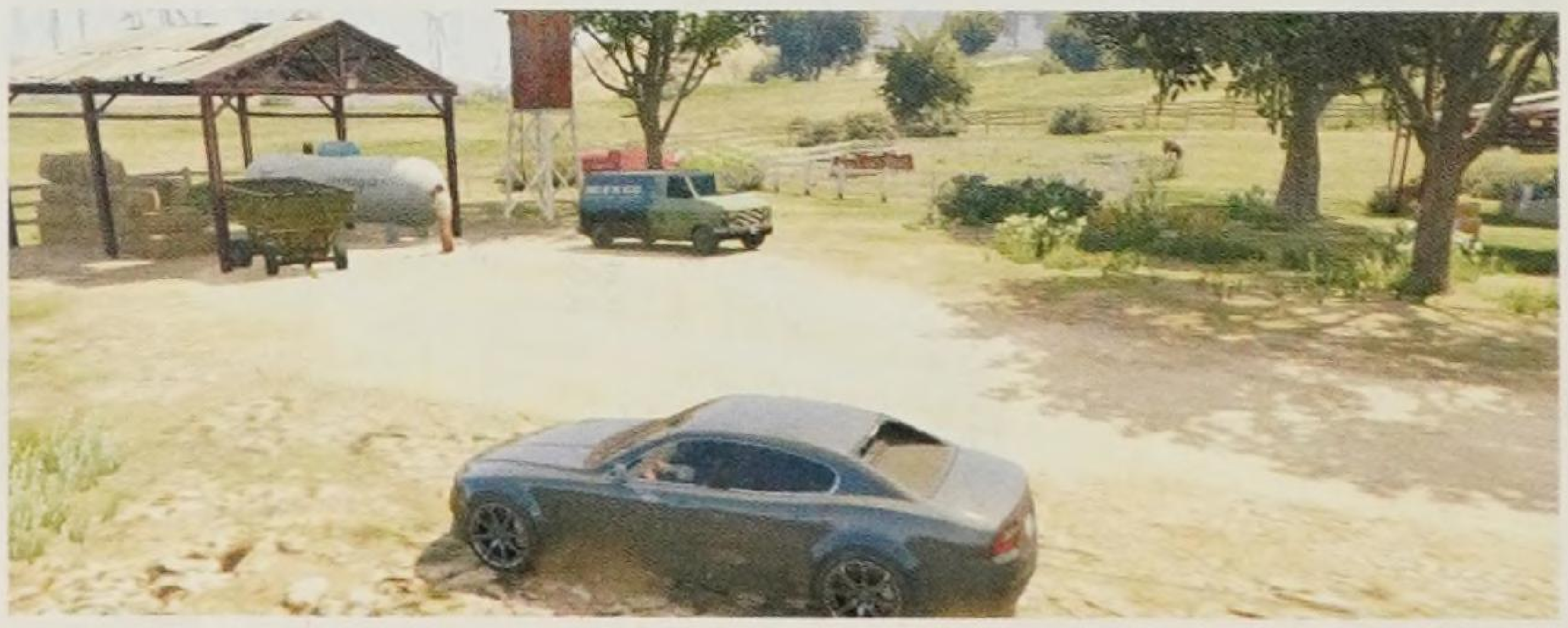
SMOKE ON THE WATER: LOSE COPS 2

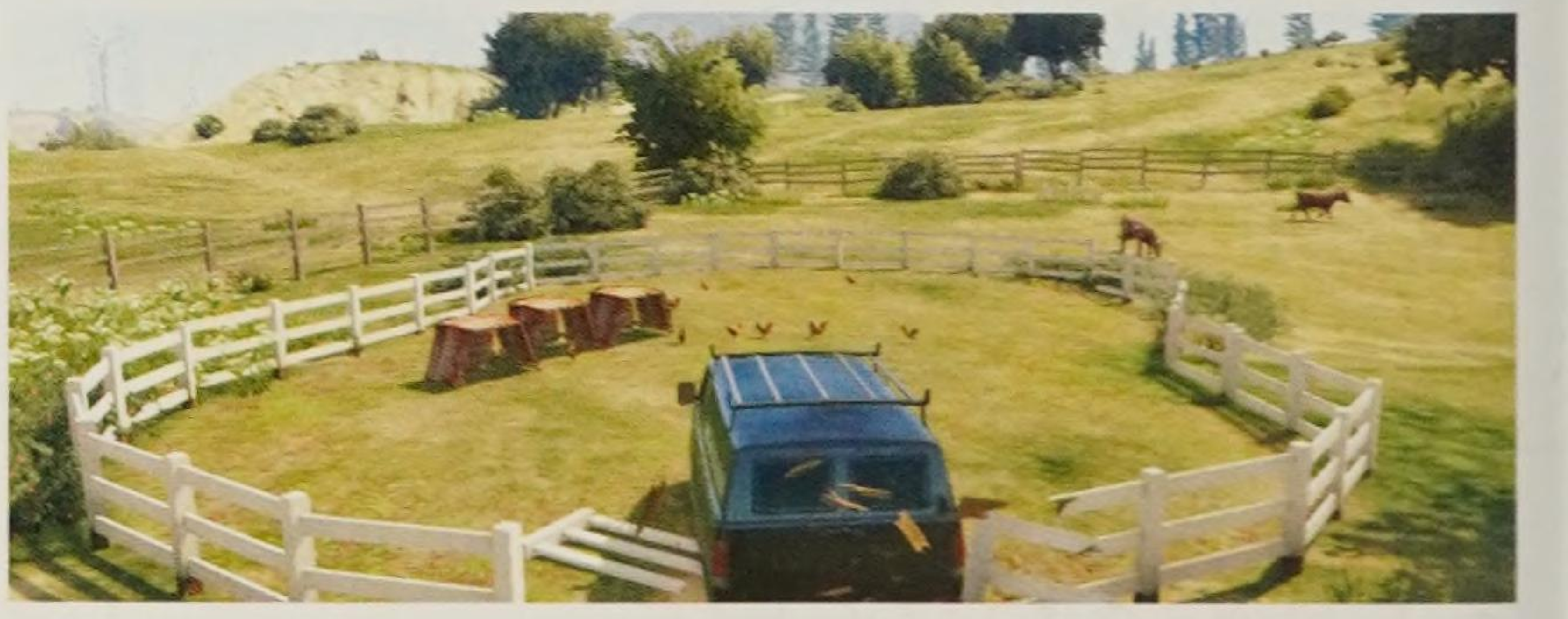
LOCATION:	PREREQUISITE:
Countryside **(7)**	*Purchase Smoke on the Water*

Follow the flashing "**P**" to the Grand Senora Desert farm indicated on our map and find the Smoke on the Water van behind a green barn. Enter the vehicle and a yellow route appears on the radar, illustrating the fastest route to Smoke on the Water. However, you get a two-star Wanted Level immediately after driving the van past the barn and a cop in an unmarked vehicle appears behind you. The cop appears after you enter the van, so you cannot sabotage the ambush beforehand. Similar to the previous weed delivery mission, though, there is an easy way out.

As soon as you enter the van, set a purple route on Smoke on the Water, then turn sharply to the left and cut through the chicken yard. Smash into the cow fence and continue south across the field until you reach a wide ditch. Then stop in the ditch, zoom out the radar view, and watch the police icons. If the cops from the freeway creep toward you, move the van southwest along the ditch slowly and approach the purple route on the next road. Soon the Wanted Level will fade and the yellow route marker will take over.

When the Wanted Level is gone, follow the yellow route on the radar to the alley behind the Weed Shop. There is no time limit.





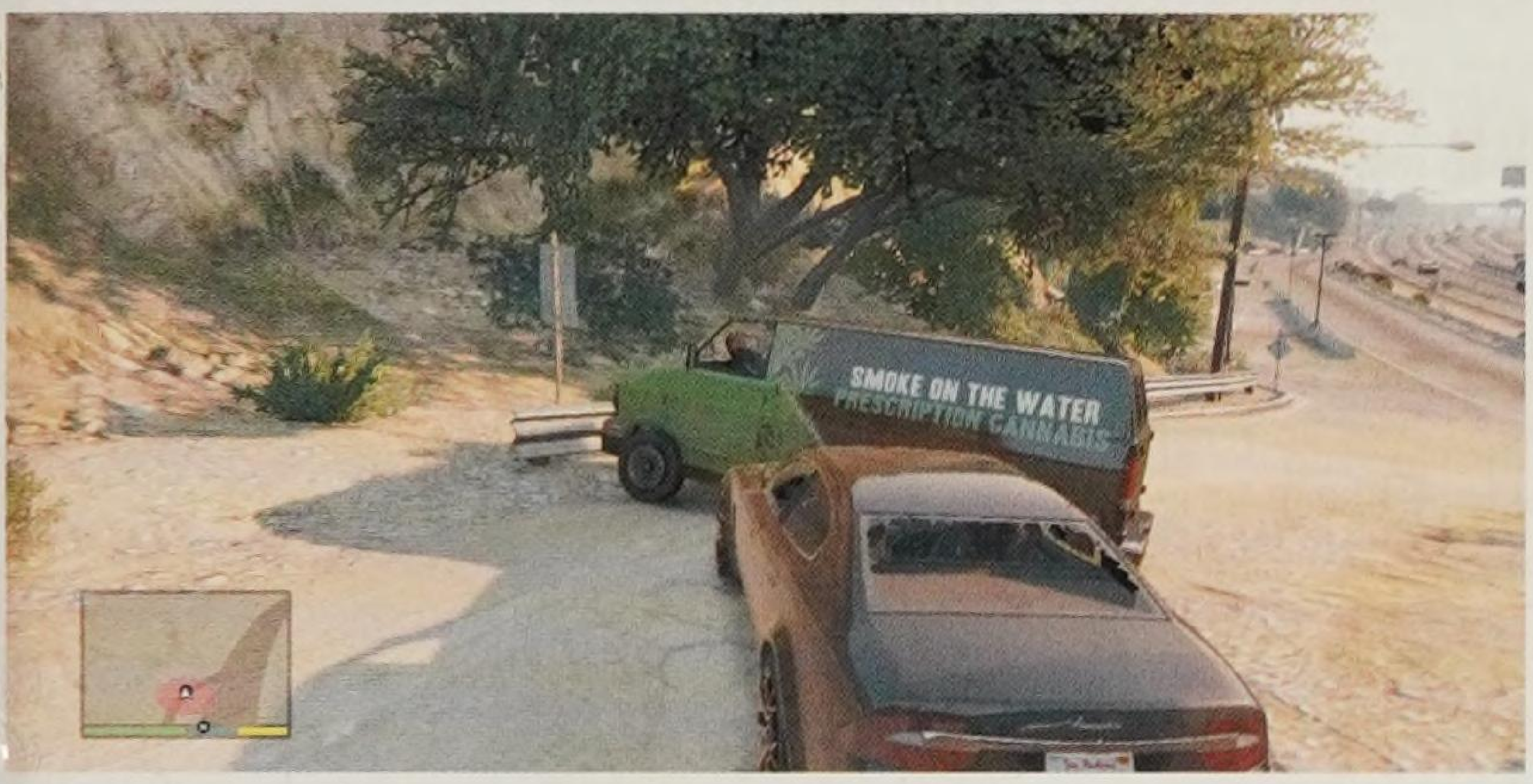
SMOKE ON THE WATER: RECOVER VAN 1

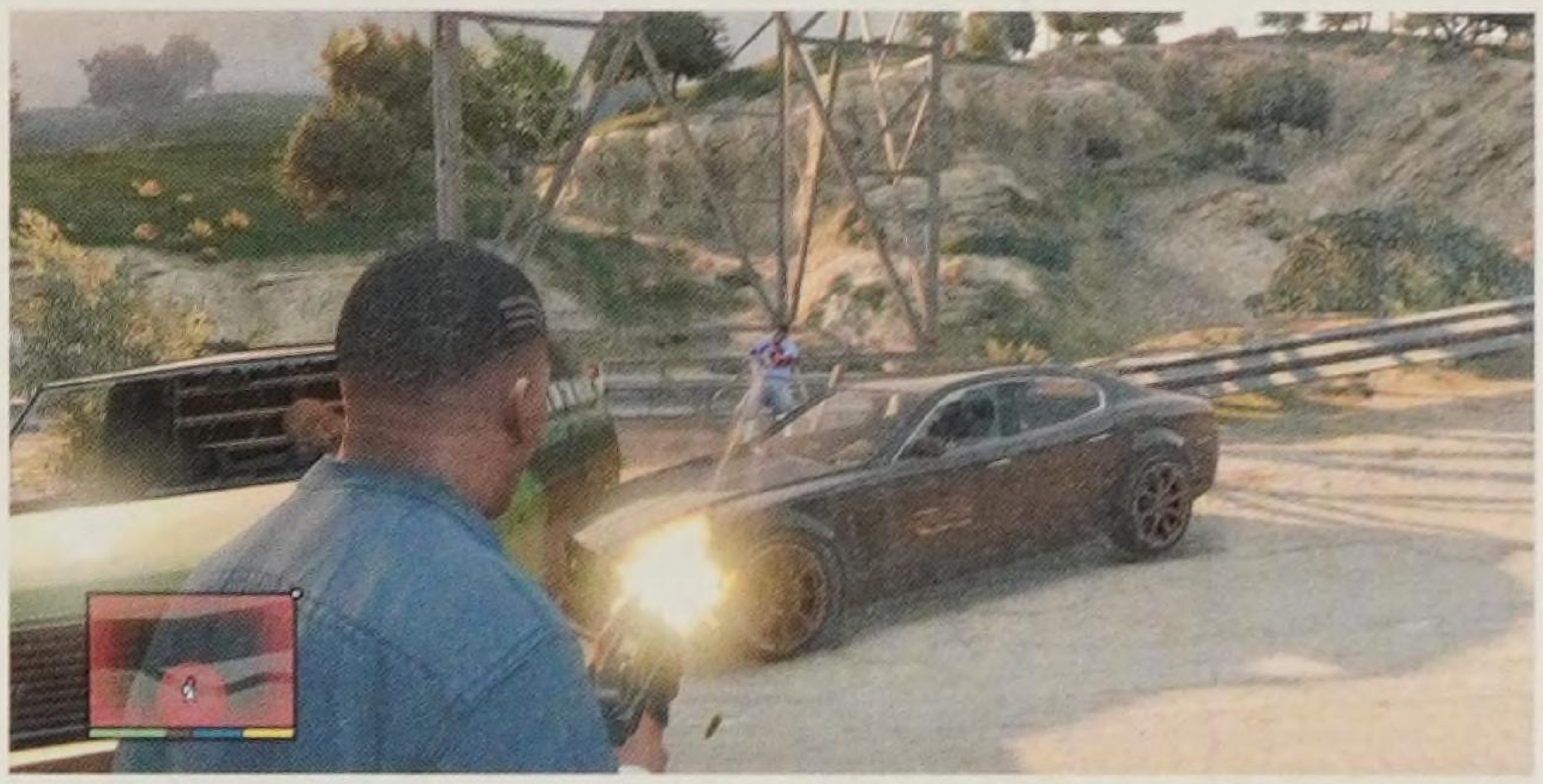
LOCATION: *Tataviam Mountains* **(8)**

PREREQUISITE: *Purchase Smoke on the Water*

Follow the flashing **"P"** on the map to the Smoke on the Water van marked on our map. When you are within approximately 500 yards, the van begins fleeing along the dirt mountain road headed for the Land Act Dam to the east up the hill. You must stop the van, but keep in mind that the same van must be driven to the Weed Shop afterwards, so getting it to stop with minimal damage is key.

Use Franklin's driving Special to navigate the sharp dirt road corners and catch up to the van quickly. Once you manage to maneuver in front of the van, use Franklin's driving Special to slow down time. This allows you to pop the driver using a drive-by. A shotgun-toting passenger is also in the van. He jumps out as soon as the driver is dead and the van comes to a stop. Once you've commandeered the vehicle, lose a possible Wanted Level for all the gunfire and killing. Then follow the yellow route on the radar to the Weed Shop.





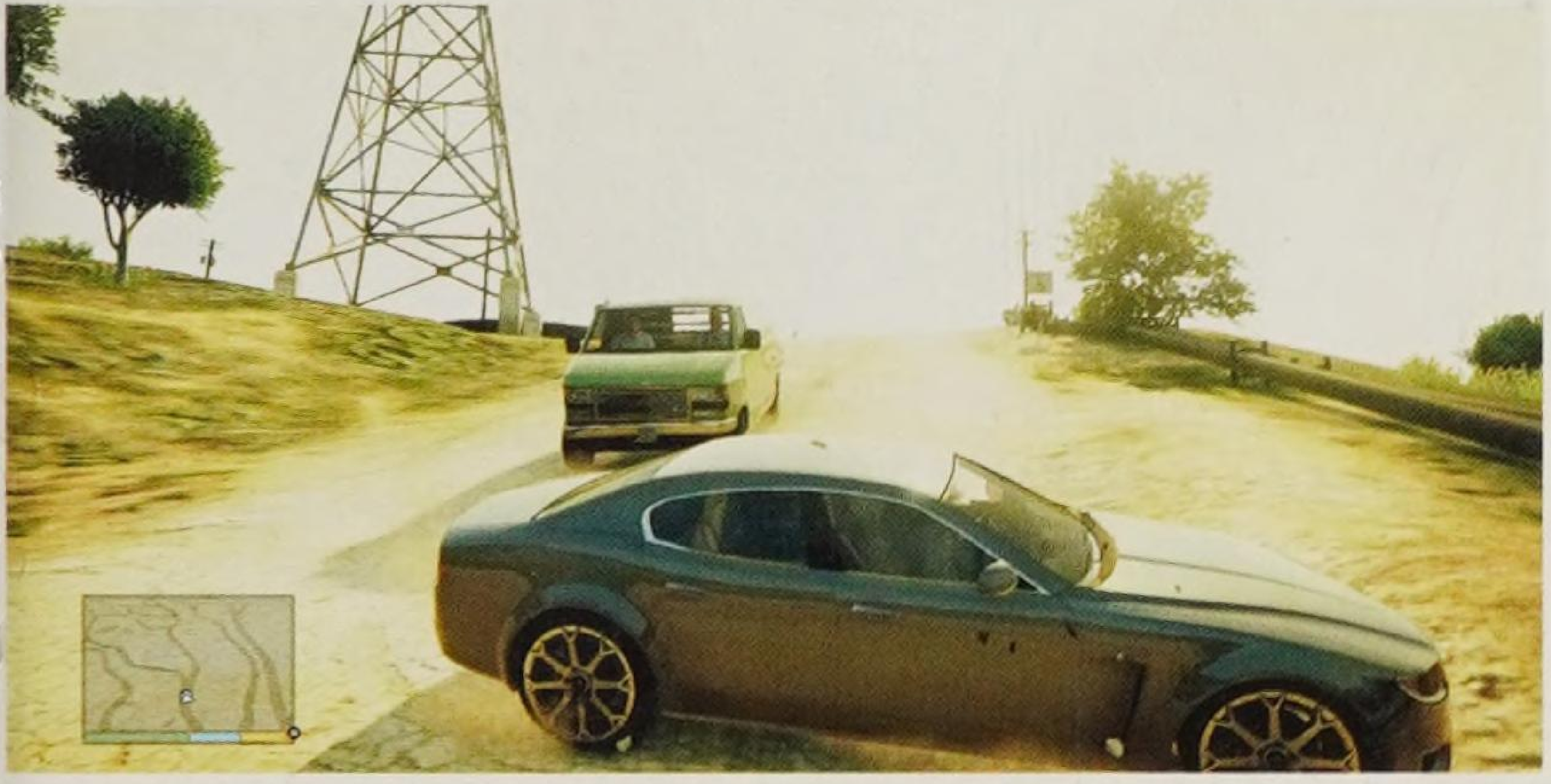
SMOKE ON THE WATER: RECOVER VAN 2

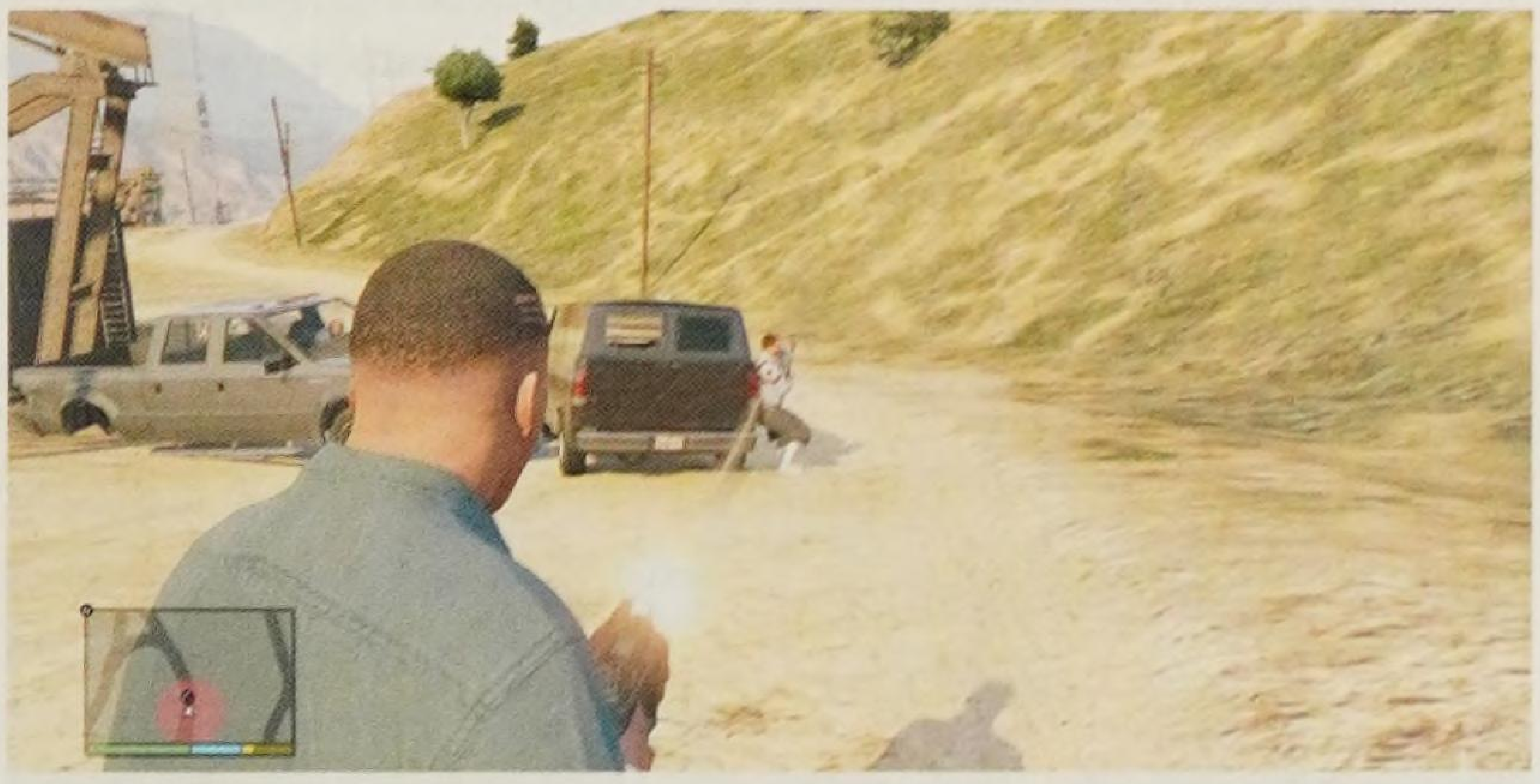
LOCATION: *El Burro Heights* **(9)**

PREREQUISITE: *Purchase Smoke on the Water*

This Smoke on the Water van is located on one of the dirt roads in the El Burro Heights oil fields near the Car Scrapyard. The van is spooked at a football field's length, so getting into position to snipe the driver is more challenging than it's worth. The fleeing van remains on the network of winding and intersecting dirt roads, so you can easily find a way to meet the van head-on or cut it off at an intersection with close observation of its movement on your radar.

Use Franklin's driving Special to get in front of the van. After meeting the van head-on or cutting it off, use a drive-by to shoot the driver through the windshield and quickly eliminate the guy riding shotgun. Then jack the van. If you inadvertently received a Wanted Level, lose it by going way off-road before entering the city. Then drive the van to the Weed Shop using the yellow route on the radar.





CINEMA PROPERTY MANAGEMENT

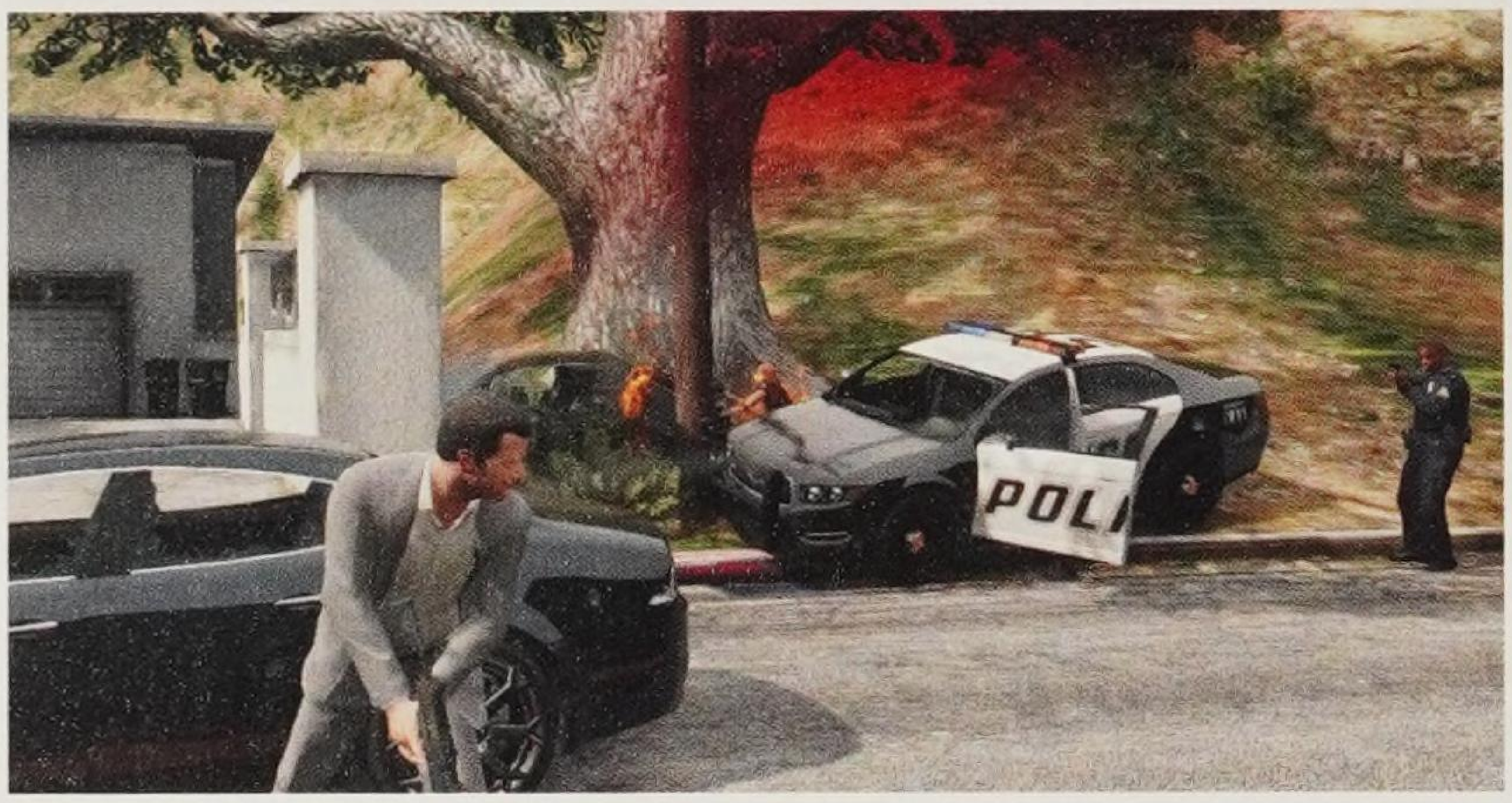
Running a theater requires a lot of work. Since the films are so successful, many dishonest San Andreas citizens want to steal your profits. Furthermore, theaters require extreme forms of advertisement, and you are requested to drop fliers from the sky.

There are three movie theaters for sale, and only Michael has the opportunity to purchase them. These properties are the Ten Cent Theater, Cinema Doppler, and Tivoli Cinema. Since there's so much fighting required to maintain these establishments, it's a good thing Michael is the owner—his shooting specialty is quite useful. The following covers the different property management jobs associated with owning a theater.

CINEMA TAKINGS

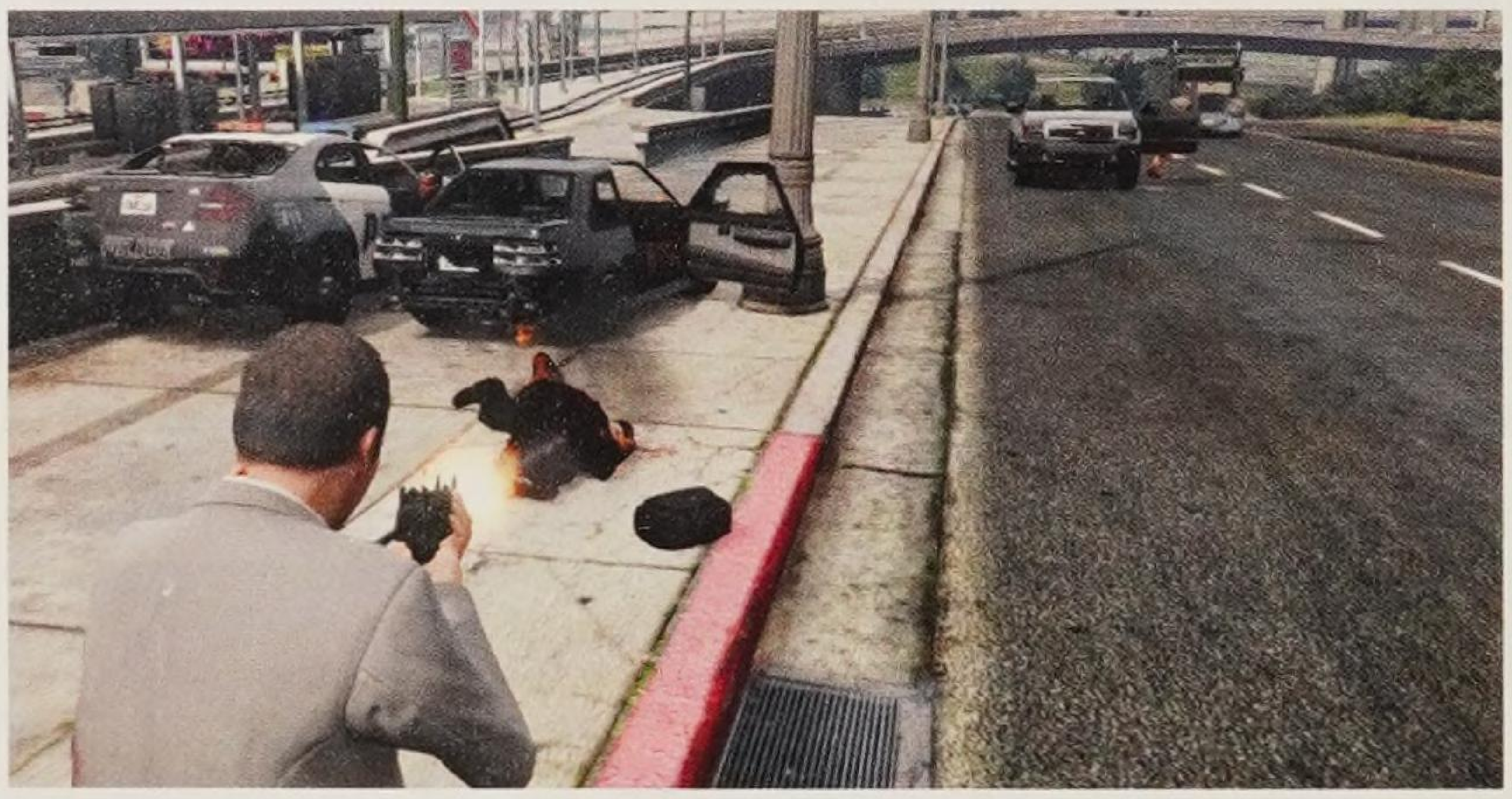
The Cinema Takings (robbery) missions are actually some of the toughest challenges in the game. It's a similar scenario as the stolen film challenge, but the crook is in a souped-up Karin Futo or an Imponte Phoenix—two very fast little two-door vehicles. The perpetrator constantly sprays you with rounds from his Assault SMG. His aim is dead-on, and he targets the driver and your tires first. This spray of bullets frequently alerts the cops. If you fire around the cops, a two-star Wanted Level is earned.

Sometimes the cops are a blessing. They help take the crook out and also act as a buffer between you and the robber, shielding you from his bullets. But other times they just help him get away by becoming another obstacle. If there aren't cops involved, use civilian vehicles as cover between you and the thief.



Sometimes you can get lucky and snipe his tires from afar before he peels away from the cinema. This makes him easier to catch up to. He's also too smart to let you set up and aim for very long; he scatters as soon as you aim the scope on him.

Most of the time, however, you are going to have to just outdrive and outshoot him. First, a visit to the mod shop for heavy vehicle armor and bulletproof tires is suggested. Personal body armor is also a good idea. Lastly, arm yourself with the most powerful drive-by weapon—if you can, the same one he is using: the Assault SMG. Otherwise, just use an AP Pistol or SMG.



He's going to drop the money (green blip on radar) out of the vehicle at the point where he's killed. So if he keeps rolling, the money could be some distance away from where he stops. Pick up the duffle bag of money to complete the mission. If you have a Wanted Level, you must first lose it before the mission is completely finished.

Takings

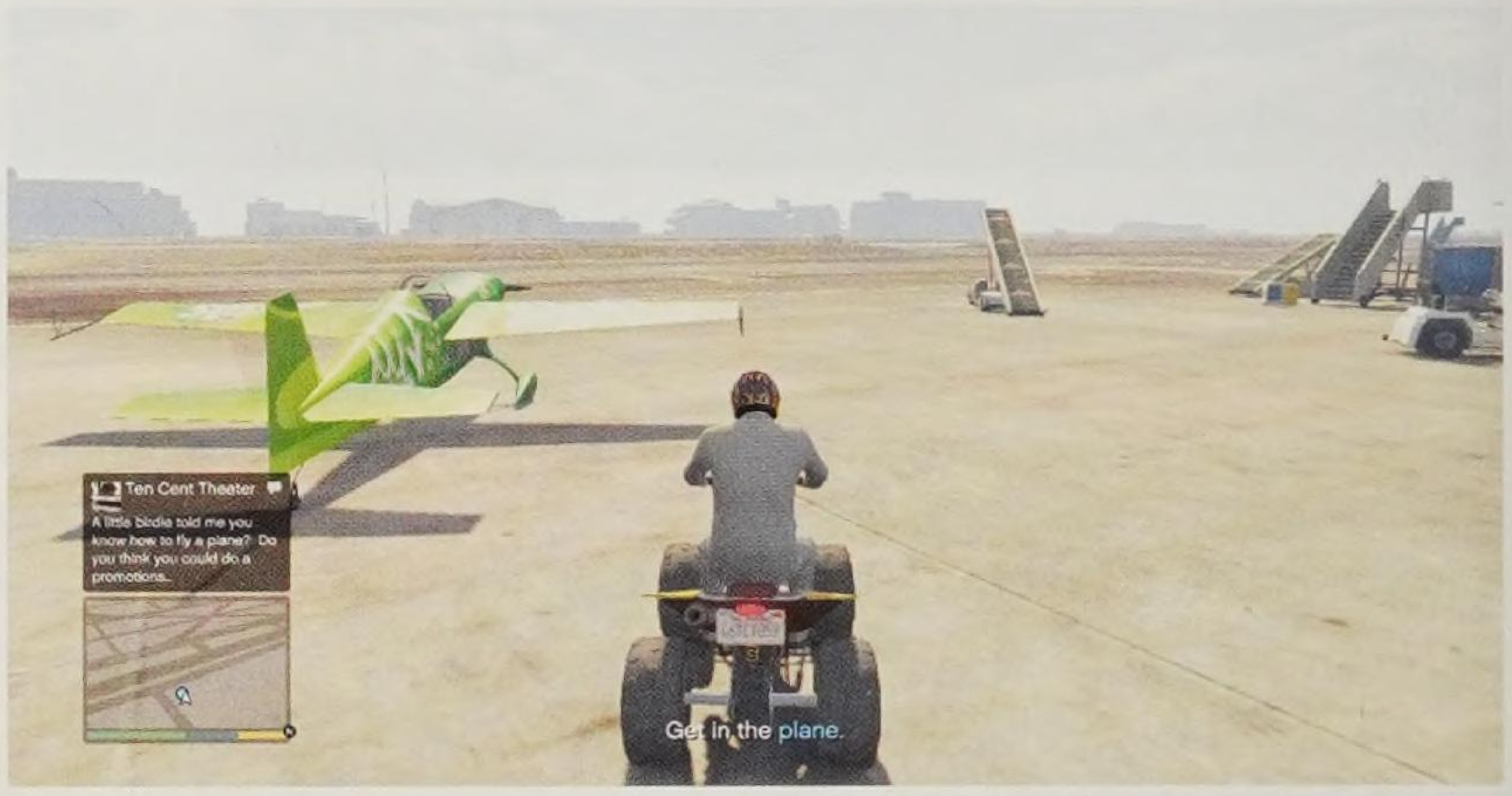
The Cinema Takings and Bar Takings missions are the same challenge; they just originate at different types of businesses.

AERIAL PROMOTION

Some aerial advertising is needed when you receive a text from your theater property that says, "We need to publicize the cinema, fly a plane to get the word out!" A flashing **"P"** appears at the Los Santos Airport. Drive into the hangar entry location to access a stunt plane near your hangar property.

Take off from the airport and pull up your main map. Ten locations on your map mark where leaflets need to be dropped. Press Right on the D-pad to begin dissemination. You can't run out of leaflets, so don't worry about toggling this on and off, just concentrate on flying and avoiding collisions.

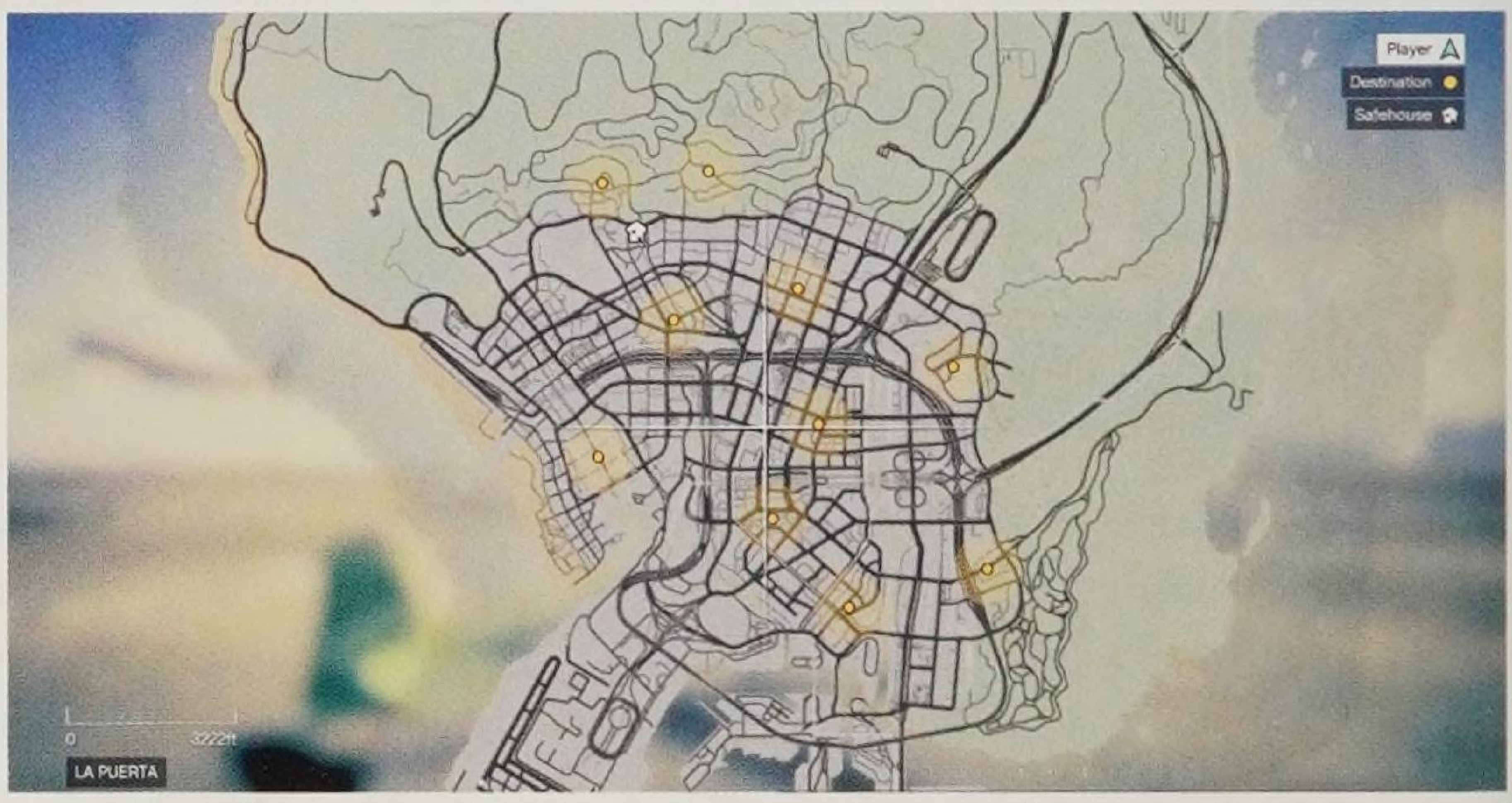
Complete the mission by dropping leaflets in each of the 10 locations, then landing the plane at the airport and parking it near the location where the plane was found (next to your hangar).

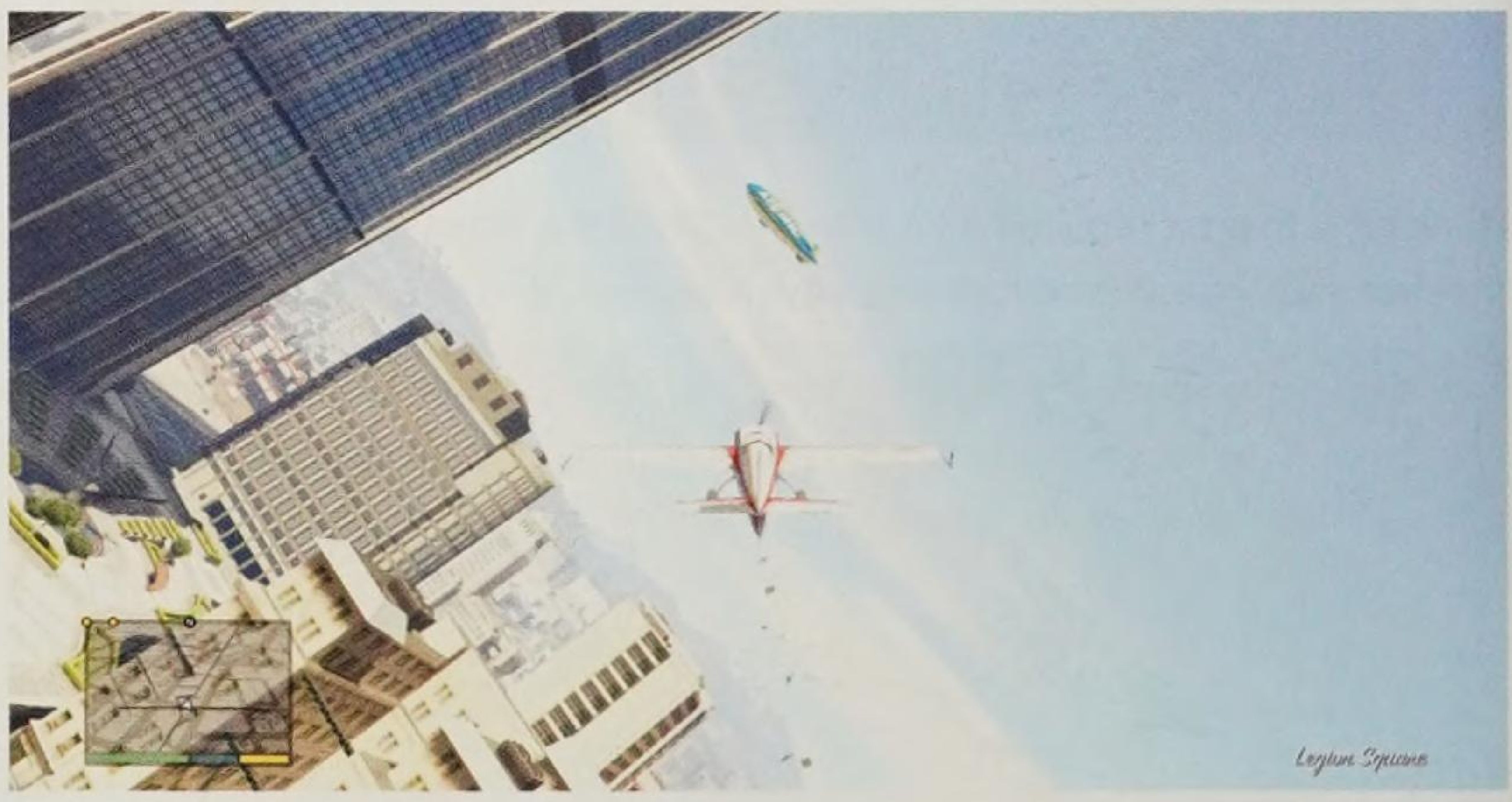


Ten Cent Theater

A little birdie told me you know how to fly a plane? Do you think you could do a promotions...

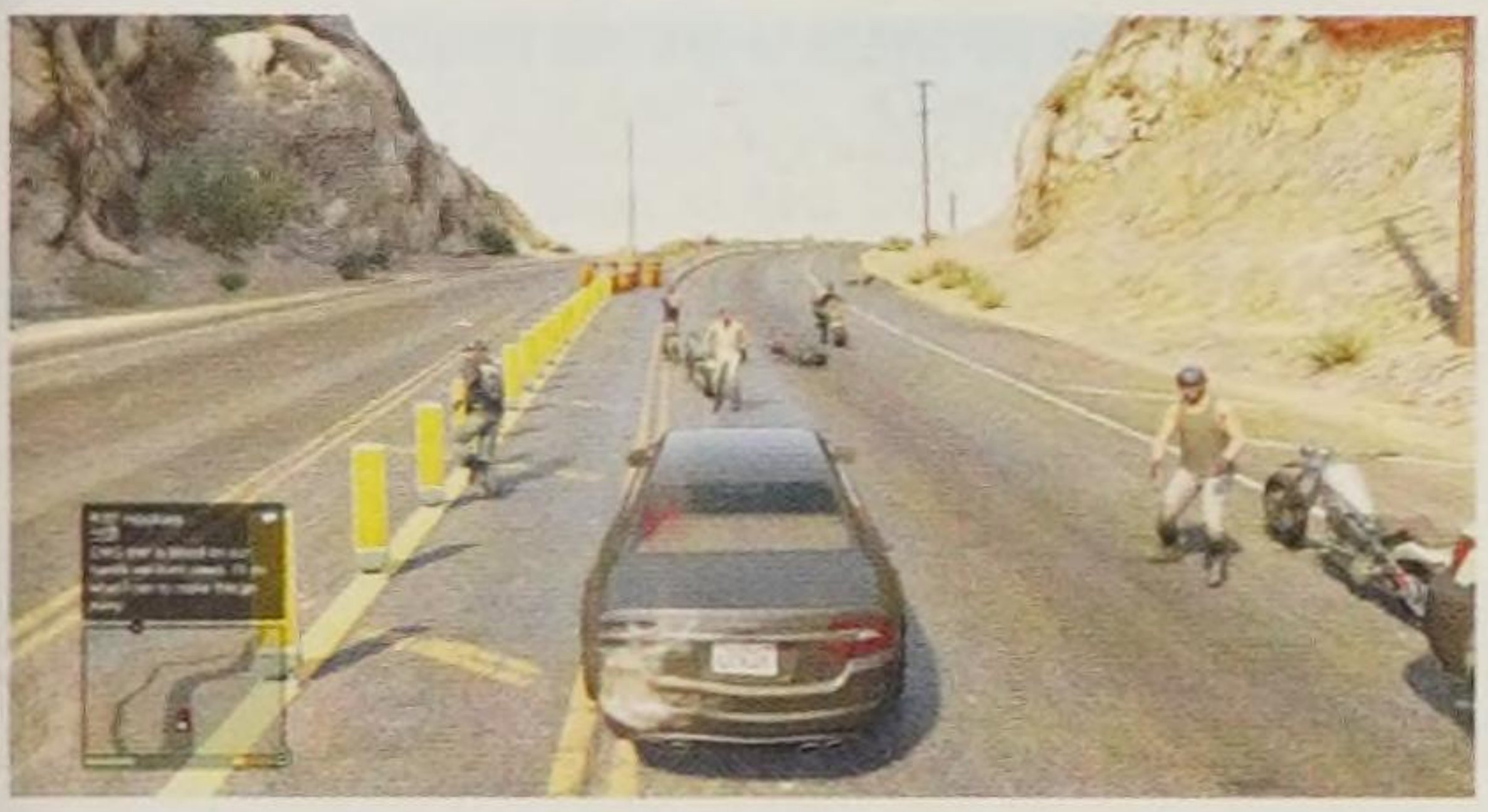
Get in the plane.





BAR PROPERTY MANAGEMENT

The following property management challenge scenarios occur when you own a bar in San Andreas: Pestering Paparazzi, Gang Attacks, Gangs Attacking then fleeing in vehicles, and Takings. The Takings challenges are the toughest ones. For help with these, see the "Cinema Takings" section.



PAPARAZZI

When you receive a message from your bar that the paparazzi are taking shots of customers, your job is to get their cameras! (Paparazzi only show up at bars.)

Spot two guys on a motorcycle outside of the bar. They also appear as red dots on the radar. You must stop the paparazzi from uploading the photographs without killing them. If you kill them, the bar looks bad, the photos won't be recovered, and the mission is failed.

To take them out without killing them, force them into an accident without touching them or use a Stun Gun in a drive-by shooting. Hitting them with your car usually results in their death. If you have Franklin during one of these missions, using his driving skill during a slow bike collision seems to heighten their chance of survival. Once they are off their bike, they don't put up a fight; they just take off running and the camera and smart phone are in the location of the accident. Look for the two green blips that represent these devices. Once both items are collected, the photos are recovered and the mission is passed.

Watch out for The Lost around Hookies when roughing up fellow "bikers." They tend to show loyalty to the paparazzi riding the street bike, so they are likely to attack when you're aggressive with the paparazzi in their sight.

GANG ATTACK

STAND AND FIGHT

During a Gang Attack, a bar texts you and says a gang is shooting up the place and to come quickly. Upon arrival, spot multiple gang members shooting weapons and throwing Molotovs at the establishment. These enemies appear as a group of red dots on the radar. A few empty vehicles are also in the area; obviously the vehicles they drove up in. Vegos attack Tequi-la-la and Hookies, Ballas attack Pitchers, and the Kkangpae attack the Hen House.

There are many ways to eliminate the gang. Take cover behind your vehicle or one of theirs, then select an Assault Rifle and mow them down. Use explosives to blow up their cars and take out some gang members via collateral damage. Throw Grenades or Molotovs their way. Drive through their gathering at top speed.

Once all the enemies are dead (red blips gone from the radar), the bar is saved and the mission is complete. If you picked up a Wanted Level, however, you must lose it before the challenge is truly finished. Pick up the dropped weapons and money for your time and effort.

Try calling 911 on the attackers and see what happens. Sometimes it just causes problems if they don't kill all the attackers. Then you must eliminate the remaining ones and risk a Wanted Level yourself.

GANG FLEES

There's another Gang Attack scenario where the gang members flee after you attack. If any of the enemies escape, the mission is failed. The setup looks the same, so always take precautionary measures and blow up the gang members' parked cars. That way, they are less likely to escape quickly. Use Grenades or a Rocket Launcher on their vehicles first, then take out the gang members. Calling 911 on these guys is not as cool as calling them on the gangs that stay and fight. The cops will eliminate most everyone, but also force those that are going to flee to escape before you have a chance to prevent things from evolving into a road chase.

DELIVERY

You occasionally receive a call from one of the bars you own. They ask you to pick up some booze and to be careful because it's fragile. Follow the **"P"** to the location of the delivery truck. When you get close, a blue blip appears on the map, revealing the truck's exact location.

A timer and a damaged goods meter appear in the screen's lower-right corner when you enter the delivery truck. If you fail to deliver the product to the bar in the time allotted or get in so many wrecks that the damage meter is completely drained, the mission is a failure. However, if the mission is successful, the bar is grateful and you receive your weekly profits for the week the delivery occurred. You also boost your weekly income from that establishment.

Driving erratically usually doesn't damage the cargo, but colliding with vehicles does. Running into solid objects like buildings, walls, and unbreakable poles seriously damages the product. Typically, if route markers are activated and you use them from the pick-up to the delivery location, you should usually have the product delivered with 15 to 30 seconds remaining, as long as there were no major hang-ups or accidents. To stop the clock, pull into the yellow corona at the end of your destination route marker.

The key is to watch traffic movement far ahead and drive on the opposite side of the road (if it's needed) to avoid congestion or vehicles.

BAR	LIQUOR MARKET DELIVERY SCENARIOS	PISSWASSER DELIVERY SCENARIOS	MARLOWE VINEYARD DELIVERY SCENARIO	HARMONY STRIP-MALL DELIVERY SCENARIO
Tequi-la-la	3	2	—	—
Pitchers	3	2	—	—
Hen House	—	—	1	1
Hookies	—	—	1	1

TAXI MISSIONS: PRIVATE FARES

A select few of the taxi missions in *Grand Theft Auto V* are connected to the purchase of the LS Taxi Cab Co. (see the Properties section for more information on the Taxi Co.). At some point after purchasing the Taxi Lot, you (Franklin) receive a phone call from the LS Taxi Cab Co. The manager asks for help getting a Private Fare to their destination. A taxi is not needed to complete these missions—any vehicle will do as long as a passenger can ride along.

TAXI 1: FARE NEEDS EXCITEMENT

LOCATION: *Rockford Hills, Dorset Drive* **(10)** **PREREQUISITE:** *Purchase Taxi Lot*

After accepting the Taxi Mission from the Taxi Lot text, proceed to the covered entrance of the Mount Zonah Medical Center **(10)** to pick up your fare. The target destination is marked by a flashing **"P"**, and then it changes to a blue blip as you get closer.

When your fare enters your vehicle, he explains his special request. He just signed his AMA papers and has a bit of a fetish for reckless driving. He asks you to get him to the Vinewood sign. The crazier you drive, the more he pays you.

Your mission is to drive to the Vinewood sign without letting the passenger get too bored. To give him his thrills, speed and drift through corners, burn doughnuts, drive through opposing traffic, perform a Stunt Jump, and steer for near misses with other vehicles. Bumping into vehicles also gets him going. If you hit something and have to get back up to speed again, start with a burnout—he really likes those. Speed is the main goal. So keep the pedal on the floor and follow the indicated route on the radar up the Vinewood Hills. Go off-road while driving up the mountain and reconnect with the yellow route just before stopping behind the Vinewood sign.

You are paid accordingly when he steps out of the vehicle. A checklist appears that illustrates the Daredevil Bonus of $200, the fare ($150-190), and the tip (we got $76). Our total was $466. If you didn't get a Daredevil Bonus, try adding a Stunt Jump to the mix so you can get some air time.

TAXI 2: TAKE IT EASY

LOCATION: *Downtown Vinewood, Vine Drive* **(11)** **PREREQUISITE:** *Purchase Taxi Lot*

After accepting the call from the Taxi Lot, follow the blinking **"P"** to the passenger standing outside the Up-n-Atom Burger in Vinewood. This guy is on his way to an AA meeting at Rob's down in Vespucci Canals. He's feeling woozy and asks you to drive cautiously. Avoid rough driving and bumps or he hurls and you lose your tip. This fare is going to take some time. To avoid bumps, you're going to have to drive slower than you want. If you do badly, at some point during the trip he pukes out the right rear window. Try to avoid this. Put the radio on a station with soothing music—if it doesn't help him, it'll at least cool your jets. His final destination is at Rob's liquor store on Prosperity Street. When the fare has ended, you can receive $129 for the trip, a No Puke Bonus of $100, and a very small tip. Good luck. If the money is not enough, rob Rob's and empty both registers to make around $600. Hit the beach to lose the cops.

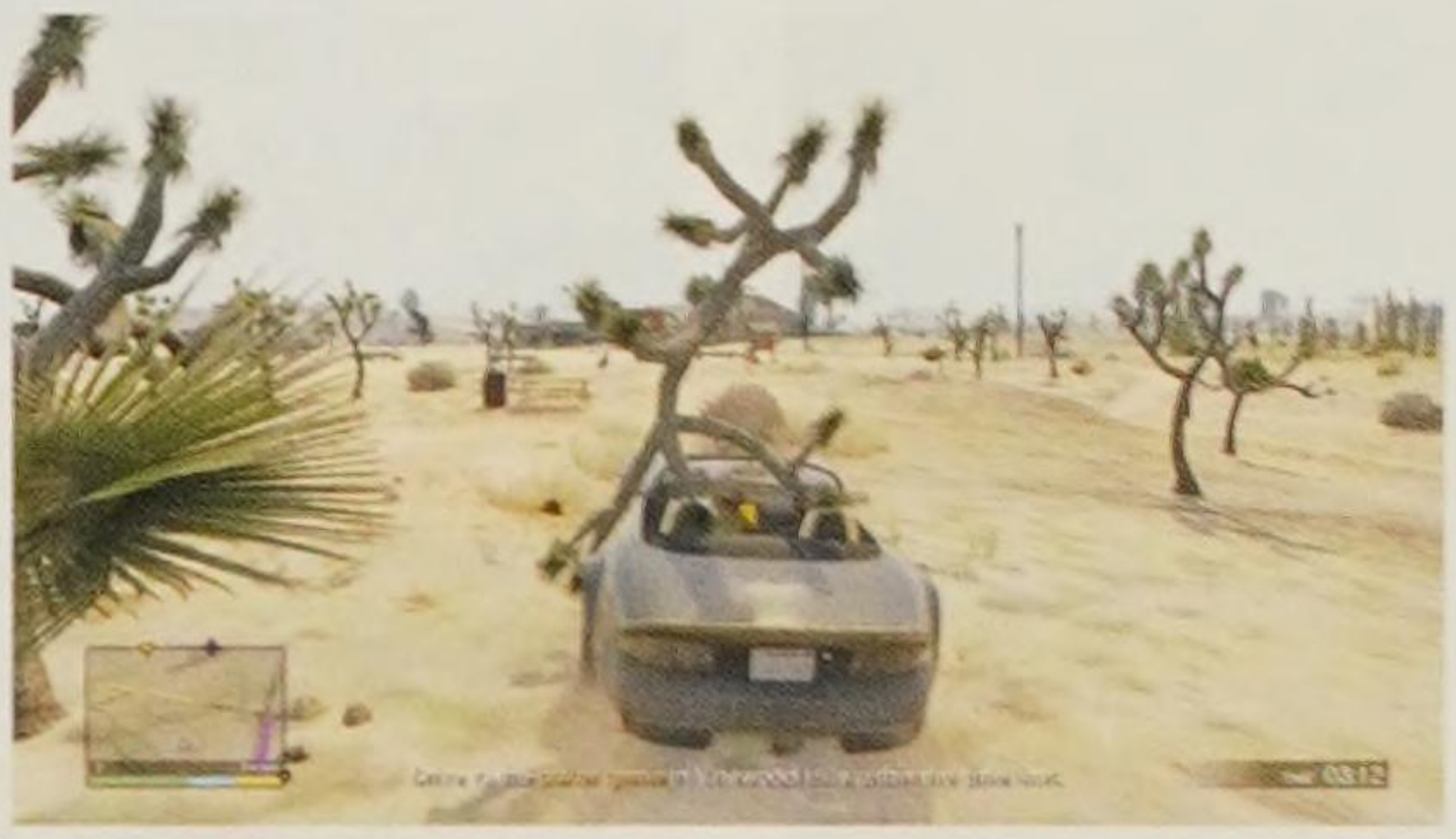
TAXI 3: DEADLINE

LOCATION: *Sandy Shores, Niland Avenue* **(12)** **PREREQUISITE:** *Purchase Taxi Lot*

Answer the Taxi Lot call and accept this job in Sandy Shores. Pick up the passenger outside the 24/7 Supermarket on Niland Avenue **(12)**. As soon as he enters the taxi, a timer in the bottom-right corner counts down from 3 minutes and 30 seconds. He needs to get to a poker game in Vinewood Hills ASAP.

Instead of following the displayed yellow route on the radar, cut left across the road and through the desert. Go off-road and drive through all the various breakable objects (just about everything except for rocks, boulders, and guardrails). Get back on pavement when you reach the Senora Freeway.

Use Franklin's driving specialty during the sharp turns (like the top of the freeway exit) to avoid slowing down. Stop in the yellow corona in front of the bown house. It's possible to make the trip with 30 seconds remaining. If you manage this, your tip is around $122. You should also get the Ludicrous Speed Bonus of $200 and the fare of $300.



PRIVATE FARE COMPLETE

TAXI 4: GOT YOUR BACK

LOCATION: *Pillbox Hill, Elgin Avenue* **(13)** **PREREQUISITE:** *Purchase Taxi Lot*

Pick up this fare on Elgin Avenue in Pillbox Hill. Find him standing outside the Ammu-Nation **(13)**. The passenger asks to be taken to the shipyard off Signal Street in the Port. Follow the yellow route on the radar. Shortly after the fare begins, he tells you he's meeting some dangerous people and he'll make it worth your while if you cover him. As you near your destination, the man hands you an extra gun (just in case you didn't have one) and tells you to use it in the worst case scenario. We suggest placing an SMG in your hand before reaching the yellow destination marker.

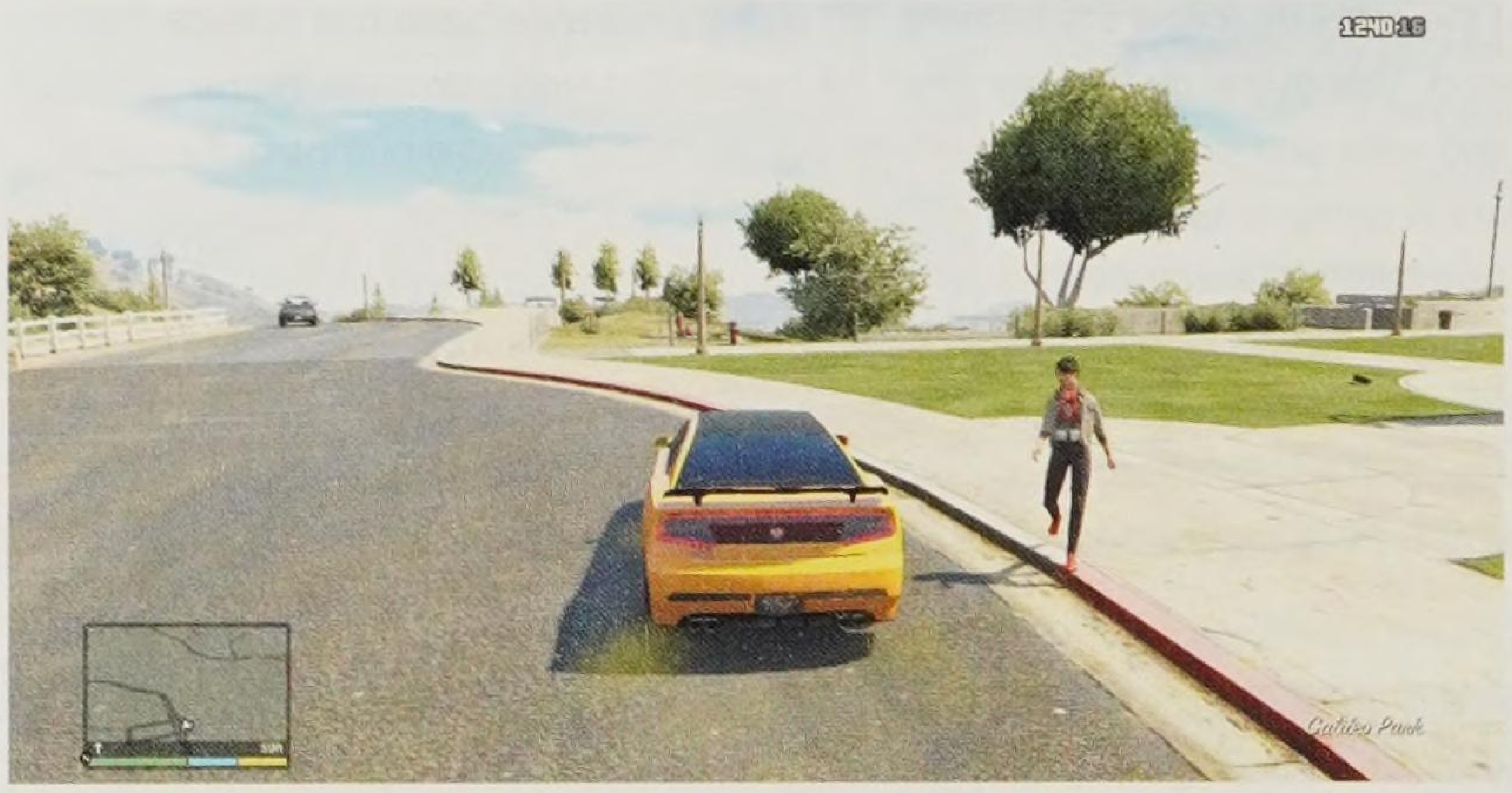
A short cinematic plays when the fare exits the taxi at the Port destination. It turns out the dangerous people are in The Lost gang. Your fare asks where his niece Kelly is. When the gang refuses to tell him what he wants to hear, he pulls out his gun. In return, The Lost members pull out their guns. It's a standoff. When things turn ugly, your fare announces he's giving them three seconds to get away. This is your cue. Get out of the vehicle and gun down the three gang members closest to your fare.

There are four targets in the first stage, so shoot the furthest guy last. Your fare takes cover behind the crates. Follow his actions and take cover behind the crates, as well. Shoot the reinforcements as they arrive from the east in a van and on a motorcycle. Make sure to pick up the dropped cash and weapons.

You should receive around $170 for the fare, $70 in tips, and a Terminator Bonus of $230.

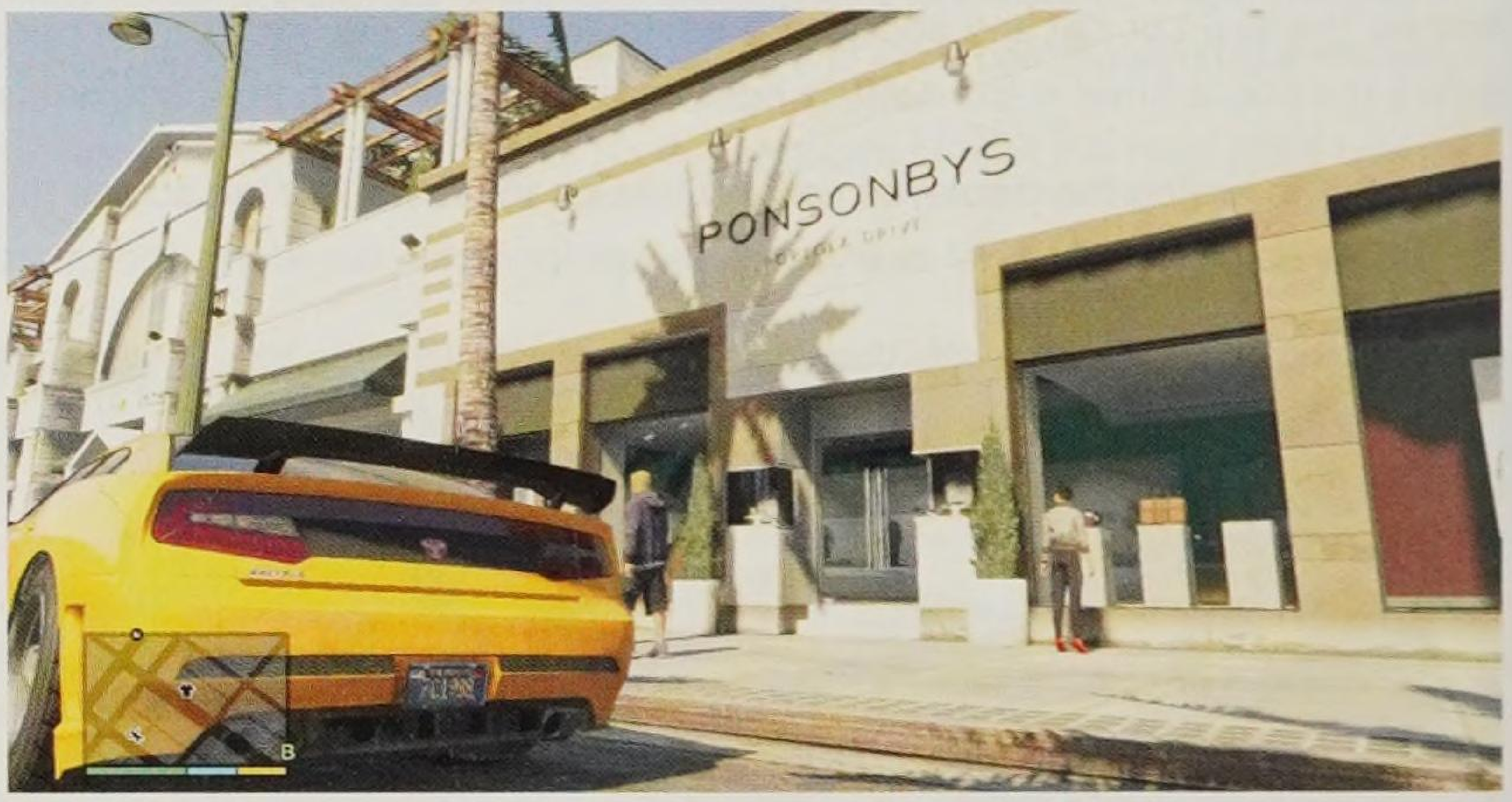
TAXI 5: TAKE TO THE BEST TAILOR

LOCATION: *Vinewood Hills, Galileo Park* **(14)** **PREREQUISITE:** *Purchase Taxi Lot*



Pick up the lady from the parking lot at the observatory in Galileo Park **(14)**. She wants to be taken to the most decadent tailor in Los Santos.

Pause the game and look at the three clothing stores marked on the map. The pop-up label for each store does not appear when you drag the cursor over the stores, making your job a little more difficult—you can't judge the style of the store by its name if you can't see the name. The stores are Rockford Hills (Ponsonbys), Del Perro (Suburban), and Strawberry (Discount Store). Obviously, this lady would like Ponsonbys **(A)** in Rockford Hills the best. Deliver her there and receive the $500 Best Store Bonus on top of a cheap fare (about $194) and a cheap tip (about $78). Not bad for a cabbie tip, though.



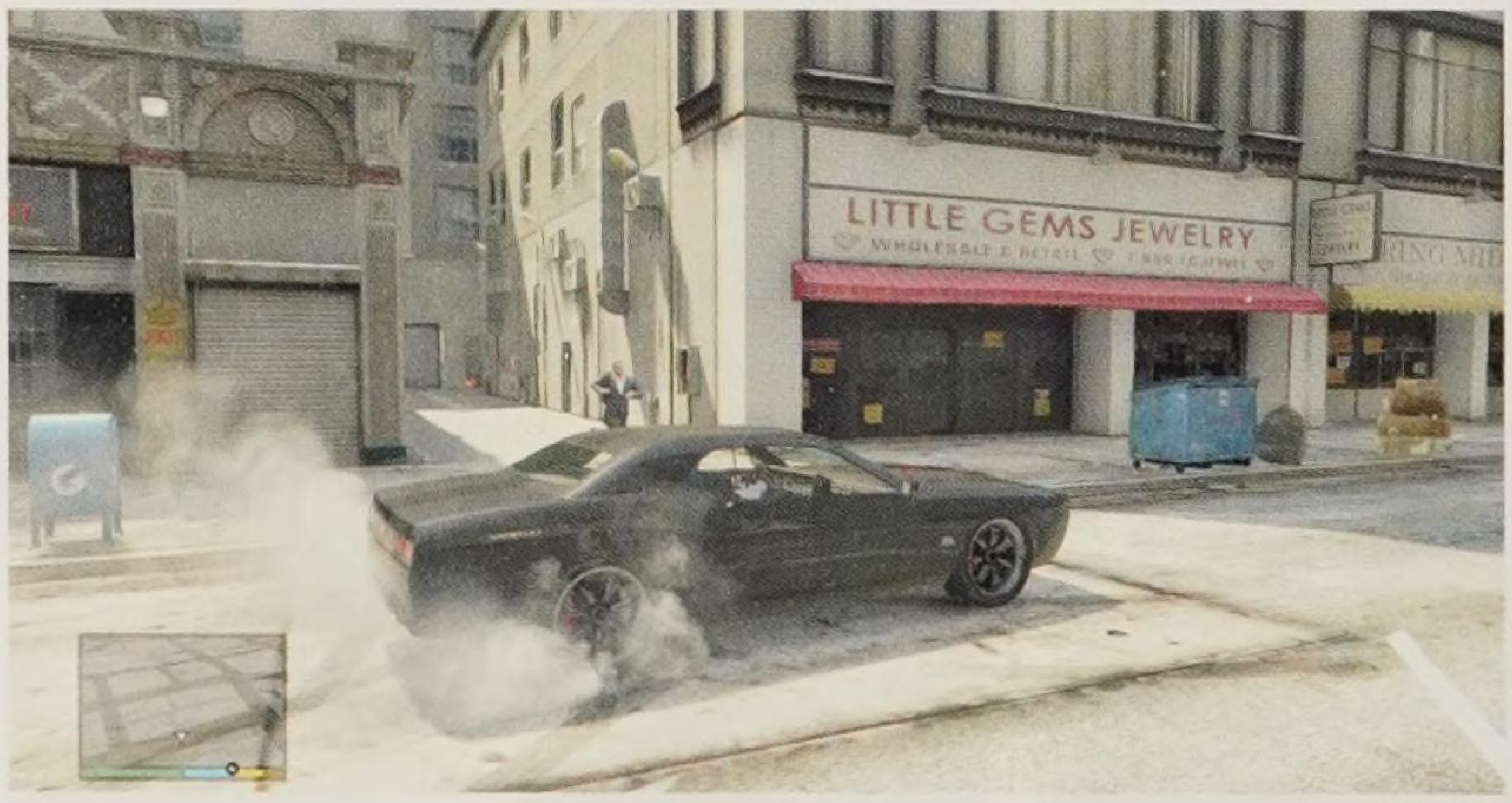
TAXI 6: CUT YOU IN

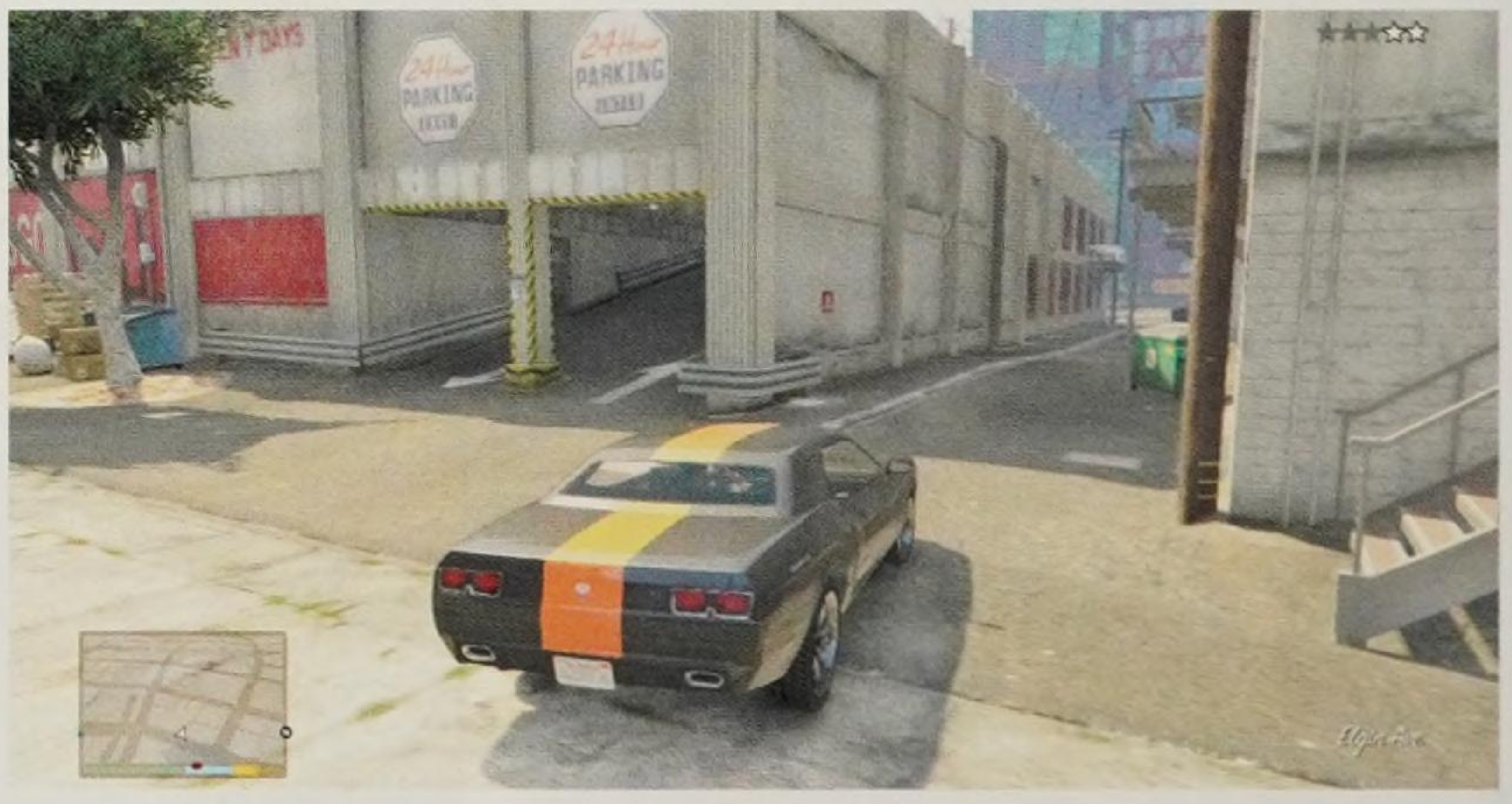
LOCATION: *New Empire Way, Los Santos International Airport* **(15)** **PREREQUISITE:** *Purchase Taxi Lot*

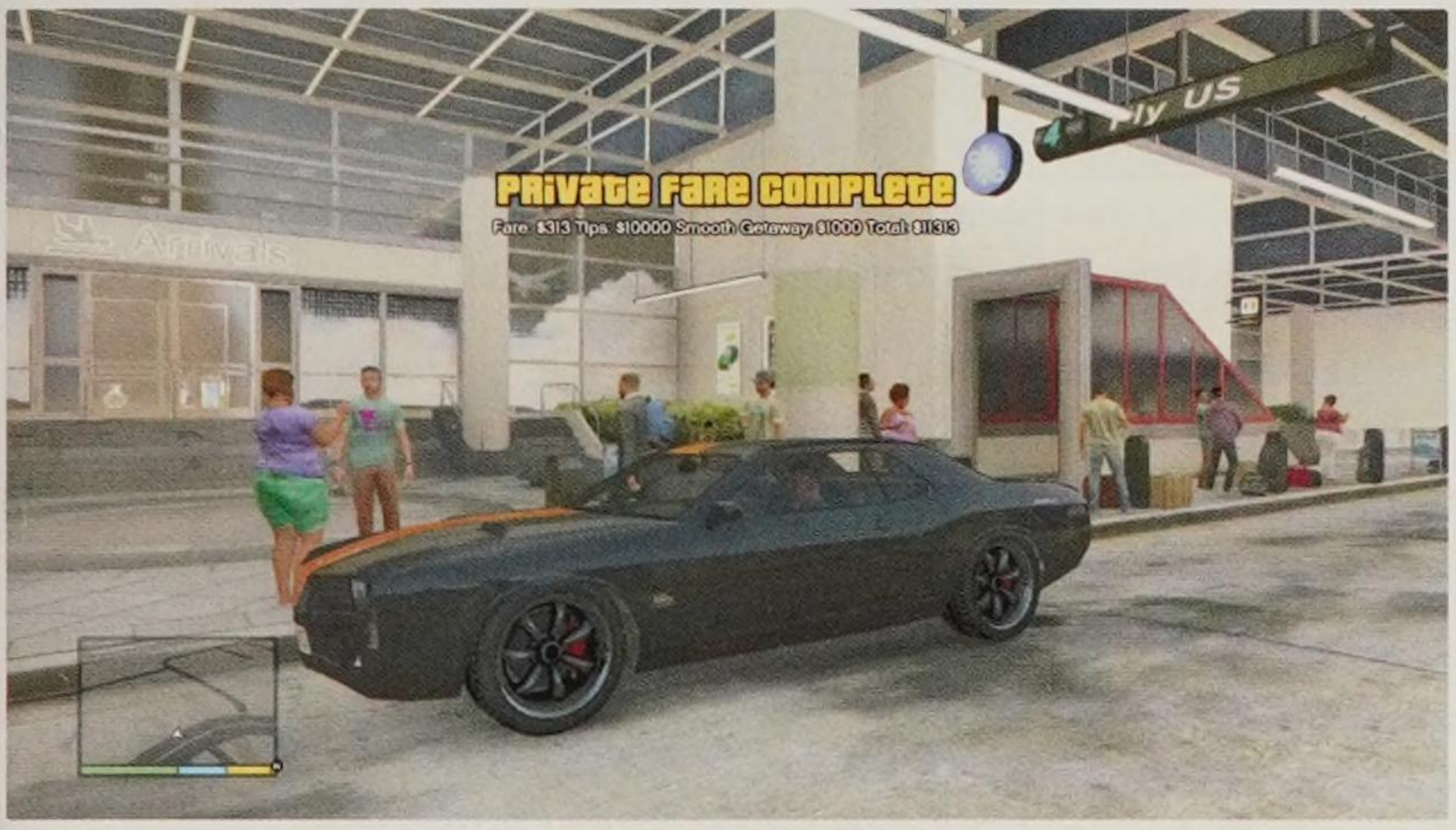
Pick up this fare from the sidewalk across from the passenger loading and unloading zone at Los Santos International Airport **(15)**. He wants to get to Little Gems Jewelry Downtown in Mission Row on Atlee Street. Follow the yellow route marked on the radar. Stop in the yellow marker in the street in front of the alley beside the jewelry store. While waiting for the passenger to return from the store, turn your vehicle around and face the opposite direction and make sure you return to that spot. If you move from the spot, you must re-enter the rendezvous point (the yellow marker) to reach the next stage. An explosion erupts in the alley and the man runs from the back of the store and hops in your vehicle again.

As soon as he does this, you receive an automatic two-star Wanted Level for being the getaway vehicle in a jewelry store robbery. Cops are on every connecting street at the intersection ahead, so burn out heading west. (If you didn't turn around while he was in the store, then burnout a 180 to spin around.) Continue in this direction through the city, taking lots of turns and cutting down narrow alleyways to throw the cops off your tail. Watch the radar and avoid the police's view. Stop if necessary and maneuver around their sight cones. The final destination and the accompanying yellow route appear when you lose the Wanted Level.

Return the man to the airport and stop in the yellow marker. You earn a nice $1000 Smooth Getaway Bonus for not being spotted, about $360 for the fare, and a whopping $10,000 tip!






PRIVATE FARE COMPLETE
Fare: $313 Tips: $10000 Smooth Getaway: $1000 Total: $11313
Fly US

After you compliment the man on his lady, he gets jealous and pulls you out of the vehicle. When control returns to you, a fight breaks out. You can either fight fair (with your fists) or pull a weapon and finish him quickly (the latter could draw more police attention and cause you to lose a bonus).

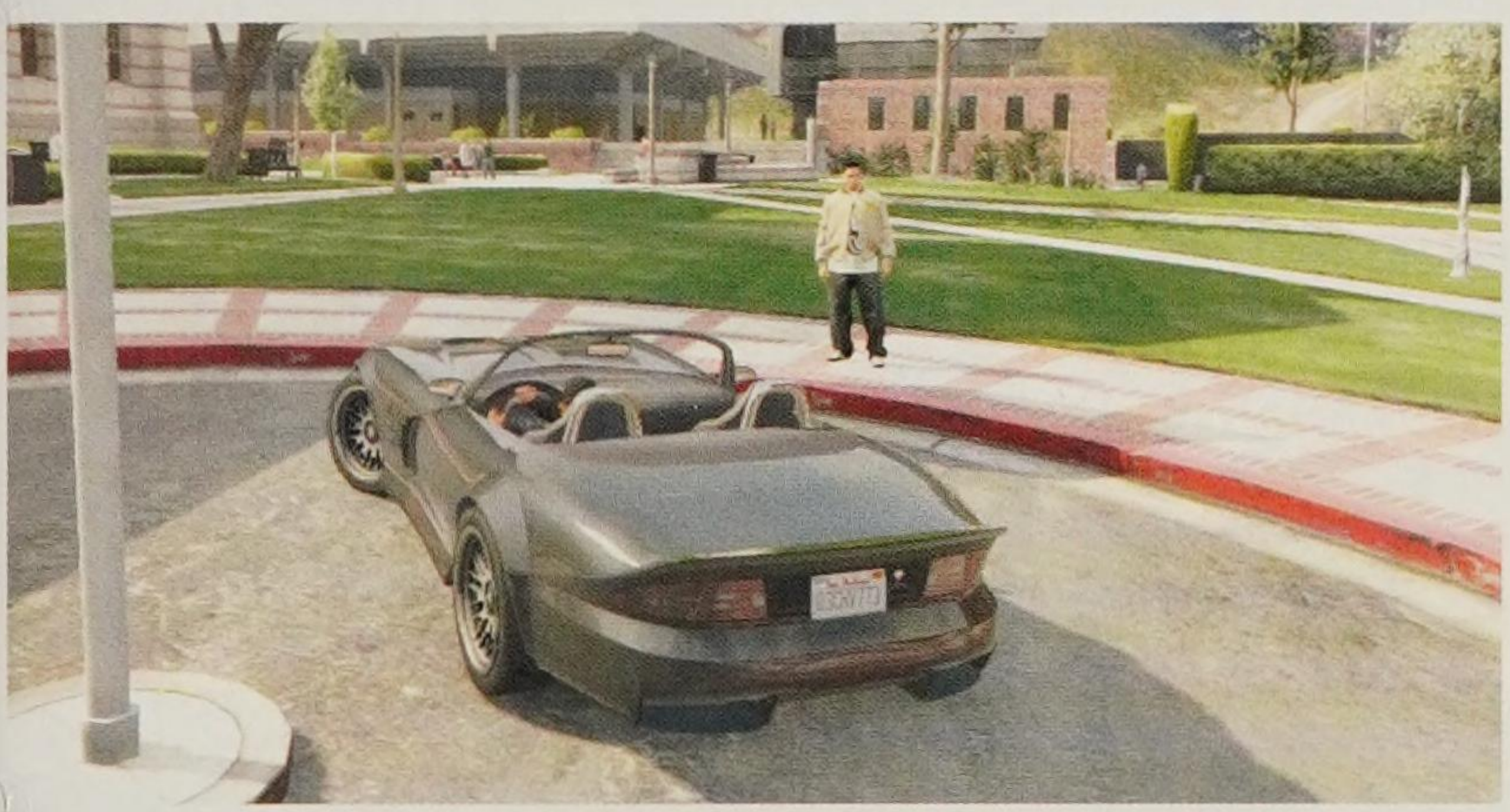
Beat the passenger to death, and his ex-girlfriend asks for a ride. After the cinematic, exit your vehicle and pick up the cash from around the boyfriend. Re-enter the vehicle and take the lady to her friend's on Palomino Avenue. After reaching your destination in Little Seoul, you receive a Knocked a Sucka Out Bonus of $100, $100 for the fare, and $250 for the tip. On top of all that, the fine lady gives you her number. Liz is added to your contacts.

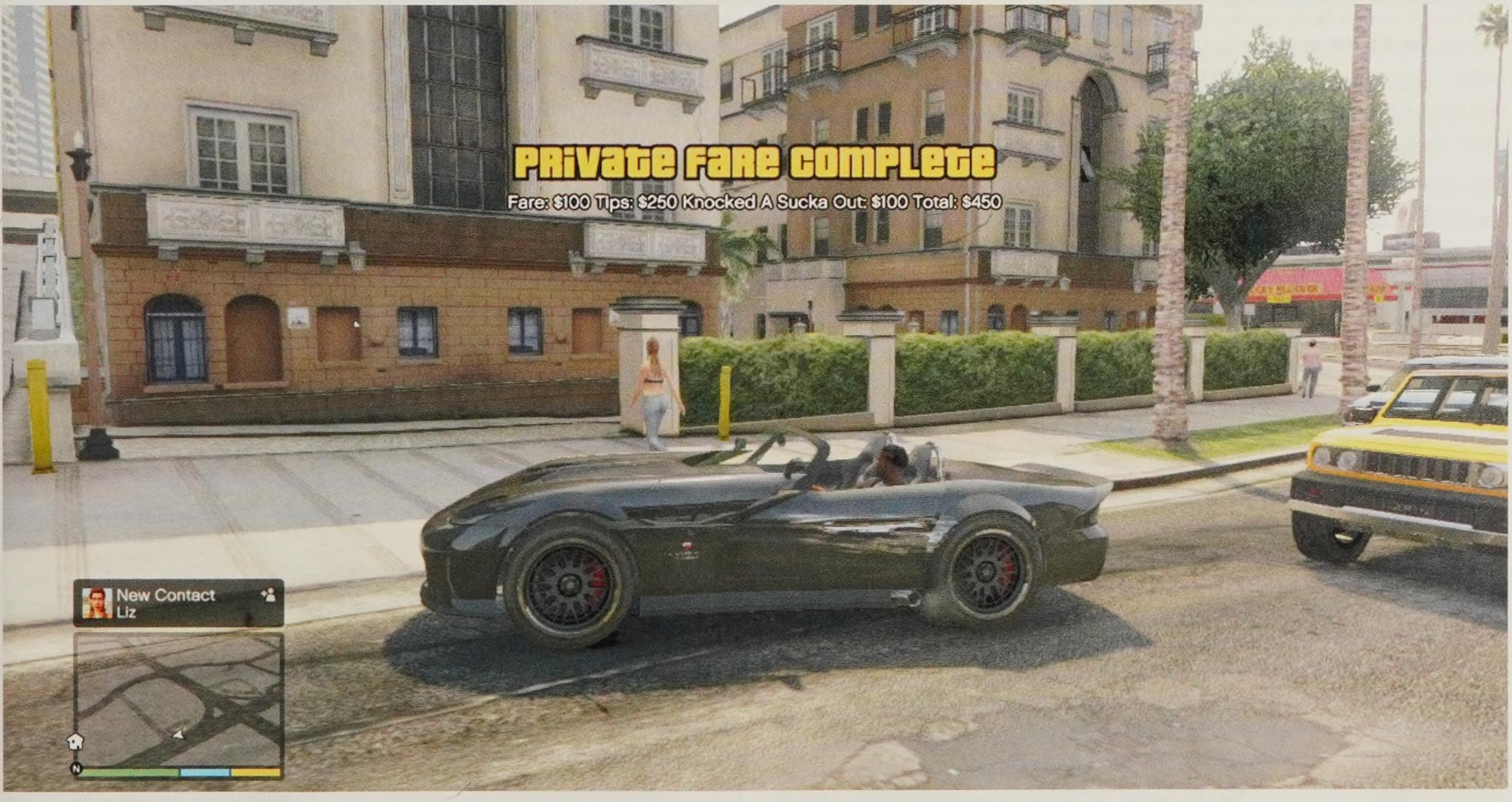
TAXI 7: GOT YOU NOW

LOCATION: *Richman, Richman Street* **(16)** **PREREQUISITE:** *Purchase Taxi Lot*

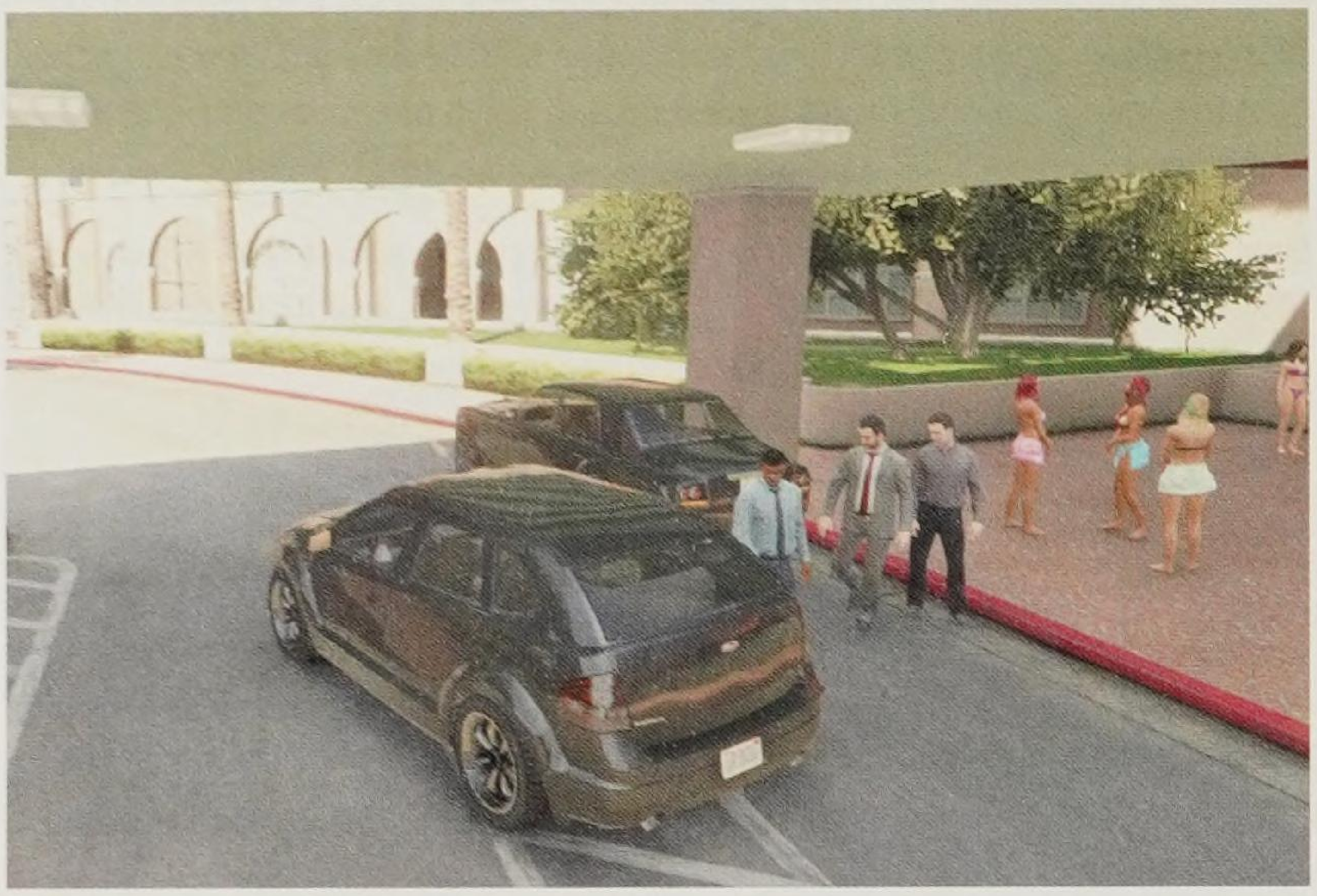
This fare **(16)** is found in the ULSA campus, near the cul-de-sac flagpole in Richman on Richman Street. The student asks to be taken to Elgin Avenue underneath the Olympic Freeway. When questioned about the shady destination, the passenger says his lady borrowed his car and it broke down.

Just before you reach the destination, the lady calls your passenger. He tells you she's under the overpass. Pull into the yellow marker and spot the lady under the hood in a cinematic.




PRIVATE FARE COMPLETE
Fare: $100 Tips: $250 Knocked A Sucka Out: $100 Total: $450
New Contact
Liz

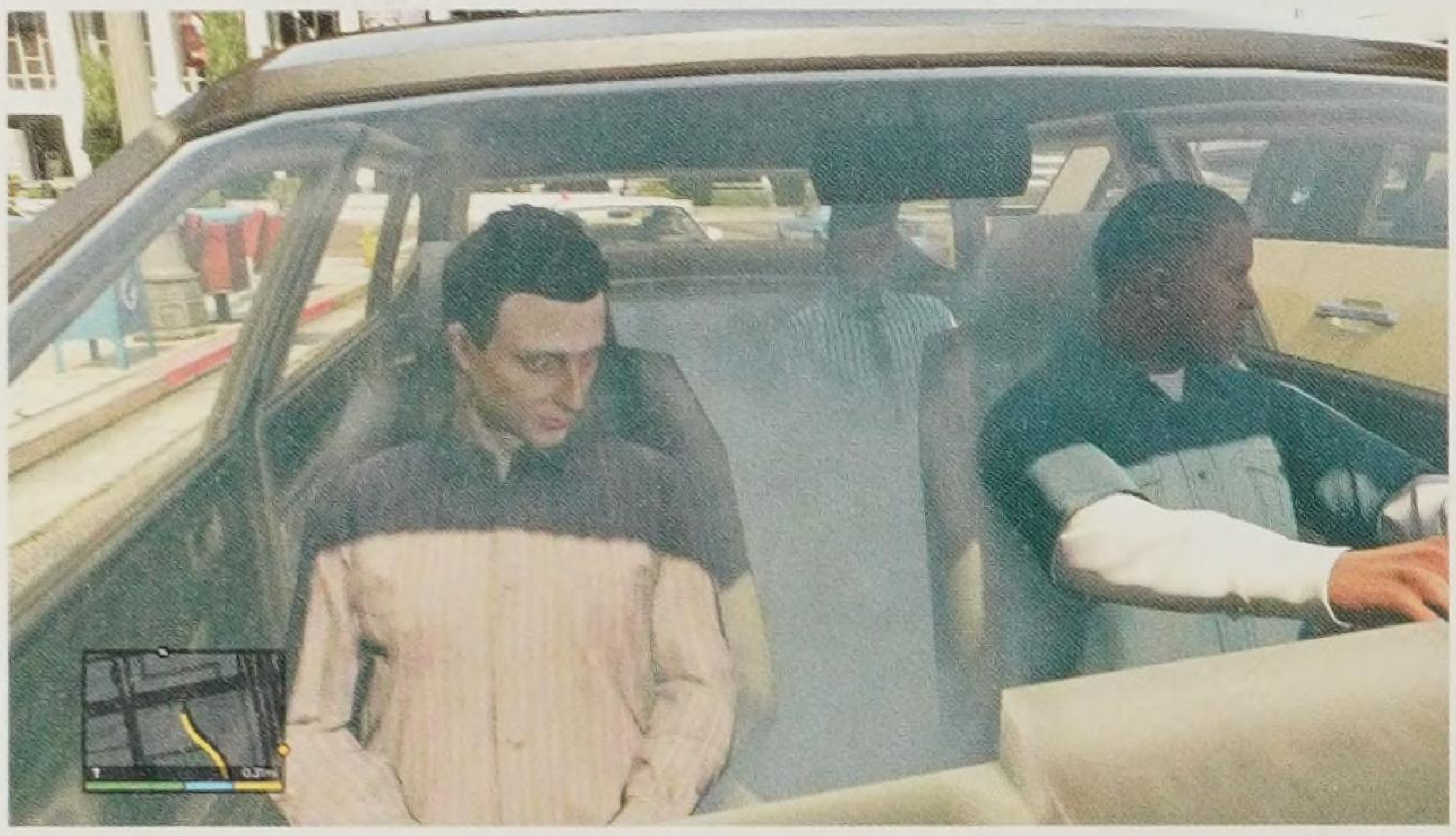
TAXI 8: CLOWN CAR **LOCATION:** *Richman, W Eclipse Boulevard* **(17)** **PREREQUISITE:** *Purchase Taxi Lot*

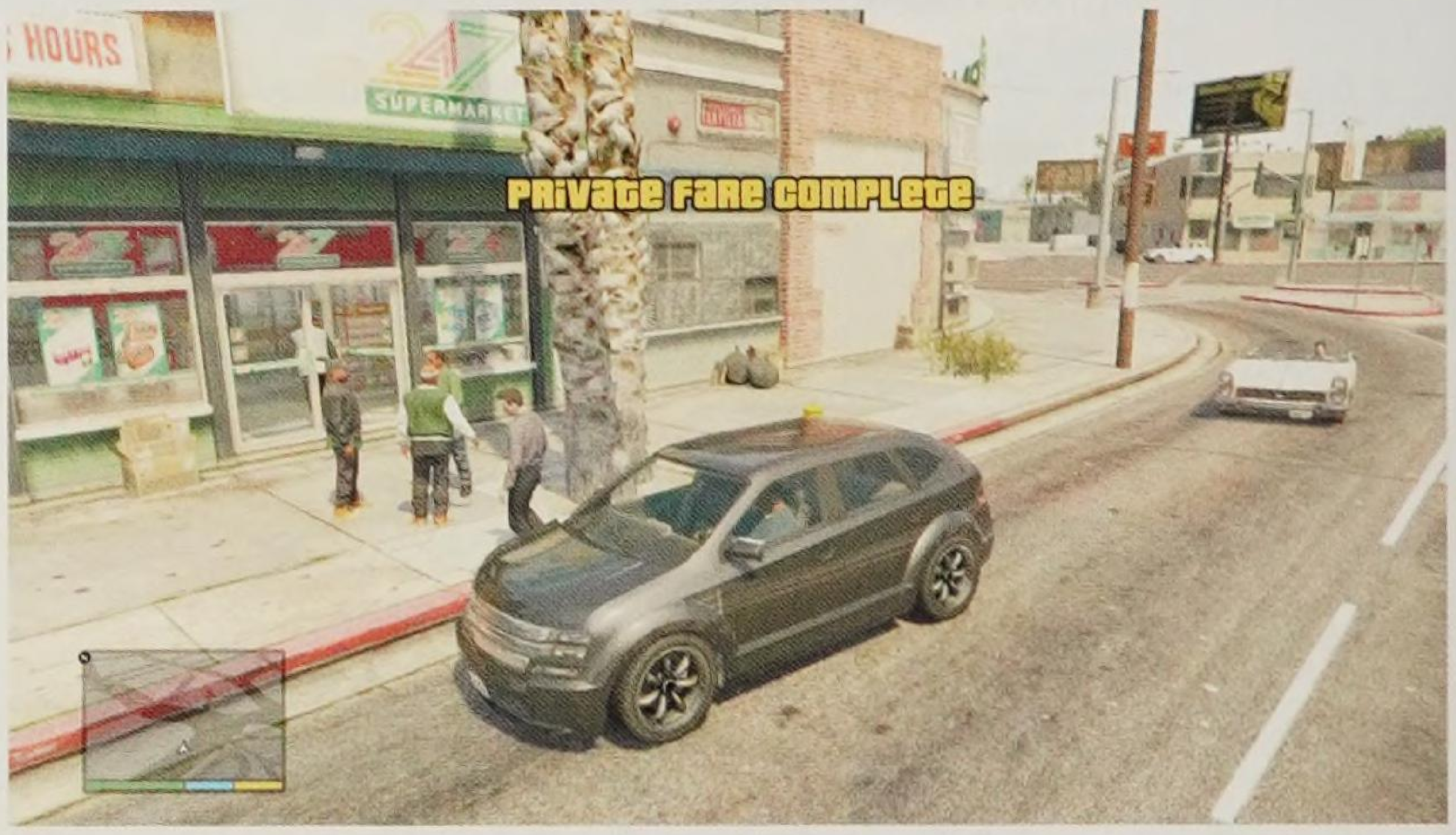


Pick up your passengers (three men) at the Richman Hotel in Richman. You must have a four-seater vehicle for this job. One of the passengers tells you there are three stops and the first is the Maze Bank.

The passengers spark one up along the way. Your car begins to fill with smoke. Follow the marked yellow route and stop in the yellow marker at the Maze Bank in Pillbox Hill on Alta Street. The smoke inside thickens. The next stop is the Fleeca Bank off Harwick Avenue in Vinewood. Follow the yellow route on the radar.

The passenger enjoys hip hop. Tune the radio to satisfy the customer. Pull into the marker in front of the Fleeca Bank on Power Street. The final banker wishes to skip work now and has the munchies. Follow the yellow radar route to the 24/7 Supermarket on Innocence Boulevard in Strawberry, South Los Santos. After completing your final fare, you receive a Punctual Bonus of $200 if you were quick enough. The fare comes to $275, and if you drove swiftly and safely, your tip is around $110.

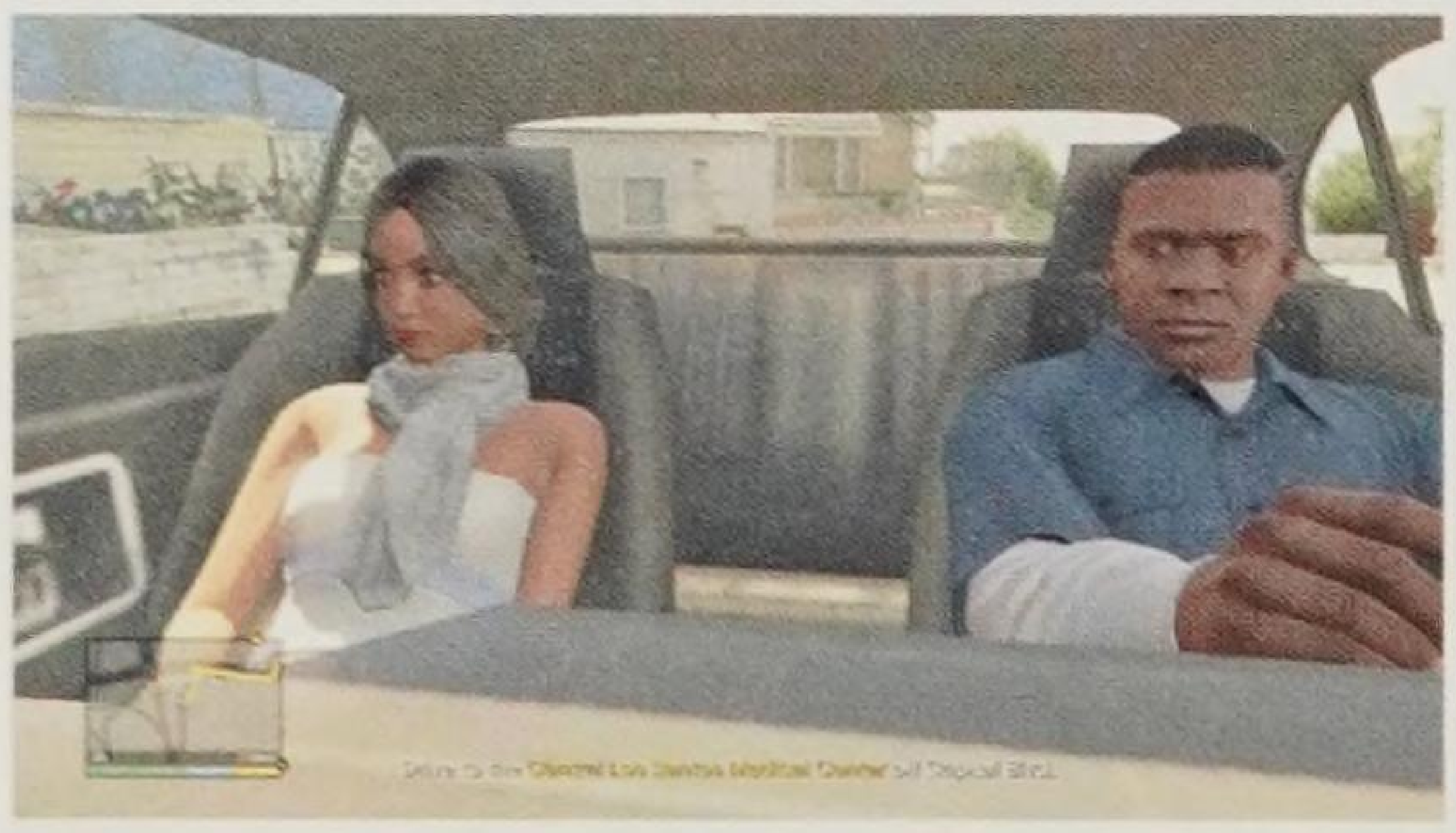


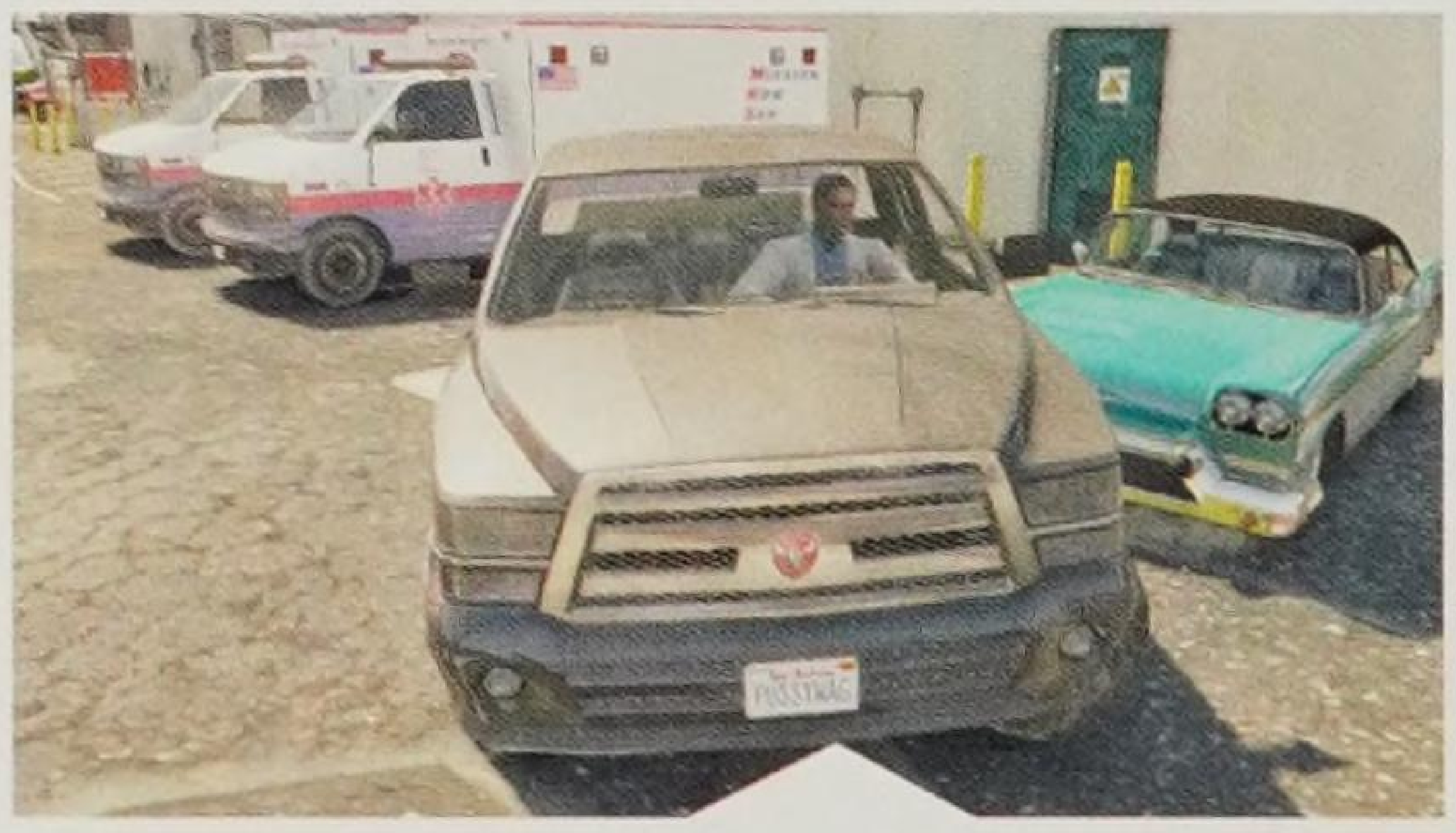


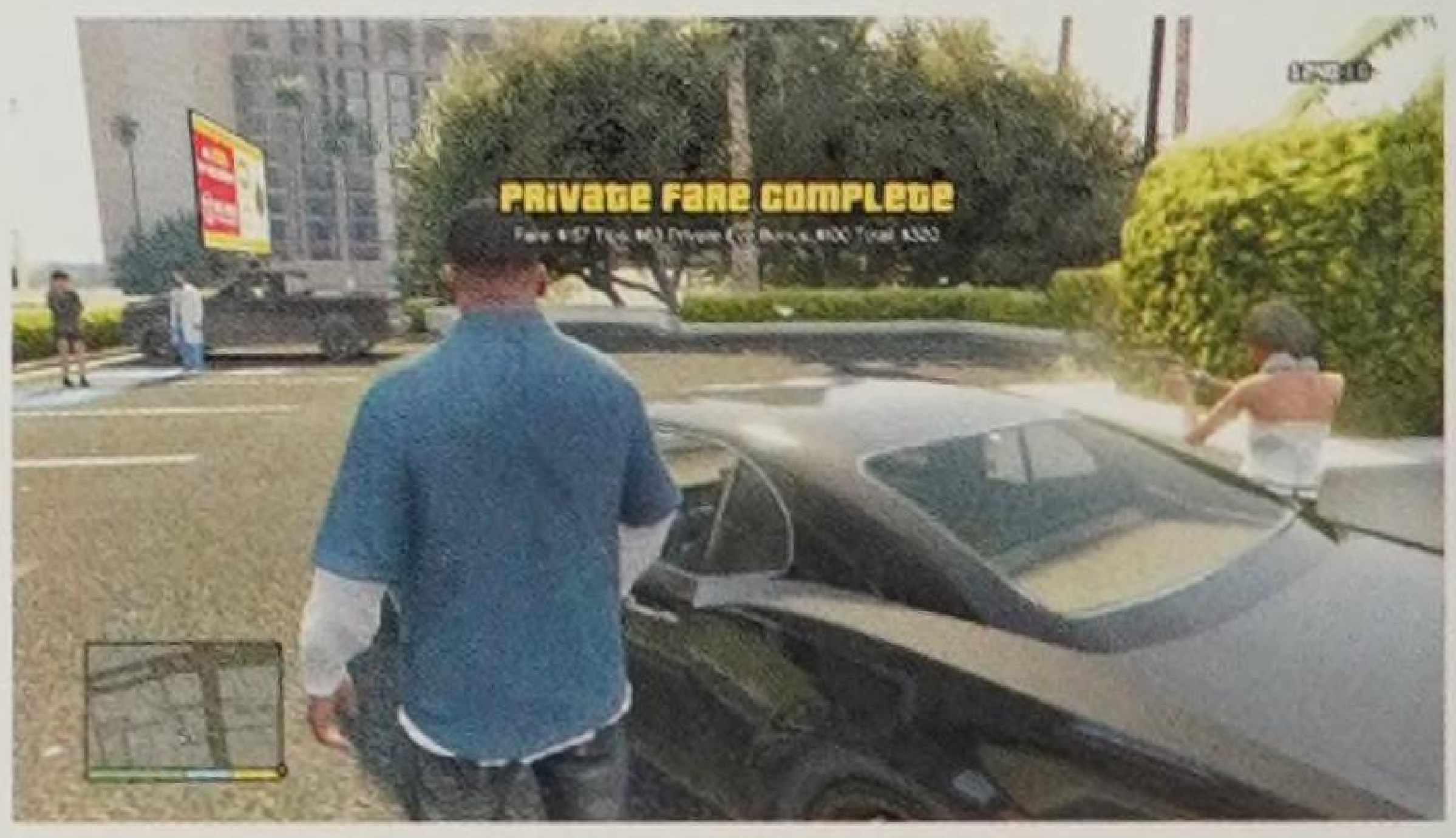
TAXI 9: FOLLOW CAR **LOCATION:** *Murrieta Heights* **(18)** **PREREQUISITE:** *Purchase Taxi Lot*

Pick up the blonde lady near her mailbox on El Rancho Boulevard **(18)**. She needs a ride to Central Los Santos Medical Center on Capital Boulevard. Follow the yellow route on the radar. Along the way, your passenger explains that she is going to pay a visit to her cheating fiancé. When you stop in the destination marker and ask for the fare, she stops you and points out her fiancé's car across the street at the hospital. She asks you to follow him. Do so, but keep a good distance away to avoid spooking him. Your passenger warns you when you get too close. Now follow the blue blip on the radar (the fiancé's pickup truck).

The destination is just beyond the left turn on Palomino Avenue. At this point, drive forward until a cinematic is triggered in which you discover the fiancé is at the maid of honor's home. She vows to kill them both. Drive into the yellow marker in the parking lot (follow the yellow route) and the lady jumps out, shoots the cheaters to death, and then takes off running. It's possible to jump out the second you arrive, pass the mission, and then gun down the fare to save two lives. If you never drove too close to the fiancé while tailing him, you receive the Private Eye Bonus of $100. The fare is $165 and the tip also reflects your following skills, which is around $66.







Sea Races

LOCATION:

See Hobbies and Pastimes map for race locations

PREREQUISITES:

- *Complete "Hood Safari."*

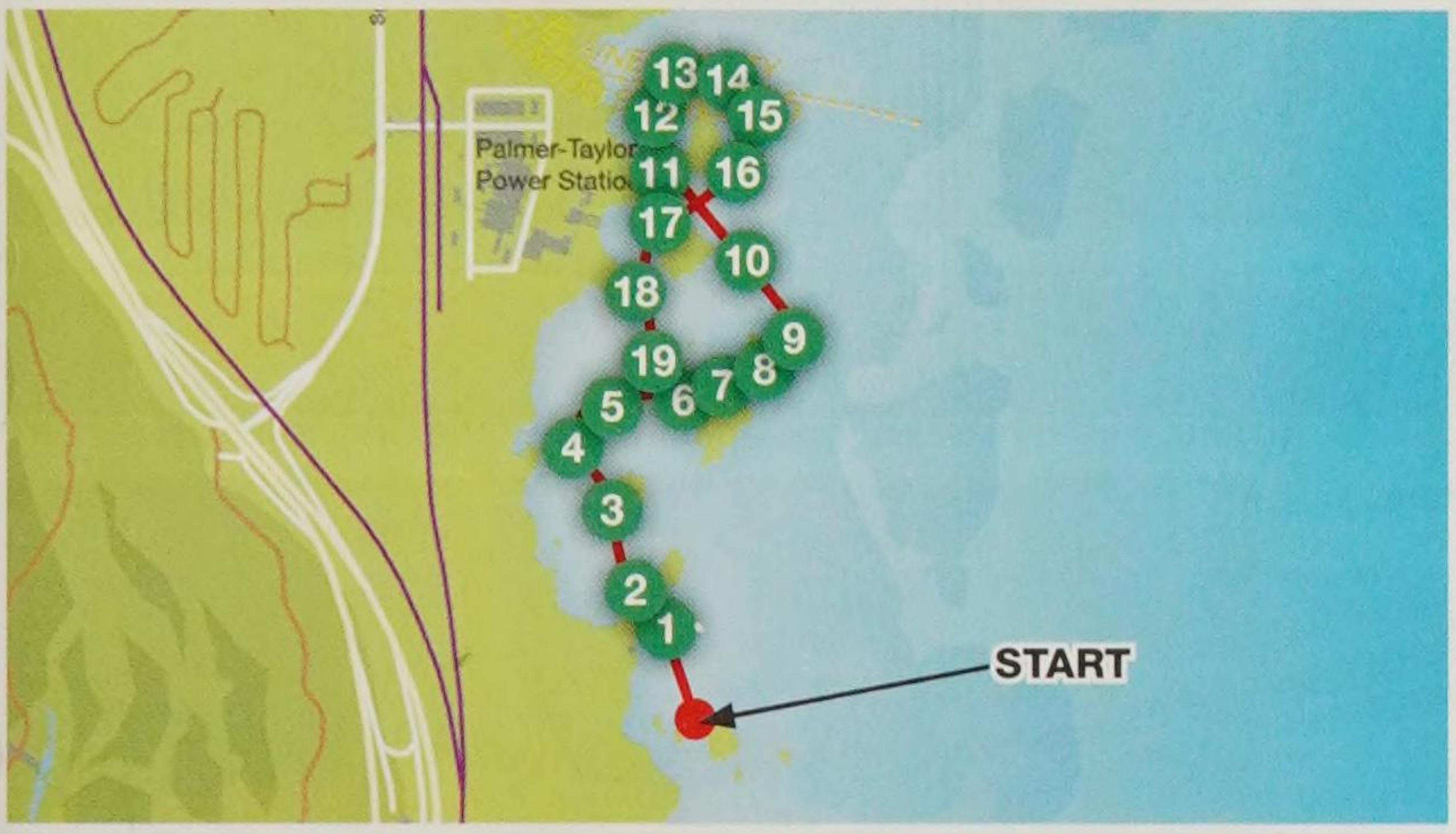
AVAILABILITY:

Michael, Franklin, Trevor

To participate in Sea Races, you must be on a Speedophile Seashark jet ski. Drive into the checkered flag icon (see radar or main map) and press Right on the D-pad to begin. There are four sea races available. Holding RB or R1 while steering allows you to turn sharply in the water. You can control your pitch with the Left control stick when getting air. A Gold medal is awarded for first place, Silver for second, and Bronze for third. Unlike the Off-road Races, the Sea Races are all opened at once. You must have a Seashark before starting the race; you are not provided with one at the starting line. No money is awarded for completing Sea Races.

EAST COAST

LOCATION:
East Coast Pacific Ocean **(27)**



If you don't have a Seashark, you can find one on the beach just west of the race location; there are some people lying out on the beach and apparently they left the Seashark unattended. Once on a Speedophile Seashark, waves can be your best friend or your worst enemy; it all depends on your approach. Hitting a wave head-on is fun and gets you some serious air. This is fun unless you need to change directions and you can't because your jet ski is not in the water. Always look ahead and judge the angle at which you plan to take the next wave.

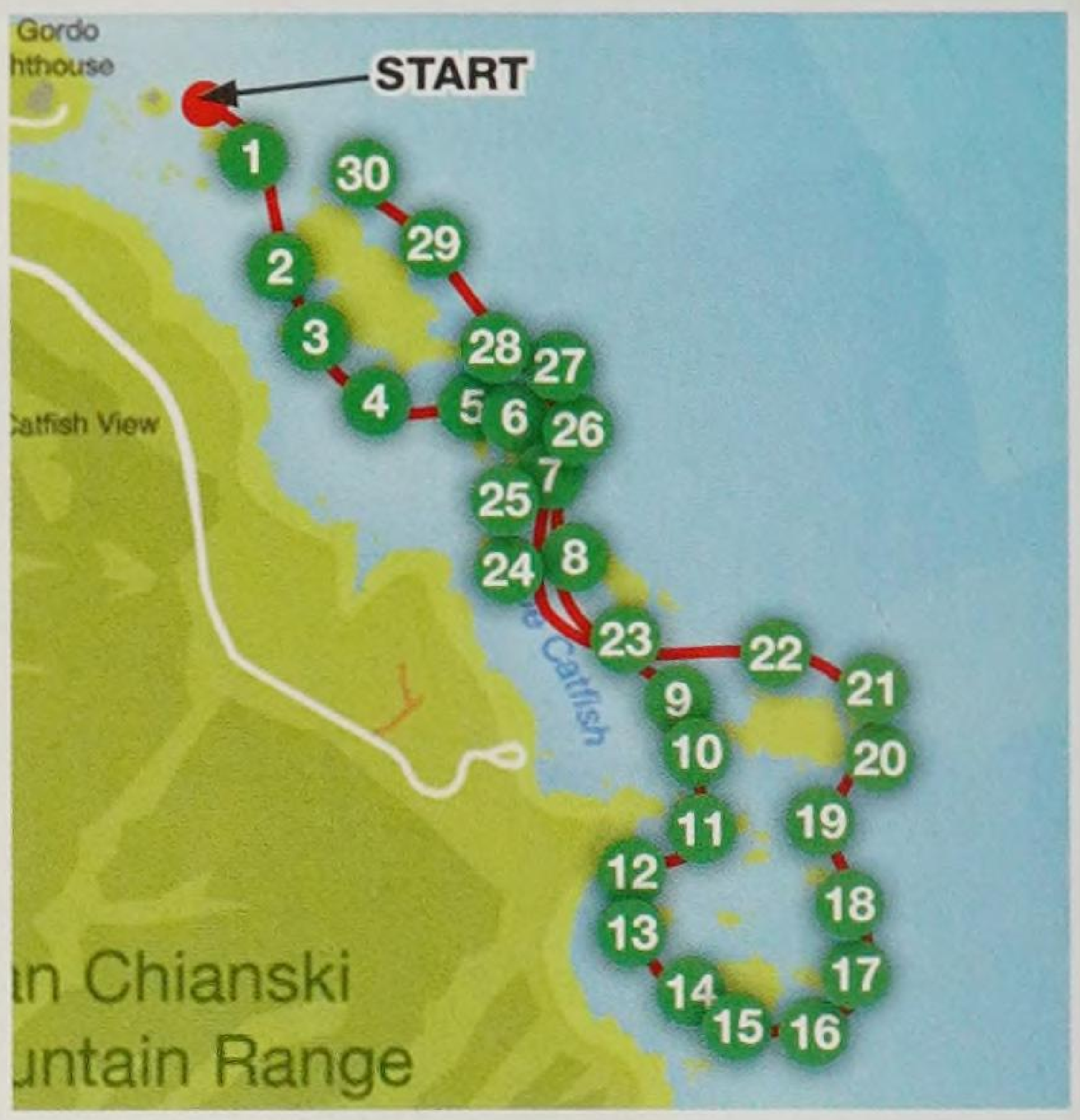
Use the waves to your advantage between checkpoints ④ and ⑤ by hitting a wave to get some air to clear some large rocks at ⑤. This keeps you from a time-consuming swerve maneuver through the rocks here. When you land the jump, cut hard to the right to slice up the next wave at a good angle to jump over the next set of rocks. If you land on the rocks, you'll surely lose a position or two.

NORTH EAST COAST

LOCATION:
El Gordo Light House, Blaine County **(28)**

This is a long 30-checkpoint race that begins near the El Gordo Lighthouse. Head south and weave between the rocks and landmasses. By cutting inside the turns and hitting the waves correctly, you should pass all AI competitors by checkpoint ④.

When a wave sends you high in the air on a sharp turn, point the nose of the ski downward to get it back in the water so you can turn it. Use sharp turning buttons when necessary to stay on course. The race takes around 2 minutes and 30 seconds to complete.


Gordo
hthouse
START
atfish View
Catfish
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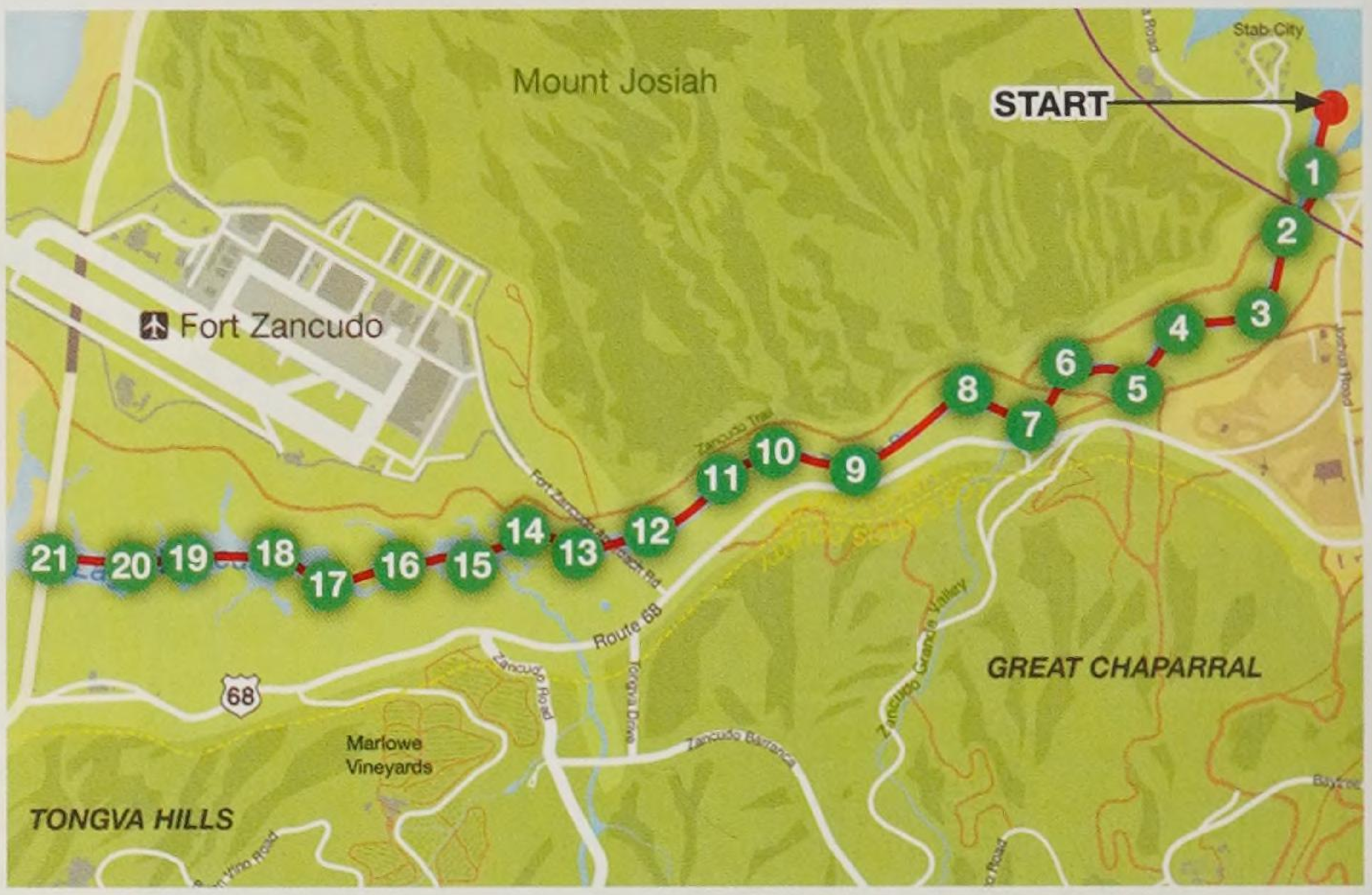
untain Range

RATON CANYON

LOCATION:
Zancudo River, Blaine County **(29)**

This is an awesome race through the shallow, winding Zancudo River in Blaine County. This course is a blast. There are rapids, narrow passages, some tight cornering, and rock hazards. The AI opponents have a tough time with it, and you can probably pass them at checkpoint ③ as long as you don't hit the shoreline, rocks, or other racers. Take it easy in the tight bends and use your sharp turning controls. Simply let off the gas to navigate the sharp bends, and then gun it as soon as you're clear. If you aren't in the rapids, the water is as smooth as glass—no ocean wave worries here. It should take about 2 minutes to complete this race.


Mount Josiah
Stab City
START
Fort Zancudo
Route 68
68
GREAT CHAPARRAL
Marlowe
Vineyards
TONGVA HILLS
1
2
3
4
5
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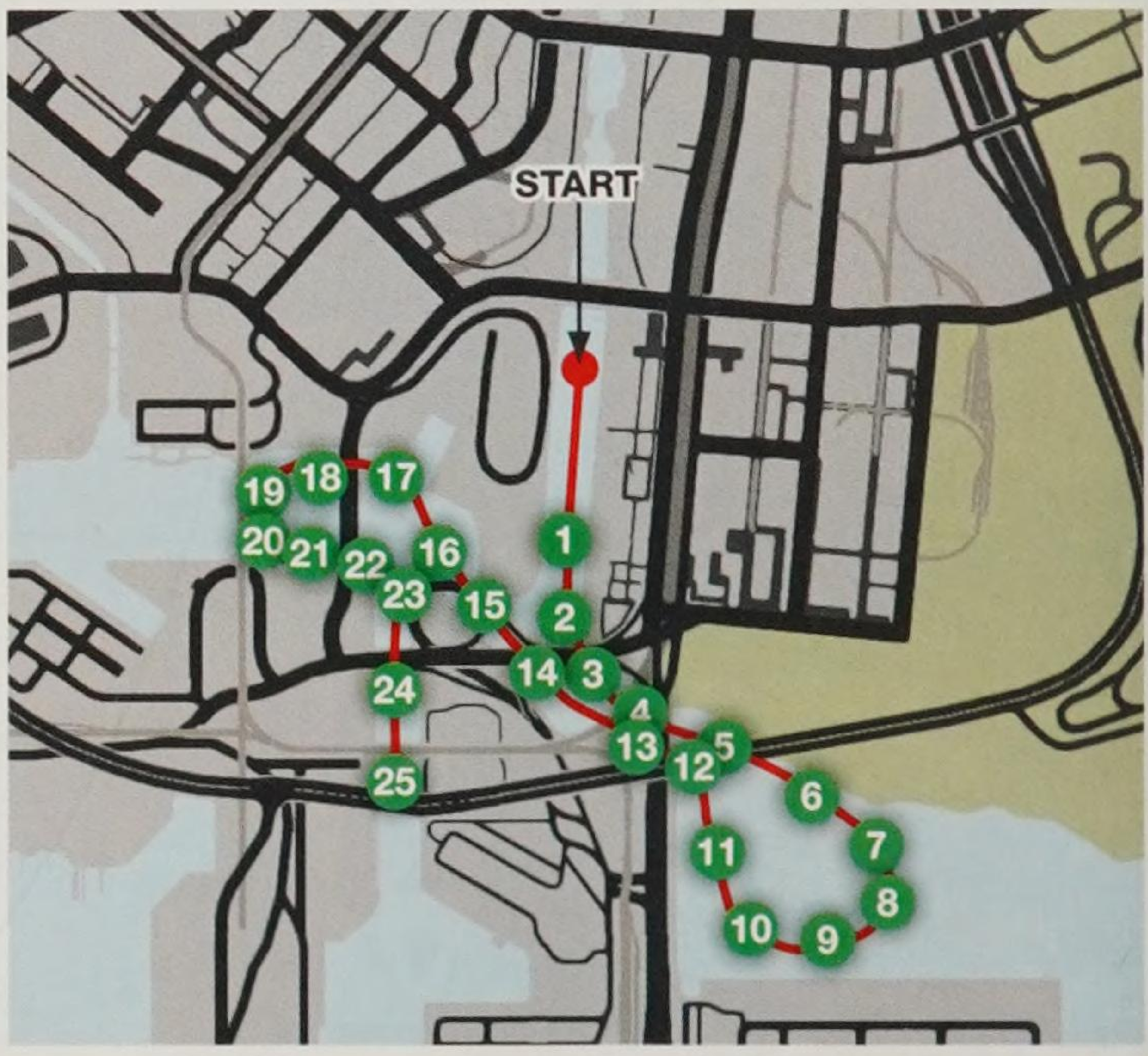
21

LOS SANTOS

LOCATION:
Cypress Flats, South Los Santos **(30)**

This Seashark race starts in the flood control canal in Cypress Flats, South Los Santos. Stay to the left in the first stretch and cut sharply into the first left turn at ② and ③. Cut inside the gradual turn through checkpoints ⑥ through ⑪. This gives you a substantial lead over the AI opponents. Avoid hitting the freeway support beams on your way back.

The lack of waves around ⑯ through ㉕ makes it easier to control your Seashark. Cut inside the gradual left turn through checkpoints ⑱ through ㉑, then sprint for the finish to end this 25-checkpoint race in under a minute-fifty.


START
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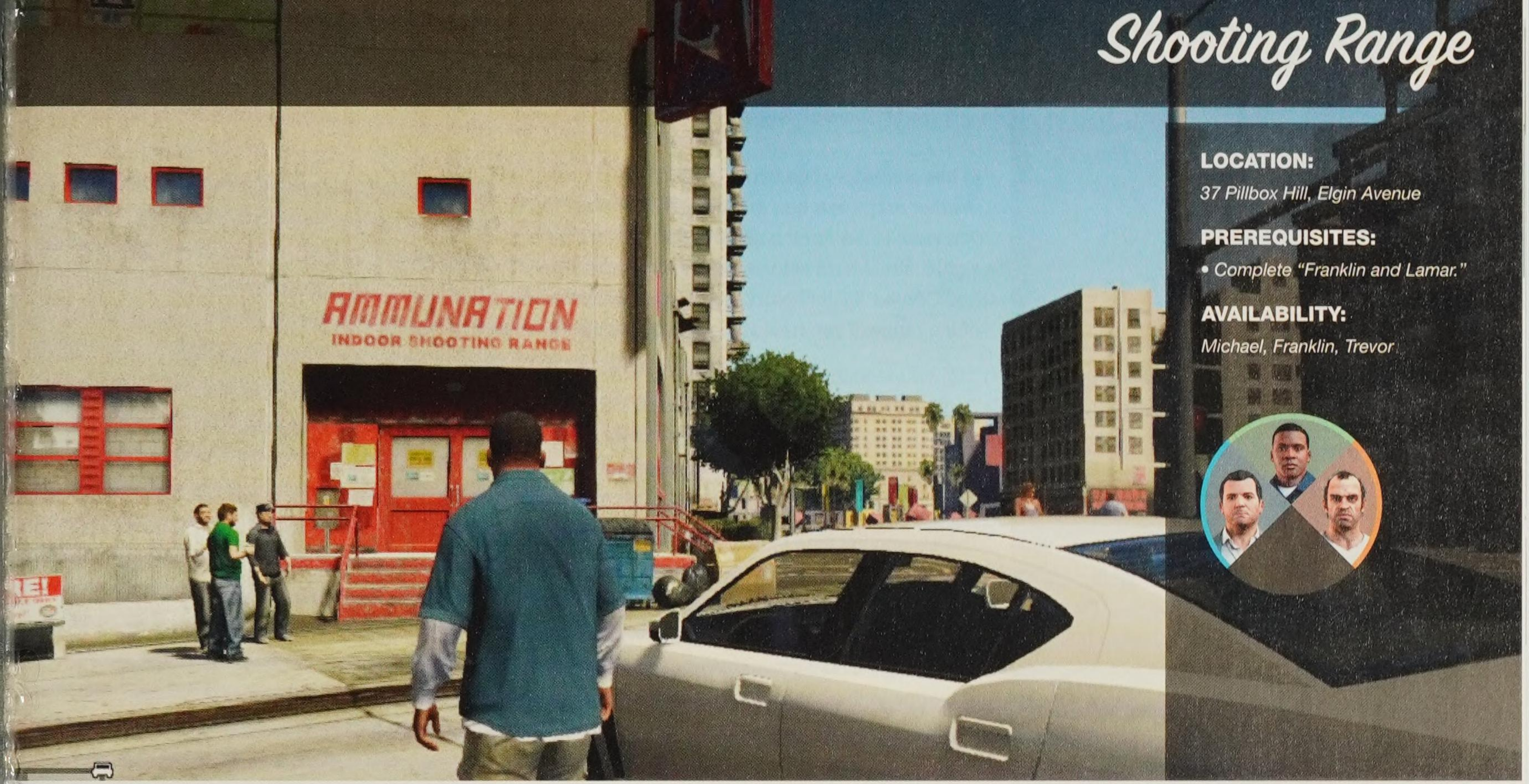
25

Shooting Range



LOCATION:

37 Pillbox Hill, Elgin Avenue

PREREQUISITES:

- *Complete "Franklin and Lamar."*

AVAILABILITY:

Michael, Franklin, Trevor

AMMUNATION
INDOOR SHOOTING RANGE

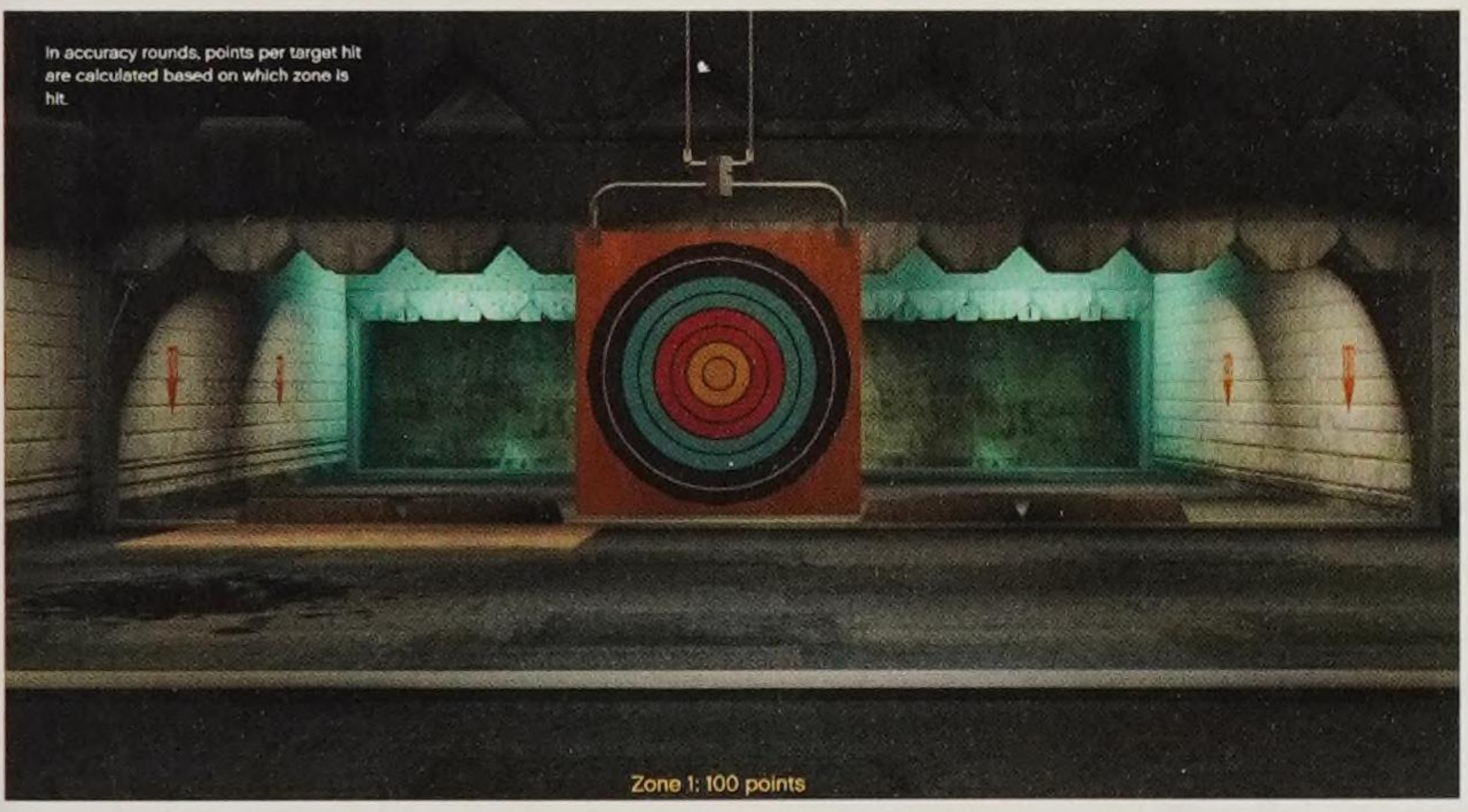
Visiting the Shooting Range is the fastest way to raise your shooting skill to 100%. All three characters should try to get a Gold in all the challenges to raise their shooting skills. There are two Shooting Ranges; one is inside the Ammu-Nation on Elgin Avenue in Pillbox Hill, and the other is in the Ammun-Nation in Cypress Flats. Follow the target icon inside the Ammu-Nation to find the Shooting Range activation area. This is located near the door that leads into the Shooting Range. Activate the Shooting Range challenge by standing at the ear protection table and pressing Right on the D-pad. The cost of entry is a mere $14.

The Shooting Range has various challenges, and each one has different instructions. Some may require accuracy, while others simply ask for targets to be destroyed. The targets begin to drop after a brief countdown. After all the targets are destroyed or time runs out, the round ends.

In accuracy rounds, points per target are calculated based on which zone is hit. If you hit the target in the black rings, this is Zone 4. These are worth 10 points. The blue Zone 3 is worth 25 points; the red Zone 2 is worth 50 points; and the yellow Zone 1 is worth 100 points.

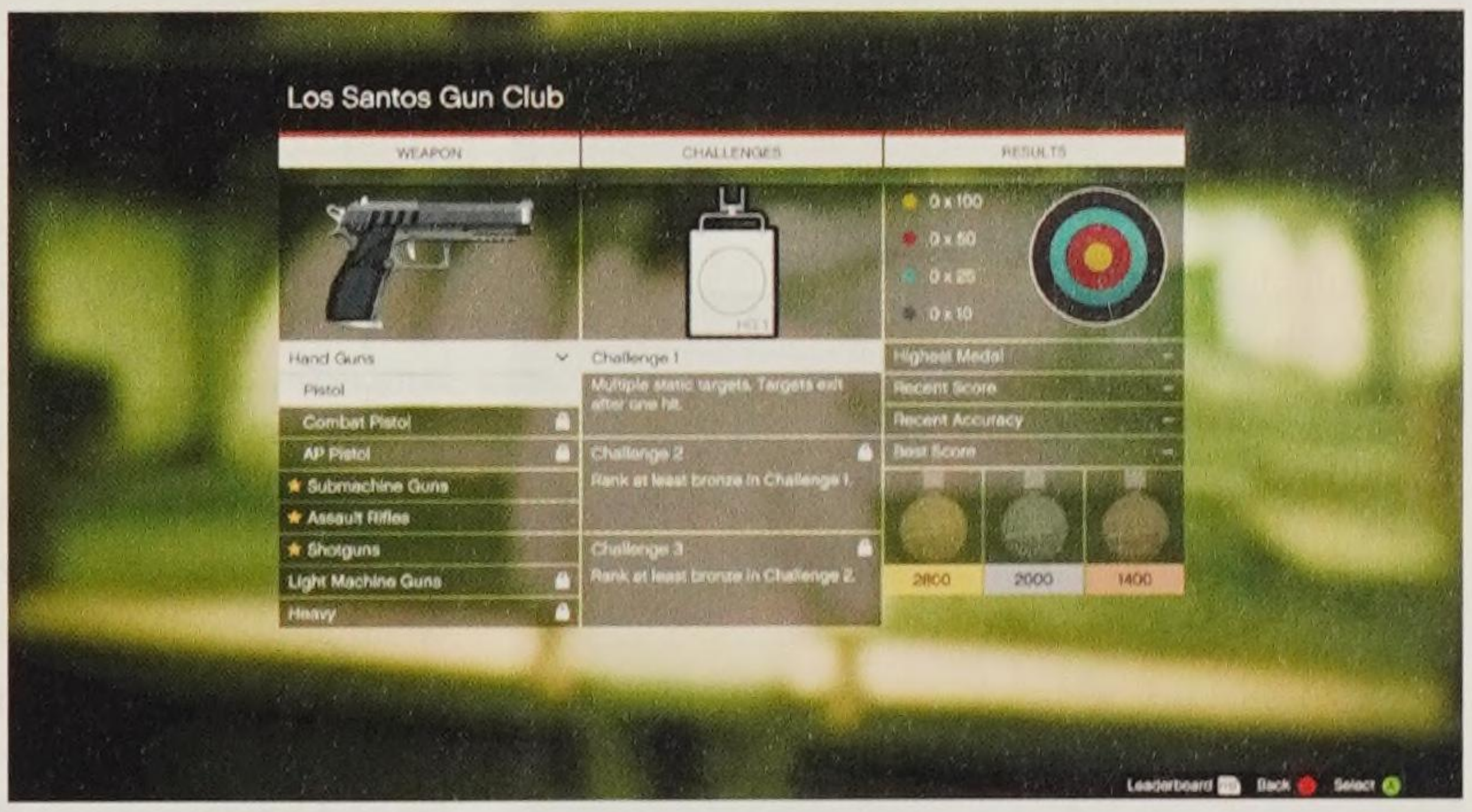
Consecutive target hits fill your combo bar and increase your multiplier. Your multiplier bar is in the lower-right corner of the screen. A miss resets the multiplier bar. Automatic weapons allow one free miss and the next miss resets it. After gaining enough combo points, your multiplier increases. The maximum multiplier is 3x. Purple dots represent the bonus hits. Every four consecutive hits takes you to the next multiplier level (1, 2, 3).

There are challenges for all weapons categorized under their weapon types: Hand Guns, Submachine Guns, Assault Rifles, Shotguns, Light Machine Guns, and Heavy.



In accuracy rounds, points per target hit are calculated based on which zone is hit.

Zone 1: 100 points



Los Santos Gun Club
WEAPON
CHALLENGES
RESULTS
0 x 100
0 x 50
0 x 25
0 x 10
Hand Guns
Pistol
Combat Pistol
AP Pistol
Submachine Guns
Assault Rifles
Shotguns
Light Machine Guns
Heavy
Challenge 1
Challenge 2
Challenge 3
Highest Medal
Recent Score
Recent Accuracy
Best Score
2800
2000
1400
Leaderboard
Back
Select

Multiple static targets. Targets exit after one hit.

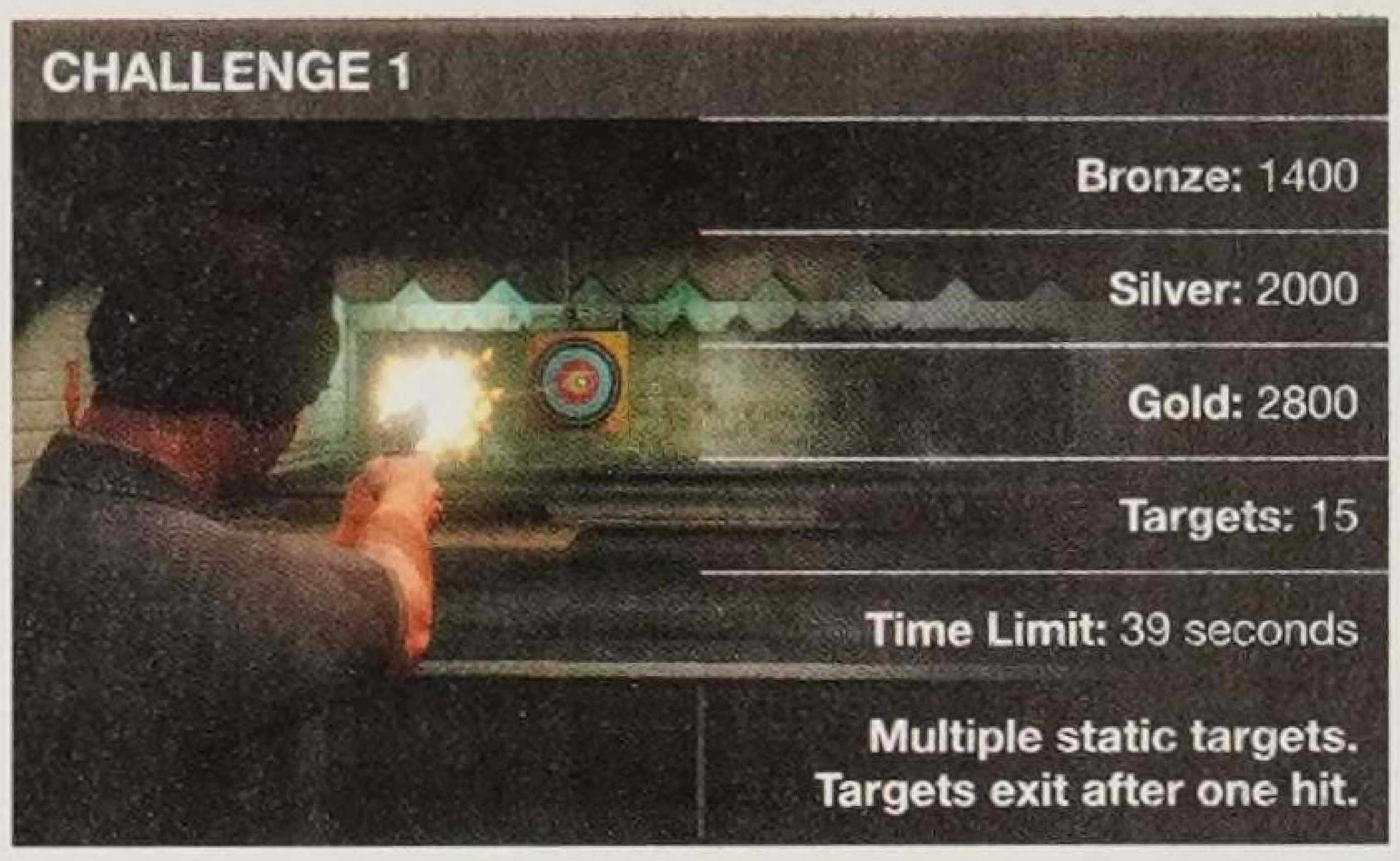
Rank at least bronze in Challenge 1.

Rank at least bronze in Challenge 2.

HAND GUN CHALLENGE

PISTOL, COMBAT PISTOL, AP PISTOL

CHALLENGE 1



Bronze: 1400

Silver: 2000

Gold: 2800

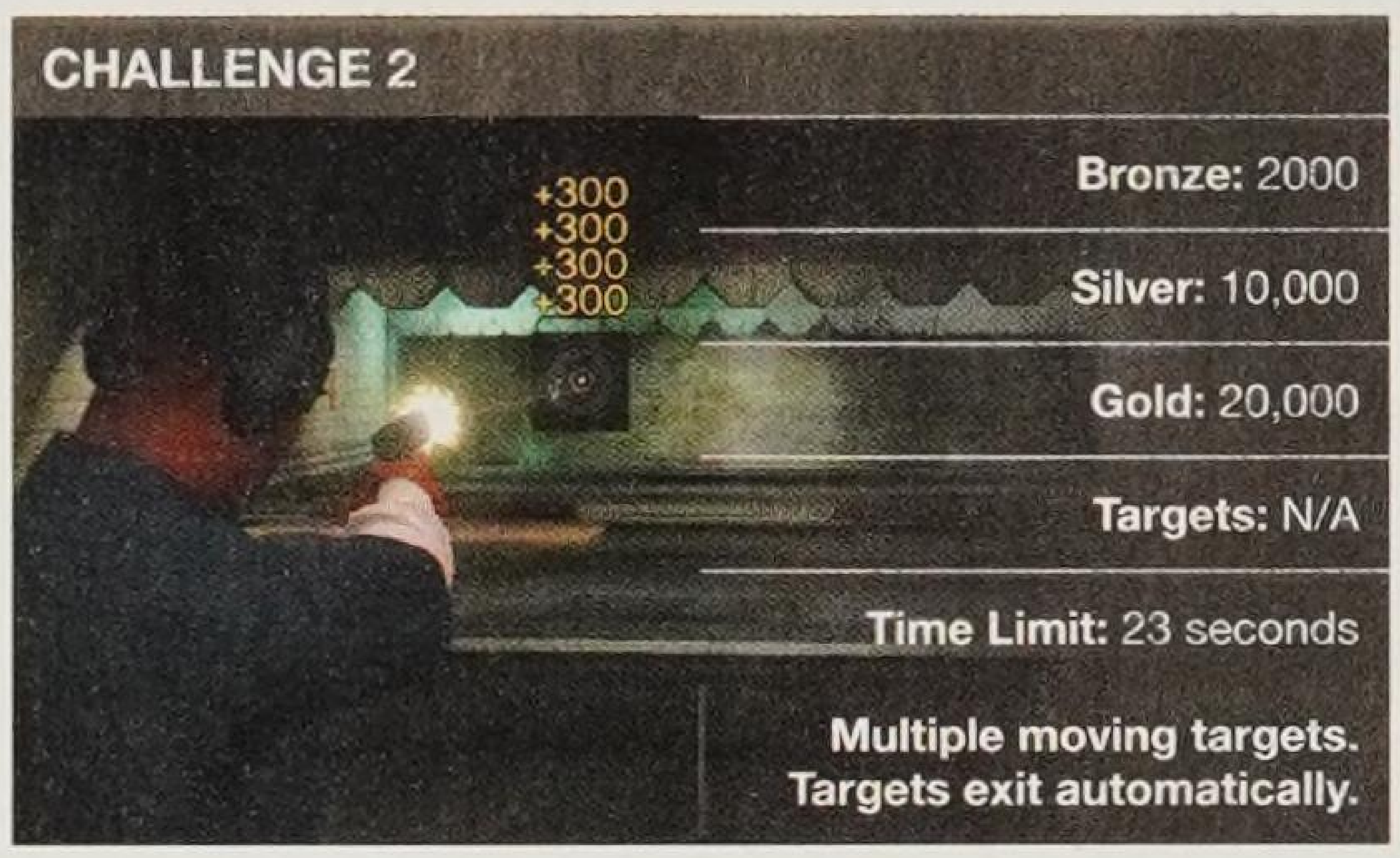
Targets: 15

Time Limit: 39 seconds

Multiple static targets. Targets exit after one hit.

In this challenge, one target drops from the ceiling at a time. After one hit, the target retracts and another drops in a new location. The targets drop to the left or right and at varying distances. Of course, you want to aim for the center of the target. To help with consistency, once you have the center in your sights, strafe from side to side to take out multiple targets that drop at the same distance. The Pistol and Combat Pistol hold 12 rounds, so a reload occurs just before the furthest target appears in the back of the range (if you have not missed). The AP Pistol holds 36 rounds.

CHALLENGE 2



Bronze: 2000

Silver: 10,000

Gold: 20,000

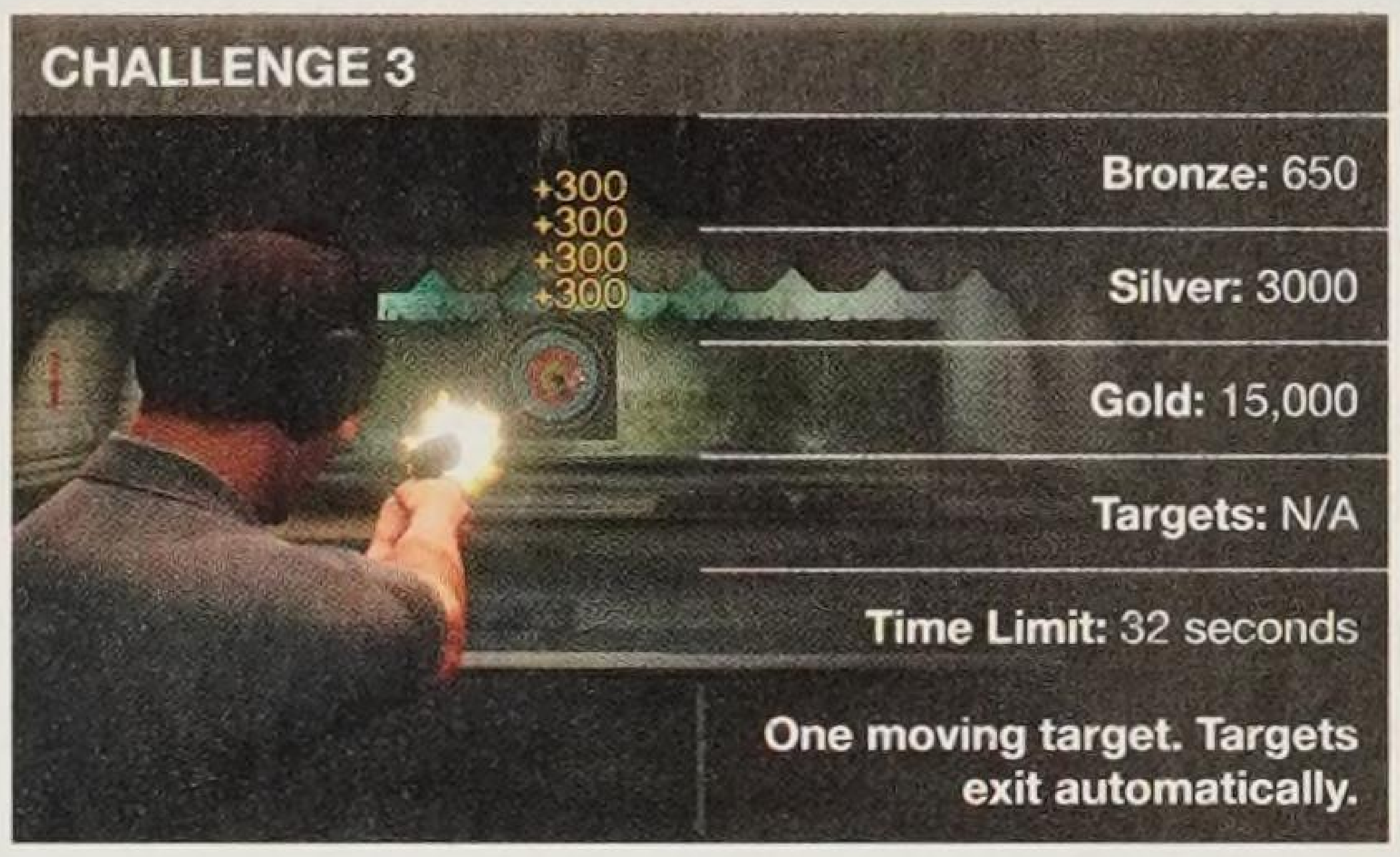
Targets: N/A

Time Limit: 23 seconds

Multiple moving targets. Targets exit automatically.

Targets are moving in this challenge, and there's no end to them as long as you're on the mark. The time limit ends this round. The targets appear at the back of the range, move forward, and then retract away. Aim for the center, and then very slowly strafe to keep the center in view as it moves in perspective. There's enough time to empty a full clip into the first one, reload, and then empty another in the second one. You may not have time to empty a clip into the third one with reload times (with any weapon but the AP Pistol). Keep this pace up throughout the challenge to get Gold. Make every shot count! If you miss the target, the multiplier is lost. When using the AP Pistol, once you have the center of the target in your sights, hold down the trigger and unload your clip into it as it moves toward you. The AP Pistol magazine in this challenge holds only 18 rounds.

CHALLENGE 3



Bronze: 650

Silver: 3000

Gold: 15,000

Targets: N/A

Time Limit: 32 seconds

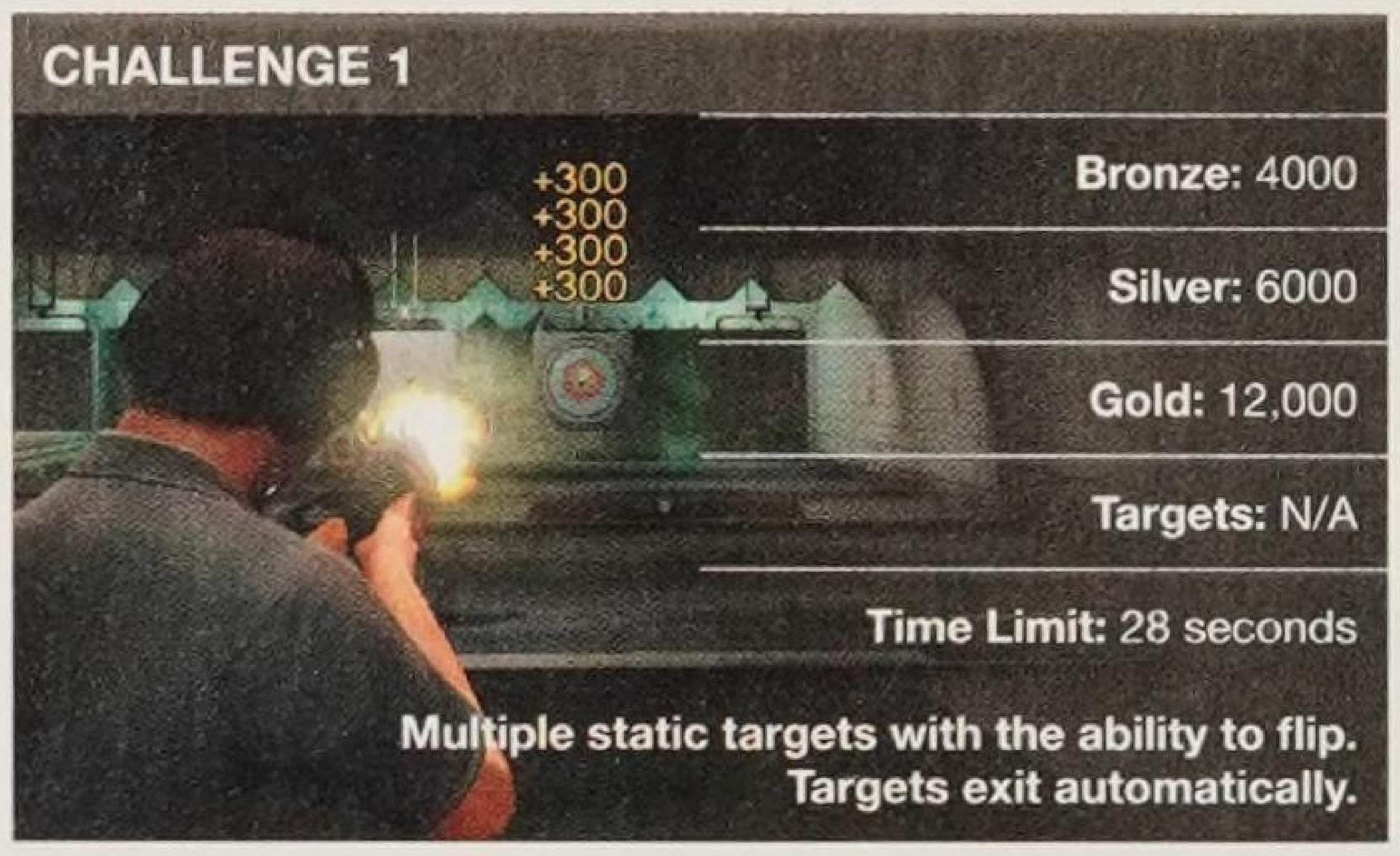
One moving target. Targets exit automatically.

The first target drops on the range's right side and slides left. It flips around (don't fire at the back), and then flips again to reveal the target side. It slides back to the right and so on. Quickly lock in your aim to the middle of the target and then strafe with the target's movement to keep the middle in your sights the entire time. Do not exit your station or the cops are alerted for misfiring in the range. If you need a little more room, adjust your horizontal aim at the end of your strafe. Your walking strafe speed matches that of the moving target's speed. Reload your weapon every time the target flips around. You should be able to unload a full clip into the target during its movement from one side of the range to the other. Use the AP Pistol to get the Gold.

SUBMACHINE GUNS

MICRO SMG, SMG

CHALLENGE 1



Bronze: 4000

Silver: 6000

Gold: 12,000

Targets: N/A

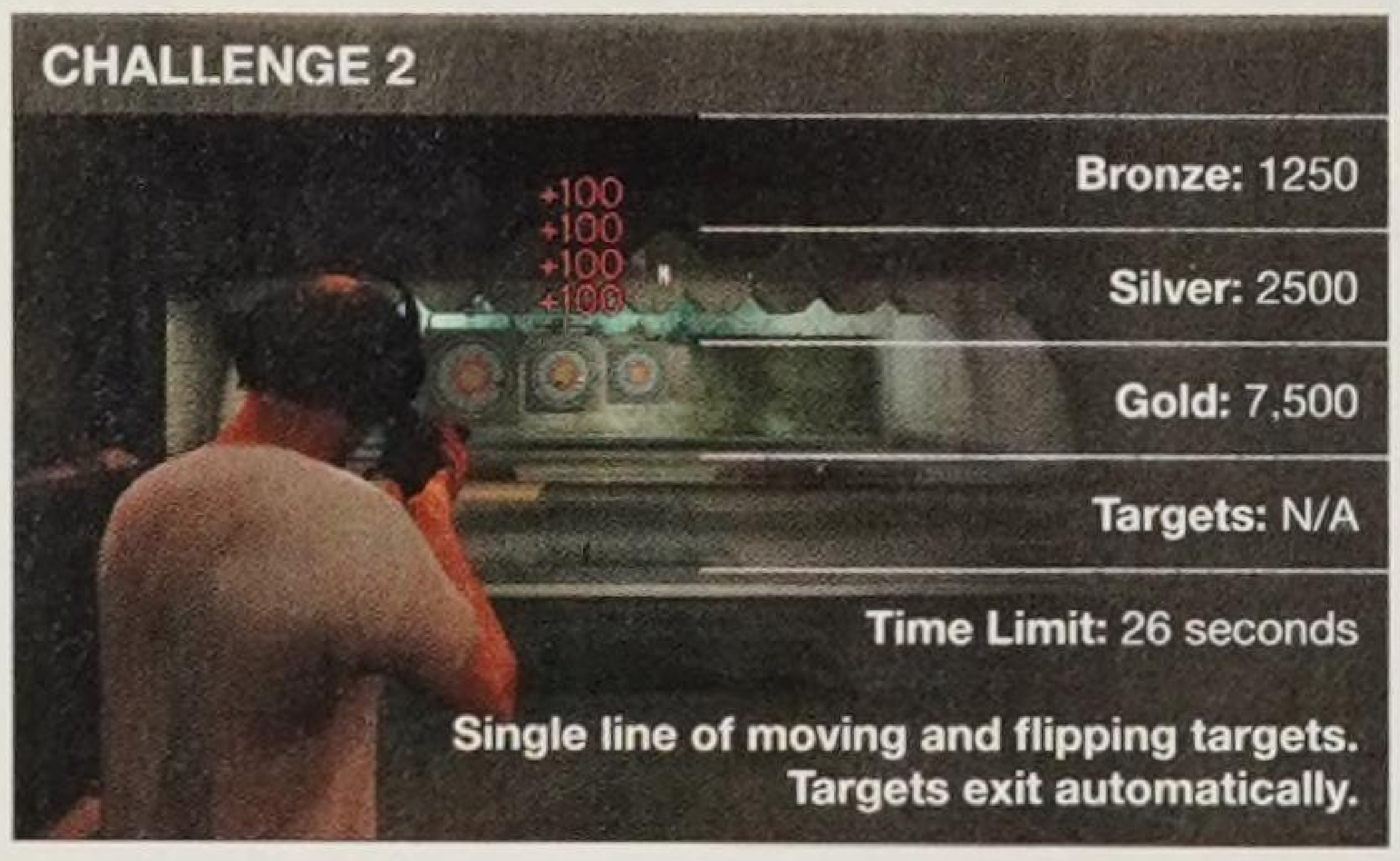
Time Limit: 28 seconds

Multiple static targets with the ability to flip. Targets exit automatically.

Five targets drop at once, but only one reveals its target side at a time. The middle target flips around first, and then when it flips to hide, the next one to the left flips around, and so on to the left end. Once the leftmost one hides, the reveal moves like a continuous wave working itself to the right side. Once the rightmost target is reached, the adjacent one to the left reveals itself twice in a row. Then the pattern starts over again.

The Micro SMG has a 16-round magazine. Try unloading your mag into two targets, then reload and repeat. The SMG holds 30 rounds—twice as much—so unload into twice as many targets before reload.

CHALLENGE 2



Bronze: 1250

Silver: 2500

Gold: 7,500

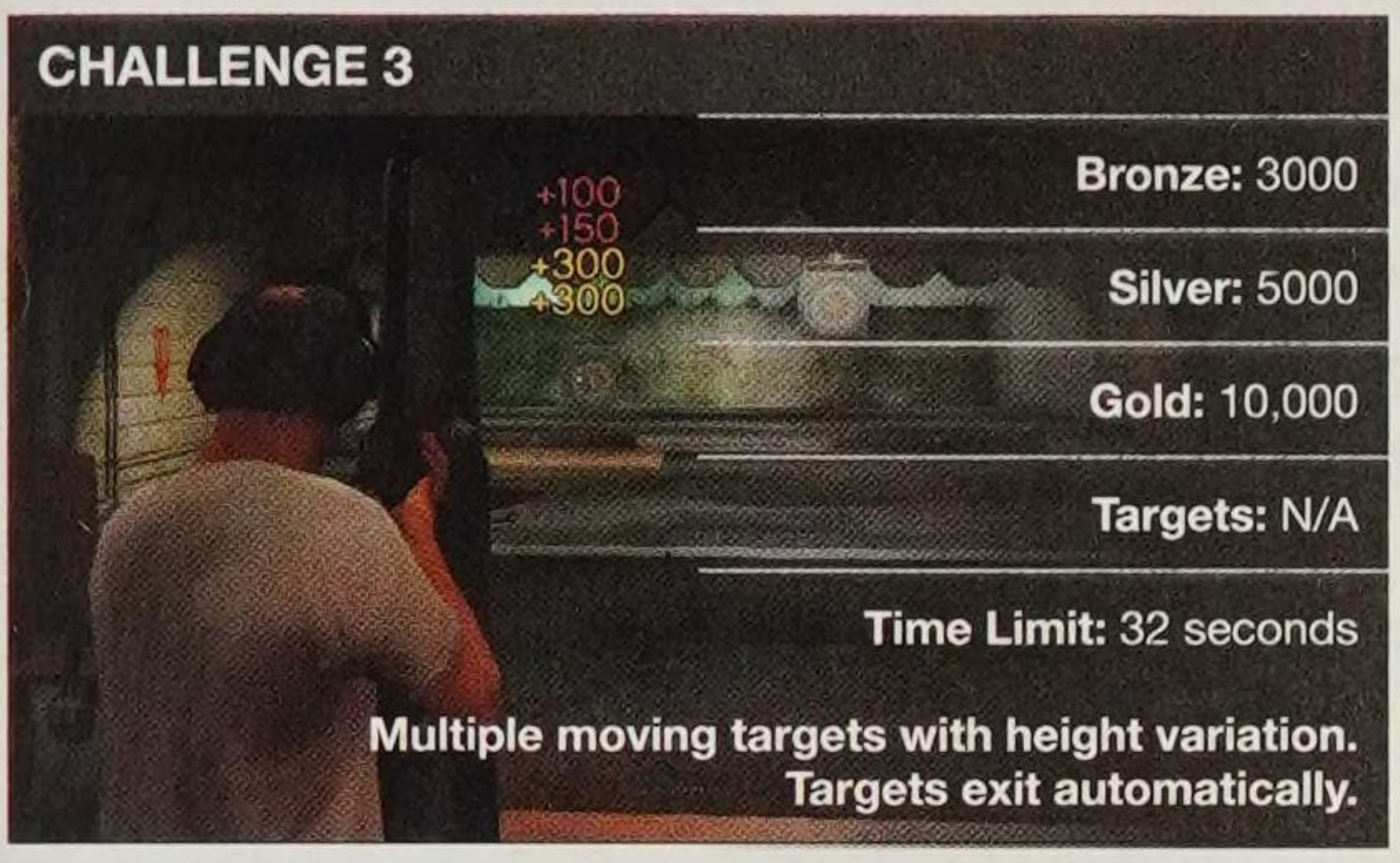
Targets: N/A

Time Limit: 26 seconds

Single line of moving and flipping targets. Targets exit automatically.

Four targets drop in a straight line behind one another without revealing the target side. In a synchronized movement, the first one flips to reveal the target as it moves to the left. Each target behind the first mirrors its movements while leaving a small gap between each target. Prepare to shoot the first target just left of center at the start of the challenge since it does not reveal itself in the dead center of the range. Aim your sights in the middle of the target and unload on the first one while strafing left to the booth wall. When the first flips around, sweep across the remaining targets. From this angle, the gap between targets is small and you can keep the multiplier going. If a few bullets are sent between targets, you make up for it in rapid points. Reload when all targets have flipped backwards on the range's left side.

Next, the targets flip and move in the same pattern but this time moving to the range's right side. During this stage, there's a larger gap between targets so strafe to the right and concentrate your fire on the first target. Then let up on the trigger when switching between the remaining targets. Reload when they flip backwards on the right side of the range. Next, they move in a similar formation back to the middle and hide behind the first (and unrevealed) target. Now you can position yourself to the left so there are no gaps between targets as they move. This helps raise the multiplier as you sweep across the targets.



CHALLENGE 3

Bronze: 3000

Silver: 5000

Gold: 10,000

Targets: N/A

Time Limit: 32 seconds

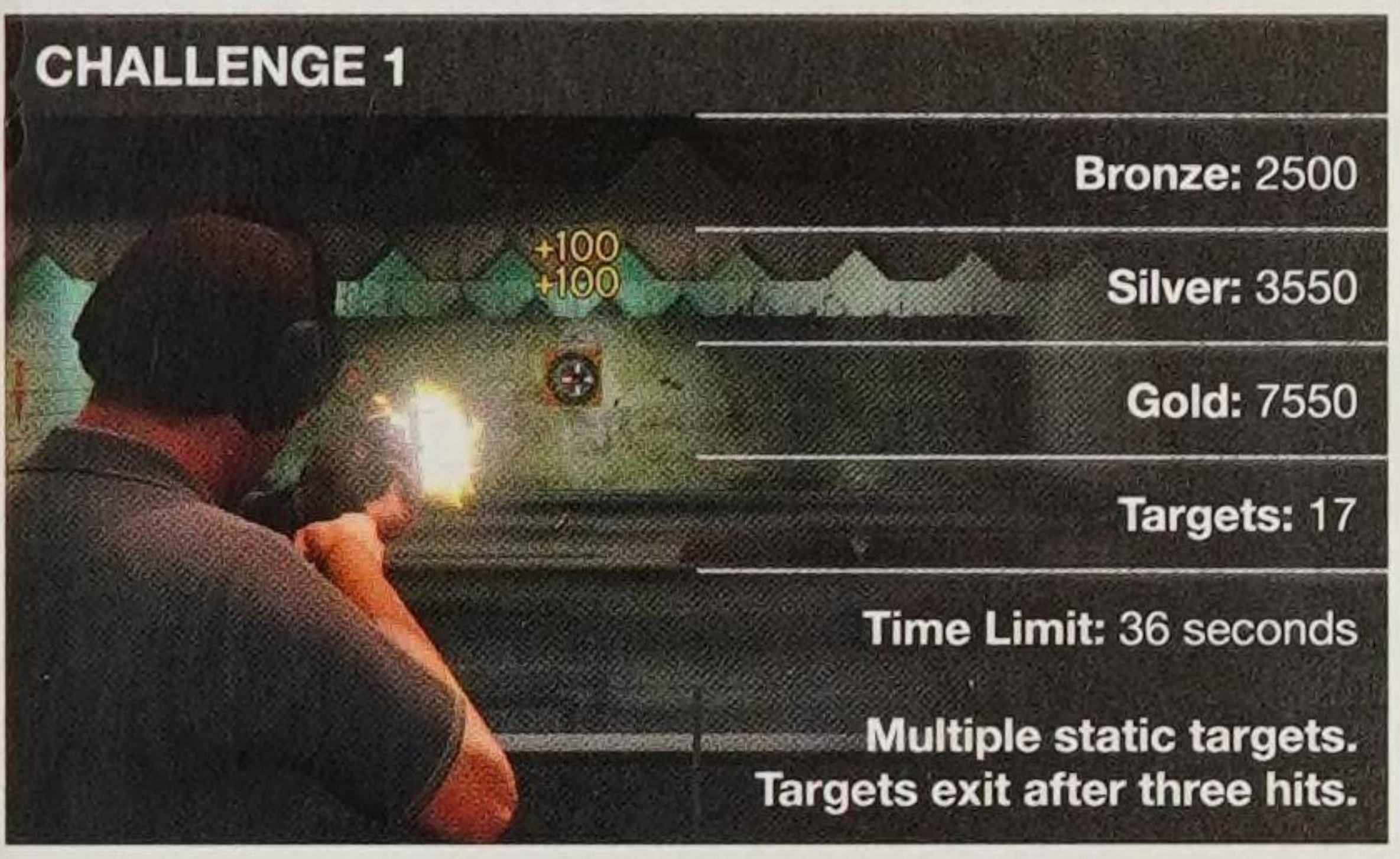
Multiple moving targets with height variation. Targets exit automatically.

The first three targets drop and stay down for only two seconds and are positioned at varying heights, forcing you to adjust vertical and horizontal aim. The first one drops at a distance in the middle of the range. After two seconds, it lifts back up into the ceiling. The second drops to the left of the first target. The third drops to the right of the first target. The fourth drops from the right and moves to the left of the range staying for five seconds.

Next, a close static middle target appears for four seconds. A distant moving target moves from left to right and is visible for four seconds. Three drop to the left of it as the previous target flips backwards. This is a diversion; the three backwards targets don't turn around for some time. Instead, the same one that flipped around flips back around to reveal its colors and begins moving toward you for three seconds. Finally, the three decoys in the back flip to reveal color and move forward one at a time, only after each previous one has disappeared. Once you understand the pattern and can react to it accordingly, you can achieve Gold. Use burst fire when moving between targets to avoid misses.

ASSAULT RIFLE CHALLENGE

ASSAULT RIFLE, CARBINE RIFLE, ADVANCED RIFLE



CHALLENGE 1

Bronze: 2500

Silver: 3550

Gold: 7550

Targets: 17

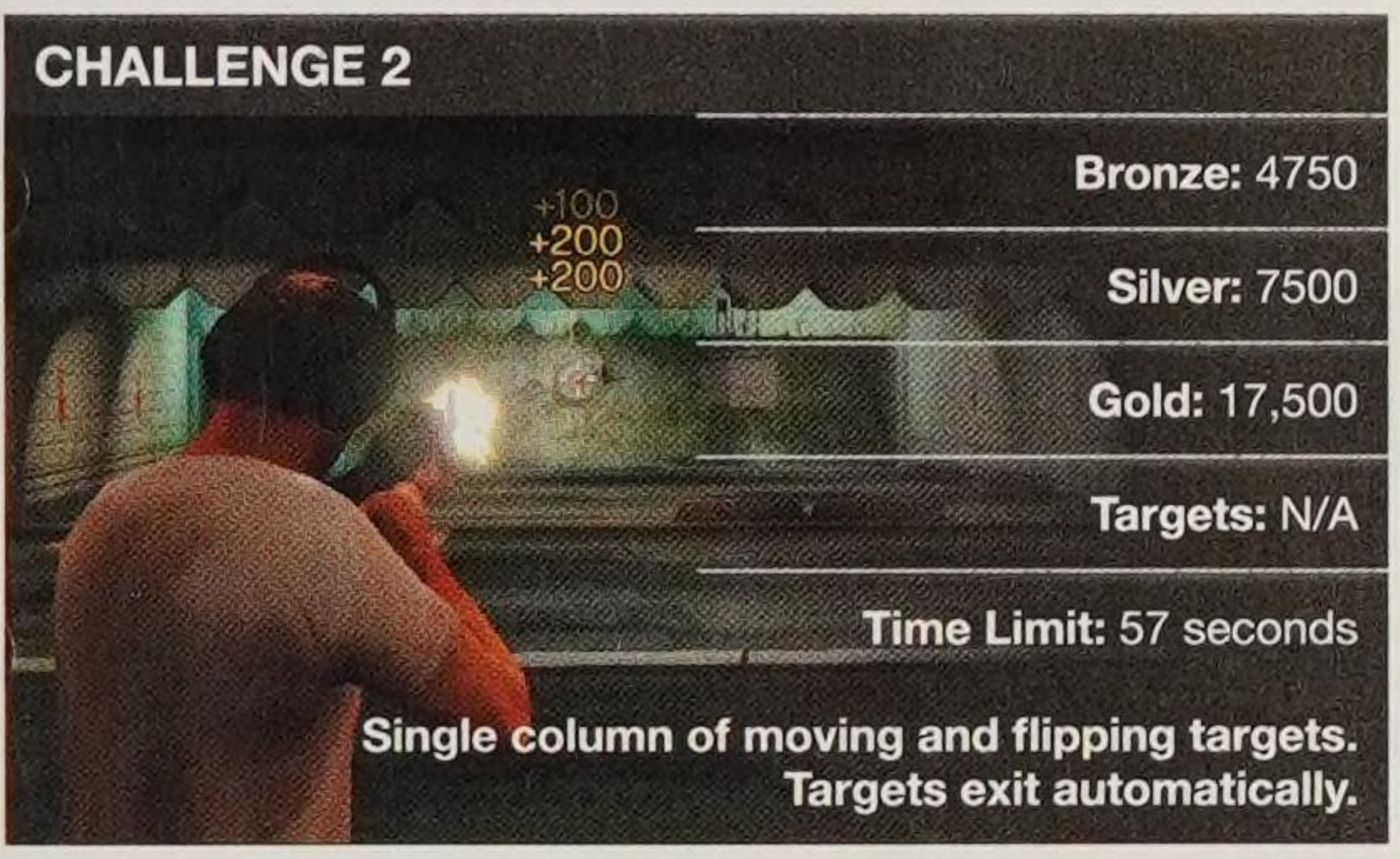
Time Limit: 36 seconds

Multiple static targets. Targets exit after three hits.

All Assault Rifle models have 30-round mags in this challenge.

From left to right, three targets at long range drop one after another for two seconds (or three hits) each. Use three-round burst fire so you don't miss and reset the multiplier. The next three drop in a similar fashion, but from right to left (also at long range). The fourth target appears in the same spot as the third. Keep your aim still. One extra target drops all the way to the left in the second group. After this, targets continue to drop one after another in a wave moving right again. There are five targets in this row.

The next stage drops three targets at the same time and at a distance from each other at long range. Take them out from right to left. The last stage drops three more at the same distance at the same time. These are grouped closer together than the last stage. Take them out from left to right.



CHALLENGE 2

Bronze: 4750

Silver: 7500

Gold: 17,500

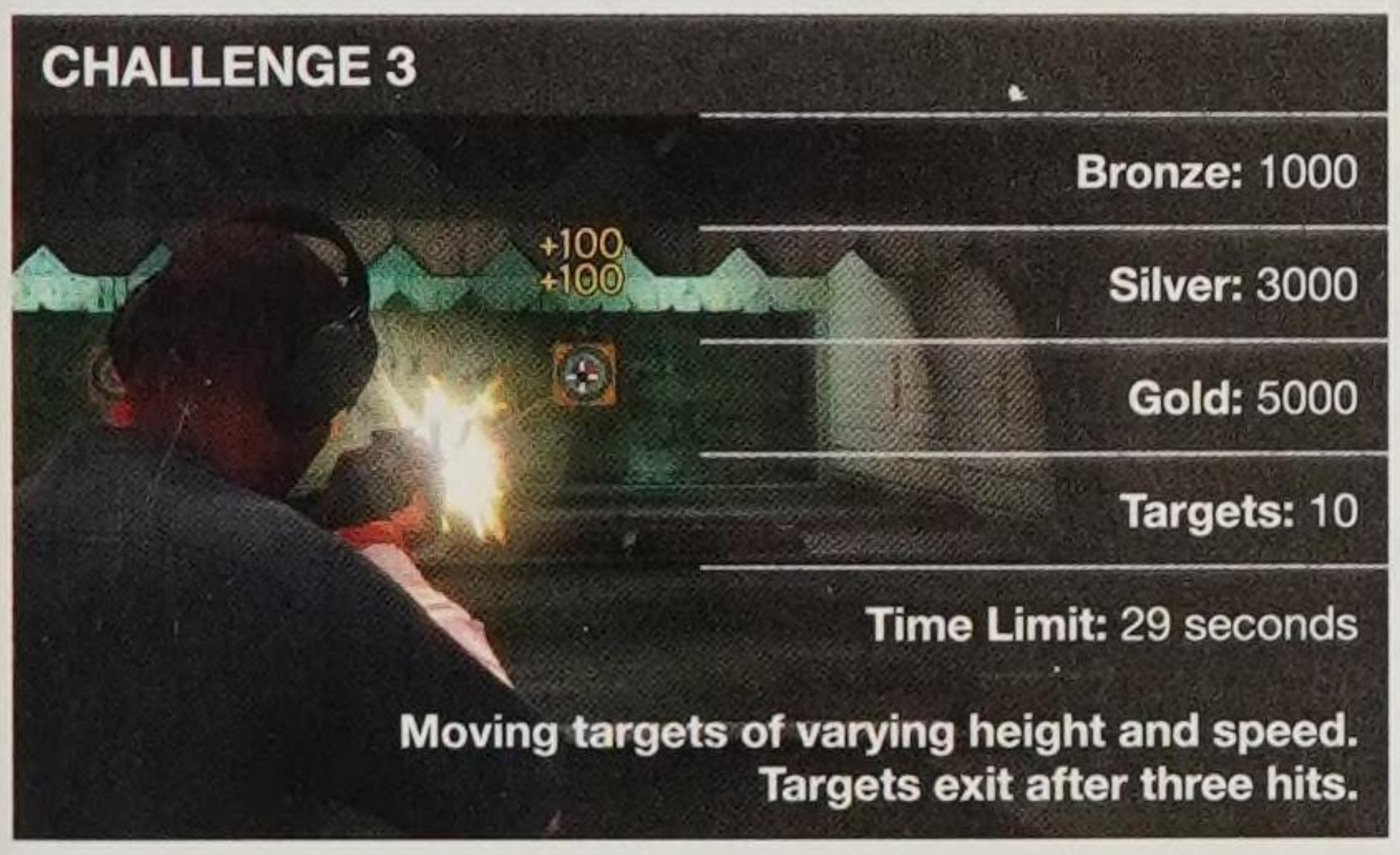
Targets: N/A

Time Limit: 57 seconds

Single column of moving and flipping targets. Targets exit automatically.

Four targets drop in a line behind each other in the far back-right corner of the range. The first one flips to reveal its colors and glides slowly to the left end of the range. Follow it with strafing fire. It remains a viable target for five seconds before it flips backwards. The remaining three targets on the right mirror this movement. Move to strafe and fire with each one of these while reloading each time you move right to the next flipping target.

Once the fourth target is hidden behind the previous three on the left, the first one flips around again and repeats the pattern, but moving from left to right now. During this stage, each subsequent moving target moves slower than the last, forcing you to focus on your strafing or horizontal aim movement to match the different speeds. Unload an entire magazine in it, and then reload while moving your aim back to the next target as you did in the first round.



CHALLENGE 3

Bronze: 1000

Silver: 3000

Gold: 5000

Targets: 10

Time Limit: 29 seconds

Moving targets of varying height and speed. Targets exit after three hits.

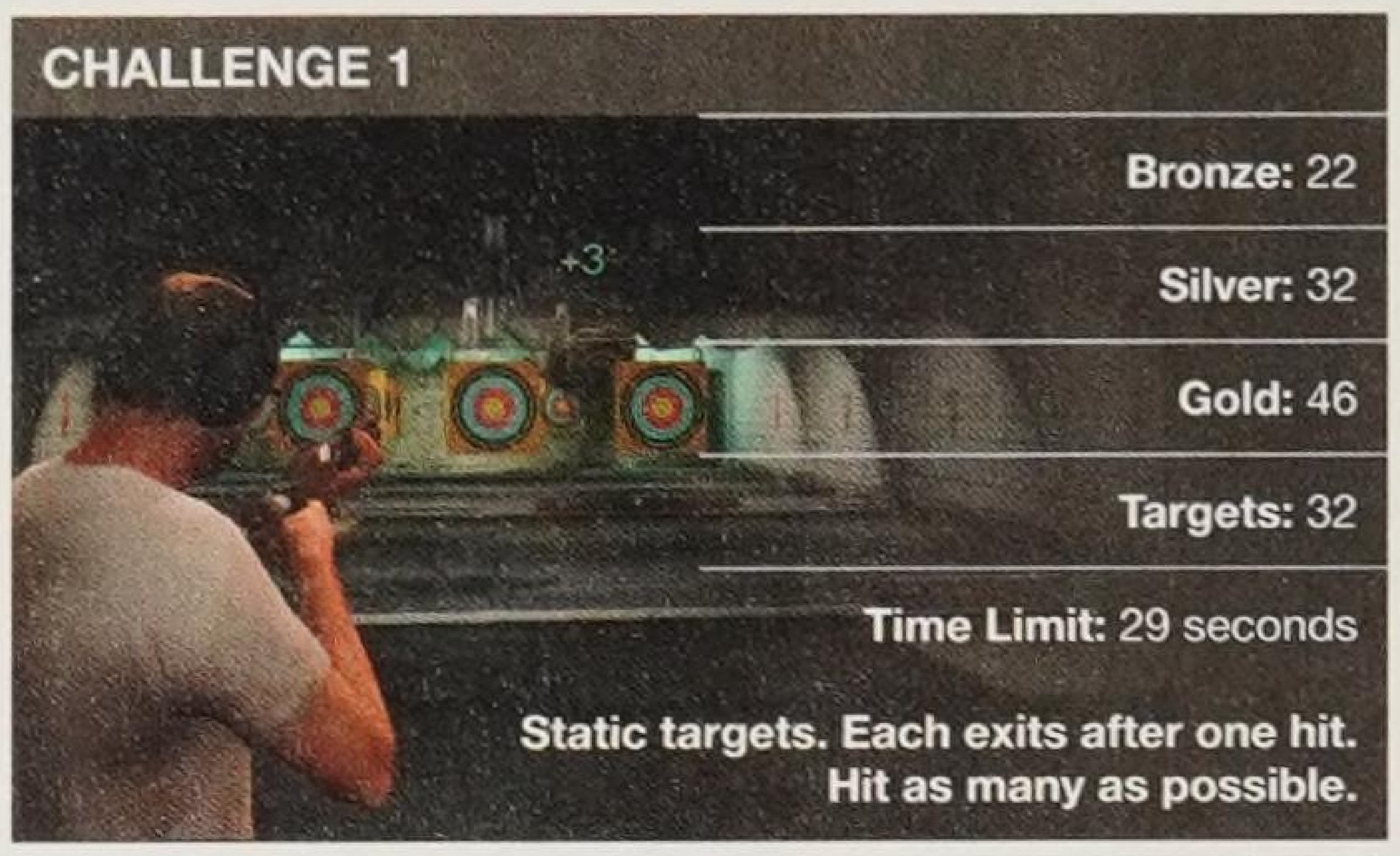
Each target takes three hits before it retracts. The first target drops at long range in the back-right corner and moves to the middle before it rises back up after two seconds. Another does the same from the left and at a little higher position, forcing you to adjust your aim. The third one drops from the right at a lower position than the first. This is an exercise in vertical aim adjustment. The fourth drops in the same position as the second (high on the left).

Next, three drop almost simultaneously in the back at different heights while moving very slowly forward. Give each three hits in any order you wish. Next, three more drop in a similar pattern and move slowly backward.

SHOTGUN CHALLENGE

PUMP SHOTGUN, SAWED-OFF SHOTGUN, ASSAULT SHOTGUN

CHALLENGE 1



Bronze: 22

Silver: 32

Gold: 46

Targets: 32

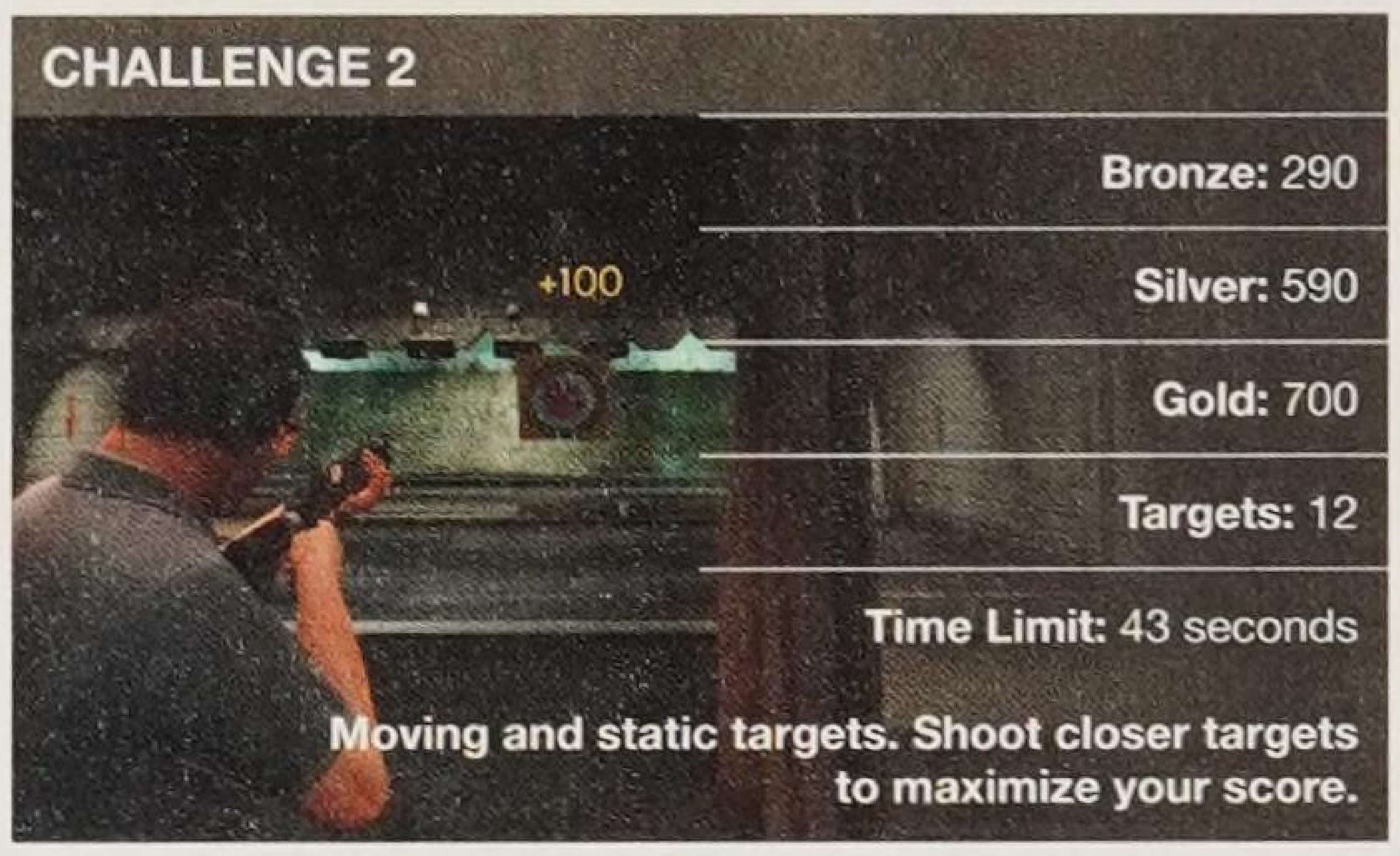
Time Limit: 29 seconds

Static targets. Each exits after one hit. Hit as many as possible.

All Shotgun models allow eight shells to be fired before a reload is required.

All 16 targets drop at once. There are four rows of four and three groups in all. If you aim at the overlapping targets' edges, you can take out more than one target at a time. Doing this awards bonus points, which allow you to get the highest score possible. Taking out two targets at once earns 3 bonus points, three targets at once earns 5 bonus points. Taking out four or more targets with one shell earns 7 bonus points. Before the targets drop, move left or right of the booth's center so the targets fan in your view, allowing you to hit multiple targets at once. Continue to move so multiple overlapping targets can be focused on and shot until the round nears the end and you're taking out the spares. The Sawed-Off Shotgun has the widest spread, so use it to achieve Gold.

CHALLENGE 2



Bronze: 290

Silver: 590

Gold: 700

Targets: 12

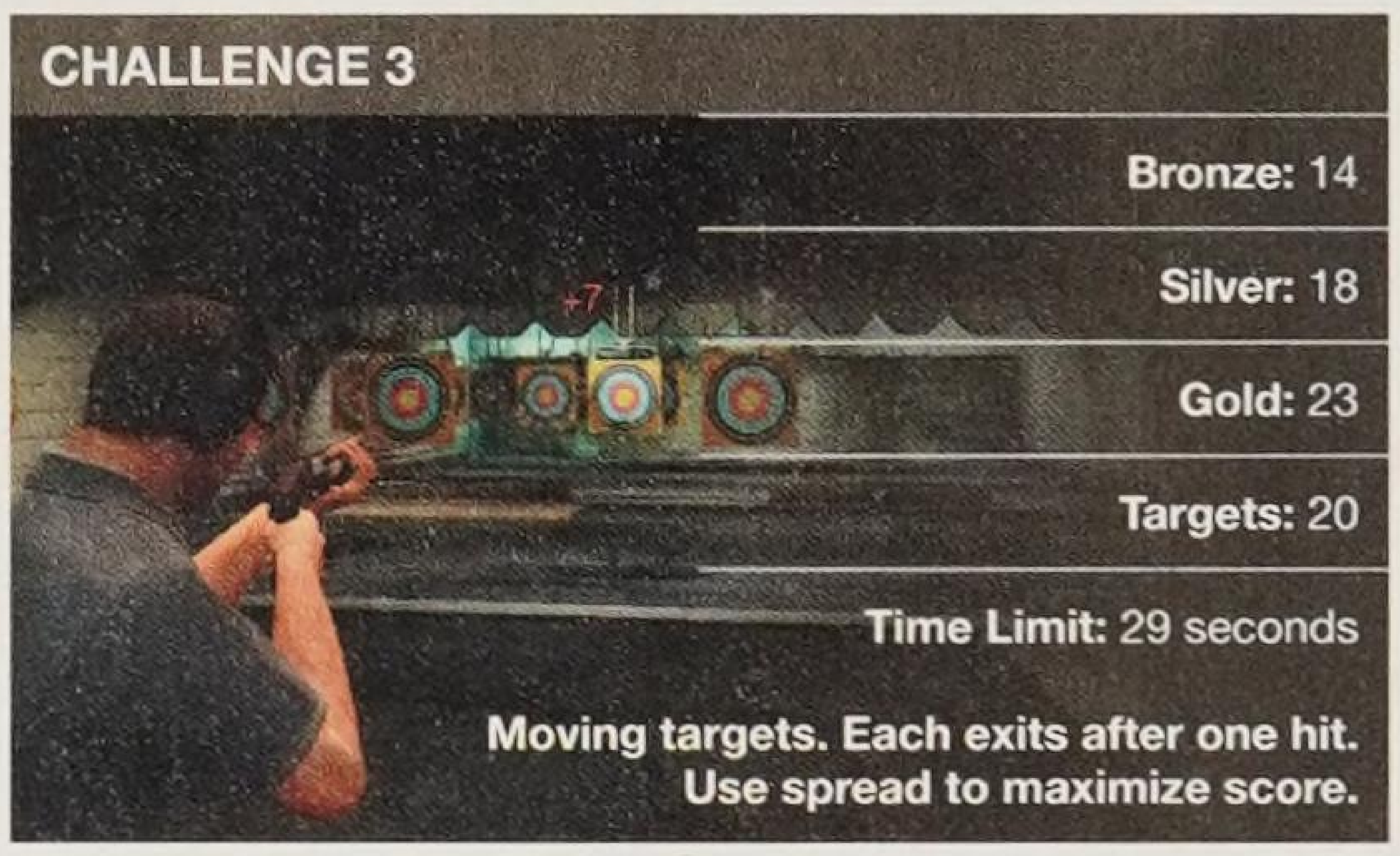
Time Limit: 43 seconds

Moving and static targets. Shoot closer targets to maximize your score.

Hold your fire until distant targets enter close range; the close-range targets award higher scores.

A long-range target in the back-right corner of the range is the first to appear. It slides forward. The second does the same, but from the middle of the range. Wait for these targets to enter close range to get 100 points from each. Next, two targets drop at once at a distance and slide quickly forward. Gun them both down at close range, and then a row of five drop in a line and move forward together. They reach a stopping point and begin to slide back again. Try to take the majority of them out at close range. Next, three targets drop simultaneously at close range and slide backwards. Shoot them as quickly as you can before they no longer provide high points. This is the last group to appear. There are no multi-target bonuses in this challenge.

CHALLENGE 3



Bronze: 14

Silver: 18

Gold: 23

Targets: 20

Time Limit: 29 seconds

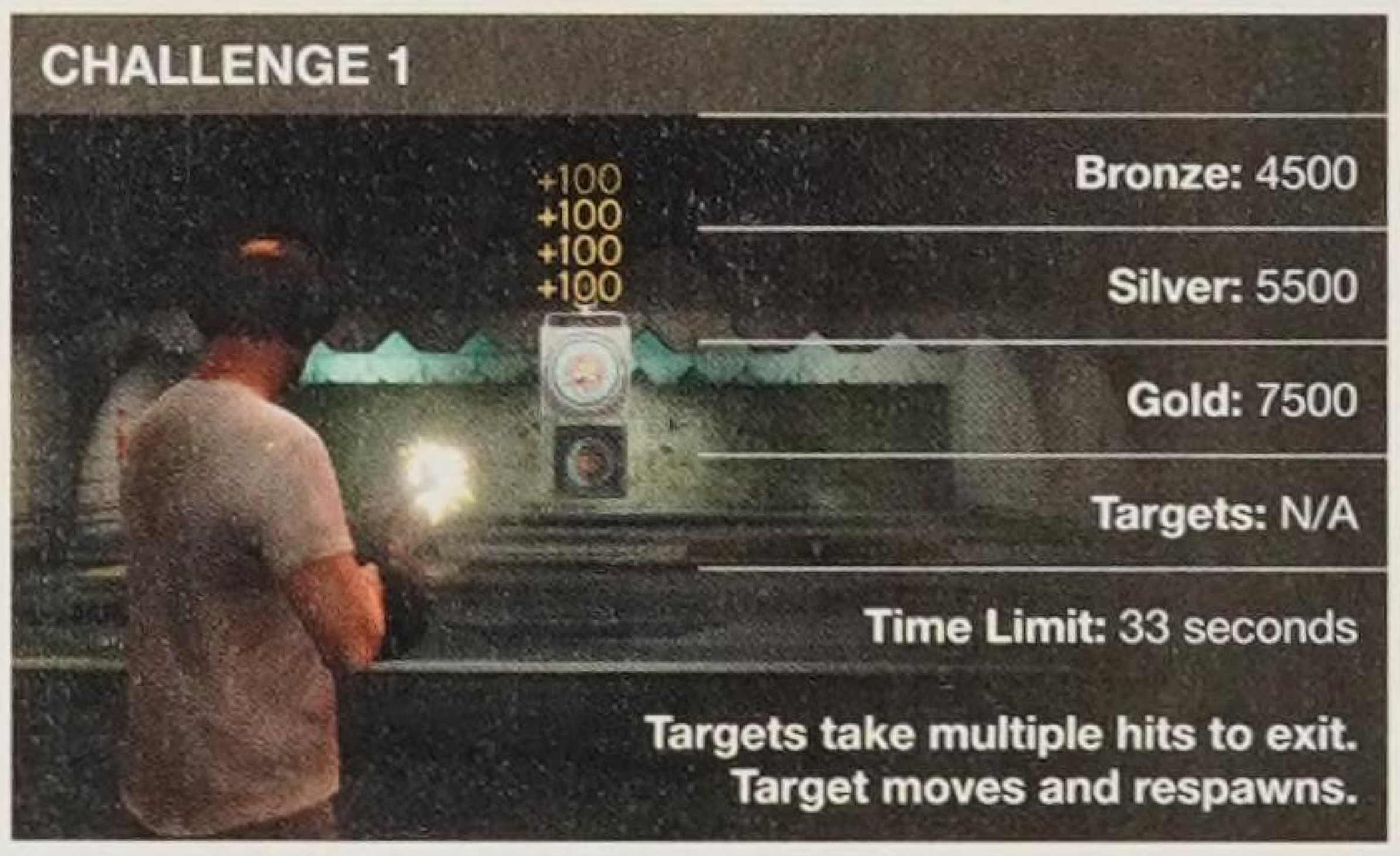
Moving targets. Each exits after one hit. Use spread to maximize score.

Multiple targets drop at once and move to a convergence point. Calculate these areas where multiple targets converge and use the Shotgun spread to take out several with one shot. Do not wait for the targets to stack up behind each other. This is too late. Shoot when they slightly overlap each other. Shooting two targets at once awards 3 bonus points; three targets at once earns 5 bonus points. Taking out four or more targets with one shell earns 7 bonus points. Use the Sawed-Off Shotgun to earn a Gold.

LIGHT MACHINE GUN CHALLENGE

MG, COMBAT MG

CHALLENGE 1



Bronze: 4500

Silver: 5500

Gold: 7500

Targets: N/A

Time Limit: 33 seconds

Targets take multiple hits to exit. Target moves and respawns.

+300
+300
+300
+300
3x
6320
7500
00:10

The MG holds a 54-round mag, and the Combat MG holds 100 rounds per mag.

The targets in this challenge take only five hits to exit, but they are also timed. Avoid reloading light machine guns when targets are exposed if possible; reload times are very slow (three seconds).

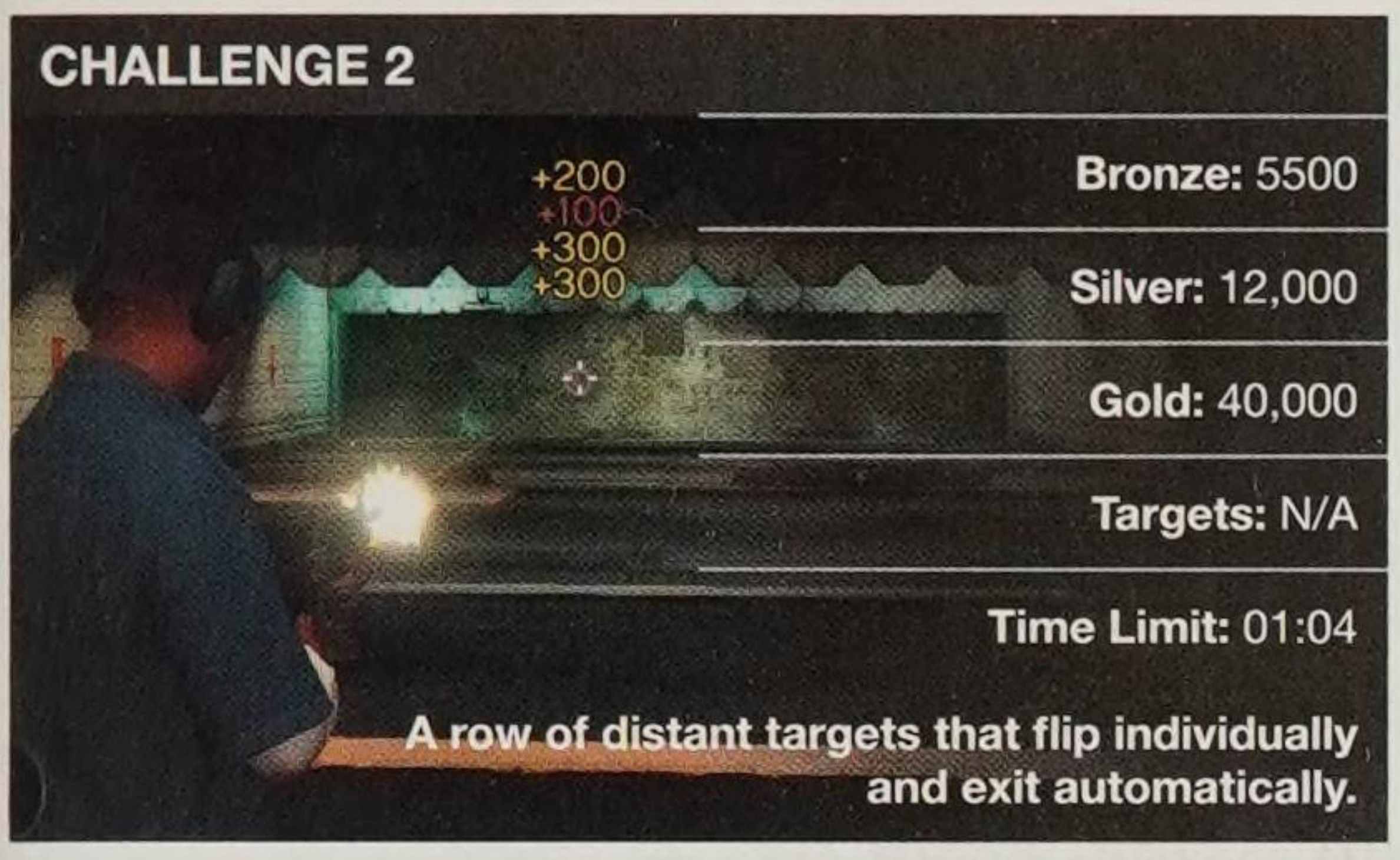
The challenge starts with two mid-range targets dropping at once, followed by two targets in the middle stacked one over the other. You have time to reload the MG the moment these two exit. Do not reload now if you're using the Combat MG, as you should have another 50 rounds remaining.

The third stage drops three mid-range targets at once. If you reloaded before they dropped, you can take full advantage of the time they are down. There's no time to reload when these retract.

The next stage drops four targets, which are in a pattern of the first two drops combined (the middle two are stacked). Reload as soon as these exit so you're ready for the final stage.

The final stage drops five targets: two at mid-range, one in the middle a little further back, and two up high at long-range. If you reloaded before this stage, you can maximize the remaining time and take out each one of these targets.

CHALLENGE 2

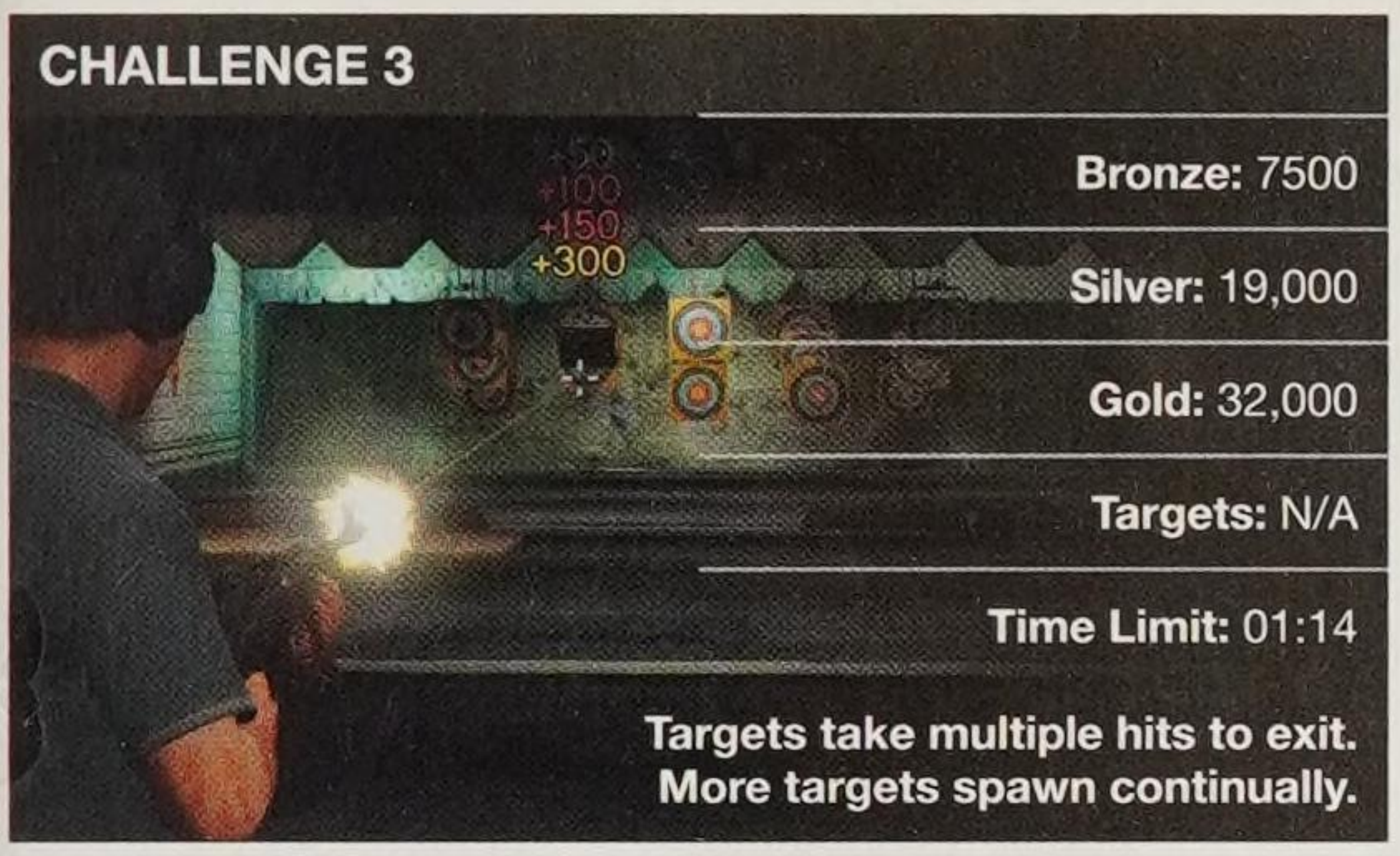


Bronze: 5500
Silver: 12,000
Gold: 40,000
Targets: N/A
Time Limit: 01:04
A row of distant targets that flip individually and exit automatically.

A long-range row of five targets at varying heights drops down. They are all backwards. The middle one flips forward first. The one to the left of center flips around next, followed by the leftmost target. Next, the one that's right of center flips around, and then the rightmost one reveals its colors. You can hit each of the targets in this stage with 20 bullets before it flips.

The targets remain in place for the next stage. The rightmost one is first to turn around in the second stage, so reuse your already fixed aim from the last stage. One after another and within one second of each other, the remaining targets flip around to show colors (working from right to left so that all targets are revealed). They soon flip backwards again using the same rotation pattern. Focus your aim on the last one that flips; this one gives you the longest shooting time before it flips again. The third stage has the targets revealing themselves exactly like they did in the previous stage, but this time they reveal from left to right. Once they have hidden themselves one after another from left to right, the final stage with the few remaining seconds has them all revealed at once. Open fire and empty your clip on whichever target you were focusing on from the previous round. With the last few seconds, aim at the last target on the left and unload until the round ends.

CHALLENGE 3



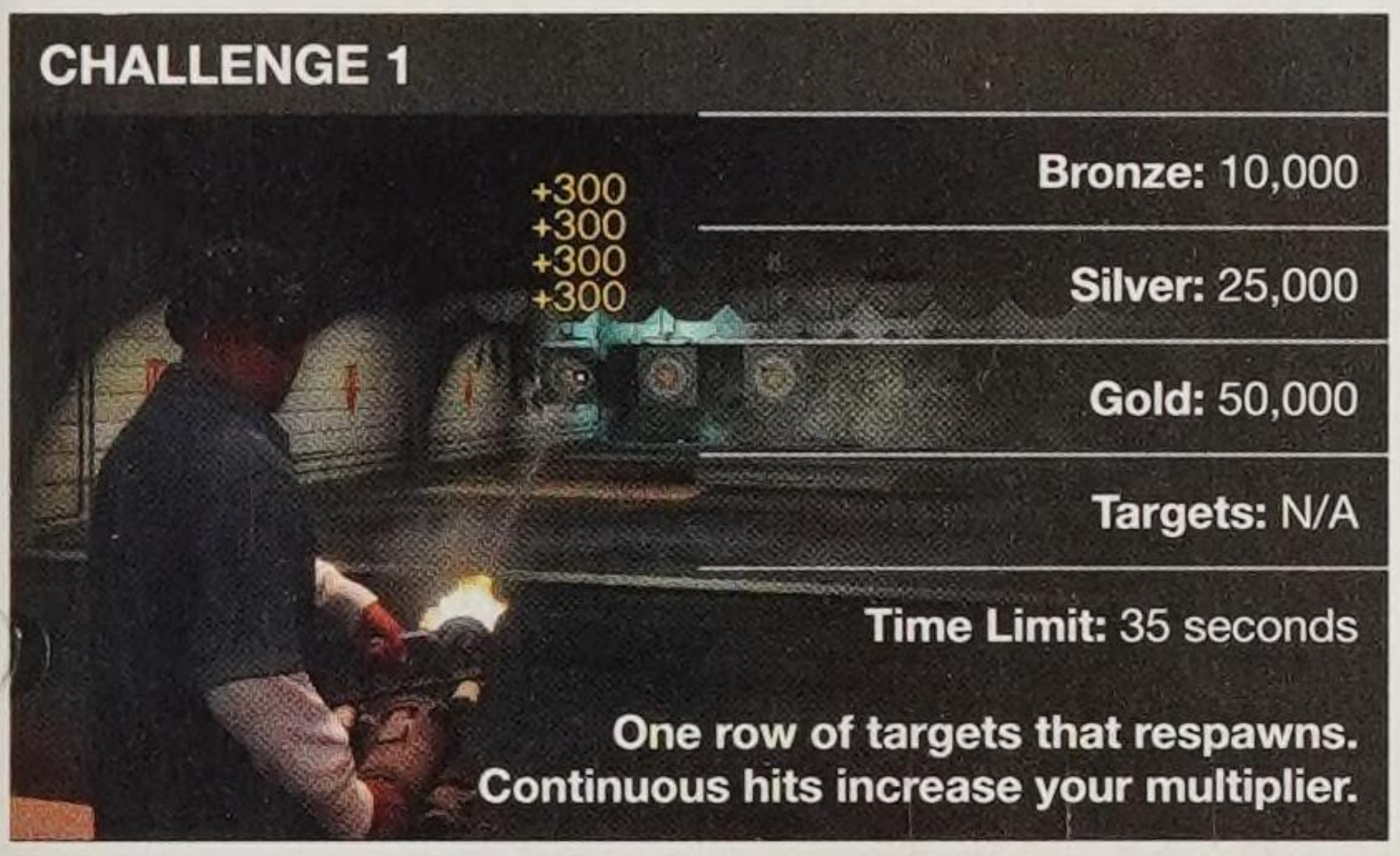
Bronze: 7500
Silver: 19,000
Gold: 32,000
Targets: N/A
Time Limit: 01:14
Targets take multiple hits to exit. More targets spawn continually.

The first row of targets drops at long-range along the back wall. Three targets appear at varying heights. Six to seven seconds later, another drops to the right. A second after that, a group of five drops at long range. These targets take eight hits before they retract. As you take out more targets, more continually spawn and begin overlapping previous rows. The best tactic for this challenge is to hold down the trigger and shoot while dragging your aim vertically across the stacked targets. You can really rack up some bonus points this way. Hold your fire in the gaps between vertical rows as you take aim for the next row of targets.

HEAVY CHALLENGE

MINIGUN

CHALLENGE 1

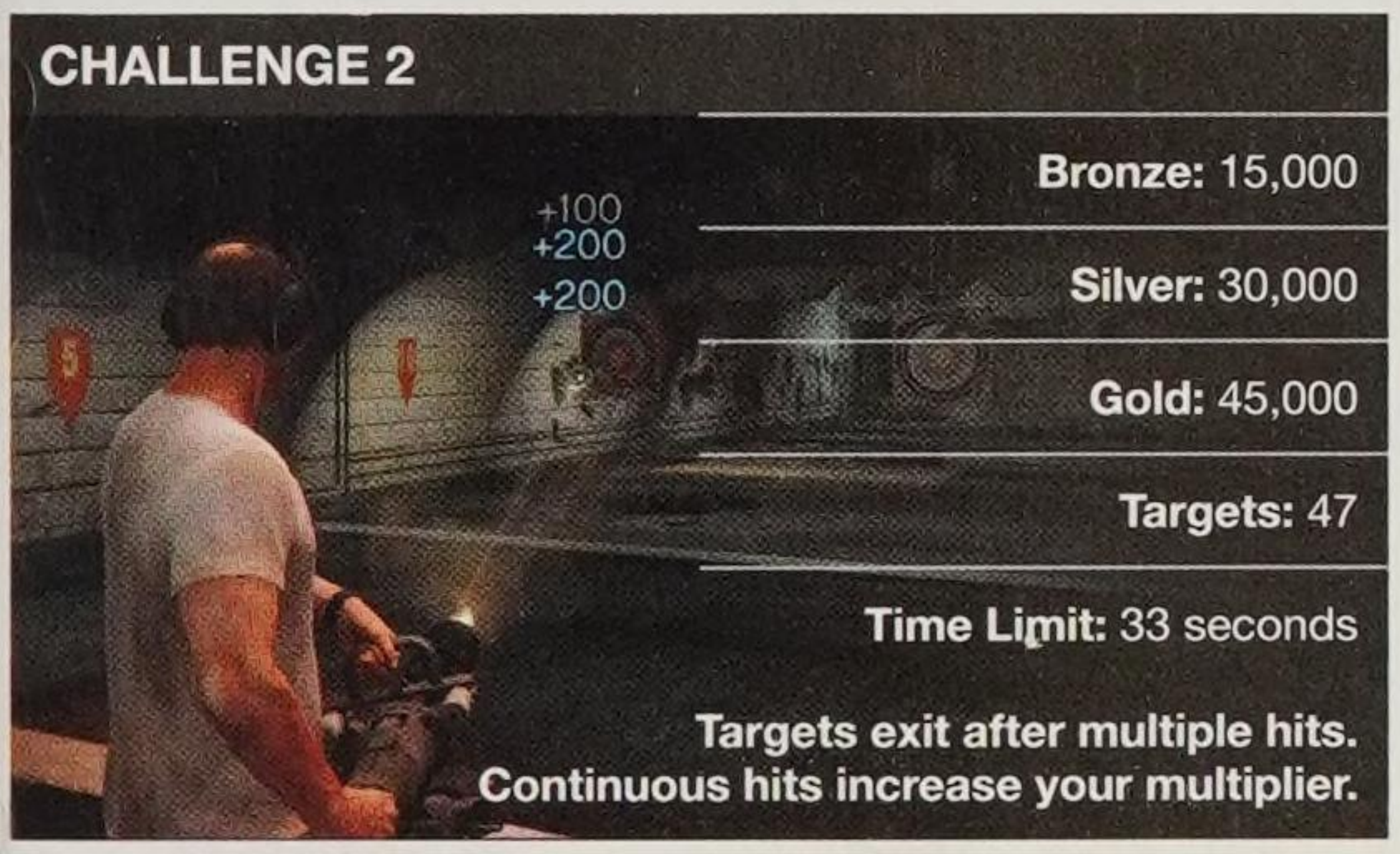


Bronze: 10,000
Silver: 25,000
Gold: 50,000
Targets: N/A
Time Limit: 35 seconds
One row of targets that respawns. Continuous hits increase your multiplier.

The Minigun has 9999 round mags. You won't need to reload. Five targets drop at once at long range. Targets in this challenge take five hits before retracting. It's best to hold the trigger down and sweep across the targets as opposed to spot firing on each one to avoid misses between targets. You earn more points by continually sweeping across the targets while keeping up with them as they respawn. One target hit earns x100 with each round. If you continuously sweep across two targets without any misses, 200 points are earned per round hit. Three or more continuous targets are worth 300 points per round.

The more quickly you sweep across the targets, the more likely you get the highest bonus. Don't concentrate your fire on one target until it flips away; instead, use quick continuous fire and sweeping motions from left to right and right to left while aiming for the aligned centers.

CHALLENGE 2

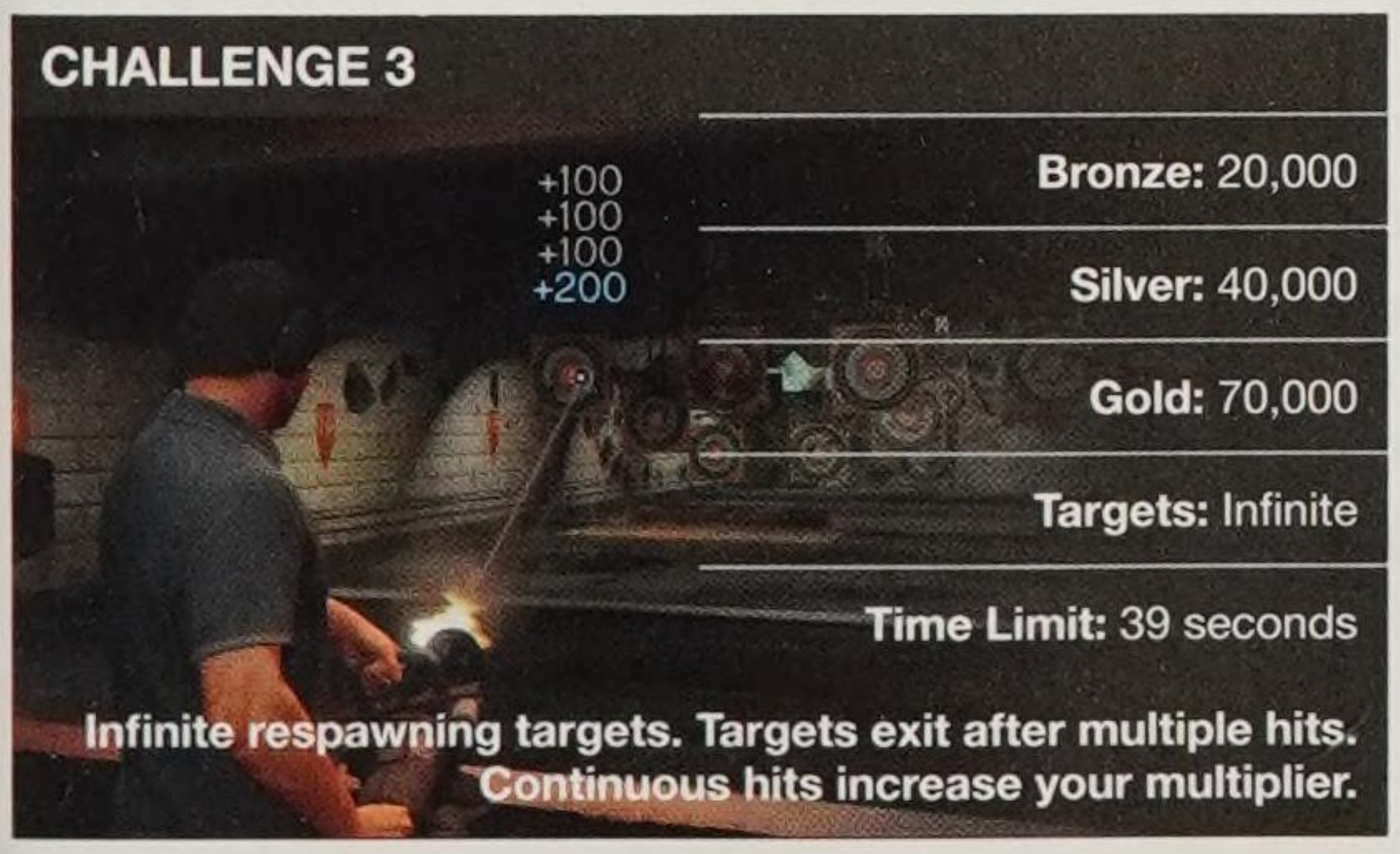


Bronze: 15,000
Silver: 30,000
Gold: 45,000
Targets: 47
Time Limit: 33 seconds
Targets exit after multiple hits. Continuous hits increase your multiplier.

Here, 47 targets flip away after being hit multiple times. The targets overlap each other, so you can get quick continuous hits between targets with no misses and gain multipliers. One target hit earns x100 with each round. If you continuously sweep across two targets without any misses, 200 points are earned per round hit. Three or more continuous targets are worth 300 points per round.

Four targets drop in a row from mid to long range in the center. Aim and shoot, and don't let up until the last target in the back flips up. Next, a similar row of targets drops to the left. After those have been destroyed, a similar row drops on the right. Targets 13 through 16 drop in a line near the left wall. Destroy those, and four more drop to the right. Targets 20 through 32 appear in a tight cluster, allowing you to get the 200-point bonuses when shooting targets 19 and 20. Get this bonus and keep it going to surpass the Gold requirement. Sweep through the last couple of rows that line up, stretching from the left to the right side of the range.

CHALLENGE 3



Bronze: 20,000
Silver: 40,000
Gold: 70,000
Targets: Infinite
Time Limit: 39 seconds
Infinite respawning targets. Targets exit after multiple hits. Continuous hits increase your multiplier.

One target hit earns x100 with each round. If you continuously sweep across two targets without any misses, 200 points are earned per round hit. Three or more continuous targets are worth 300 points per round.

To get the 300-point bonus, quickly sweep a continuous stream of fire back and forth across the congestion of dropped and constantly respawning targets. It's almost impossible to mess up unless you miss around the edges of the entire group of targets. Sweep from left to right and right to left during the entire challenge. Do not hold steady and try to take out an entire target before moving to the next target. Doing this does not trigger bonuses. Using this method allows you to get double the required Gold medal points!

Sports: Darts, Golf, Tennis, Triathlon

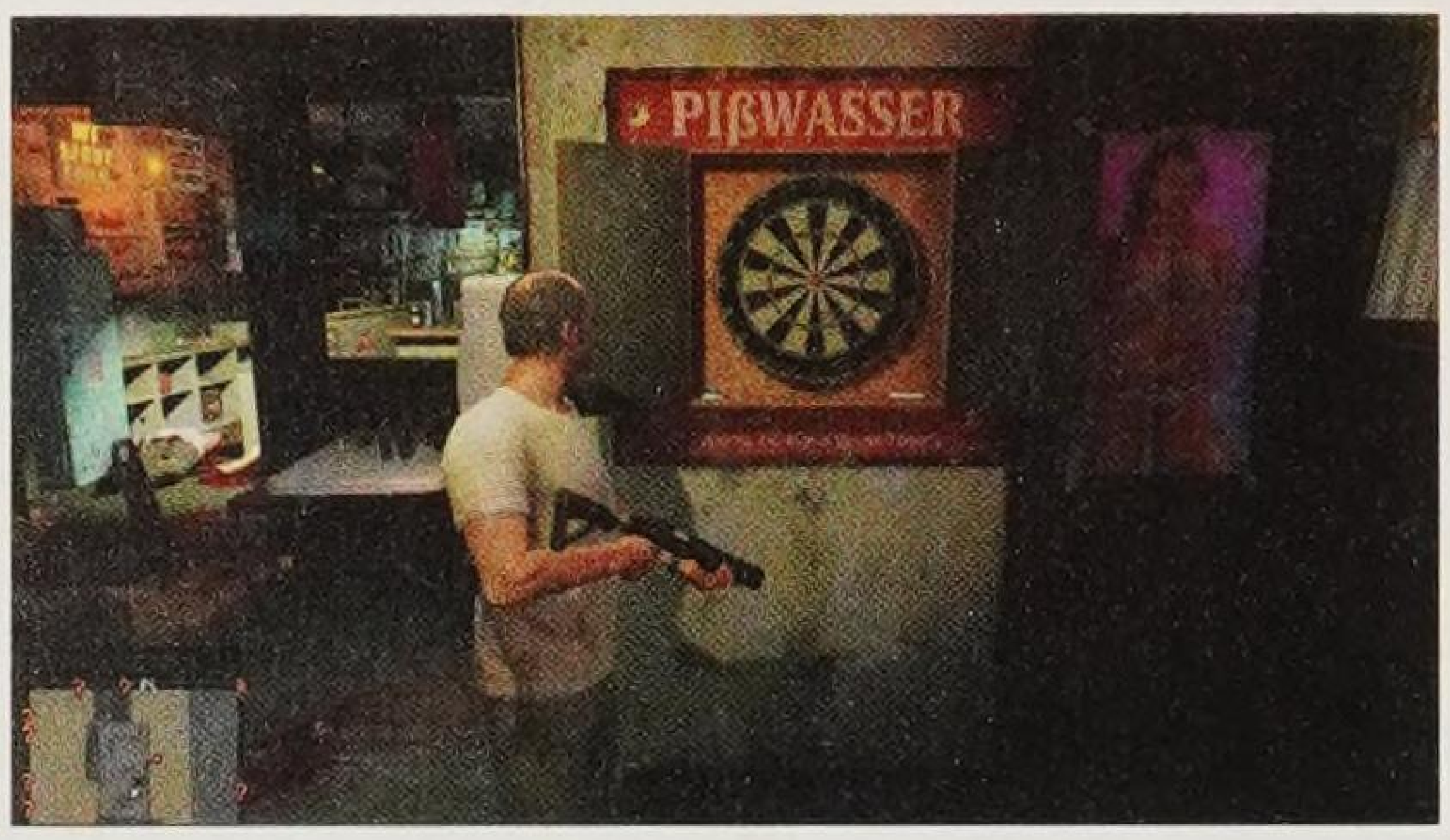
Sports and Character Skills

Your strength stat increases when playing sports, allowing you to hit the tennis ball faster and drive longer in golf.

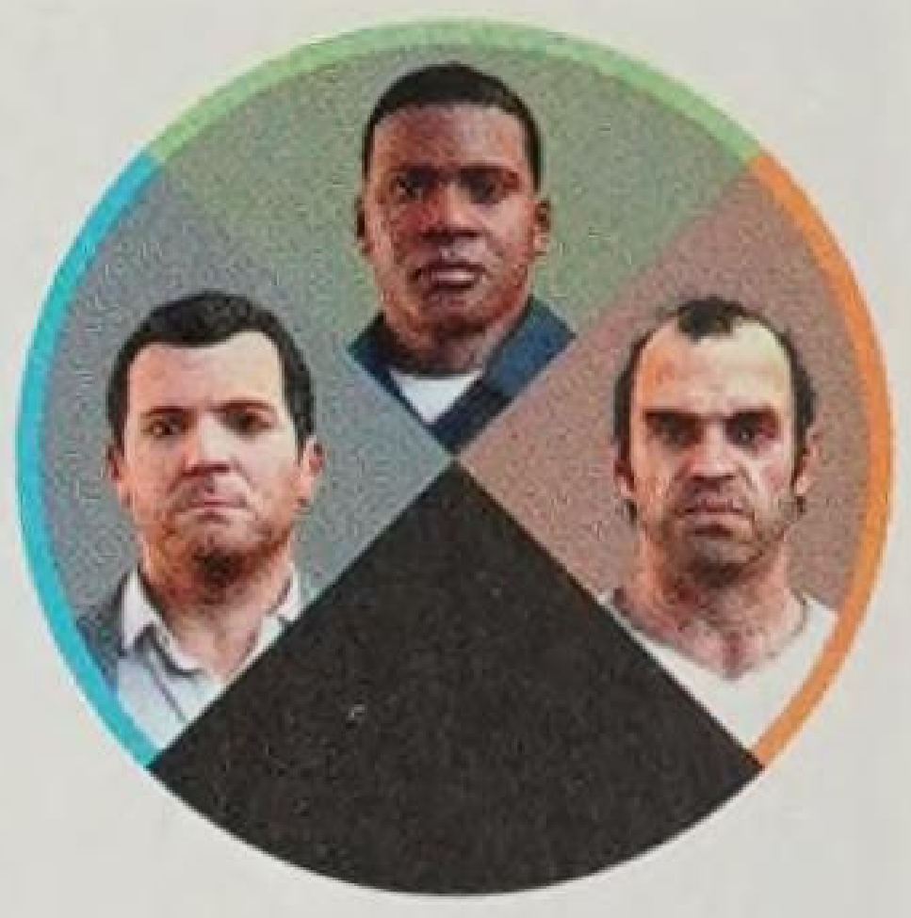
DARTS

PREREQUISITE:
Complete "Crystal Maze"

LOCATION:
Yellow Jack Inn, Route 66, Grand Senora Desert **(55)** *on our Hobbies and Pastimes map*



Darts can only be played at Trevor's favorite bar, the Yellow Jack Inn **(55)**, located on Route 66 in Grand Senora Desert, Blaine County (see our Hobbies and Pastimes map at the beginning of this chapter for location). Darts is an option for games to play with dates. The dartboard is in a backroom beside the billiards table. Approach the dartboard and press Right on the D-pad to begin the game. The name of the game is 301.

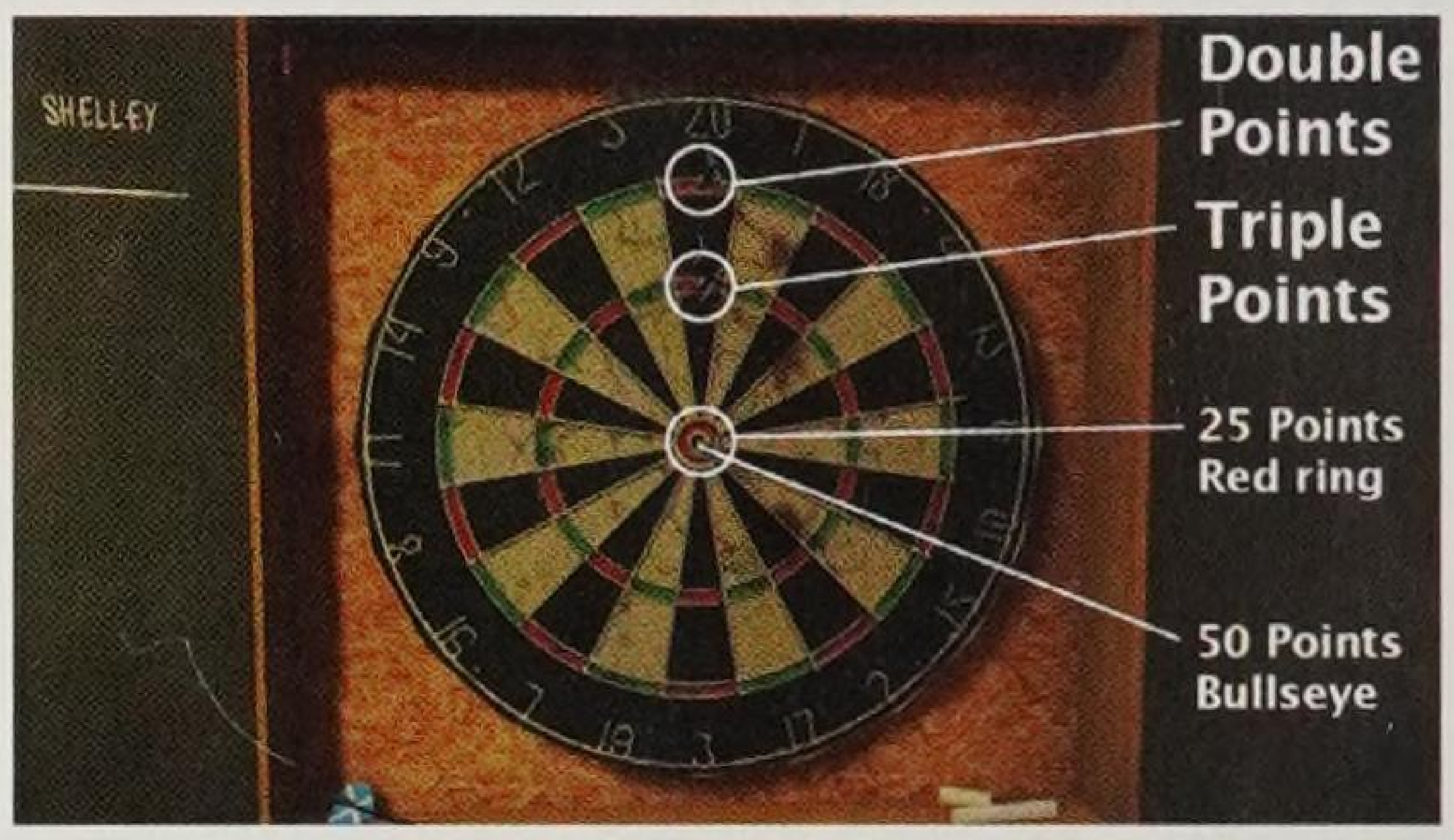


301 RULES

Throw a dart at any of the numbered sections on the board to reduce the score of 301 to 0. Aim the dart with the Left Control Stick, and throw it by pressing Ⓐ (Xbox 360) or ⊗ (PlayStation 3). Aim can be steadied once per round. Steady aim by holding RT (Xbox 360) or R1 (PlayStation 3). The steadying effect lasts just a few seconds, so apply it only when you're ready to throw.

The outer ring doubles the point value. The next inner ring triples the point value, and the middle red ring is worth 25 points. A bull's-eye nets 50 points.

The winning dart (your last throw) must land on a double or the bull's-eye. This means you really have to calculate and plan your last couple of throws because you cannot go into the negative numbers to reach zero. The final dart must reduce your score to exactly zero. If you go over, you begin with your last throw's starting total until you get it right and win or the opponent gets their score to zero first.



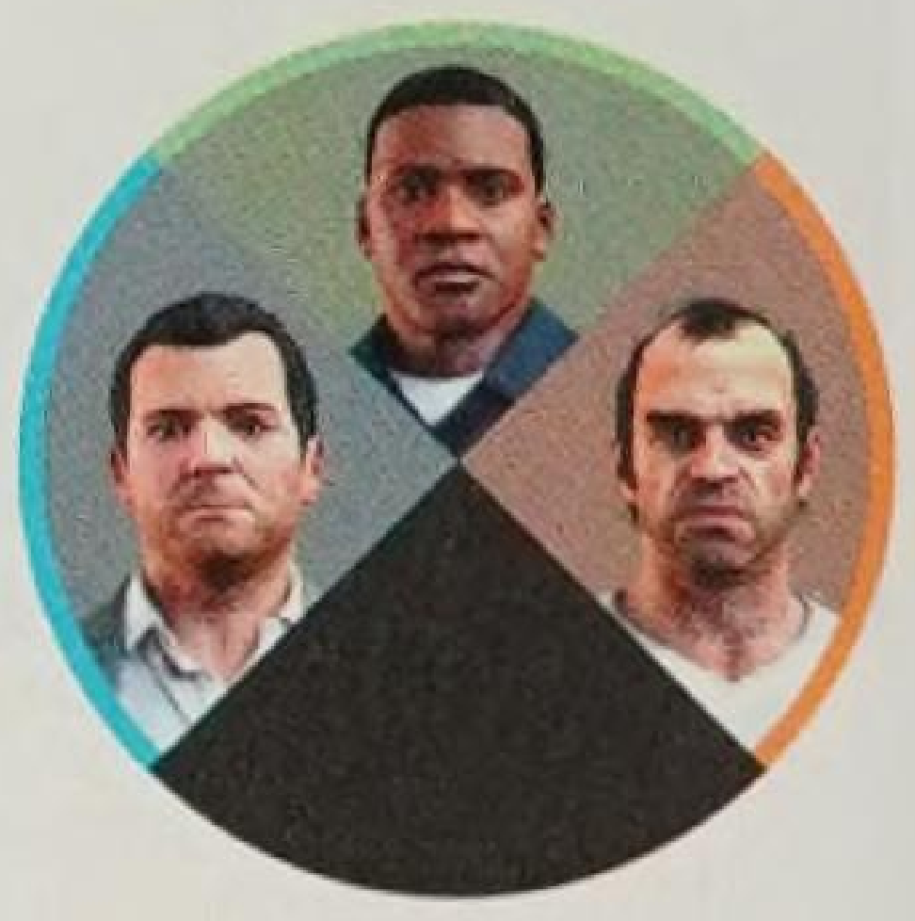
GOLF

PREREQUISITE:
Complete Franklin's mission, "Complications"

LOCATION:
Los Santos Golf Club, **(57)** *on our Hobbies and Pastimes map*

There's a seriously in-depth game of 9-hole golf inside *Grand Theft Auto V*. It's simply amazing. You can play golf with "dates" or you can choose to play with one of the players available at the club. It costs $100 to play golf and your player automatically changes into golf attire. Whichever character ends up purchasing the golf course is able to play in whatever clothes they are wearing when they start a game. The available opponents at the Los Santos Golf Club all have different skill levels.

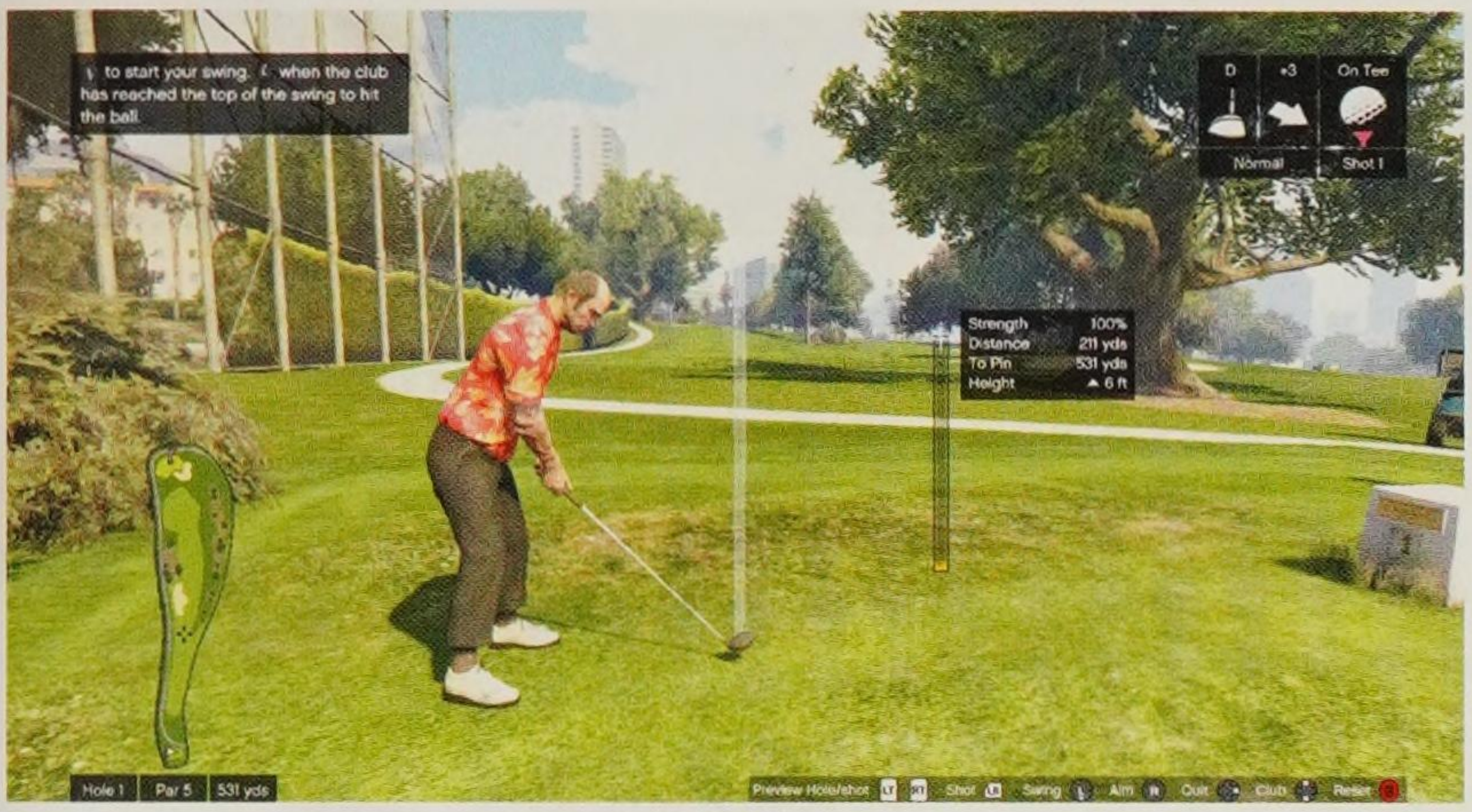
LOS SANTOS GOLF CLUB PLAYERS	SKILL LEVEL
Todd Rosenweig	Easy
Aaron Ingram	Normal
Jeff Miller	Normal
Glenn Mather	Hard
Castro Lagano	Hard



GOLF BASICS

During golf, you must attempt to get the ball from the tee, onto the green, and into the cup with the lowest number of strokes. You can walk to the ball, ride in a golf cart, or skip ahead to the next tee.

Your character is always first to swing at the first hole, but if you slip in the ranks, the players in the lead end up teeing off first. The tee appears as a blue blip on the radar. Once you approach it, the drive challenge begins.

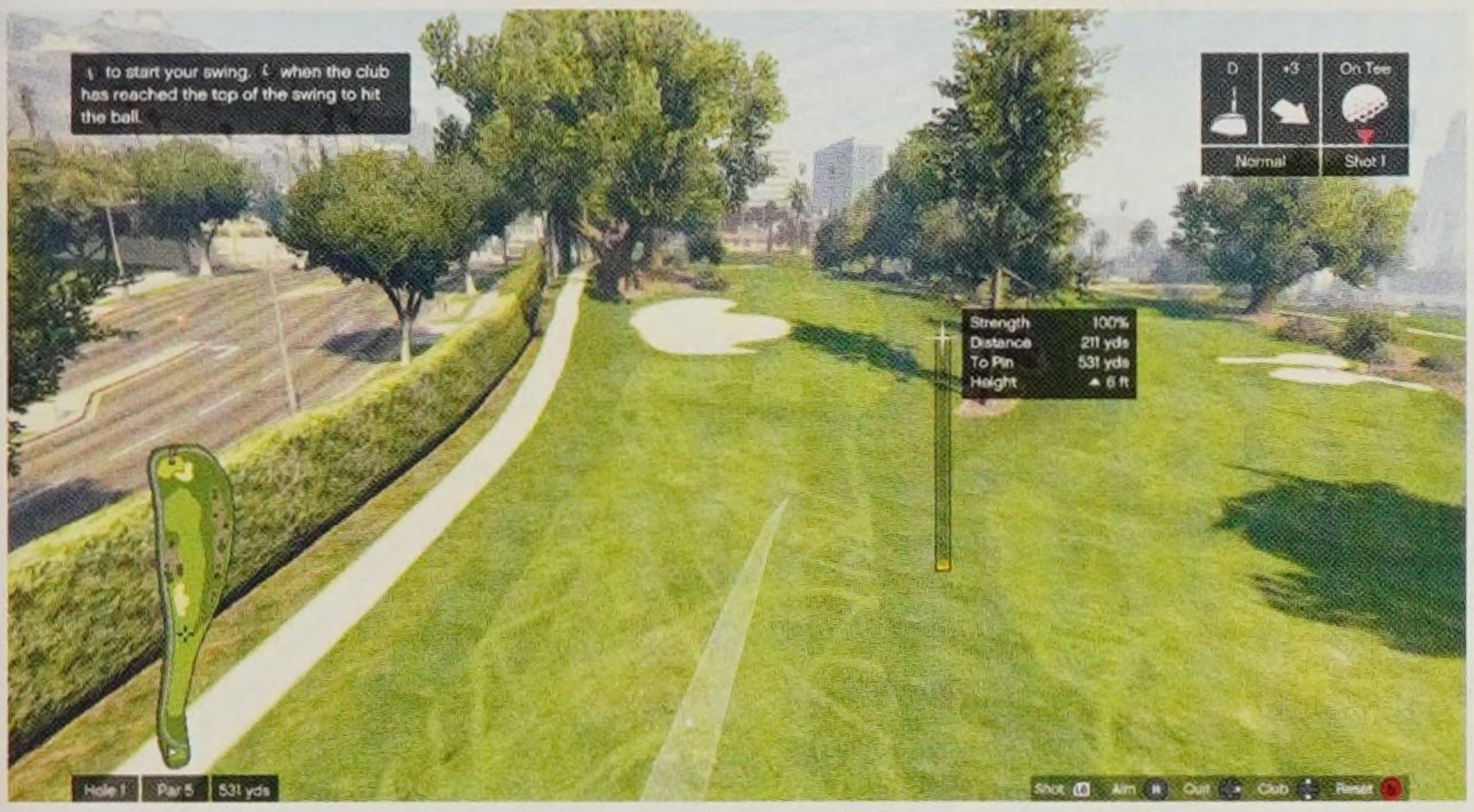

D
+3
On Tee
Normal
Shot 1
Strength 100%
Distance 211 yds
To Pin 531 yds
Height ▲ 6 ft
Hole 1
Par 5
531 yds
Preview Hole/shot
Shot
Swing
Aim
Quit
Club
Reset

to start your swing. when the club has reached the top of the swing to hit the ball.

THE DRIVE

XBOX 360	PLAYSTATION 3	COMMAND
LT	L2	Preview Hole
RT	R2	Preview Shot
LB	L1	Adjust Shot Type (Normal, Approach, Power)
Down Left Control Stick	Down Left Control Stick	Swing or Put
Right Control Stick	Right Control Stick	Aim (during Preview Shot)
Right D-pad	Right D-pad	Quit
Up & Down D-pad	Up & Down D-pad	Select Club
Ⓑ	○	Reset
Left Control Stick + Ⓐ	Left Control Stick + ⊗	Adds spin to a ball in flight. Press the button repeatedly to drastically affect the flight of the ball.
RB	R1	Bring up Scoreboard

Before swinging, see the end location of your shot trajectory by previewing it. Take a glance at the wind strength and direction using the meter in the top-right corner. If the wind is strong, adjust your aim into the wind a bit to have the ball land where you want.


D
+3
On Tee
Normal
Shot 1
Strength 100%
Distance 211 yds
To Pin 531 yds
Height ▲ 6 ft
Hole 1
Par 5
531 yds
Shot
Aim
Quit
Club
Reset

to start your swing. when the club has reached the top of the swing to hit the ball.

Tilt down on the Left Control Stick to start your swing. The crosshairs on the top of the Swing meter to your right will begin to quickly descend. Push up quickly on the Left Control Stick when the club reaches the top of the swing to hit the ball. The best swing is one where you push up on the Left Control Stick at the exact time when the crosshairs in the Swing meter touch the small yellow zone at the bottom.

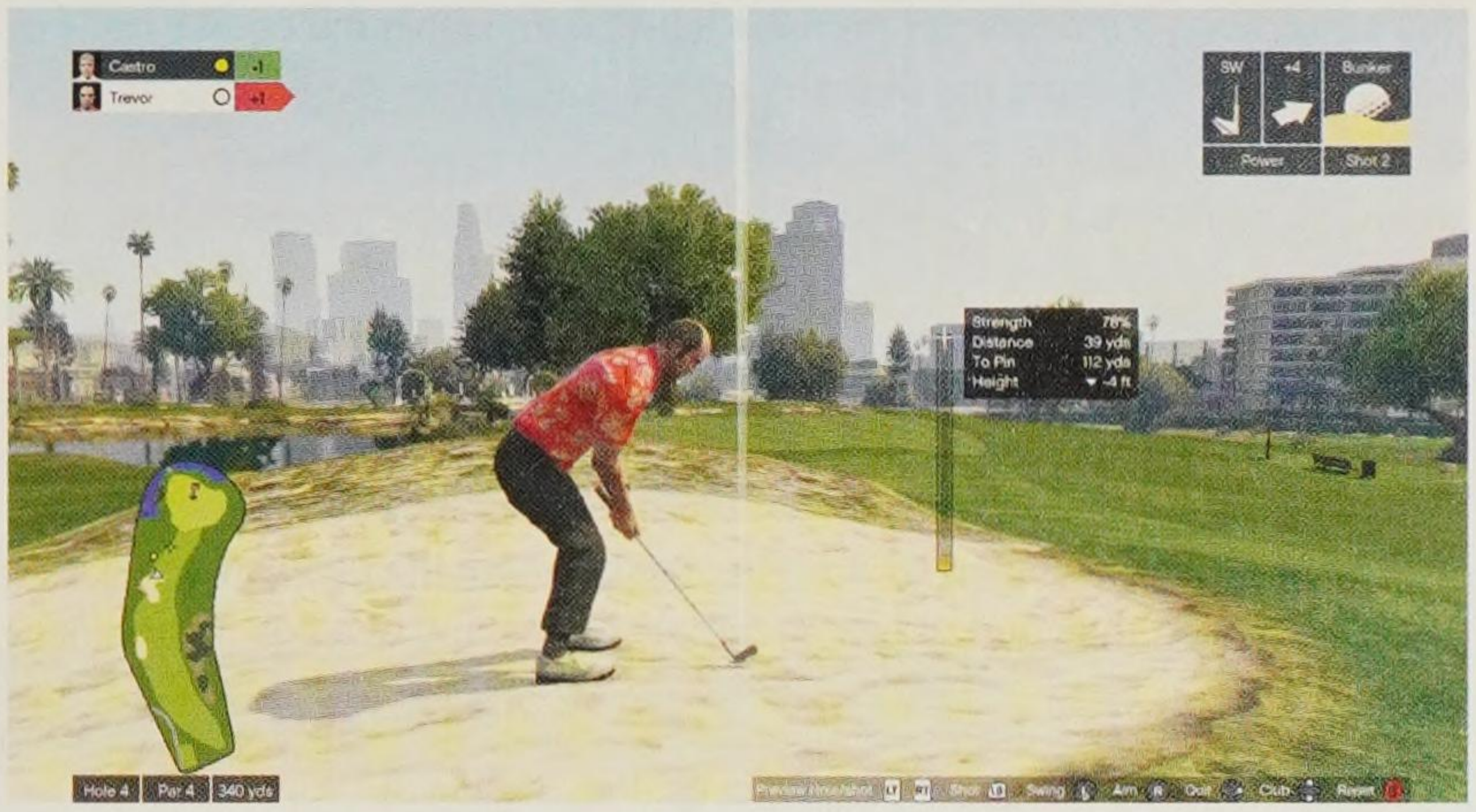
All the other players take their turn after you are done with your drive. You can skip the preview if you desire. You can then enter the golf cart and drive to the ball or skip it entirely.

Iron vs. Wood

An iron club increases shot accuracy while a wood club increases shot distance.

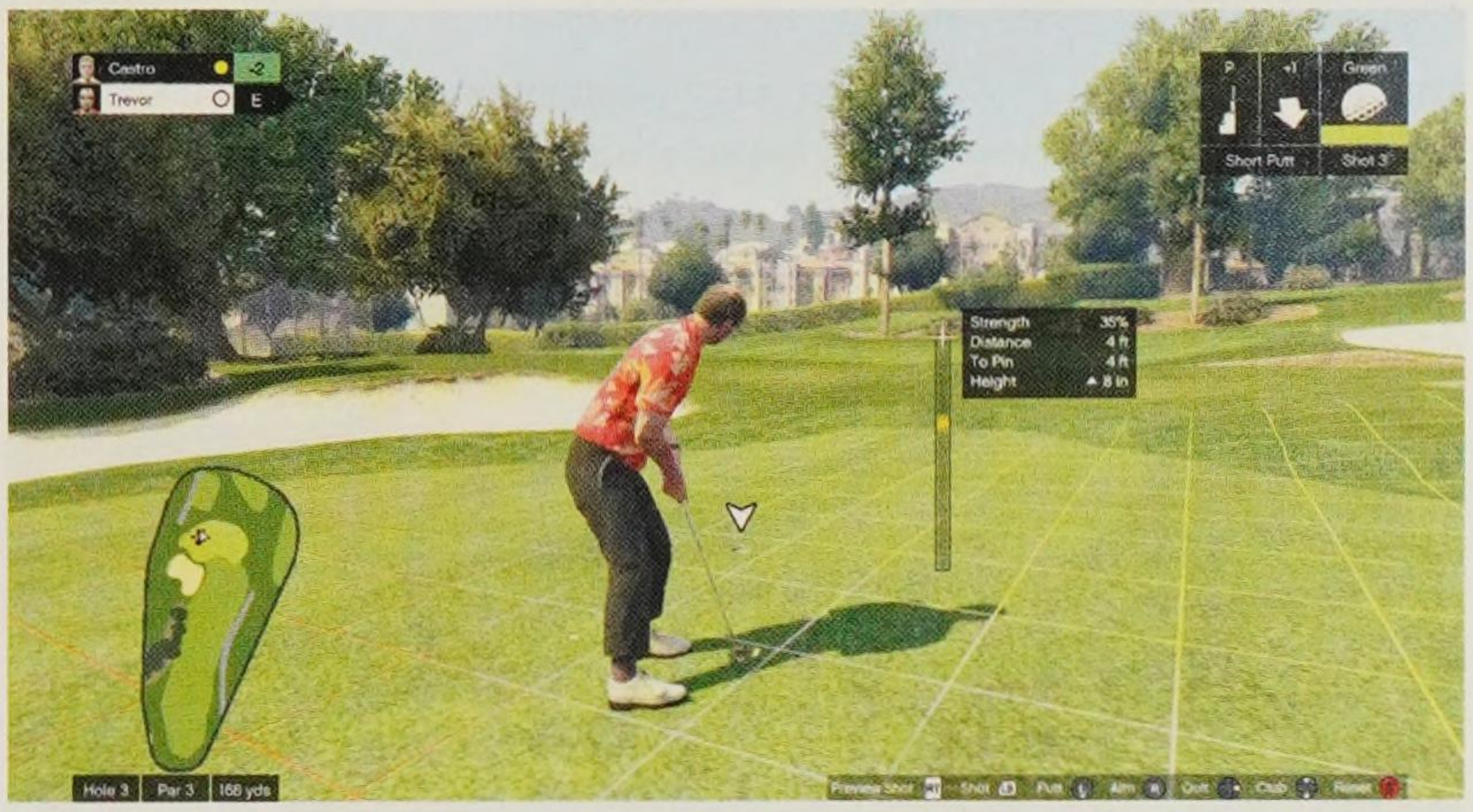
SHOT TYPES: APPROACH, NORMAL, PUNCH

The *approach* shot gives increased spin and accuracy while the *normal* shot is just a normal shot. A *punch* shot has a lower trajectory. Try using an approach shot while in a bunker (which reduces shot strength and accuracy) to reverse some of the bunker's negative effects. A punch shot causes less bounce when the ball lands since it has a lower trajectory. Consider this when chipping onto the putting green.


Castro
-1
Trevor
+1
SW
+4
Bunker
Power
Shot 2
Strength 78%
Distance 39 yds
To Pin 112 yds
Height ▼ -4 ft
Hole 4
Par 4
340 yds
Preview Hole/shot
Shot
Swing
Aim
Quit
Club
Reset

PUTTING

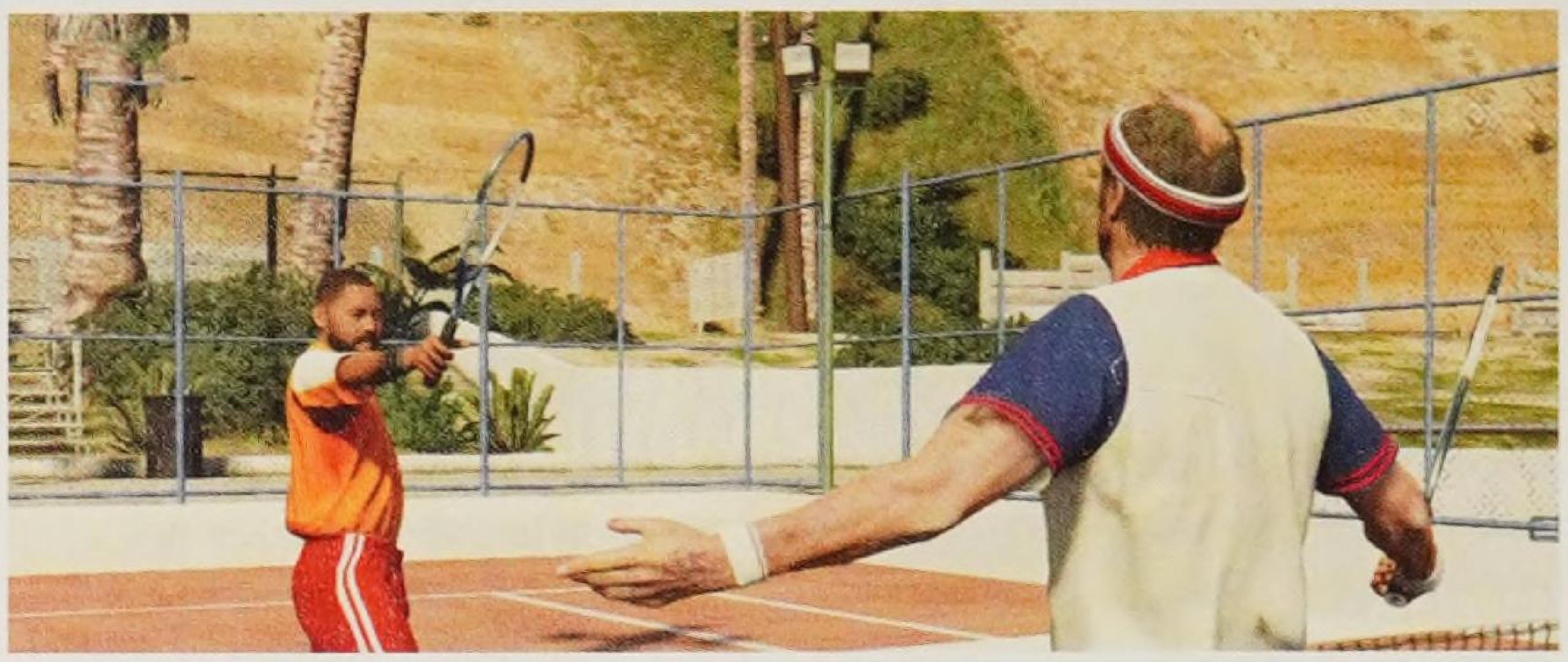
When putting, the grid on the green helps you by showing the contours of the surface. Red areas are below the ball while yellow areas are above it. Move the putter aim accordingly. Hitting the strength mark on the putting meter is very important if you want the ball to reach the hole. Wind does not matter as much when putting, so aim adjustments should be made considering the contours of the green along with the strength of your putt.


Castro
-2
Trevor
E
P
+1
Green
Short Putt
Shot 3
Strength 35%
Distance 4 ft
To Pin 4 ft
Height ▲ 8 in
Hole 3
Par 3
168 yds
Preview Shot
Shot
Putt
Aim
Quit
Club
Reset

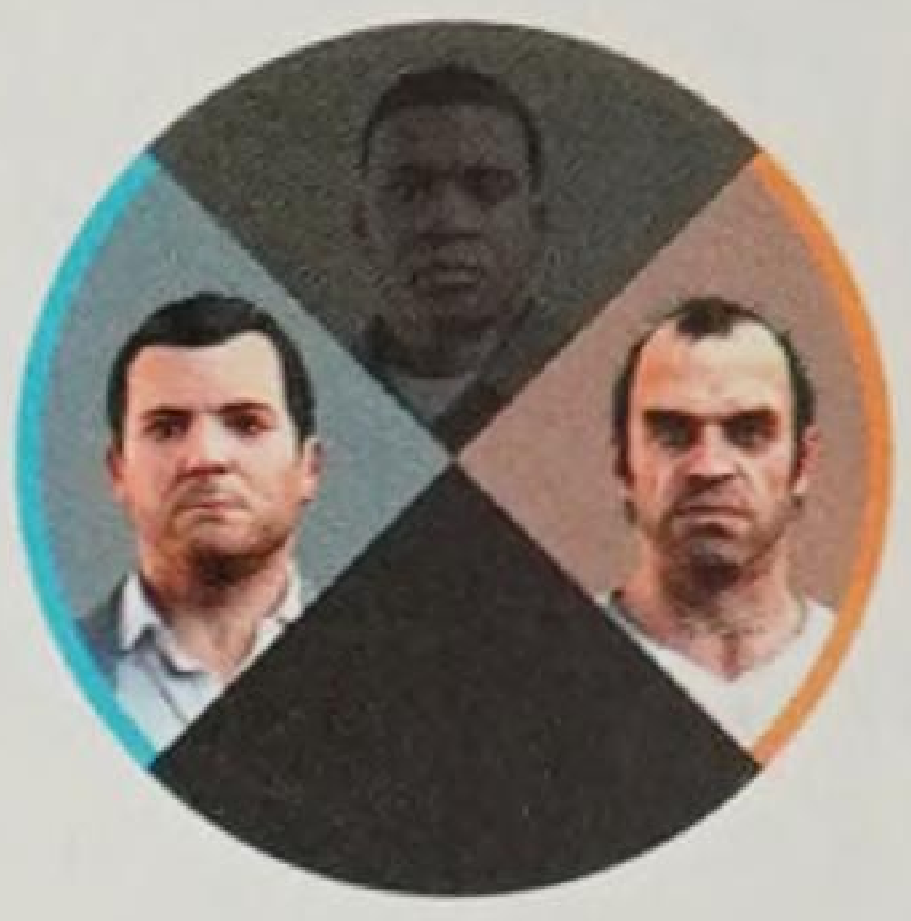
TENNIS

PREREQUISITE:
Complete Franklin's mission, "Complications"

LOCATION:
Michael's House, Rockford Hills ***(56)*** *on our Hobbies and Pastimes map*



Tennis becomes available to Michael and Trevor after Franklin's mission "Complications" is complete. Tennis is one of those activities that you can do with dates. If you start Tennis behind Michael's house (on his court), you can play Amanda. There are eight Tennis Courts in San Andreas. See our Points of Interest map near the beginning of this guide to find the nearest one.



Swinging the Racket

SERVING

You can move your character from the left to right within the court's half-boundary marks behind the baseline before your serve. To serve, press Ⓐ (Xbox 360) or ⊗ (PlayStation 3). Press the Serve button a second time when the marker reaches the top of the Serve meter (in the red) for the most powerful serve.

BASE SHOT

Move the Left Control Stick to the left and right to aim your shots. To swing your racket and perform a base shot, press Ⓐ (Xbox 360) or ⊗ (PlayStation 3). A base shot is indicated by a white marker where the base shot ball is going to land on the court. It has a normal bounce and average flight time.

LOB SHOT

To perform a lob, press Ⓨ (Xbox 360) or △ (PlayStation 3).

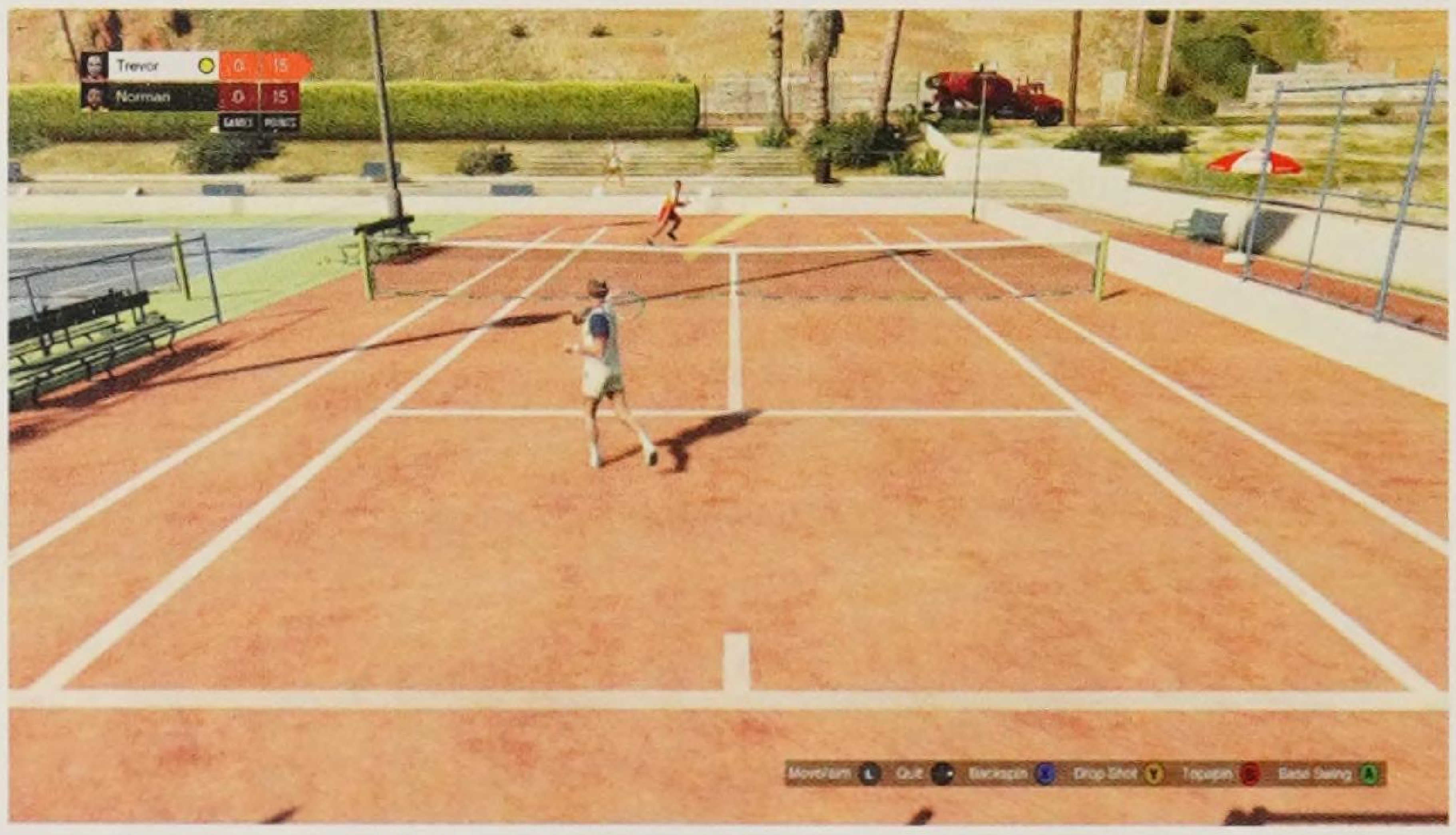
MODIFIED SHOTS

Press Ⓑ (Xbox 360) or ○ (PlayStation 3) to modify your shot and use topspin. A topspin shot is shown with a red marker on the court where the ball is to bounce. Topspin has a high second bounce and a shorter flight time.

To perform backspin, press Ⓧ (Xbox 360) or ▢ (PlayStation 3). A backspin shot is indicated by a yellow marker on the court where the ball is to bounce.

Basic Strategy

Vary your angles and shots to keep your opponent on the run. If you knock one close to the net on the court's left side, make your follow-up shot to the back of the court on the right side. Force the opponent to travel from one extreme to the other in attempts to make them miss the ball or not reach it until it leaves the court or bounces twice.



Basic Rules

You can serve from any position behind the baseline, and the ball must be struck without bouncing. Once the ball is served, it must land in the service box diagonally from where you are serving on the other side of the net. The ball can bounce only once each time it reaches the other side of the net to remain in play. You have two chances to serve correctly. After two missed serves, the server loses the point.

After a successful serve, the competition must return the ball over the net in one bounce or less into play boundaries. This continues until a player misses or knocks the ball out of play.

Scoring

The scoring for tennis is idiosyncratic to the sport. Study the following table to learn the point values and their corresponding calls.

# OF POINTS WON	CORRESPONDING CALL
0	Love
1	15
2	30
3	40
4	Game

If Michael is the server and he wins the first point, this would be 15 – love (love = 0). If Amanda won the next point, the score would be 15 all. If Amanda won another point, the score would be 15 – 30. If Michael won the next point, the score would be 30 all. If Michael won the following point, it would be 40 – 30. If Michael won the next point, he would win the game. But if Amanda won that point, the score would be 40 all, which is called a "deuce."

When a deuce is reached, a player must score the next two points to win the game. If Michael and Amanda were at deuce and Michael won the next point, he would have what is called "advantage," which is the server's advantage. If the player with the advantage wins the next point, he or she wins the game. If the player with the advantage loses the point, it returns to deuce.

advantage
Trevor has advantage

There are three Triathlons. These challenge your physical condition and help improve your strength and stamina. Any character can participate in the races, and one event unlocks after the other.

A Triathlon is a multi-sport race. Participants swim, cycle, and run to the finish line. Tapping the Sprint button increases your speed, but also depletes your stamina. The more you push yourself, the faster your stamina depletes. Push too hard and you drain your health, as well. You regain some stamina after each leg of the race if your stamina level drops below half. Lastly, assault the other competitors and you are disqualified.

PREREQUISITE:

- *Complete "Fame or Shame."*

AVAILABILITY:

Michael, Franklin, Trevor

The more you push yourself the faster your stamina will deplete. Push too hard and you will drain your health as well.

Tapping Ⓐ will increase your speed but will deplete your Stamina.

VESPUCCI TRIATHLON

LOCATION: (51) *on our Hobbies and Pastimes map*

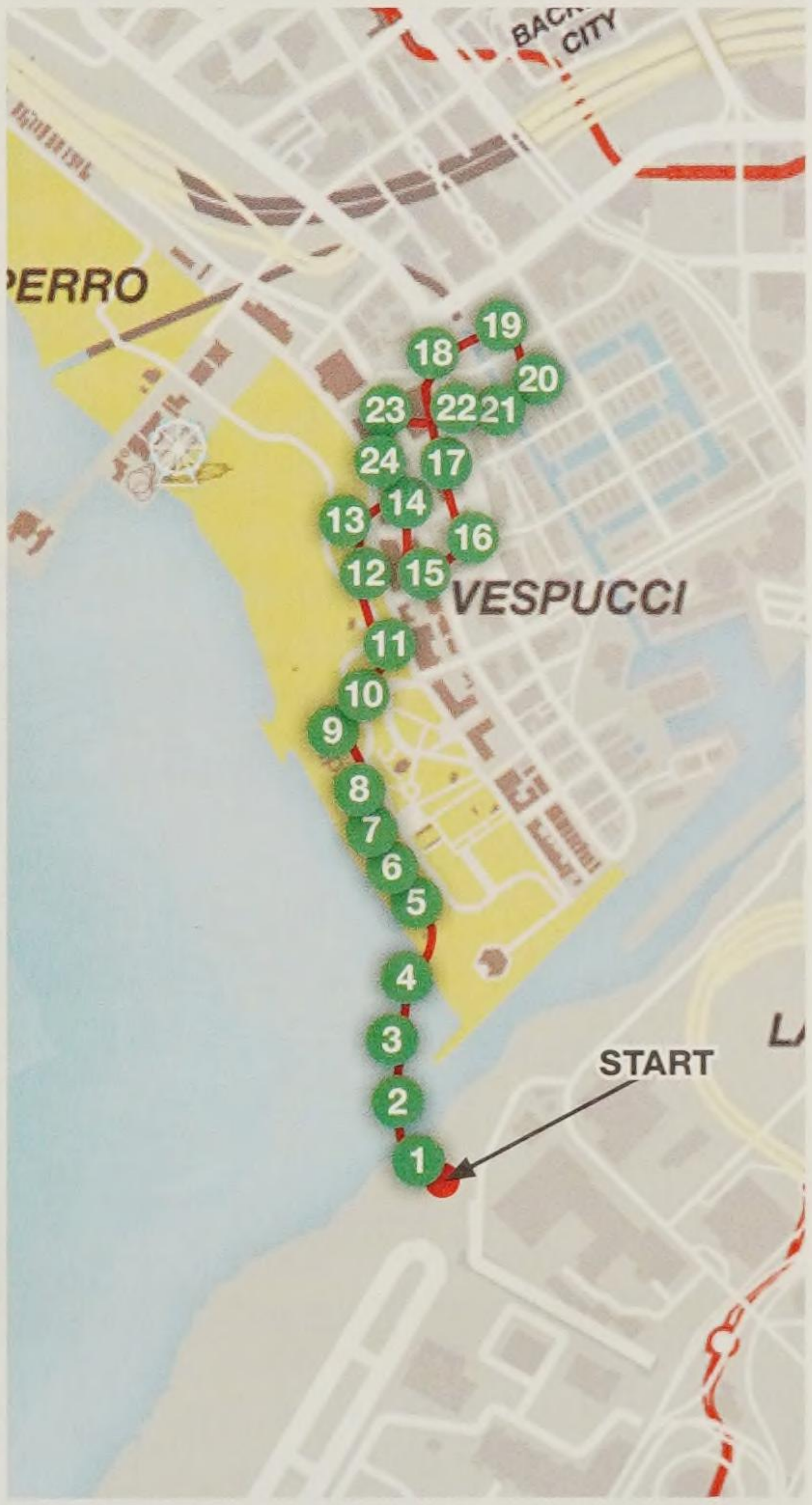
Pressing will quit Triathlon.

The Triathlon races get more grueling with each unlocked event. This first one is just a warm-up for what lies ahead. You begin on Vespucci beach, but on the airport peninsula Ⓢ. Walk to the registration table and press Right on the D-pad to begin the competition. Begin this race by running into the water. At checkpoint ①, you are swimming.

Swimming

During the swimming portion of the race, hold the Sprint button to swim. Tapping the Sprint button gets you more speed, but starts eating into your stamina (the gauge is in the bottom-right corner). The quicker you tap the Sprint button, the faster you swim (until you hit the max speed). In this part of the competition, just keep up with the other seven competitors. You may find swimming underwater is faster. Don't kill yourself trying to be in the first position in the water. However, use your stamina until it is almost drained—it's replenished when you reach the beach.

Once you're in the sand, notice the checkered flag checkpoint ④. This is not the finish line; it's just the end of the swimming portion of the race. If your stamina is below half, it regenerates to half full when you pass through this checkpoint. Sprint as fast as you can to the bikes (the blue blip on the map).

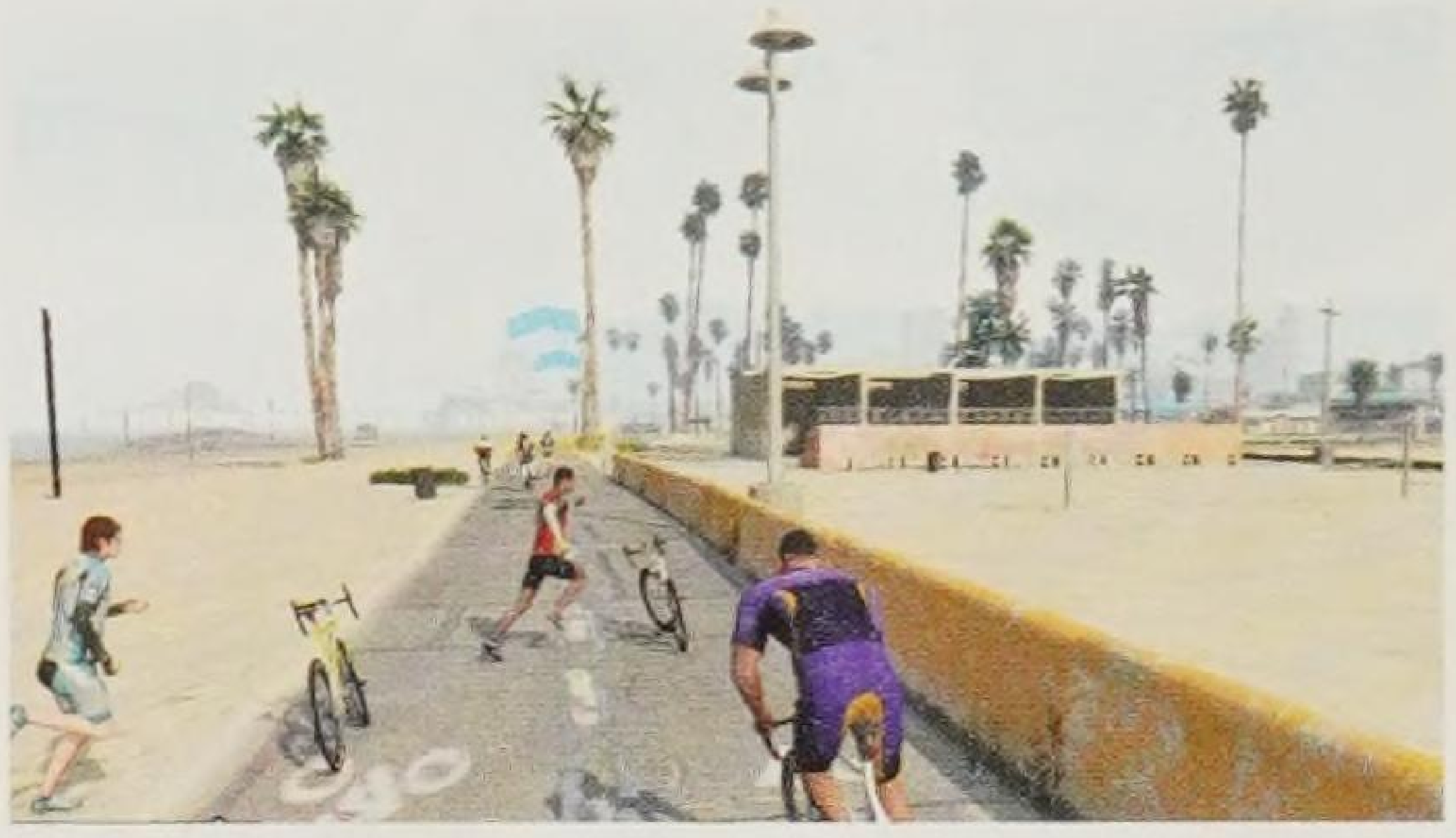


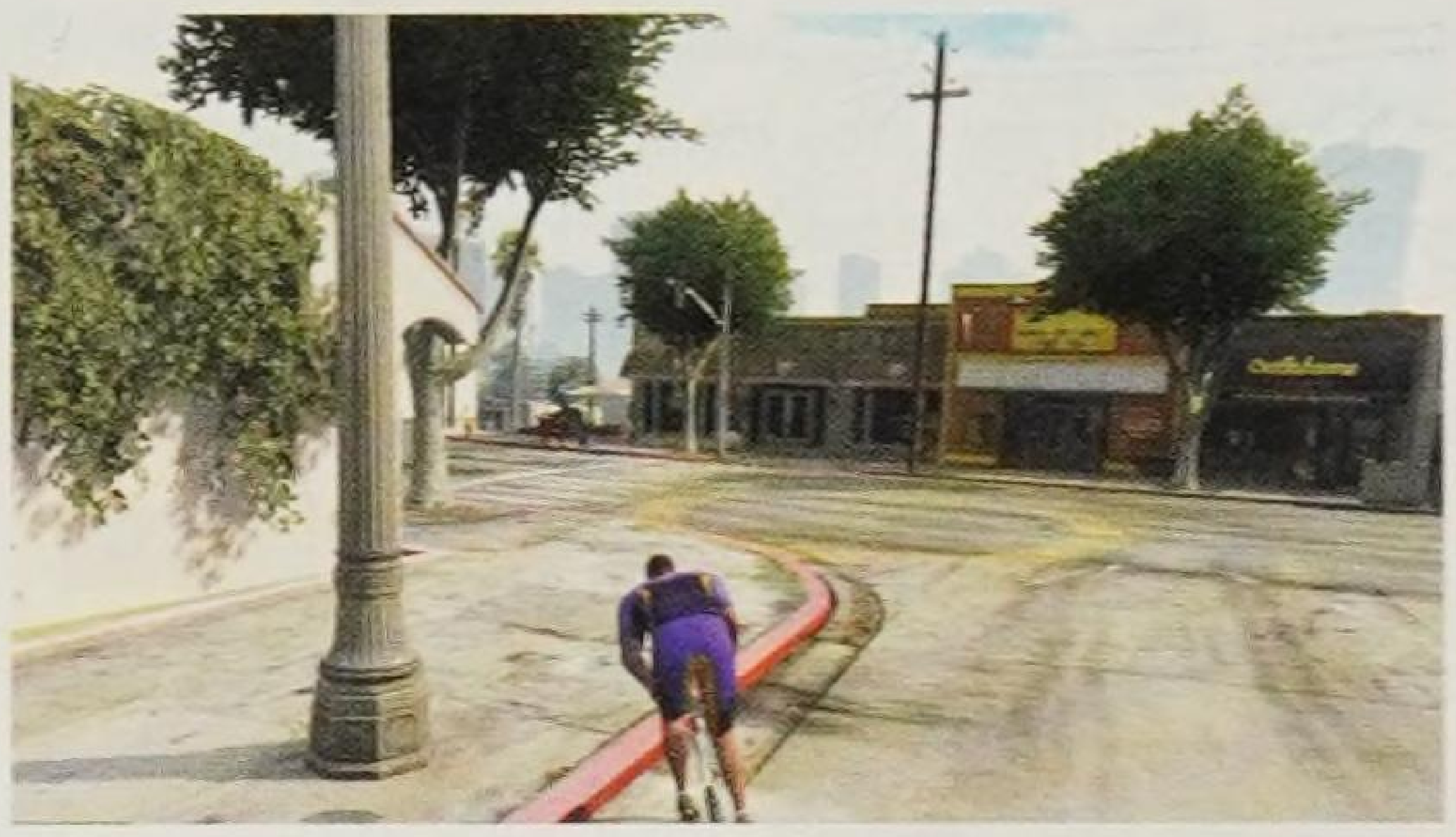
Cycling

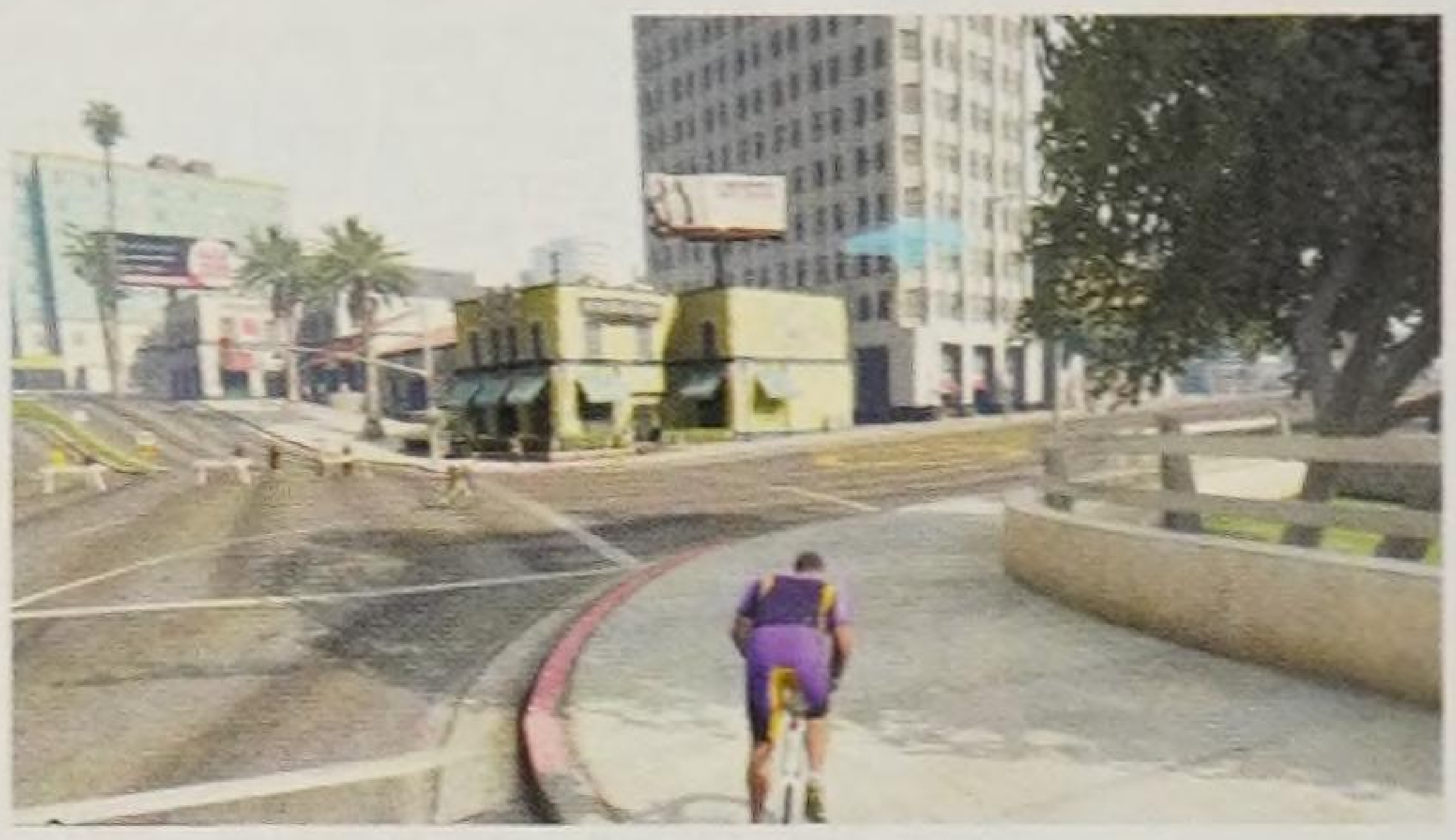
It doesn't really matter which bike you chose, just get the closest one. This portion of the race travels northwest up the Vespucci bike route. There's no opportunity to go off-road and cheat here. If your bike gets in the sand, it slows drastically. Stay on the pavement.

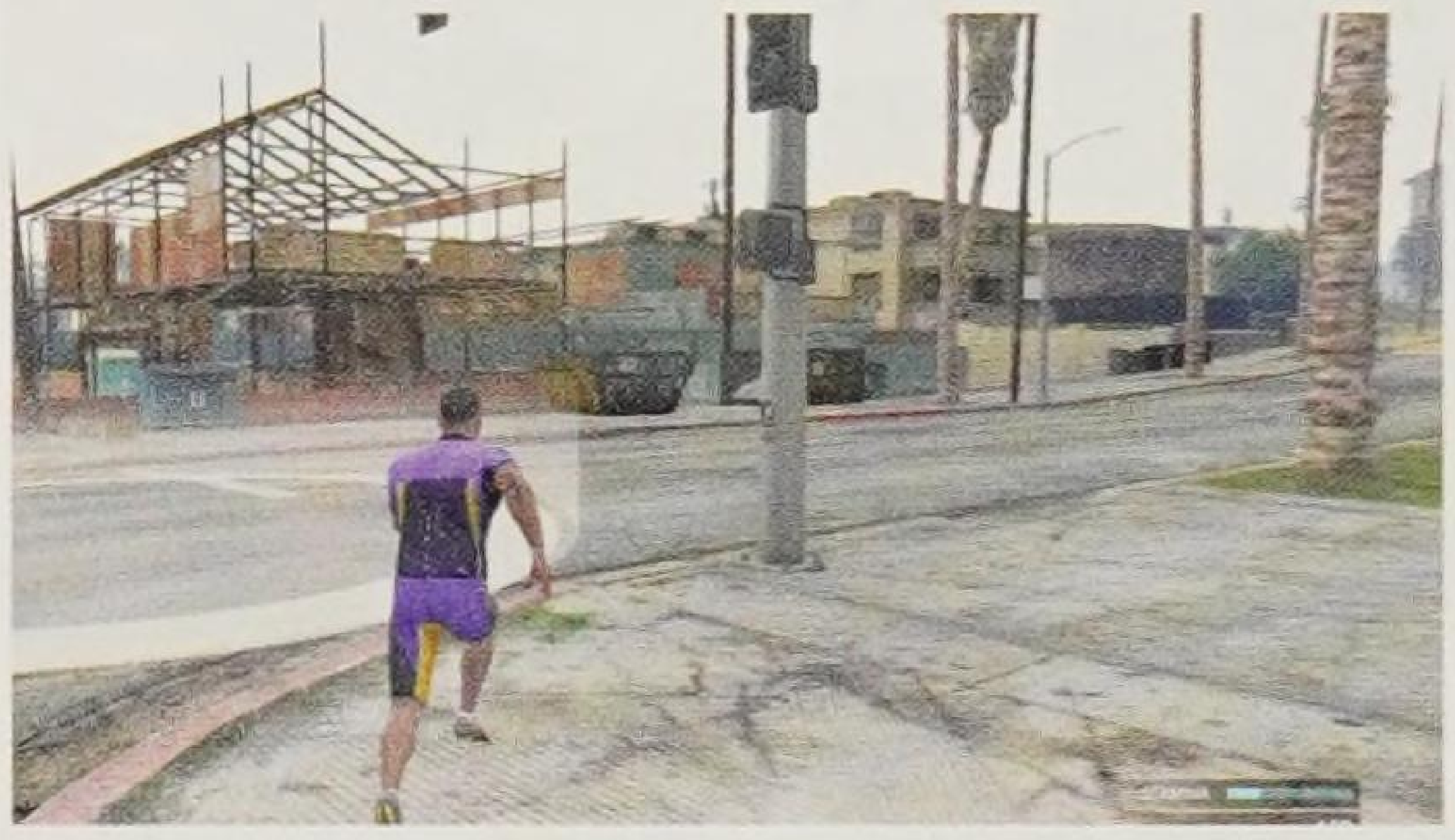
This portion of the race is where you need to go all out and chew up your stamina. Try to stay as far ahead of the pack as possible while in the cycling stage of the race.

Cut across the sidewalk in the right corner at checkpoint ⑱. The AI competitors stay on the road. Checkpoint ⑲ is where the foot race begins.









Cola
Cola, It's Infectious!

Running

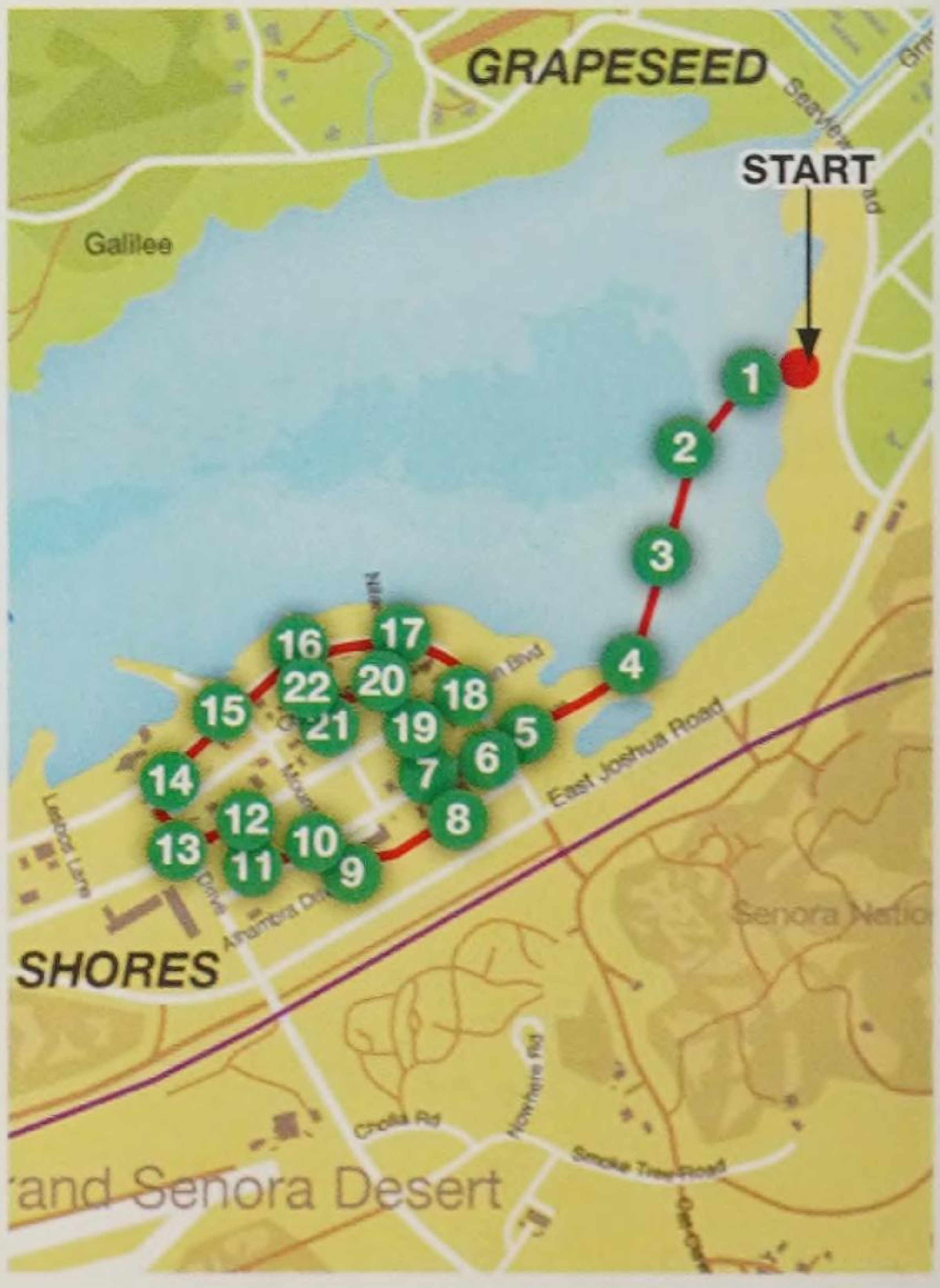
When you pass through checkpoint ⑲, you automatically get off the bike. Sprint as soon as possible. This is the final stretch—you must get in the lead now. The running portion of the race is where the AI competitors are less skilled. This is your chance. Start your cheating by cutting across the sidewalk at the first right corner at checkpoint ⑳. The AI runners hug the curb, but they won't cut as deeply inside the turn to cross the sidewalk.

Shorten the bend in the road between checkpoints ㉑ and ㉒ by cutting across the sidewalk on the road's right side. Lastly, cut inside the last left corner at checkpoint ㉓ by trekking across the sidewalk. Give it all you got and pass through the finish line at checkpoint ㉔. First place awards Gold, second is Silver, and third is Bronze. No money is exchanged. There's no entry fee and no reward, except the unlocking of the next triathlon in Grapeseed. Your vehicle will be waiting for you near the finish line.

ALAMO SEA TRIATHLON

LOCATION: **(52)** *on our Hobbies and Pastimes map*

This triathlon is in Grapeseed. Find the registration table on the east beach of the Alamo Sea just off of Seaview Road. There is a little more swimming involved in this race compared to the first one in Vespucci.



Swimming

The first checkpoint is a few yards in the water, beyond the starting banner and very close to a buoy. Aim for the left edge of the checkpoint. It's like hugging the inside of a corner during a car race; it pays off in the long run.

As with the last race, just keep up during the swimming portion. Don't cut into your health. A half stamina boost is received at the swimming finish line on the beach at checkpoint ④.

Cycling

Grab the closest bike at the beginning of Zancudo Avenue (the blue blip on the radar). If it matters given your position, beat a racer to the bike he is running for just to delay him a little more, forcing him to go search for another available bike.

This is where you need to kick it into high gear and eat into your health to get ahead of the pack. It's always helpful to enter the footrace on equal ground. Cut checkpoint corners ⑦ and ⑧ by driving off-road a bit, hugging the inside of the turn. The AI competitors do not do this. This goes for the next two corners near Sandy Shores Medical Center ⑨ and ⑩. Straighten the curves here.

The biggest shortcut in the race is probably at corner ⑪ where you can cut the right corner in half by going off-road on Lolita Avenue. Continue cutting corners through checkpoints ⑬ and ⑭. The cycling ends and the foot race starts at checkpoint ⑱.

Running

Drop the bike at checkpoint ⑱ and take off on foot. Cut the right corner at ⑨ heading onto Niland Avenue. Then slightly cut the next corner and definitely cross the dirt corner at checkpoint ㉑ just before the finish line ㉒. Go to full sprint even if it means eating into your health. This is it—the sprint to the finish! Again, no money is exchanged, but you unlock the final Triathlon, which begins not too far from this finish line.

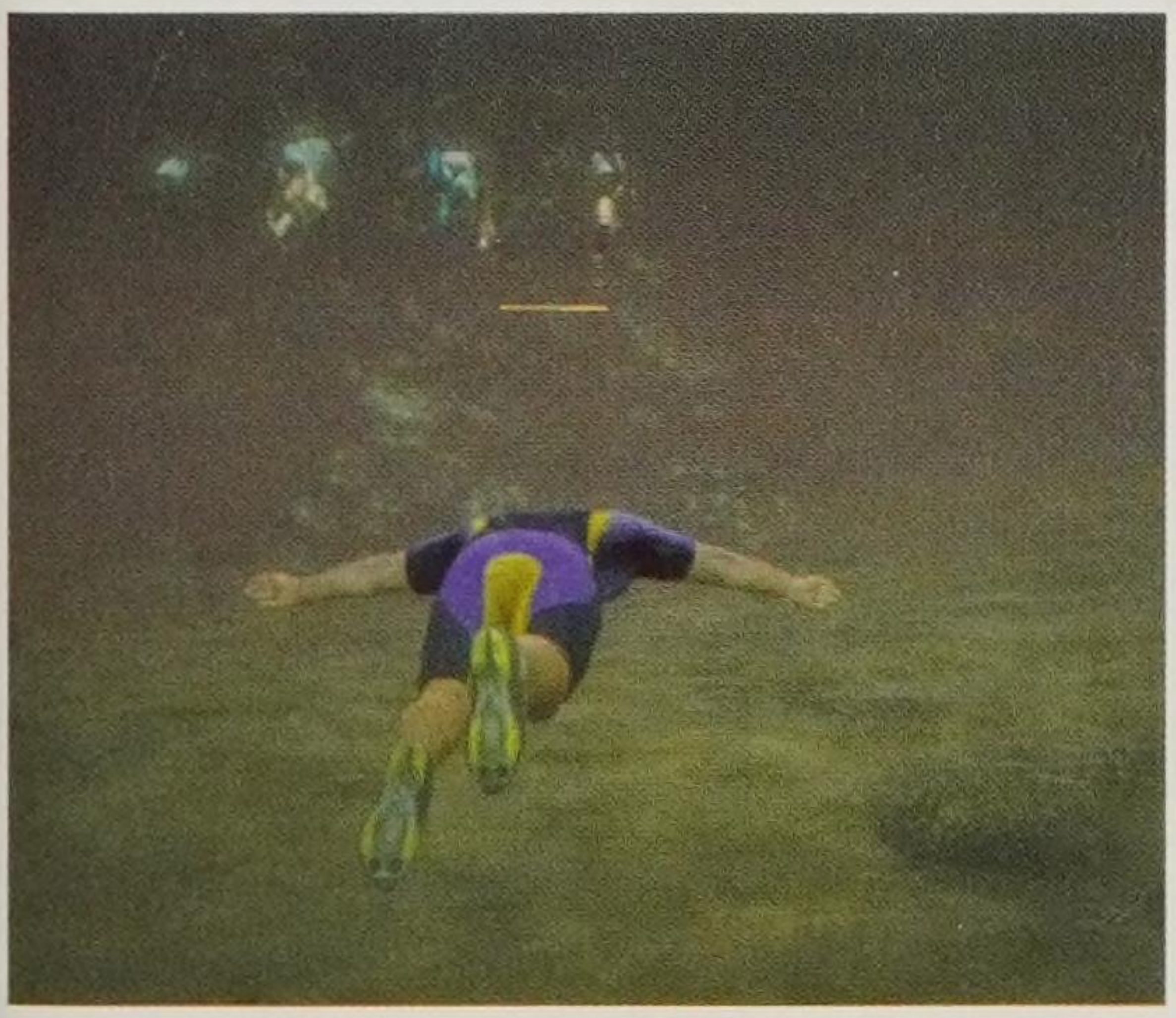
COYOTE CROSS COUNTRY TRIATHLON

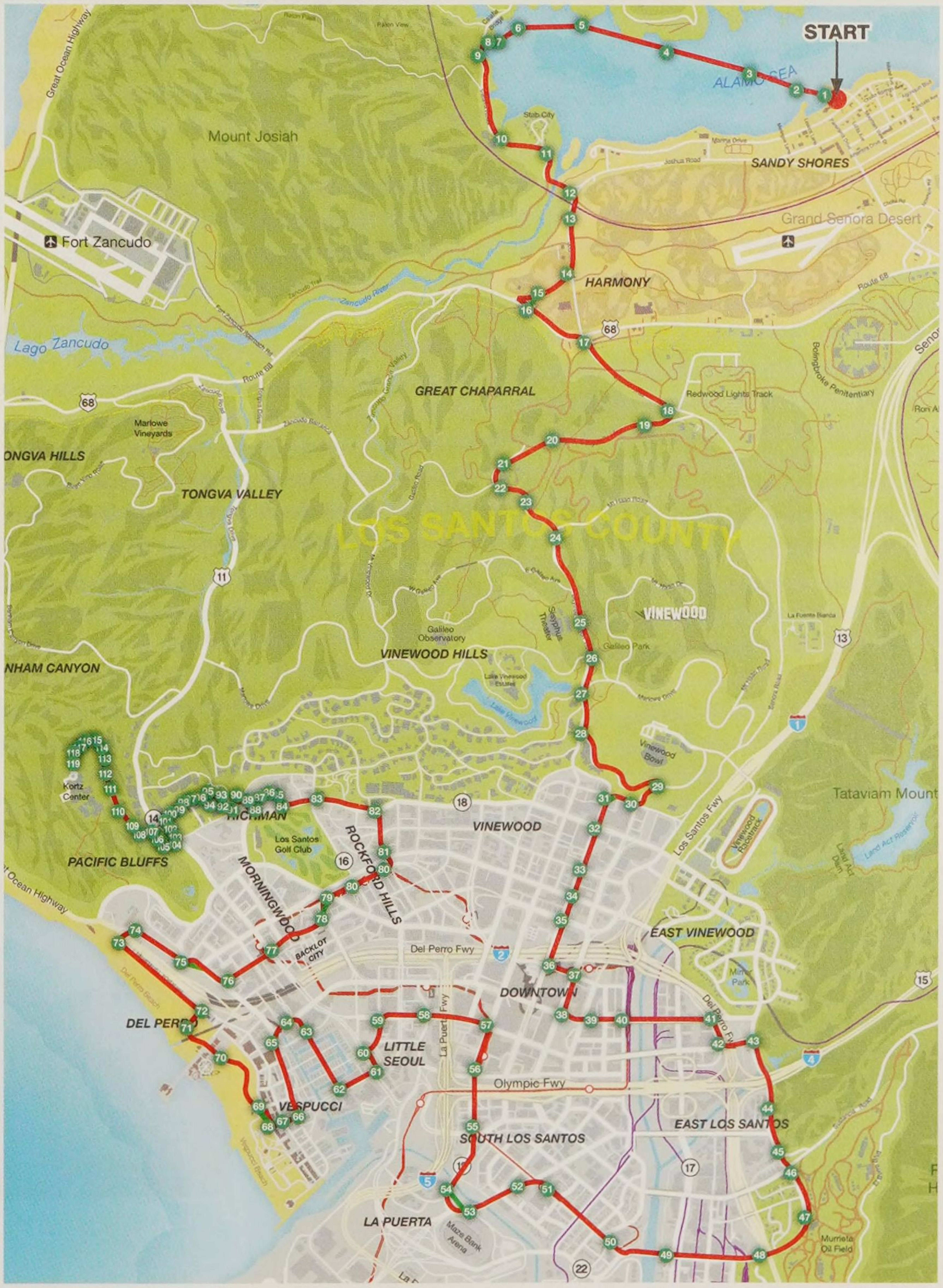
LOCATION: (53) *on our Hobbies and Pastimes map*

This monster of a race is found on the south beach of the Alamo Sea in Sandy Shores Ⓢ. It's a behemoth of a Triathlon, the big one you've been training for. After completing this course, you're going to feel like you ran it in reality. The challenge takes approximately 30 minutes. Make sure you have no distractions and step up to the starting line. Luckily, you can pause the game and give your thumb a break if you need to. There's a whopping 119 checkpoints.

Swimming

The race starts with a grueling swimming challenge that nearly crosses the entire length of the Alamo Sea. It spans checkpoints ① through ⑦. If you start falling far behind, try swimming underwater to catch up to the competitors. This helps because you aren't contending with surface waves.

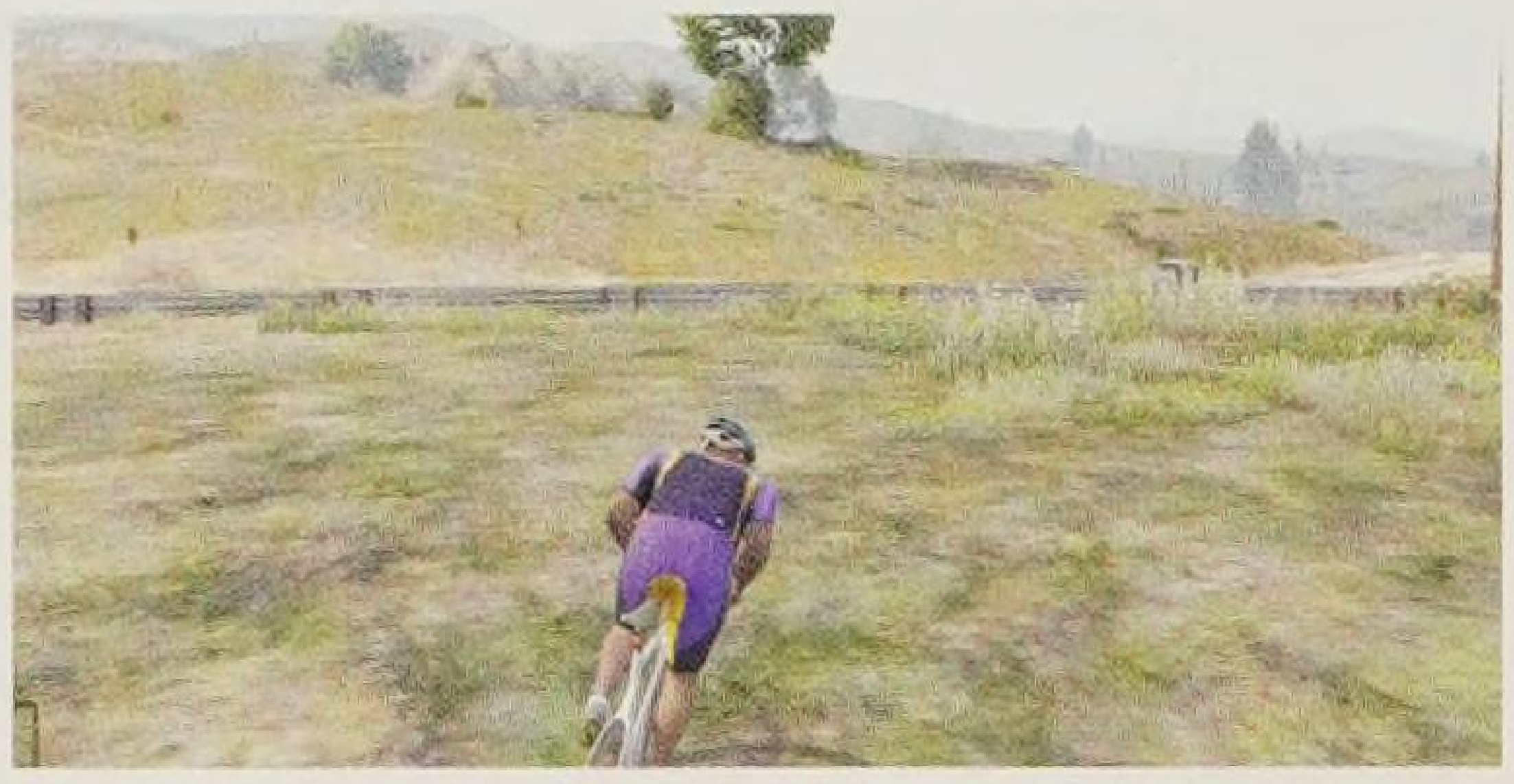



START
ALAMO SEA
SANDY SHORES
Mount Josiah
Grand Senora Desert
Fort Zancudo
HARMONY
Lago Zancudo
GREAT CHAPARRAL
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
VINEWOOD HILLS
CHUMASH CANYON
PACIFIC BLUFFS
RICHMAN
MORNINGWOOD
ROCKFORD HILLS
VINEWOOD
EAST VINEWOOD
Tataviam Mount
DOWNTOWN
DEL PERRO
LITTLE SEOUL
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
LA PUERTA
Del Perro Fwy
Olympic Fwy
Great Ocean Highway

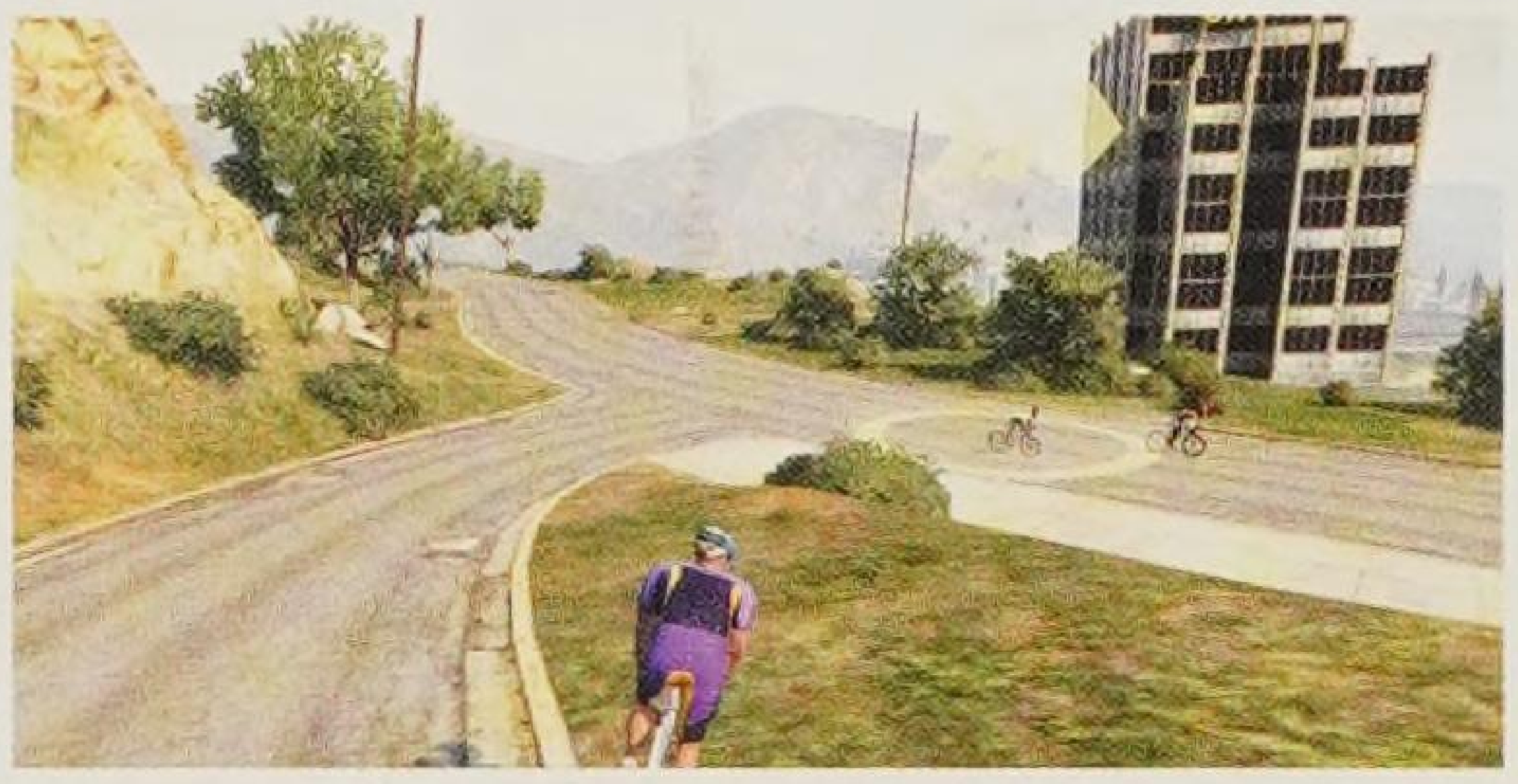
Cycling

The cycling course is the largest portion of this race, spanning checkpoints ⑨ through (85). You cycle from Blaine County down through Vinewood, Downtown, and then head east to circle nearly the entire city, passing through Downtown, East and South Los Santos, Little Seoul, Vespucci, Morningwood, Rockford Hills, and ending at the Richman Hotel. There are plenty of corner-cutting opportunities to mention. The following is a list of the best opportunities:

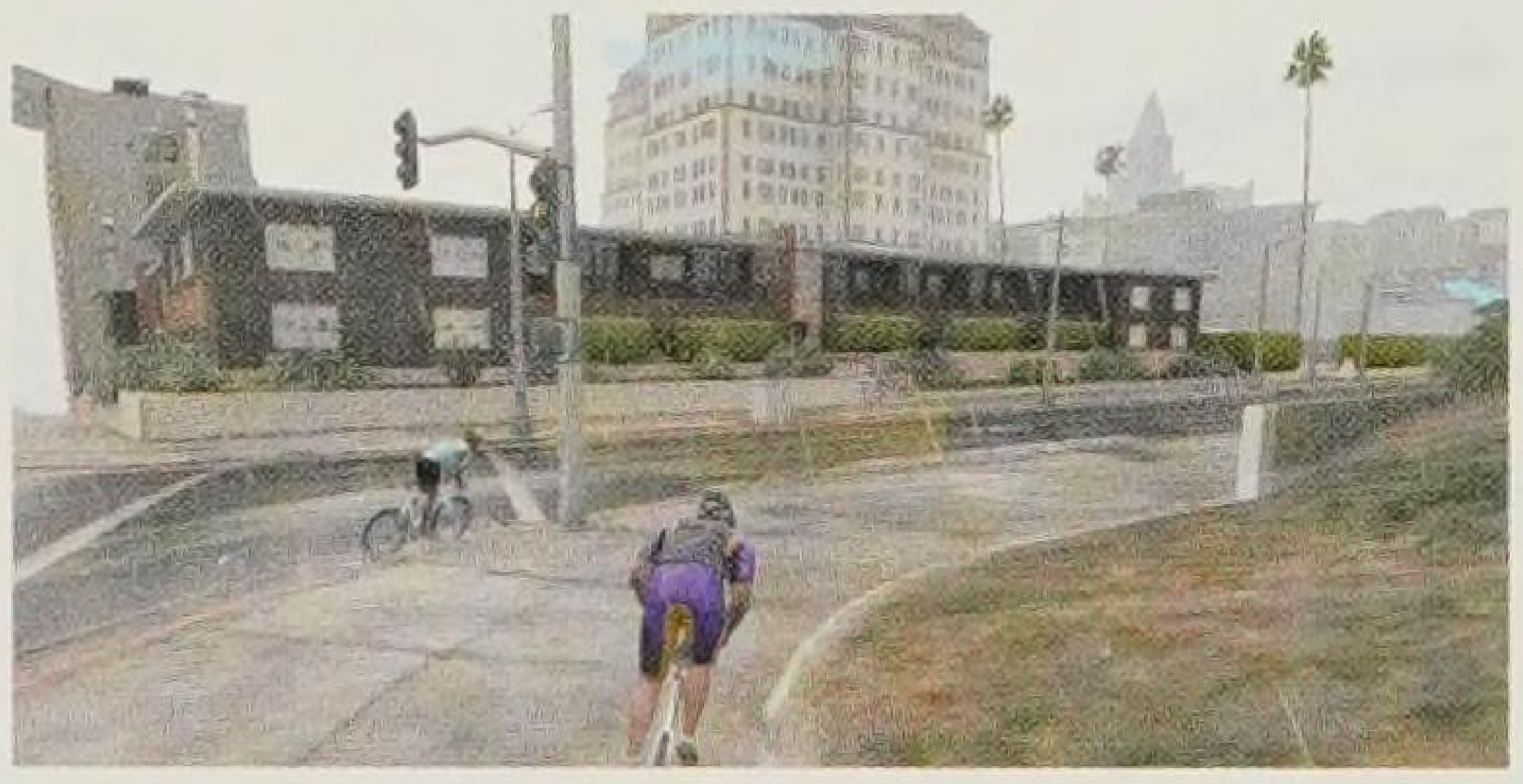
- **Bunny Hop the Guard Rail**: *Practice some bunny hops before you reach checkpoint ⑮. Veer left off road just before the guardrail begins and cut across the field to shave off a large corner. You must bunny hop over the guardrail just before reaching checkpoint ⑯. If you fail the bunny hop, with enough speed, you can pop a wheelie and get over the rail.*



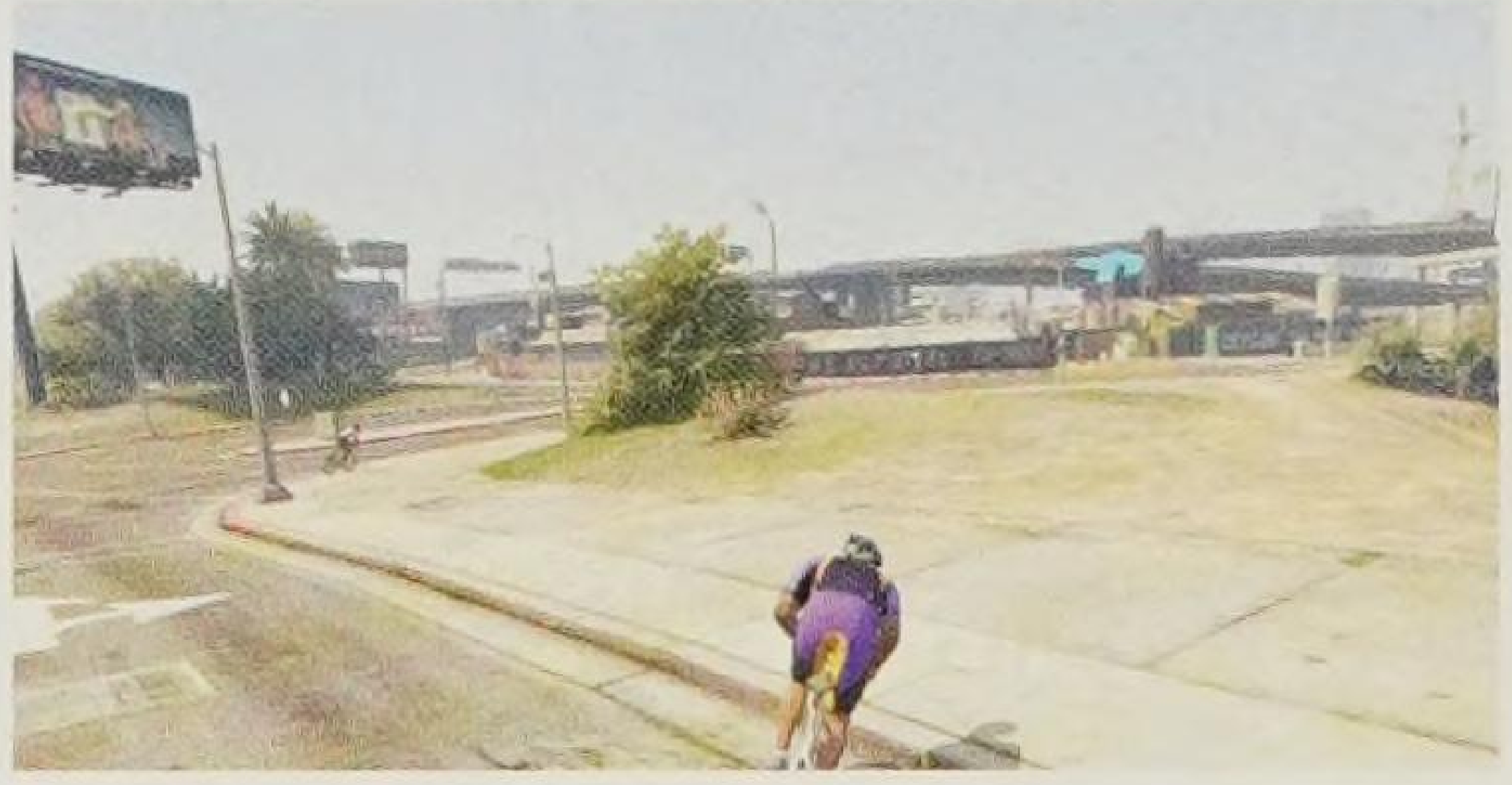
- **Vinewood Bowl**: *Cut this corner at checkpoint ㉙.*



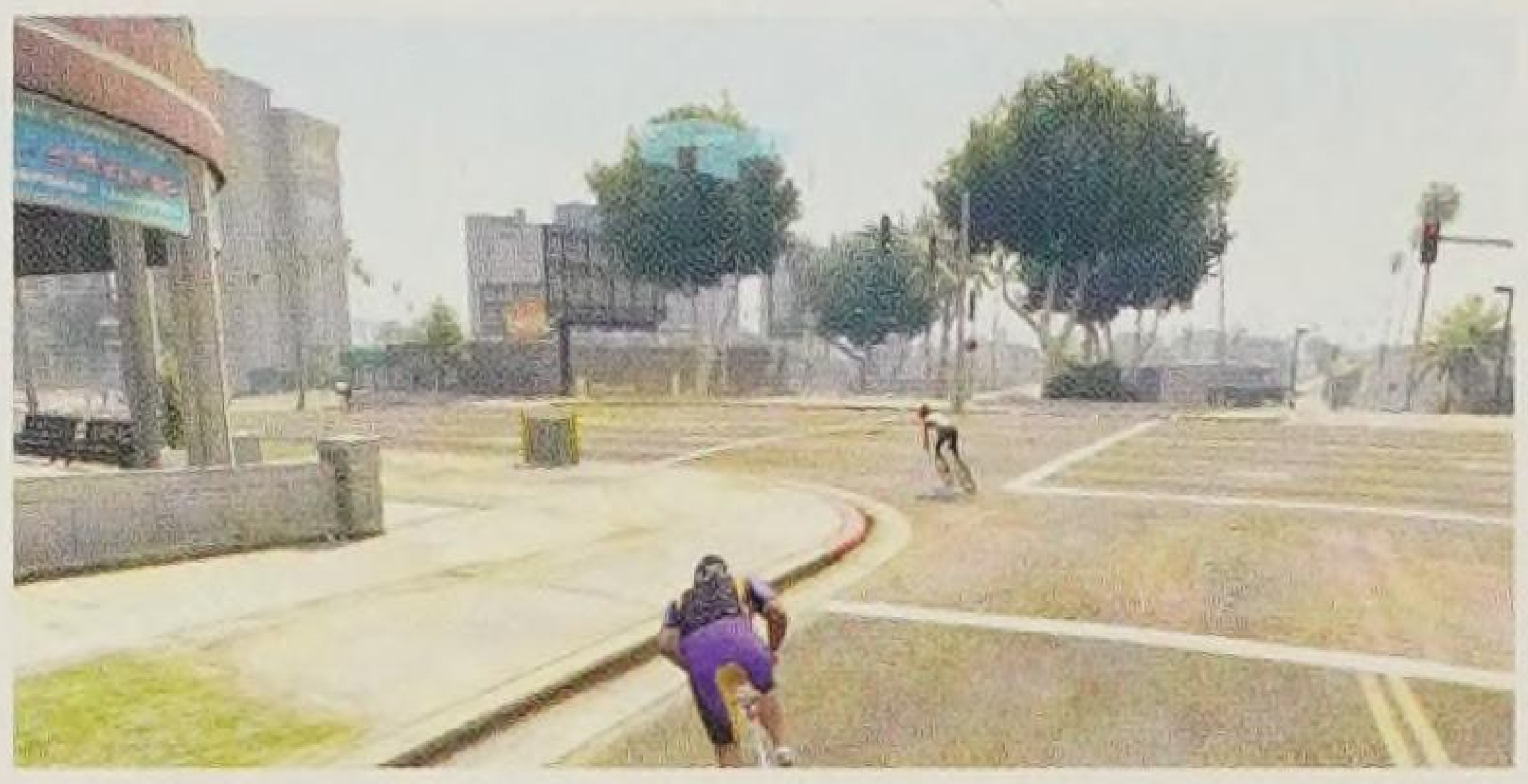
- **Sidewalk Cut**: *Cut this corner at checkpoint ㉛ by riding on the sidewalk.*



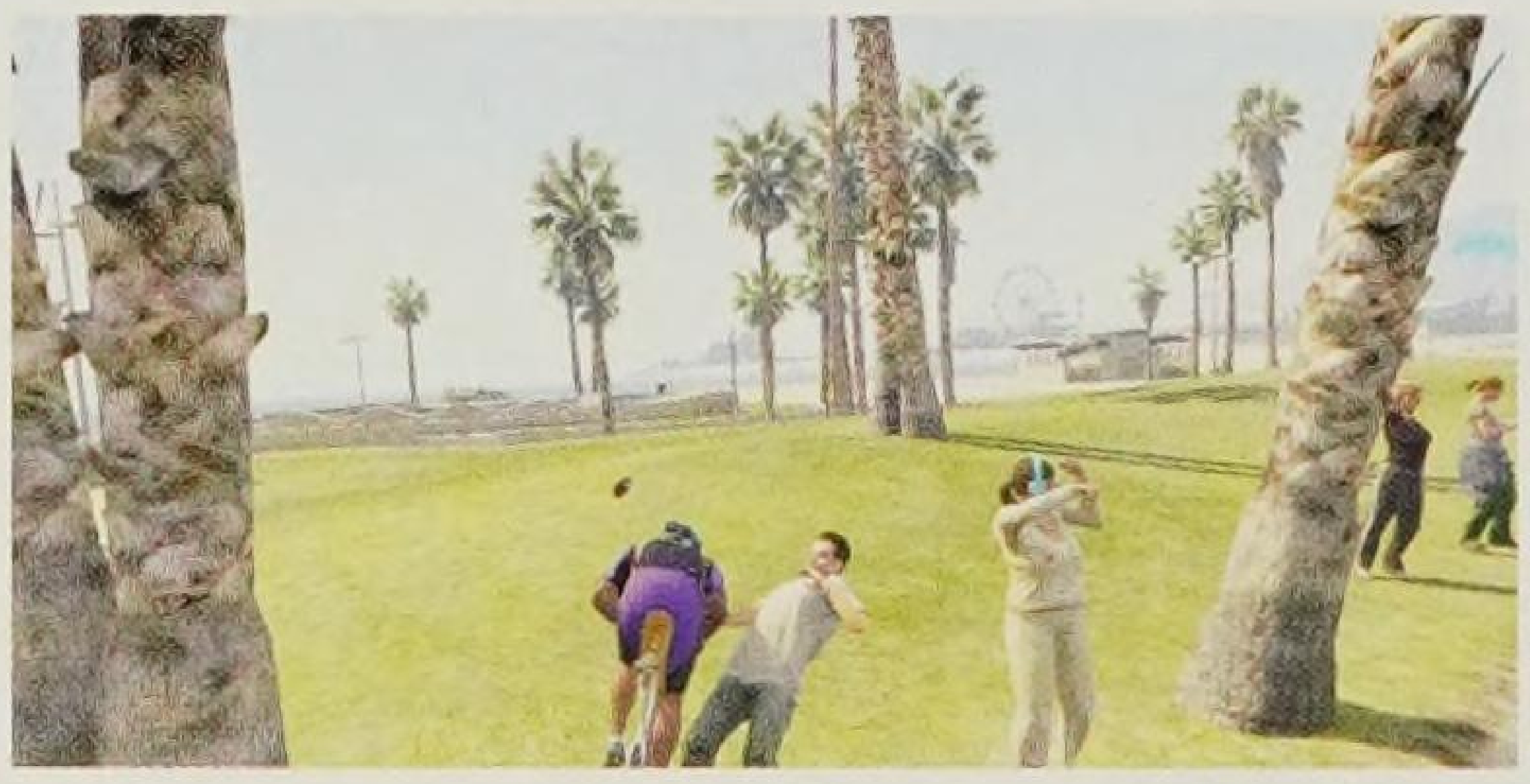
- **Maze Bank Arena**: *Cut a large piece of real estate out of the race by going directly from checkpoint (58) to (54) using this dirt path across the sidewalk.*



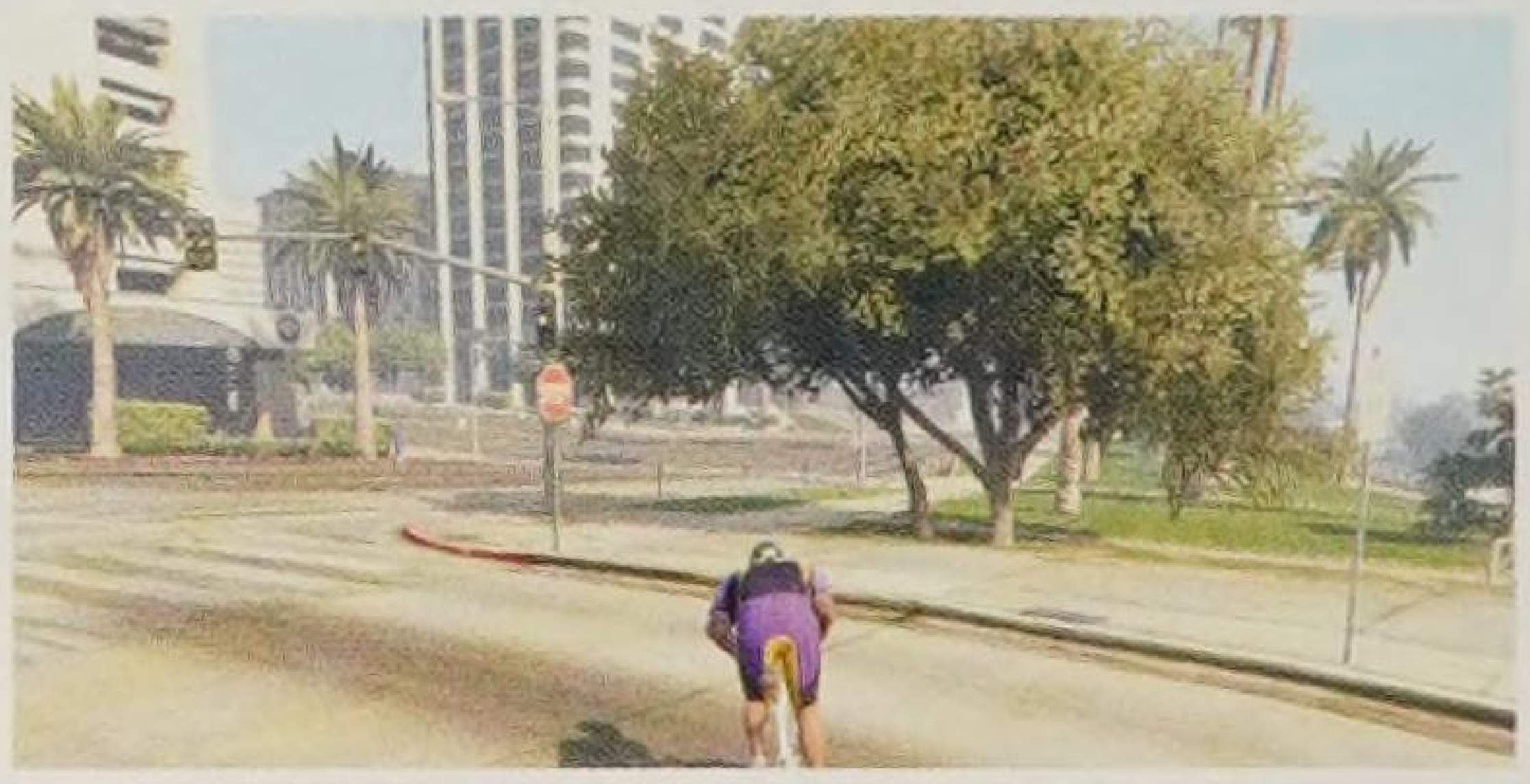
- **Little Seoul**: *Cut across the left corner sidewalk just before checkpoint (60) in Little Seoul, as well as the one just before checkpoint (65) entering Vespucci.*



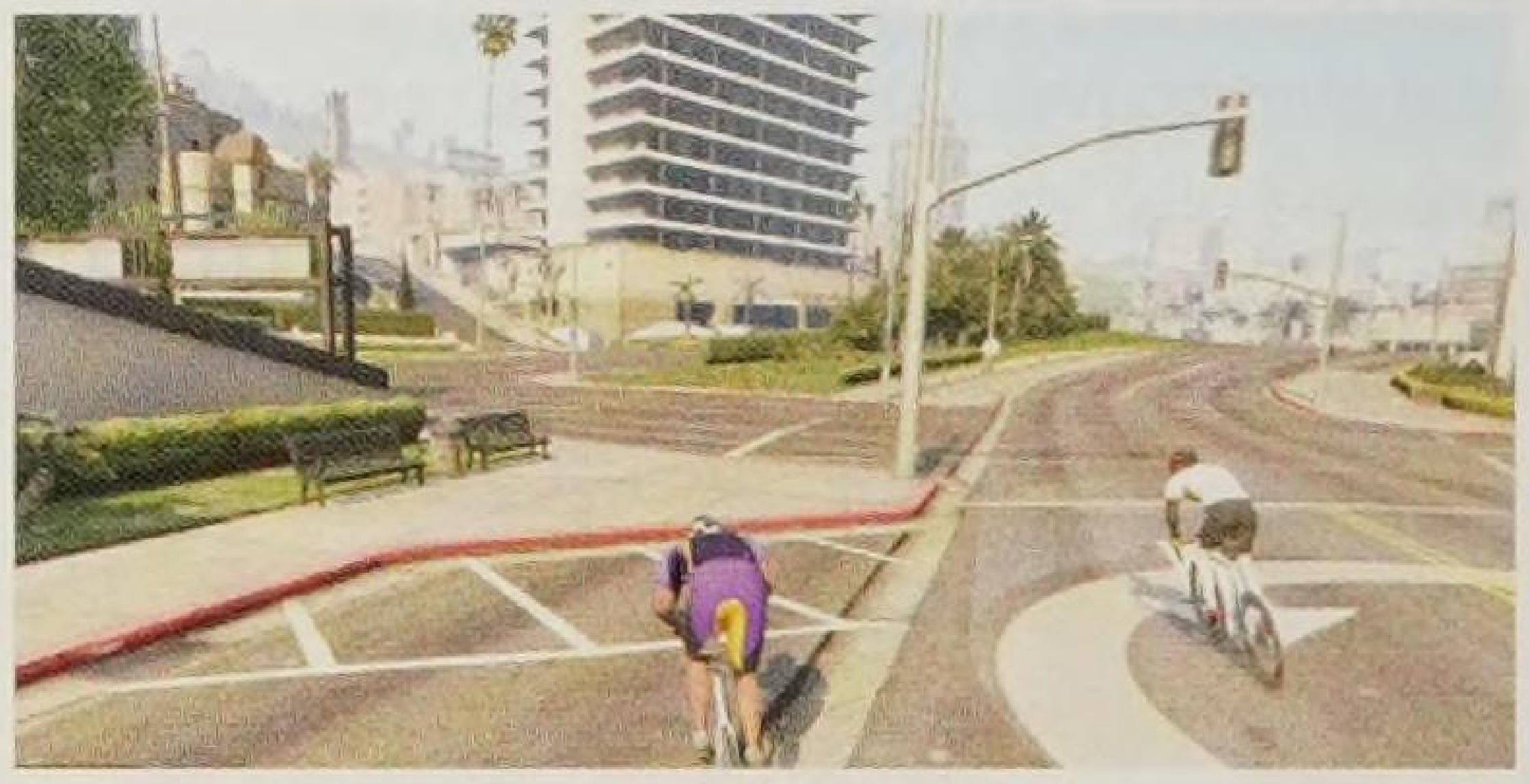
- **Vespucci Beach Bike Route**: *As you pass through checkpoint (68), cut through the crowd and through grass for a direct route to checkpoint (69) where the course veers onto the beach bike route.*



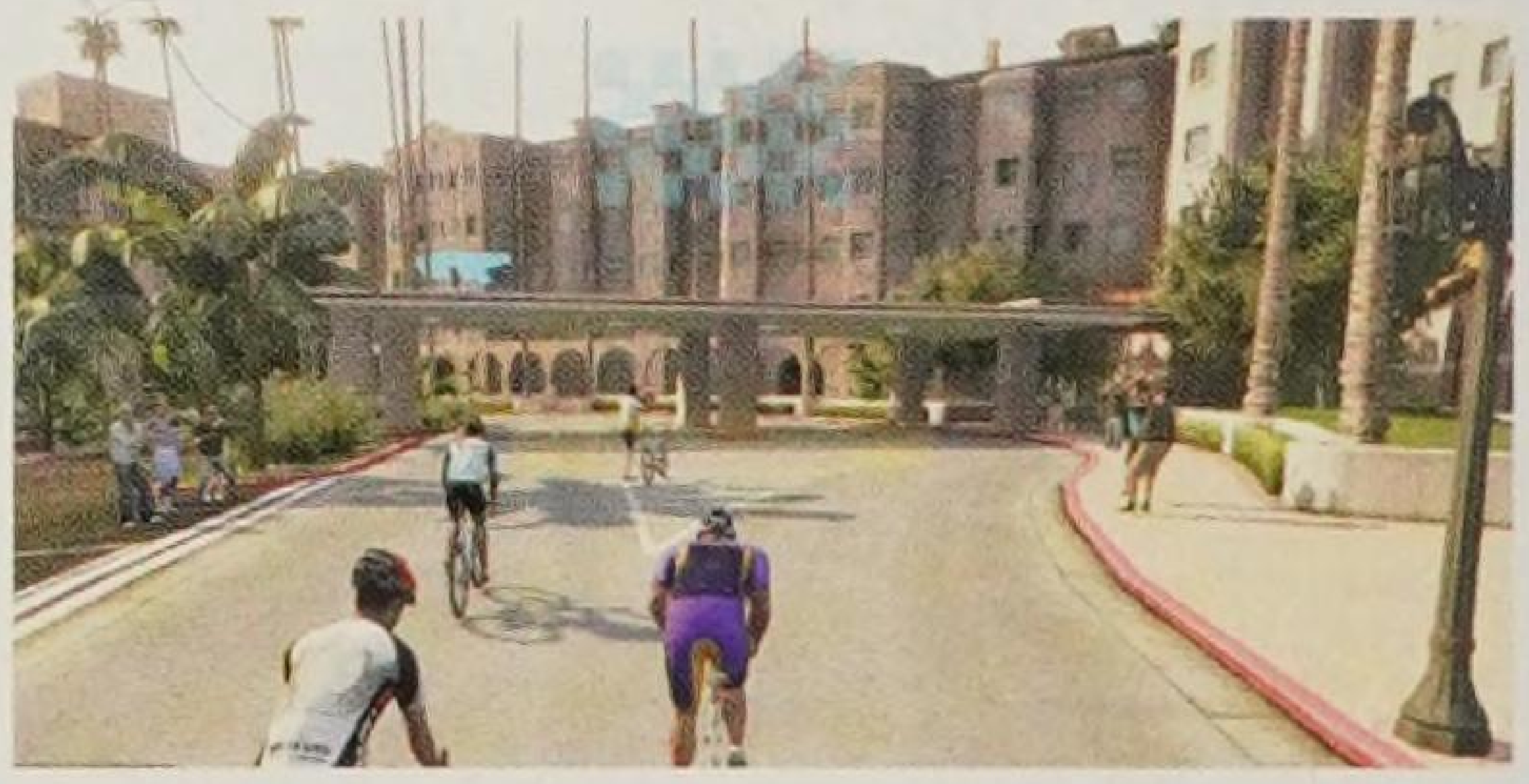
- **Morningwood**: *As you pedal away from the Shrink's office area and head up the on-ramp toward Morningwood, cut the corner just beyond checkpoint (75) and again at checkpoint (78) to (79).*



- **Rockford Hills**: *Cut this left corner by trekking across the sidewalk at checkpoint (80) to (81). Again, AI competitors do not cut sidewalks like this.*



The bike ride ends at checkpoint (85). Now it's a lengthy foot race to the Kortz Center in Pacific Bluffs.



Running

There are no notable shortcuts in the running race to the finish line at the Kortz Center to the northwest. Make sure you're in first place in the cycling portion of the race so you are in first place when the running begins. Using the many aforementioned shortcuts should easily put you in the #1 position. The running race spans checkpoints (86) to (119). With a not-so-strengthened player, we completed the challenge 30 seconds shy of 30 minutes. Consider pausing the game and giving your thumb a rest just before the sprint to the finish line. Your car will be parked in the roundabout parking lot with the cube art in the middle.

Cola
It's Infectious!

After completing Hao's mission, "Shift Work," Street Races become available. There are five locations and they're only available from 20:00 to 05:00. Only Franklin can partake in these. Remember to use his driving specialty to get the upper hand on the competition. And it doesn't hurt to get your car tuned up at a mod shop with the best transmission, suspension, Engine Tune, and Turbo.

PREREQUISITE:

- *Complete the Strangers and Freaks mission, "Shift Work."*

AVAILABILITY:

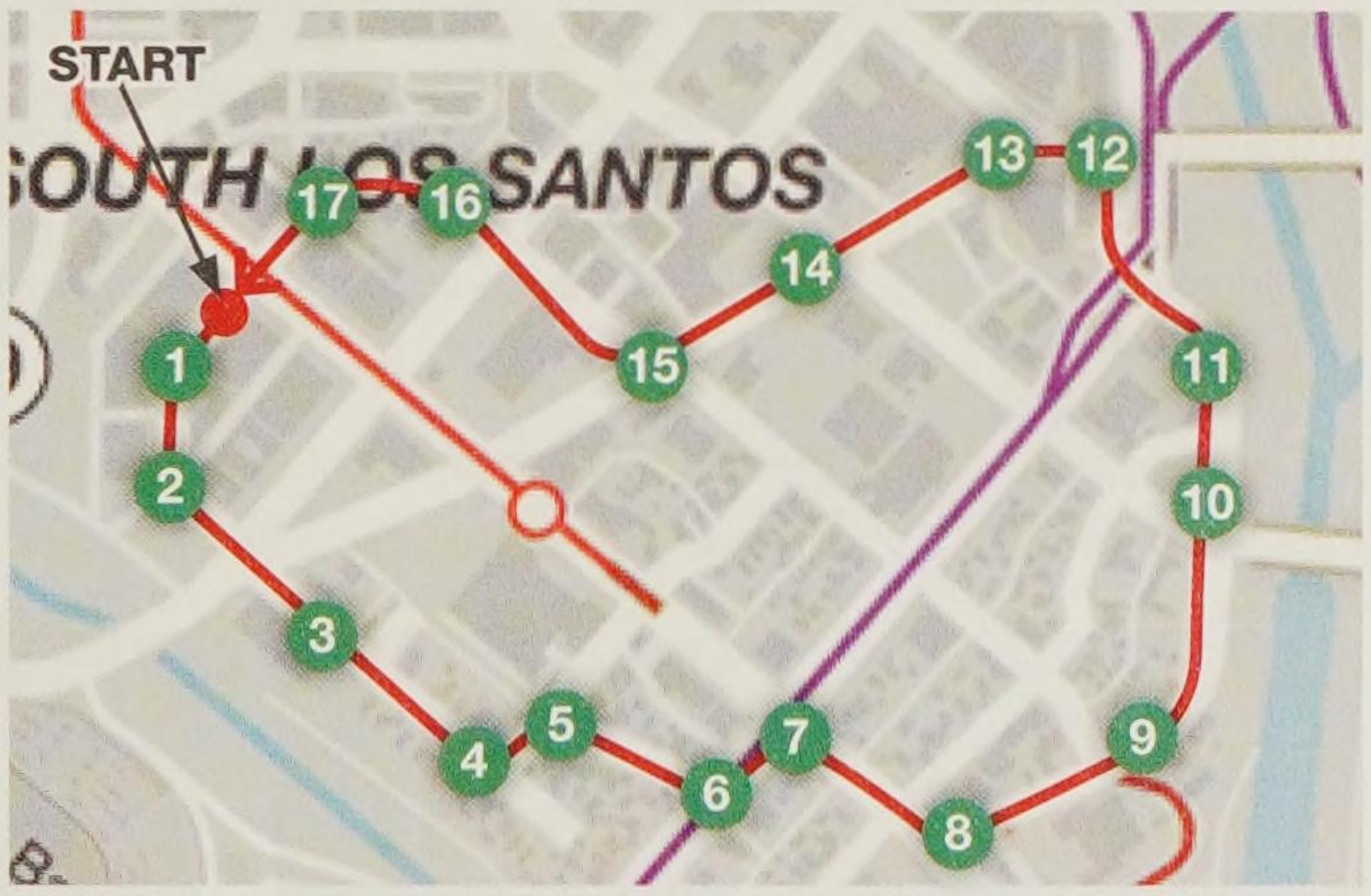
Franklin

World Record

While driving, you can press down on the D-pad to temporarily bring up the World Record time on a given course to see how you're doing compared to the best. The new display pops up between Current Lap and Time in the bottom-right corner of the screen.

SOUTH LOS SANTOS

LOCATION: (46) *on our Hobbies and Pastimes map* **PRIZE:** *$450* **ENTRY FEE:** *$100*



Drive directly behind another racer to use their slipstream and gain a speed boost. The same is true if you let someone draft you, so keep that in mind when checking the rearview. You cannot use drive-by shootings to win the race or even damage the other opponents' cars. However, ramming vehicles to knock them off course is acceptable.

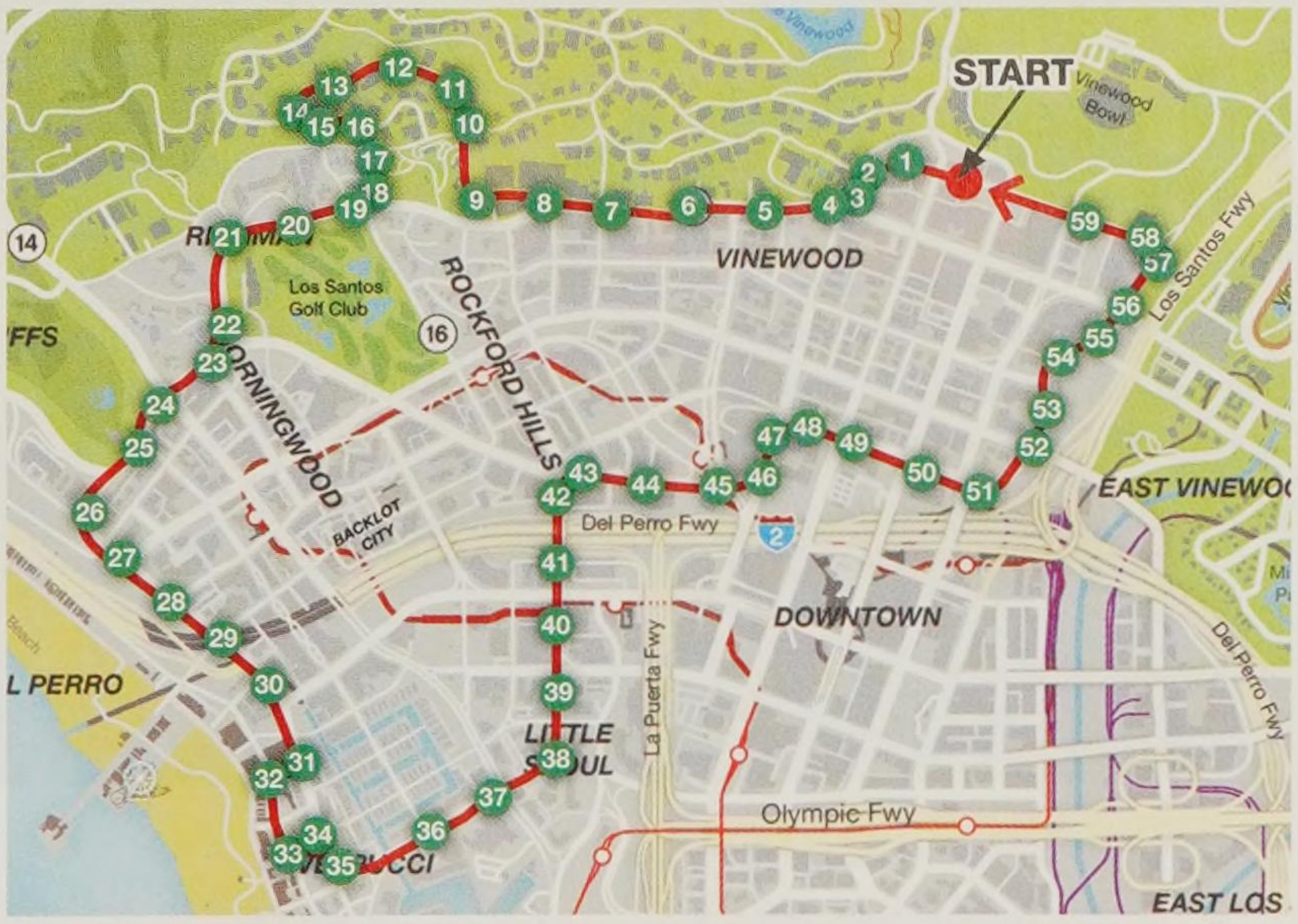
The starting line is Chamberlain Hills. Stop near the street racers on the sidewalk and press Right on the D-pad to pay the $100 entry fee. The first corner to cut is through the sharp left turn at ④. Cut across the sidewalk corner while the other drivers barely skim the curb.

The next tricky place is crossing the tracks and turning left. Railroad crossing poles are very unforgiving, so don't hit them. Brake for this turn or use Franklin's driving specialty at ⑧. There's a great straightaway from ⑨ to ⑪ that helps you pull into the lead. Just watch out for traffic. If you come up on traffic quickly, use Franklin's specialty to avoid accidents.

Finally, make sure not to cut too inside of the corner at ⑬ or you risk missing the checkpoint in the middle of this very wide road. Run the lap twice and win the race and earn $450, minus the $100 entry fee.

CITY CIRCUIT

LOCATION: (47) *on our Hobbies and Pastimes map* **PRIZE:** *$2250* **ENTRY FEE:** *$500*



The entry fee is steep, the track is miles long, the competition is tough, but the rewards are grand. This 60-checkpoint race around the city encompasses Vinewood, Rockford Hills, Richman, Morningwood, Vespucci, and Little Seoul. Since the track is so long, only one lap is required. This makes it challenging the first time you race since there is no time to get familiar with the course, but you are expected to win. And when you do win, you win big. The first place takings are $2250.

The first notable shortcut from the start is across the sidewalk as you cut the right turn through checkpoint ③ to ④.

Slow way down for the sharp left in the Richman neighborhood through ⑭ and ⑮. Avoid hitting a concrete driveway wall that could bring you to a very abrupt stop. This is the best place to use Franklin's specialty if it's needed.

There's an awesome straightaway from checkpoint ㉖ heading south to ㉛ into the Vespucci area. Top speeds are reached here, so be very cautious with the sharp right in the beach neighborhood ㉛ to ㉜. While leaving Vespucci, you can reach some lightning speeds again through checkpoints ㉟ to ㊷. Use Franklin's specialty through the sharp right turn ㊷ to ㊸ while maintaining top speed. The remainder of the course is a series of soft S-curves. Watch out for traffic when nearing the finish line.

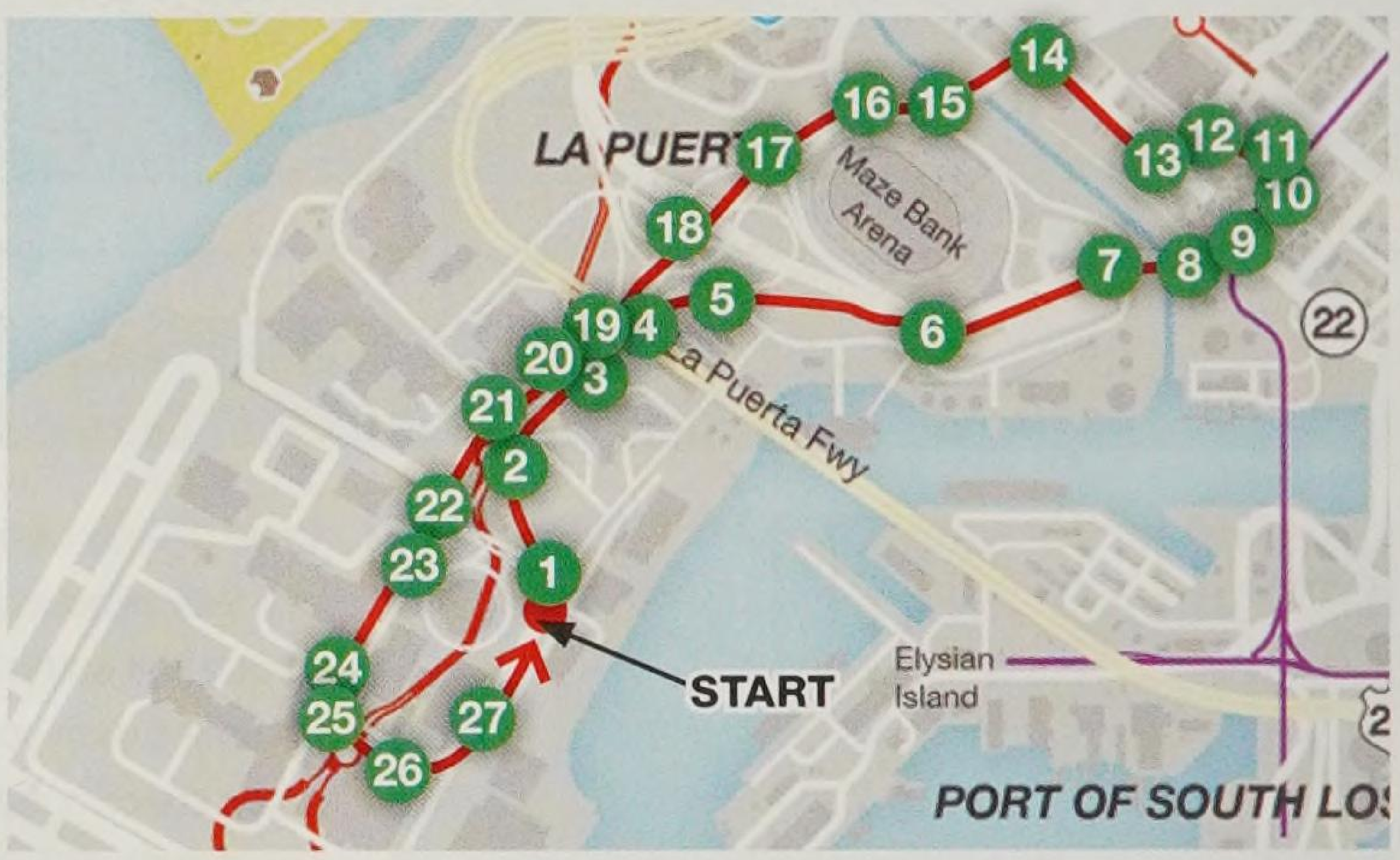
AIRPORT

LOCATION: (48) *on our Hobbies and Pastimes map* **PRIZE:** *$4500* **ENTRY FEE:** *$1000*

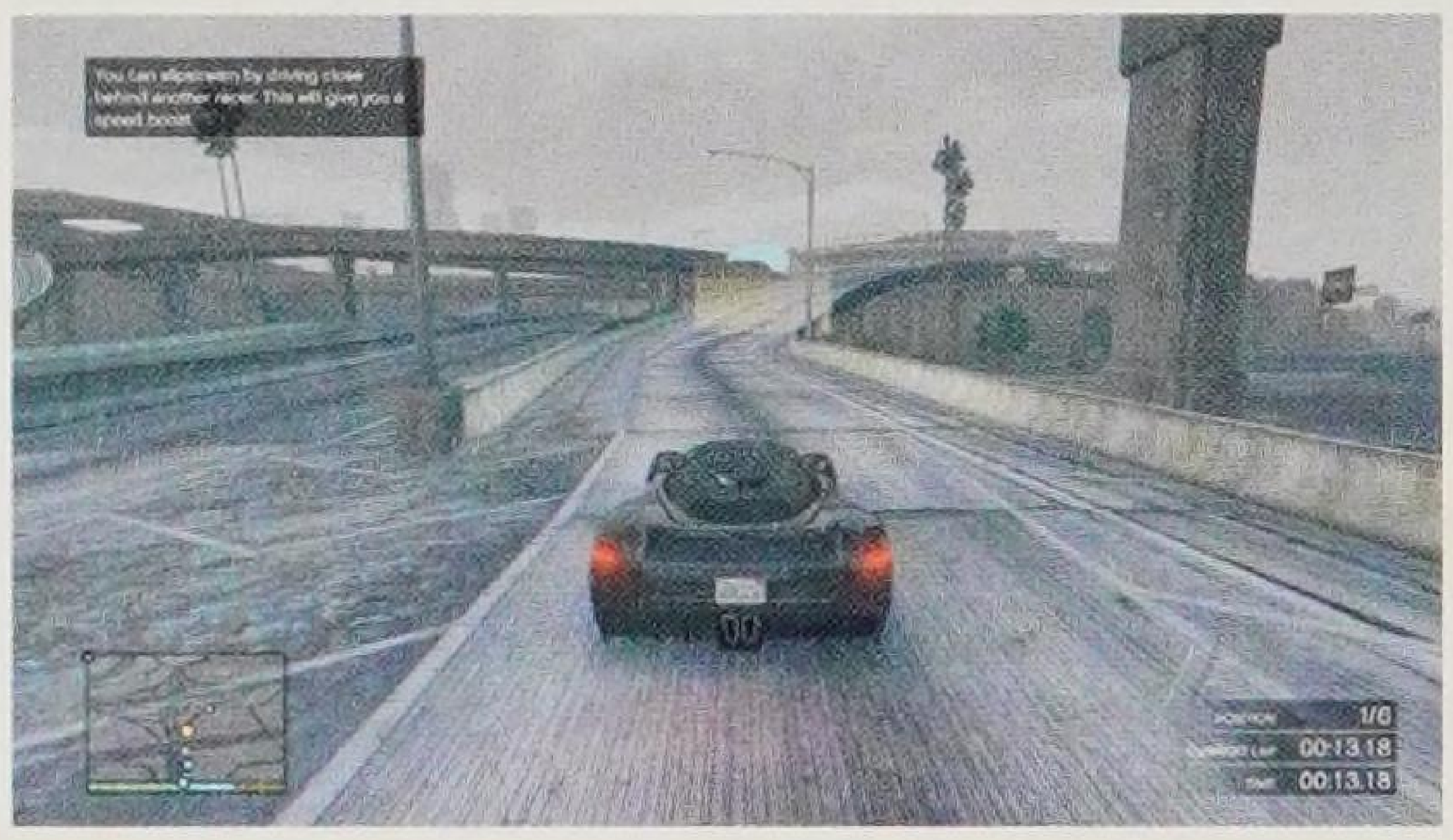
This is a fun jaunt around the airport and Maze Bank Arena in La Puerta. You start with the street racing gang on the Los Santos International Airport's east side on Exceptionalists Way facing north. Pay the $1000 entry fee and take off!

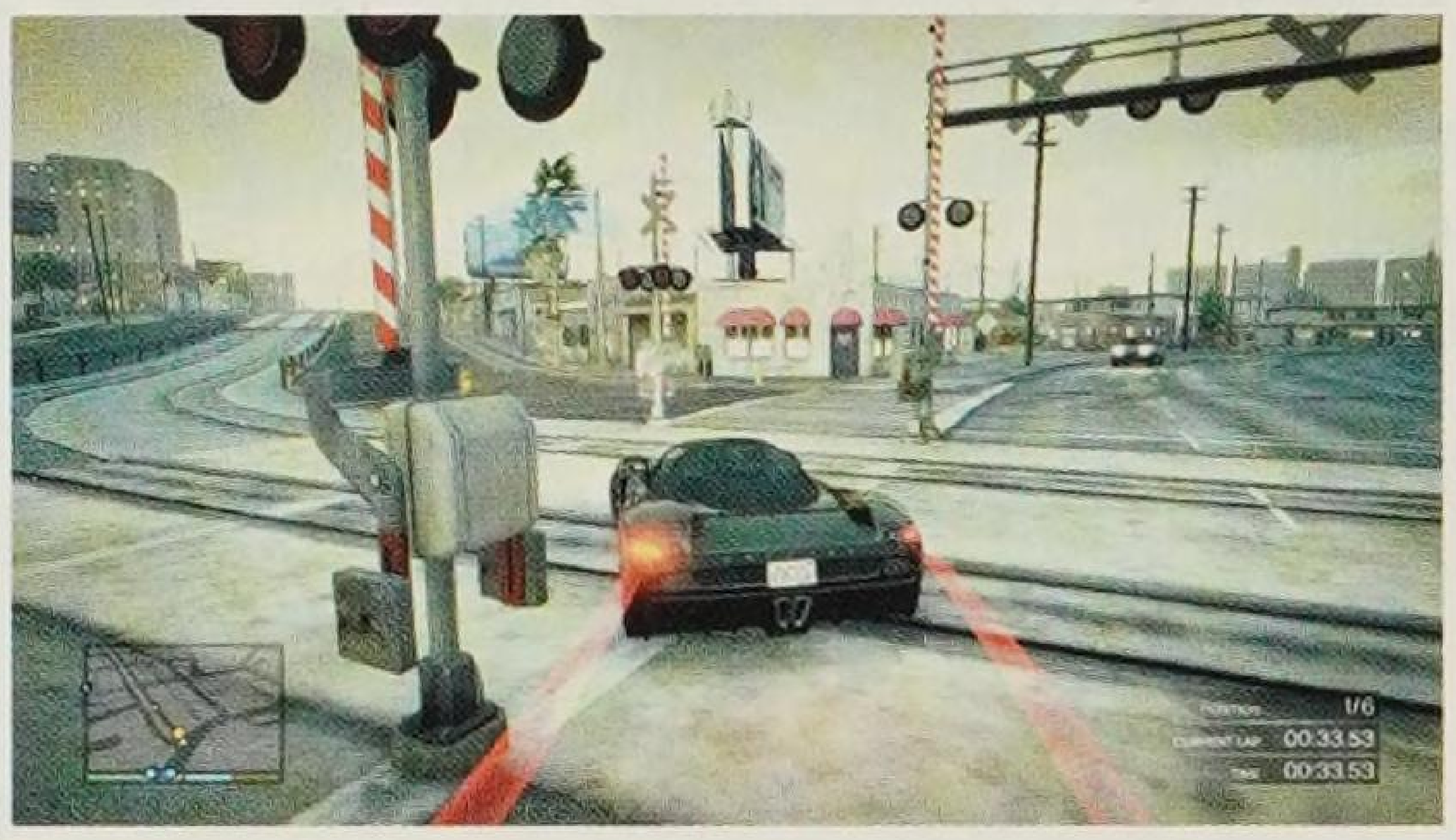
The first tricky curve is between ④ and ⑤. It's where you take the freeway exit ramp to the right. It's easy to overshoot the turn and get divided from the track by accidentally heading up the left ramp. Stick to the right here. It's even tougher on the second lap when passing through at a higher speed. This could be a good place for Franklin's specialty.

The sharp left between ⑩ and ⑪ is another one of those railroad track situations. The barriers, gate, and light poles are very unforgiving. Do your best to take this turn cautiously. You must cross back over these tracks a block further through ⑫ and ⑬, so be patient through this area.



After the railroad area is cleared, enjoy the straightaway and open road heading southwest away from the Maze Bank Arena. Keep your foot on the gas and take the gradual left around the airport. Complete two laps and collect your prize money.



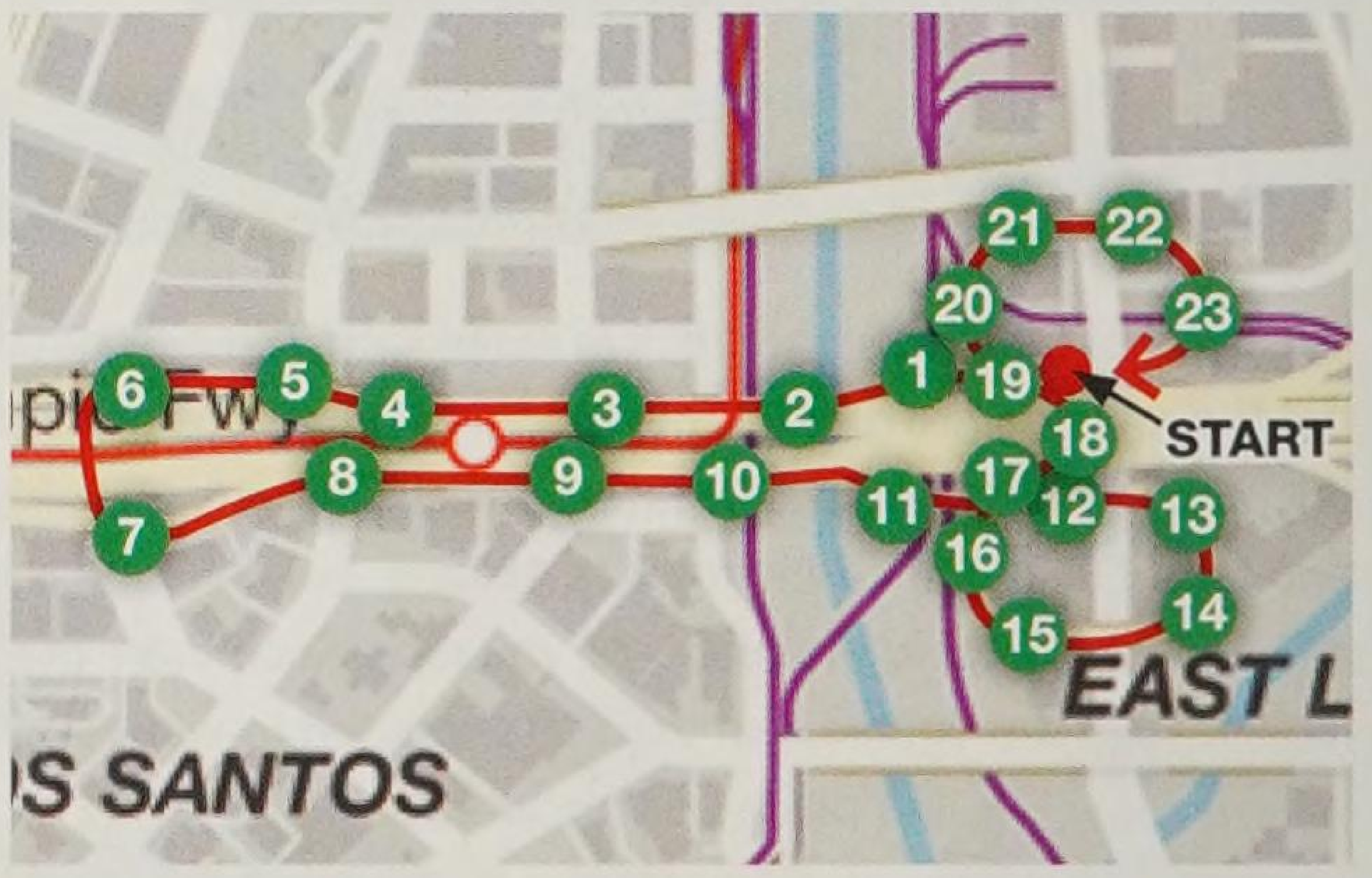


FREEWAY

LOCATION: (49) *on our Hobbies and Pastimes map* **PRIZE:** *$5625* **ENTRY FEE:** *$1250*

This is phallic symbol track in East Los Santos in the La Mesa area. This is a short race around, under, and on top of the Olympic Freeway. You begin on the Olympic Freeway on-ramp near where the illegal street racing team is waiting.

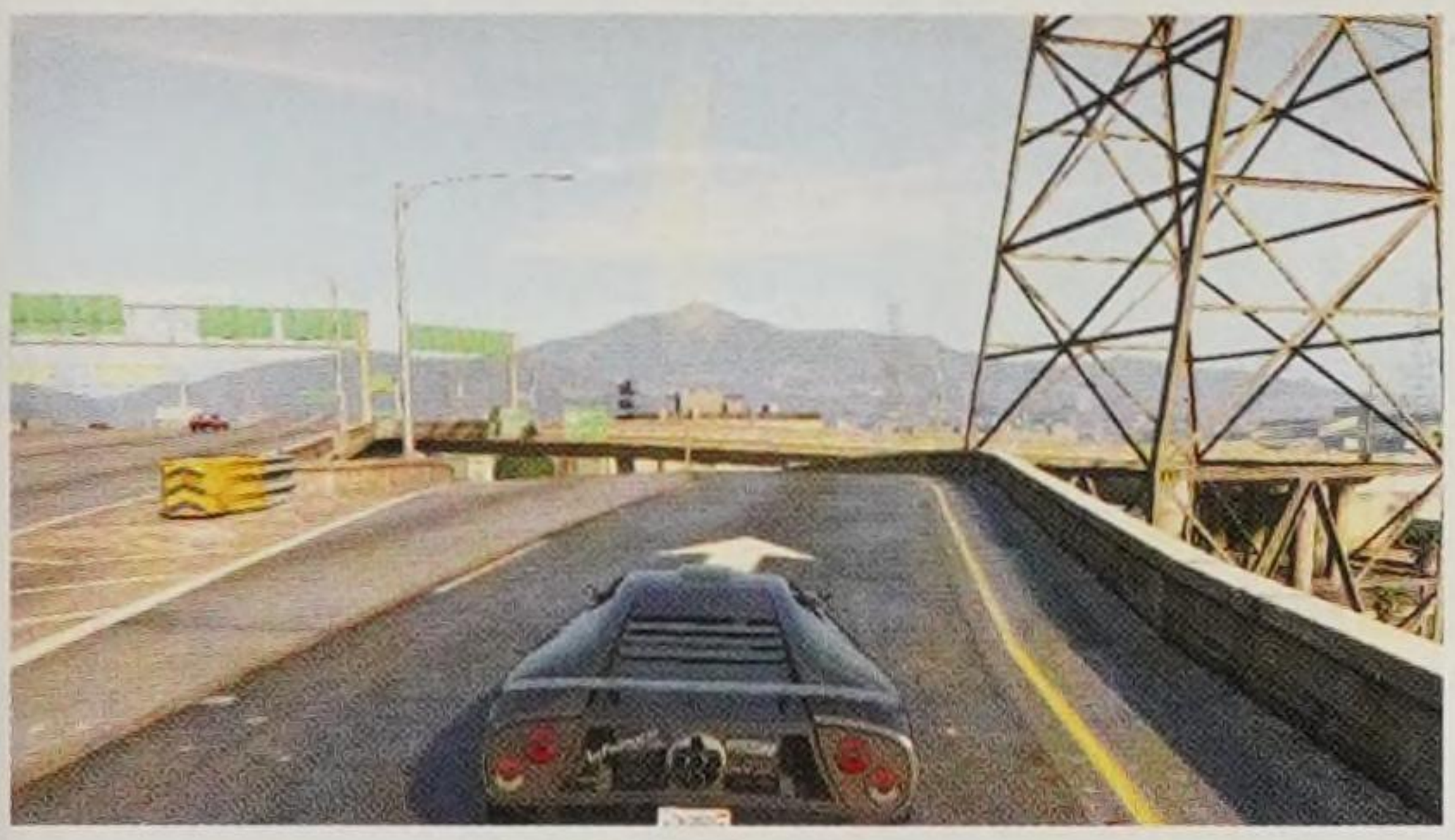
The first tricky turn is through ⑥ as you exit the freeway and take a sharp left under the overpass. Use Franklin's specialty here and possibly get back on the freeway through checkpoint ⑦. However, this one is not as bad since you've already slowed down for the previous turn.

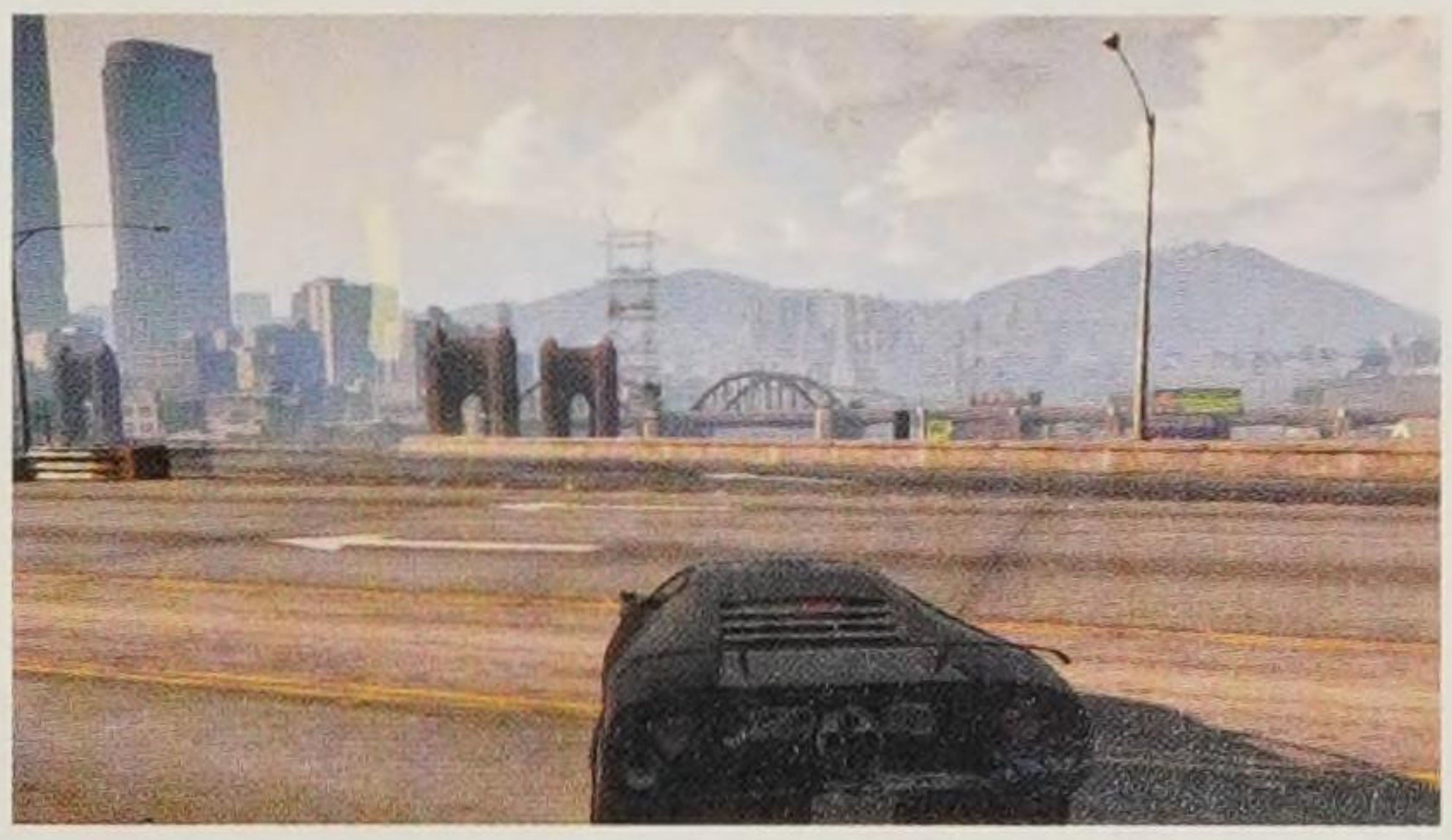


The next area of caution is while exiting the freeway again through ⑩ and ⑪. It's not a tough turn, but there is a dip in the off-ramp. If you're in a super car going top speed, this dip could send you in the air and over the guardrail. Be careful here.

Going up the south loop through checkpoints ⑬ to ⑯ requires not so much braking, but deceleration. The way the road is angled and the speed you are traveling can cause some unwanted drifting.

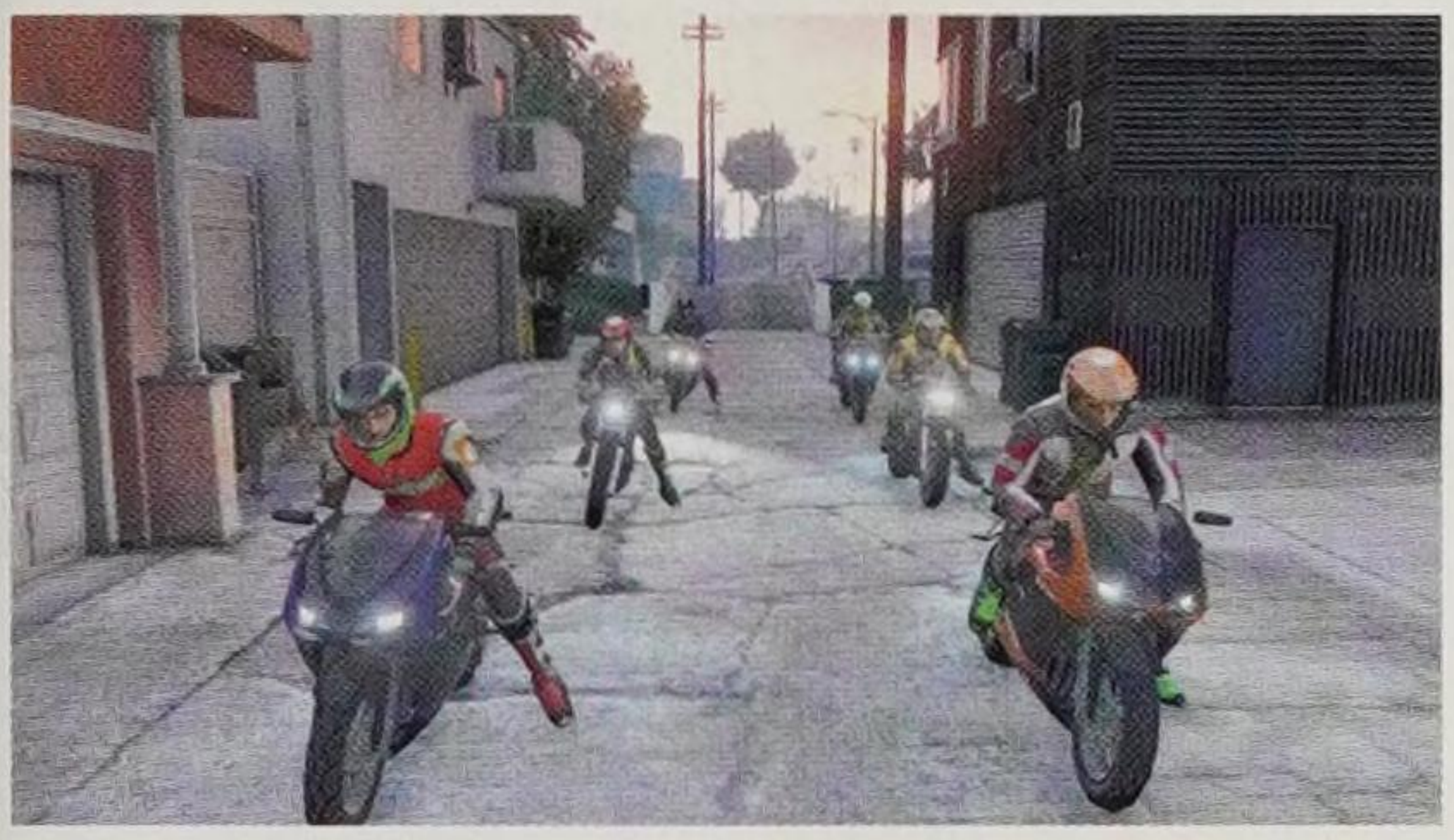
Finally, you may want to use Franklin's specialty to pass through ⑱ in the middle of the freeway while heading directly across the freeway to go down the north loop. Make two laps and collect the nice prize money.





VESPUCCI CANALS

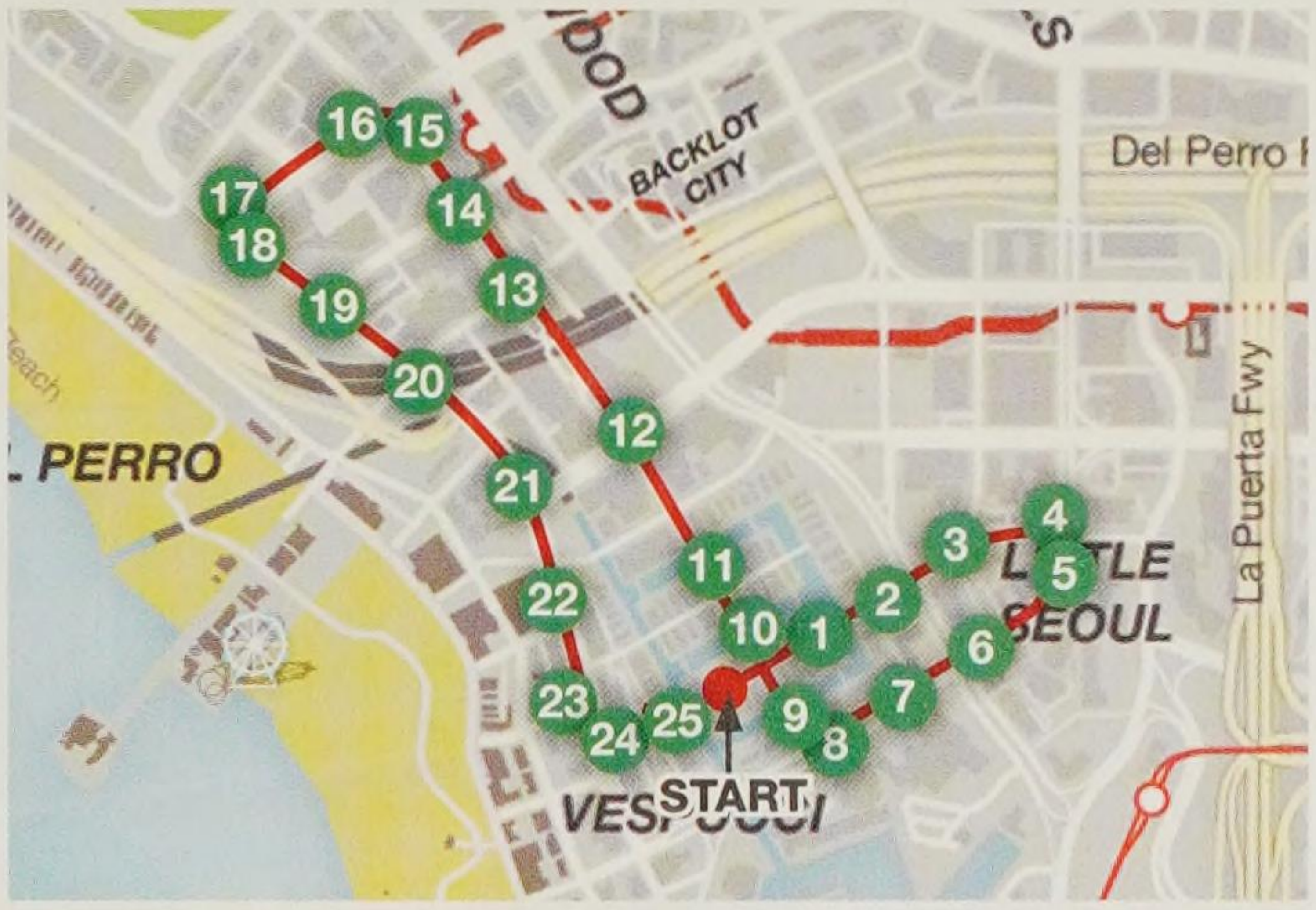
LOCATION: **(50)** *on our Hobbies and Pastimes map* **PRIZE:** *$6750* **ENTRY FEE:** *$1500*



POSITION 3/8
CURRENT LAP 00:27.97
TIME 00:27.97

This is an illegal motorcycle street race in the Vespucci beach area. The starting line is on Invention Court in the Vespucci Canals facing north.

Do a wheelie from the start to quickly get up to speed, but avoid hitting other riders. Unlike the car races, hitting bike on bike ends with unpredictable results, so run a clean race. The corner from ⑧ to ⑨ is pretty sharp. Use Franklin's specialty here or cut deep inside the right turn and go across the sidewalk.



At checkpoint ⑫ you must navigate through the narrow passage through the shopping area. Keep straight through this narrow area and favor the left wall to avoid trees and benches that jut out from the right side. Use Franklin's Special to keep things straight and even here.

The wide intersection at corner ⑮ and ⑯ is home to a very unforgiving checkpoint. It is very tempting to hug the inside left of this turn, but you must go wide to hit checkpoint ⑯.

Finally, you can get up to an incredible speed through the ⑱ to ㉓ checkpoint straightaway, so use Franklin's specialty to make the sharp, fast left turn into ㉔. You're going to get much higher air going through the race start a second time. Have fun with that first bridge!

Up-n-Atom
Wigwam
TACO BOMB

Strip Club: Lap Dance

LOCATION:

Off Elgin Avenue **(58)** *on our Hobbies and Pastimes map*

PREREQUISITE:

- *Complete Franklin's mission "Complications"*

AVAILABILITY:

Michael, Franklin, Trevor

See "Booty Call" in our Miscellaneous chapter for details on the Strip Club and Lap Dances.

Towing

PREREQUISITE:

- *Complete Tonya's "Pulling One Last Favor."*

AVAILABILITY:

Franklin

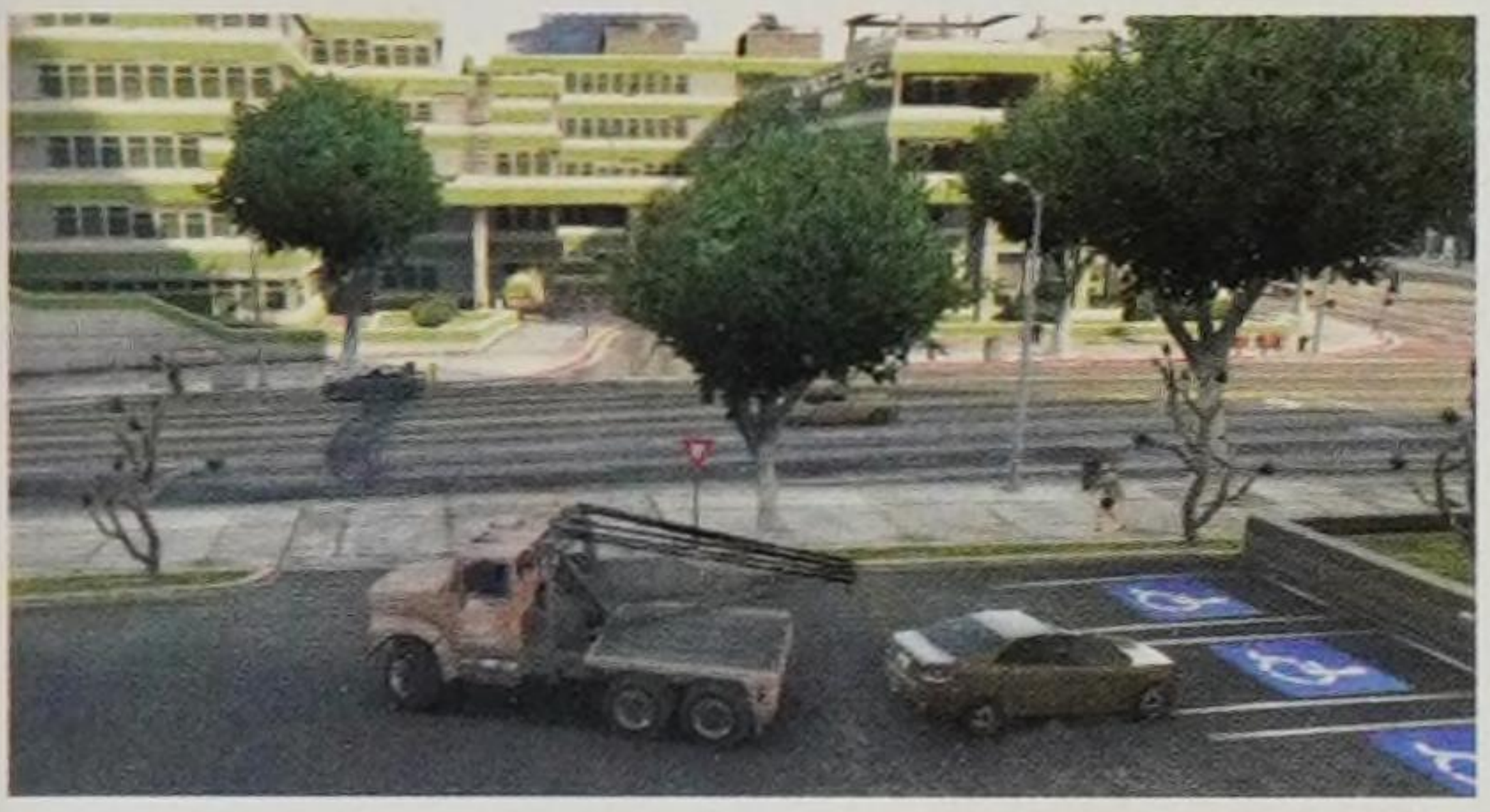
After completing Tonya's last Towing mission, "Pulling One Last Favor," she calls to tell you they put the property up for sale and suggests you buy it. Purchasing this business opens a new Pastime. You make money by towing vehicles using the provided Towtruck that spawns on the lot after purchase. Franklin can make extra cash by entering the tow truck and accepting non-stop towing missions given to him by a radio dispatcher.

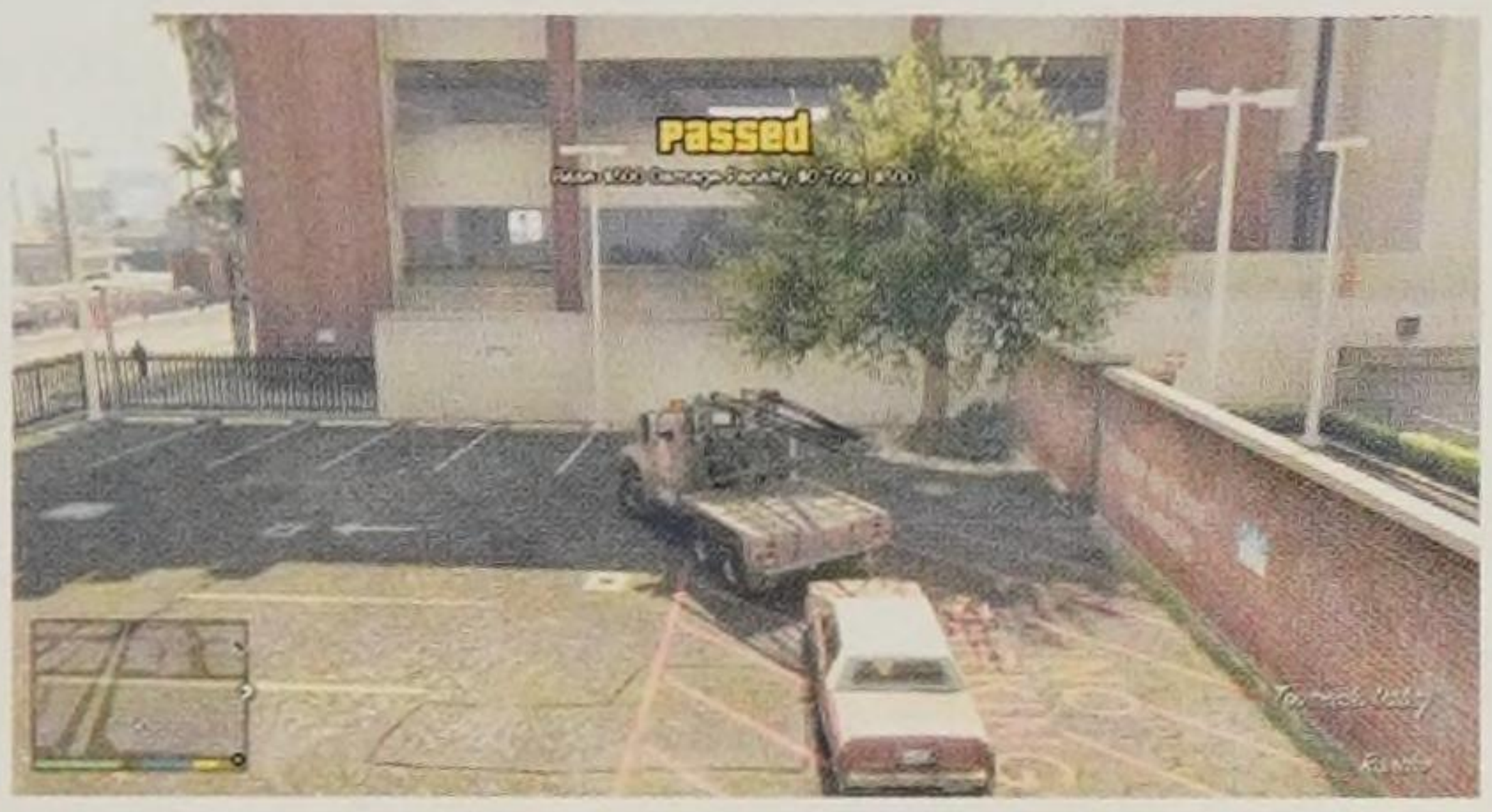
Simply press on the horn to call the dispatcher and to accept missions when he calls. Once you complete a towing mission, another is usually not immediately available. But if you drive a few blocks away from the destination of the last mission and keep tooting on the horn, chances are you'll be able to trigger another mission. Otherwise, wait a (game) day and try again.

Successful towing jobs pay $500 a pop if you incur no penalties along the way. Jobs range from towing vehicles out of no-parking and handicap parking areas to rescuing drivers from railroad tracks. Others have just stalled out in the middle of a street. You run into some very interesting characters along the way. Sometimes people are making out in abandoned or illegally parked vehicles, and others shoot at you when you try to repossess their vehicle.

Franklin's Special

Keep in mind that using Franklin's Special driving skill to take fast corners or weave through traffic only affects the vehicle he is driving, so the vehicle being towed will not share the benefits of this skill. In other words, if you fast corner with the Special active, you'll likely damage the towed vehicle as it slams into objects, vehicles, or the side of the tow truck.



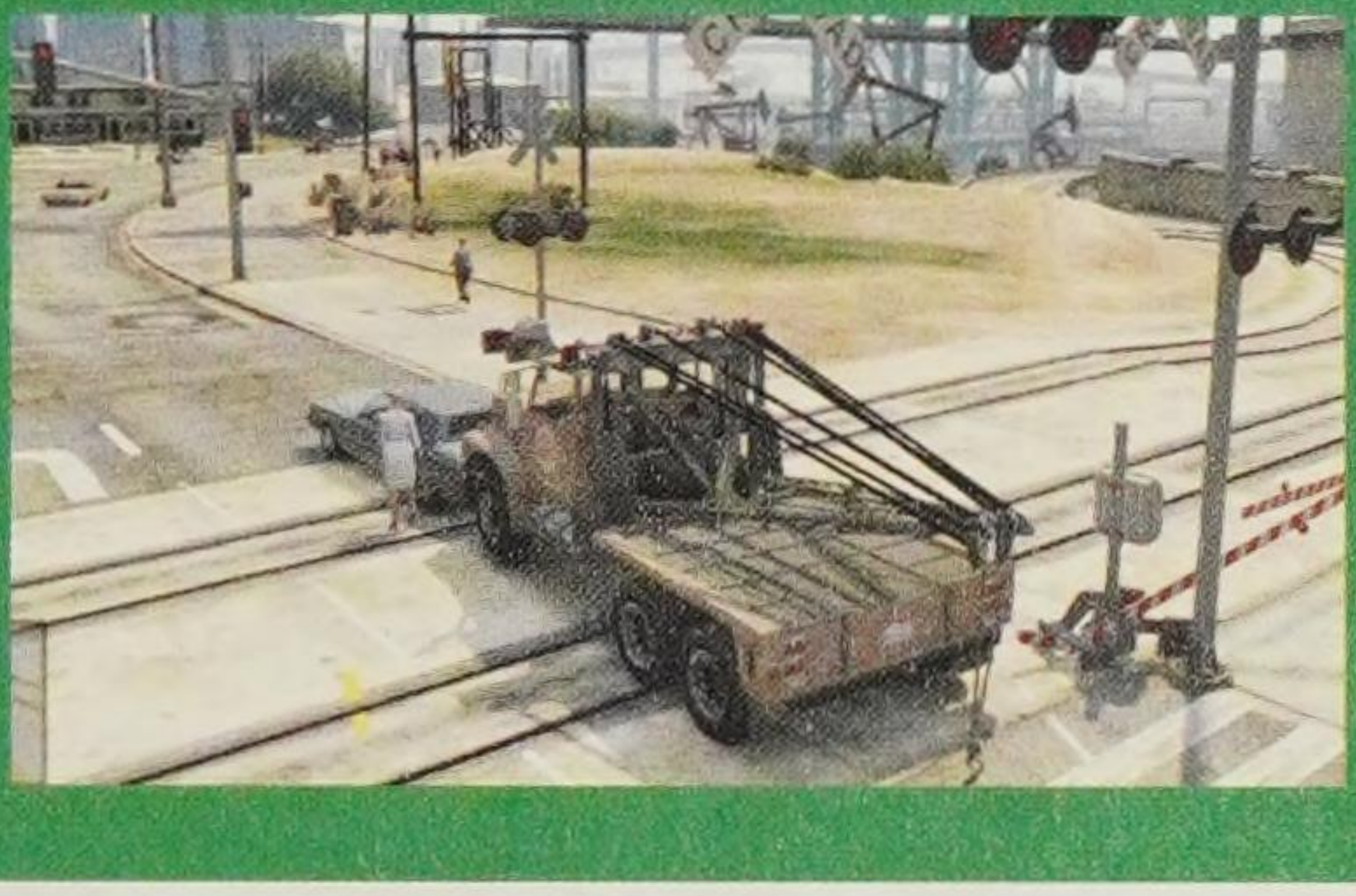


Drivers ride with you if you are taking their vehicle to a garage for repair. They usually have very interesting stories to share along the way. Basically, you follow the blue blip to the vehicle and hook it up to the tow truck. Do this by moving the tow truck until the back hook touches the front or rear of the vehicle to be towed while the hook is in the lowest position. Then a destination appears on the map as a yellow blip. If you have automatic routes turned on, follow the yellow route marker to the impound lot or a garage. Drop the vehicle in the marker (Right on the D-pad) to complete the mission and collect the dough.

Killing the driver when they must ride along with you or damaging their vehicle fails the mission.

Stuck on the Tracks

For those missions where a car is stuck on train tracks, the easiest thing to do is to first push the car off the tracks with the tow truck, and then hook it up and deliver it to the garage.



Yoga

Yoga for Shooters

Completing "Did Somebody Say Yoga?" opens up locations where Michael can practice yoga. Yoga sessions increase the capacity of Michael's special ability bar. The more capacity, the longer he can slow down time in a gunfight.

LOCATION:

(56), as well as Yoga icons on our POI map

AVAILABILITY:

Michael

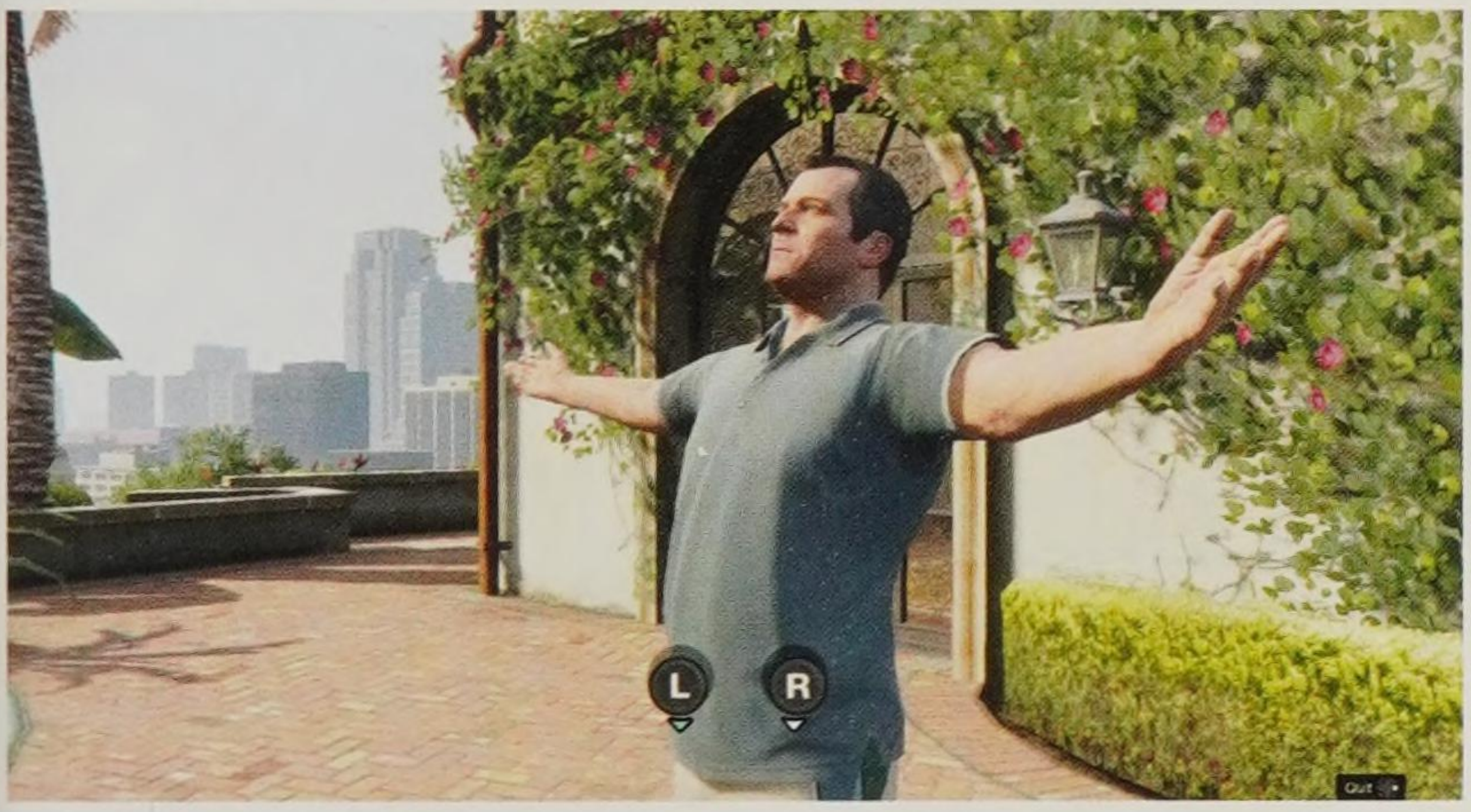
PREREQUISITE:

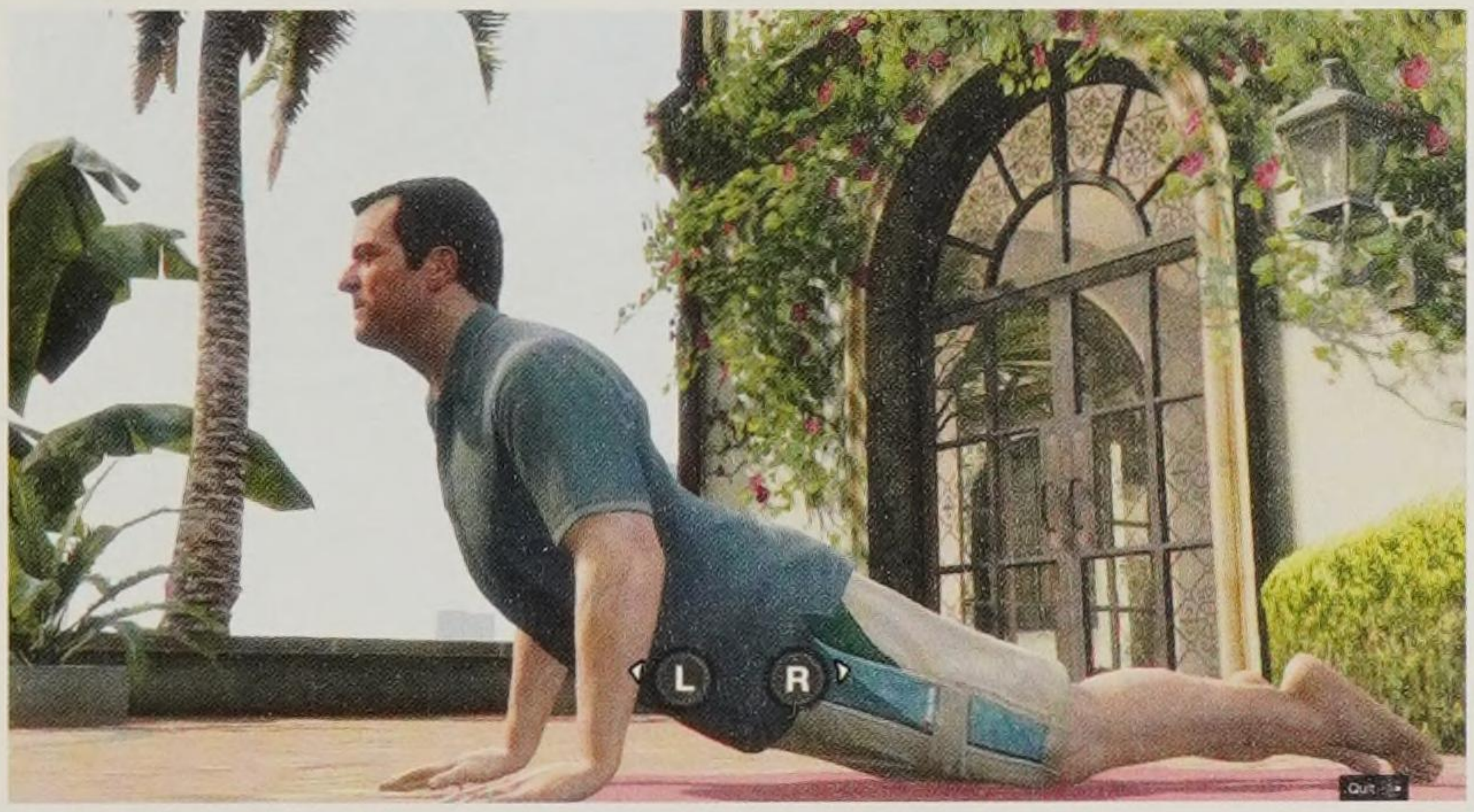
Complete "Did Somebody Say Yoga?"

Achieve and hold the yoga pose.

Approach the yoga mat at one of the "**Yoga**" icons on the map. Push the control sticks to the positions shown onscreen. Hold the positions steady! If you release either stick even slightly, you lose your balance and you must start over.

While in position, use the controller triggers as indicated onscreen to take a breath. Pull in the triggers to inhale, release to exhale. After you take this cleansing breath, move the sticks again as shown to assume the next position of the first pose. Repeat until the session ends to get the full benefits of this stat-increasing exercise.





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MISCELLANEOUS

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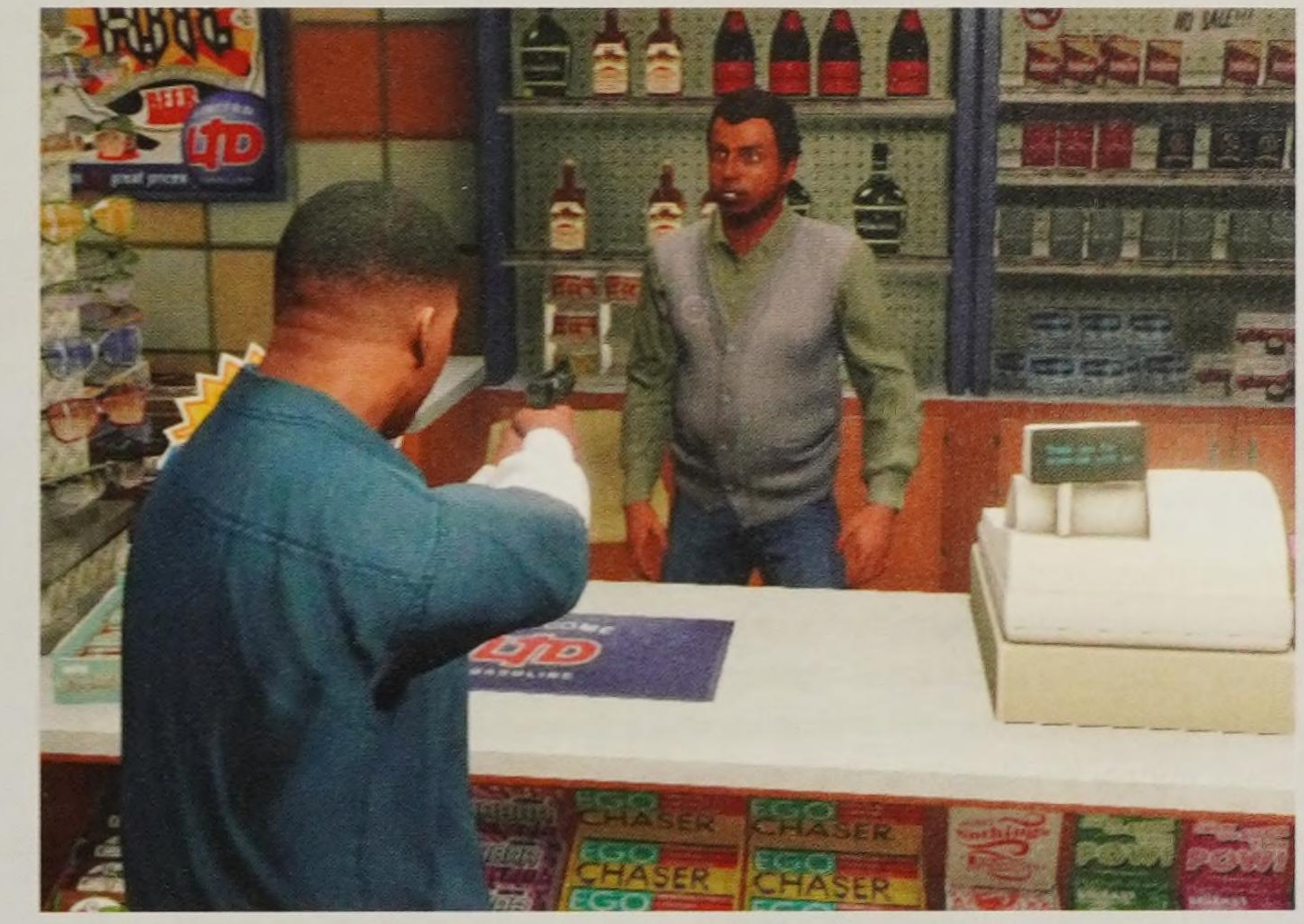


This chapter covers all the activities in *Grand Theft Auto V* that do not fit nicely under the Hobbies and Pastimes, Strangers and Freaks, and Random Events categories. Most of these go towards 100% completion of the game. As a whole, the Miscellaneous objectives make up 15% of game completion. However, Nuclear Waste Collection, Submarine Pieces, Epsilon Tracts, and Hidden Packages do not contribute to 100%.

WEBSITE VEHICLES

You must order at least one vehicle from a website to reach 100% completion of the game.

There are six websites where you can buy vehicles, aircraft, boats, and even bicycles. Bring up your in-game phone and select the internet. You can either enter the exact address into the URL entry field or search part of the site's name using the Eyefind homepage search function. Alternatively, you can click "Travel and Transport" on the Eyefind.info homepage to view a list of available sites.

Vehicles ordered online can't be delivered to your safehouse garages, so you need to purchase a separate garage, hangar, helipad, or marina, depending on what type of vehicle is being purchased.

Exotic Cars: www.legendarymotorsport.net

Miscellaneous Vehicles: www.southernsanandreassuperautos.com

Aircraft: www.elitastravel.com

Boats: www.docktease.com

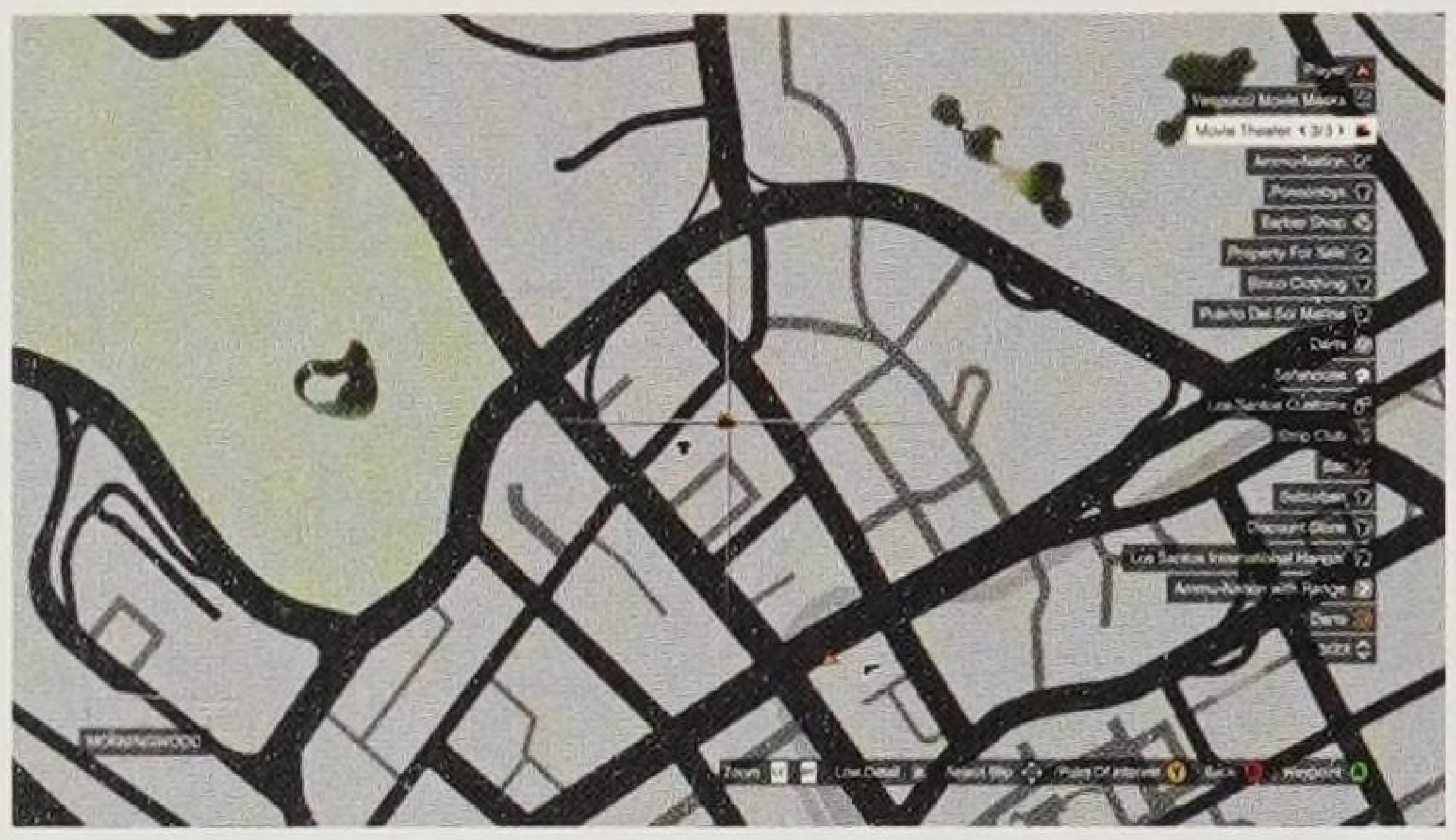
Military Vehicles: www.warstock-cache-and-carry.com

Bicycles: www.pandmcycles.com

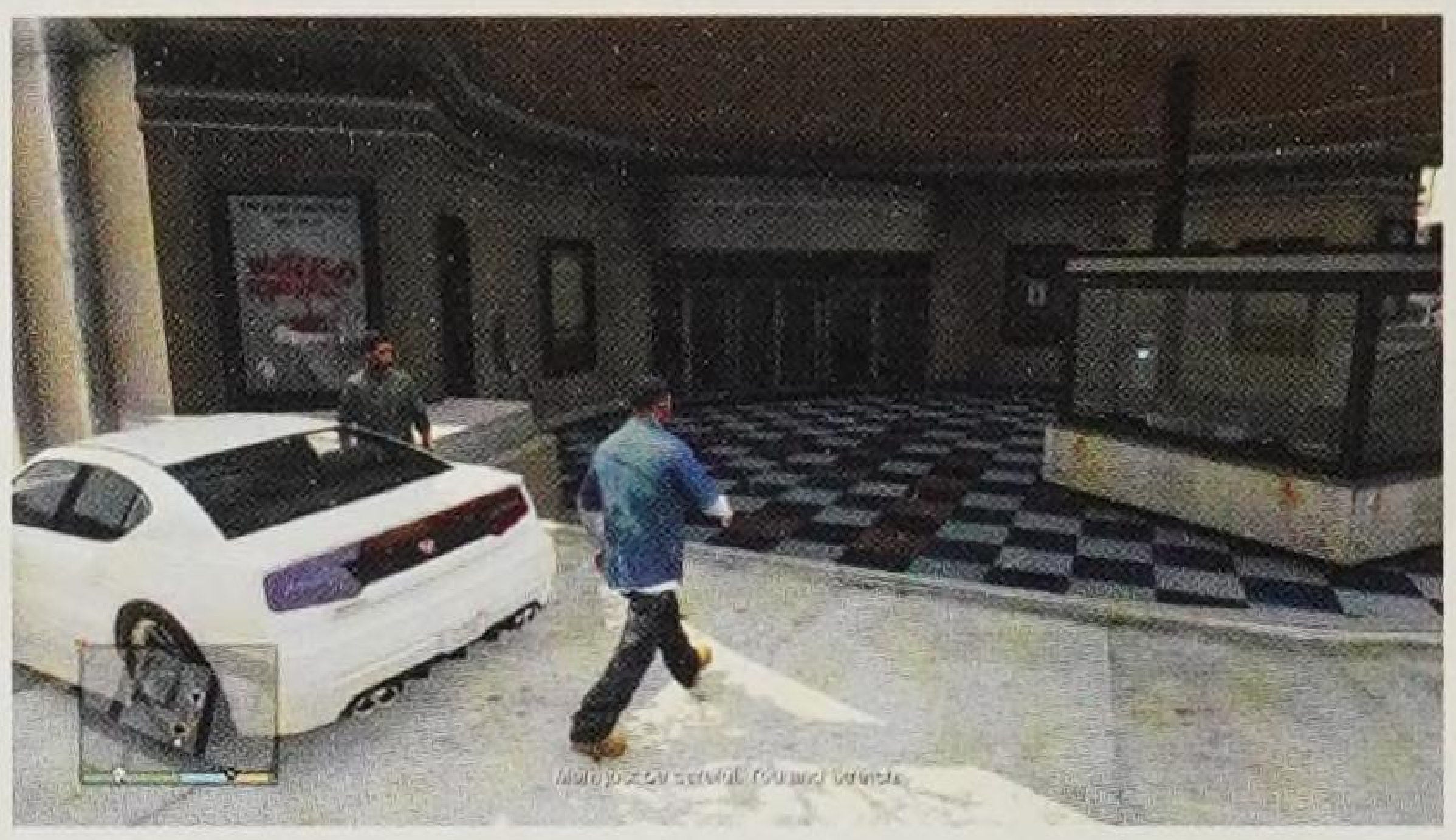
FREE GARAGES

You can get the garages properties for free by signing up to the Rockstar Social Club.

VISIT CINEMAS



You must go to a movie to reach 100% completion of the game. There are three cinemas in Los Santos, and these are the same ones that Michael can purchase: **Ten Cent Theater**, **Tivoli Cinema**, and **Cinema Doppler**. You can even bring a date (a friend) to one of these movies.



To find these theaters, check our Points of Interest map or our Properties map. You can also check your own in-game map in the detail view.

To see a movie, walk to any one of these three theaters (on a date or not) and approach the front doors. A message displays what movie is showing and the price ($20 per person). Press Right on the D-pad to confirm your choice and enter the movie theater.

CHOP

Taking Chop for a walk and playing with him is part of the 100% completion of the game. This is one task you won't have any problems achieving. Who can ignore Chop?

After completing Lamar's mission "Chop," Lamar leaves Chop in your care. A doghouse appears behind your safehouse. Chop's current location is shown by a bone icon. This is where you can find Chop. He also moves to the exterior lower floor of Franklin's second safe house in the hills. This is at the bottom of the stairs near the pool.

Without purchasing the Chop app, you can walk Chop and have him ride along with you in vehicles. While being walked by Franklin, Chop will not ride in helicopters, planes, or boats. Also, Chop will not swim. If you try to enter a building with Chop in your care, he is automatically dismissed and runs home. If you get into a bad enough accident while Chop is riding with you, he may jump out of the car when it stops and go home.

When Chop is with you, he attacks anyone that shows aggression towards Franklin, and may even kill them.

To play fetch with Chop, have him follow you and then select the ball from your weapon wheel. You can find it by scrolling through the projectile slot. Throw the ball as you would any projectile and Chop takes off running for it. If he can find the ball, he retrieves it and drops it at your feet. Walk over the ball to pick it up again. Be sure not to put Chop in any danger when throwing the ball (avoid throwing it into heavy traffic).

▶ CHOP THE DOG APP

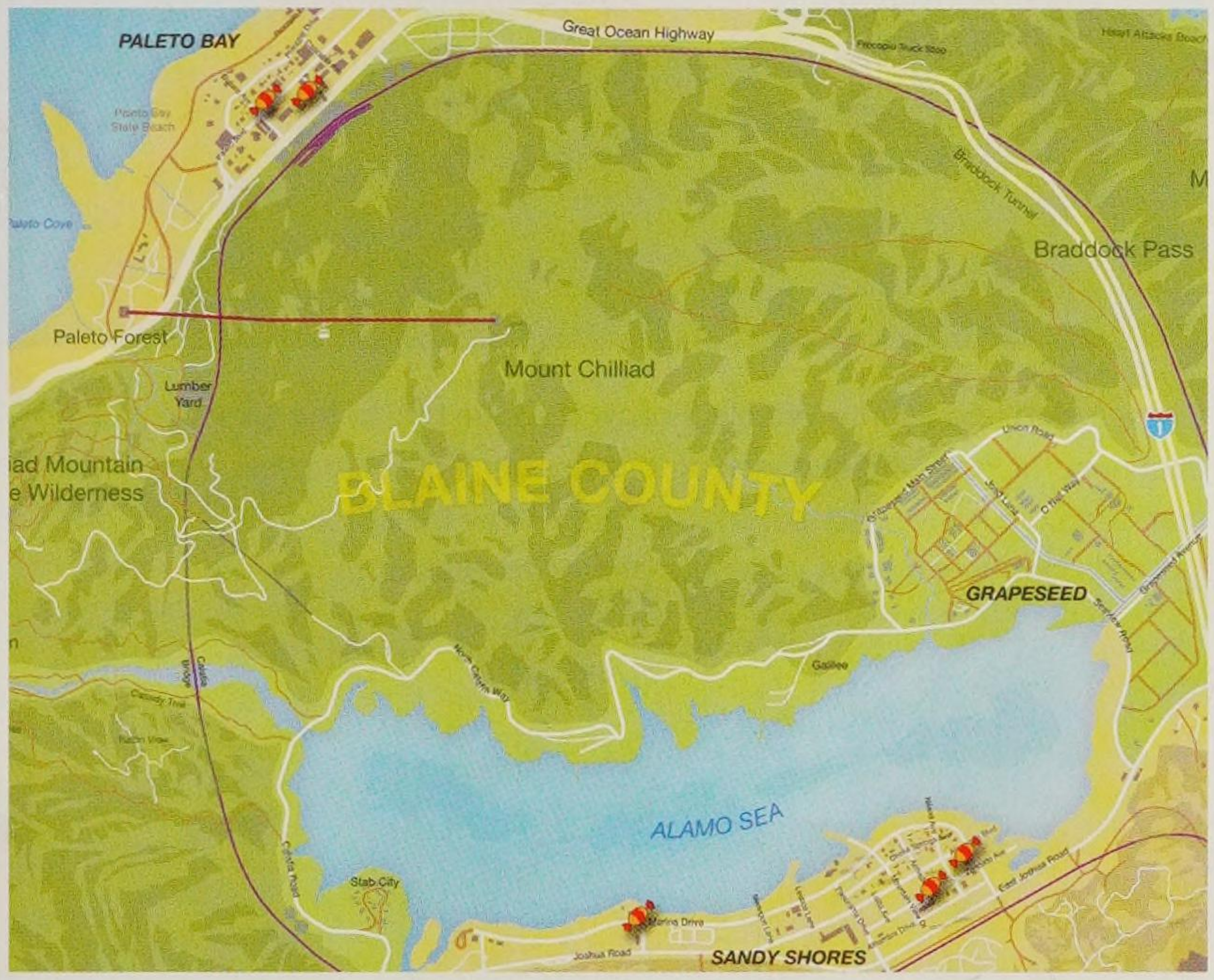
The Chop the Dog app (part of the iFruit app) can be downloaded for your personal smartphone device or tablet. This allows you to modify Chop's behavior and teach him tricks. Go to www.rockstargames.com/V for details.

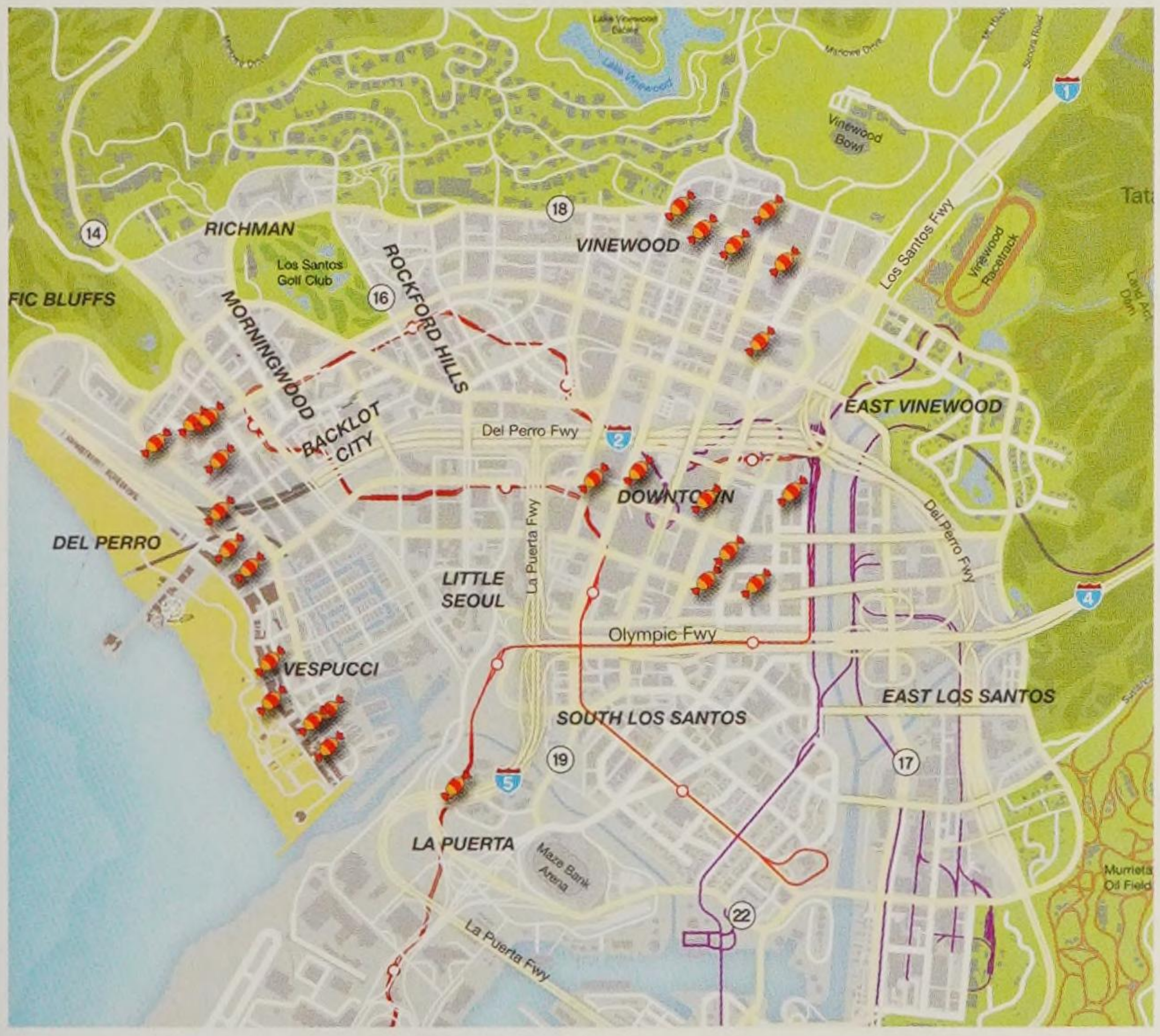
When you purchase the Chop app, a whole new partnership begins. With the app, you can make Chop sit, beg, and you can shake his paw. You can also pet Chop to reward him. One of the most useful Chop commands allows him to find nearby collectibles for Franklin. When near a Spaceship Part or Letter Scrap, Chop starts barking, and does so more frequently as he gets closer. If you set him loose and command him to hunt for pick-ups, he runs directly to the nearby hidden collectible. If you lose sight of him, follow the bone icon (Chop's blip on the radar and map). You'll find Chop sitting at the location of the nearby collectible. If there are no collectibles in the area when this command is given, a message is displayed explaining there are no pick-ups in range.

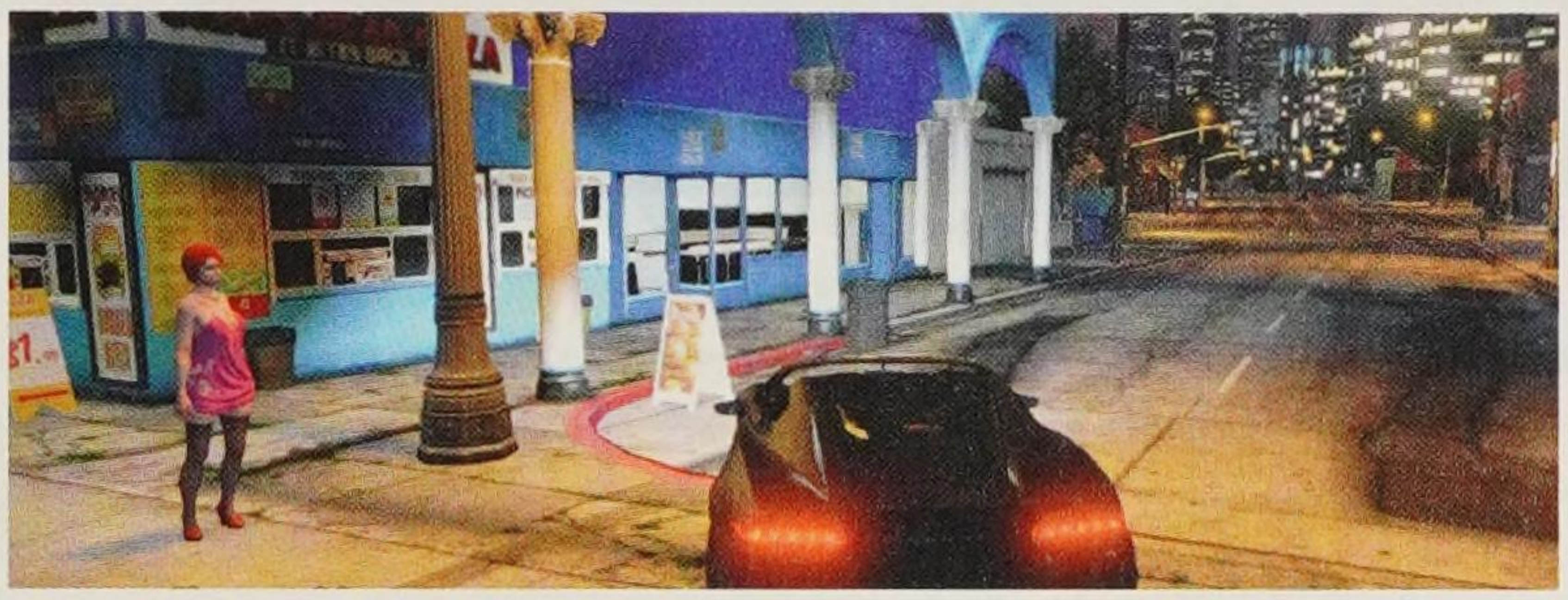
▶ CHOP COMMANDS

XBOX 360 CONTROLS	PLAYSTATION 3 CONTROLS	COMMAND
RB	R2	Walk or Dismiss Chop
◀	✚	Whistle to make Chop return to Franklin
RT	R1	Make Chop hunt for collectibles
Ⓧ	○	Make Chop sit
Ⓑ	□	Make Chop give paw
Ⓐ	✕	Make Chop beg
Ⓨ	△	Pet Chop

PROSTITUTES


PALETO BAY
Great Ocean Highway
Braddock Pass
Paleto Forest
Mount Chilliad
BLAINE COUNTY
GRAPESEED
ALAMO SEA
SANDY SHORES


RICHMAN
VINEWOOD
ROCKFORD HILLS
MORNINGWOOD
FIC BLUFFS
BACKLOT CITY
EAST VINEWOOD
DOWNTOWN
DEL PERRO
LITTLE SEOUL
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
LA PUERTA
Del Perro Fwy
La Puerta Fwy
Olympic Fwy
Los Santos Fwy
Los Santos Golf Club



What would *Grand Theft Auto* be without its seedy and controversial nightlife? Just like the earliest of *Grand Theft Auto* games, *Grand Theft Auto V* allows your character to visit with ladies of the evening. Using a prostitute's services at least once is a 100% game completion requirement.

▶ THE PICK-UP

We've included a map of the most popular prostitute locations. These ladies won't get into just any vehicle, though. Make sure you don't have a Wanted Level and that you approach them in a "nice" vehicle. Sports cars and luxury sedans are your best bet. Sometimes they can be coaxed with a little toot on the horn as well. When the prostitute does approve, help text appears, instructing you to press Right on the D-Pad to invite the prostitute into your vehicle. If you cannot find the prostitutes in the areas indicated on our map, you're probably not looking at nighttime when these ladies work.

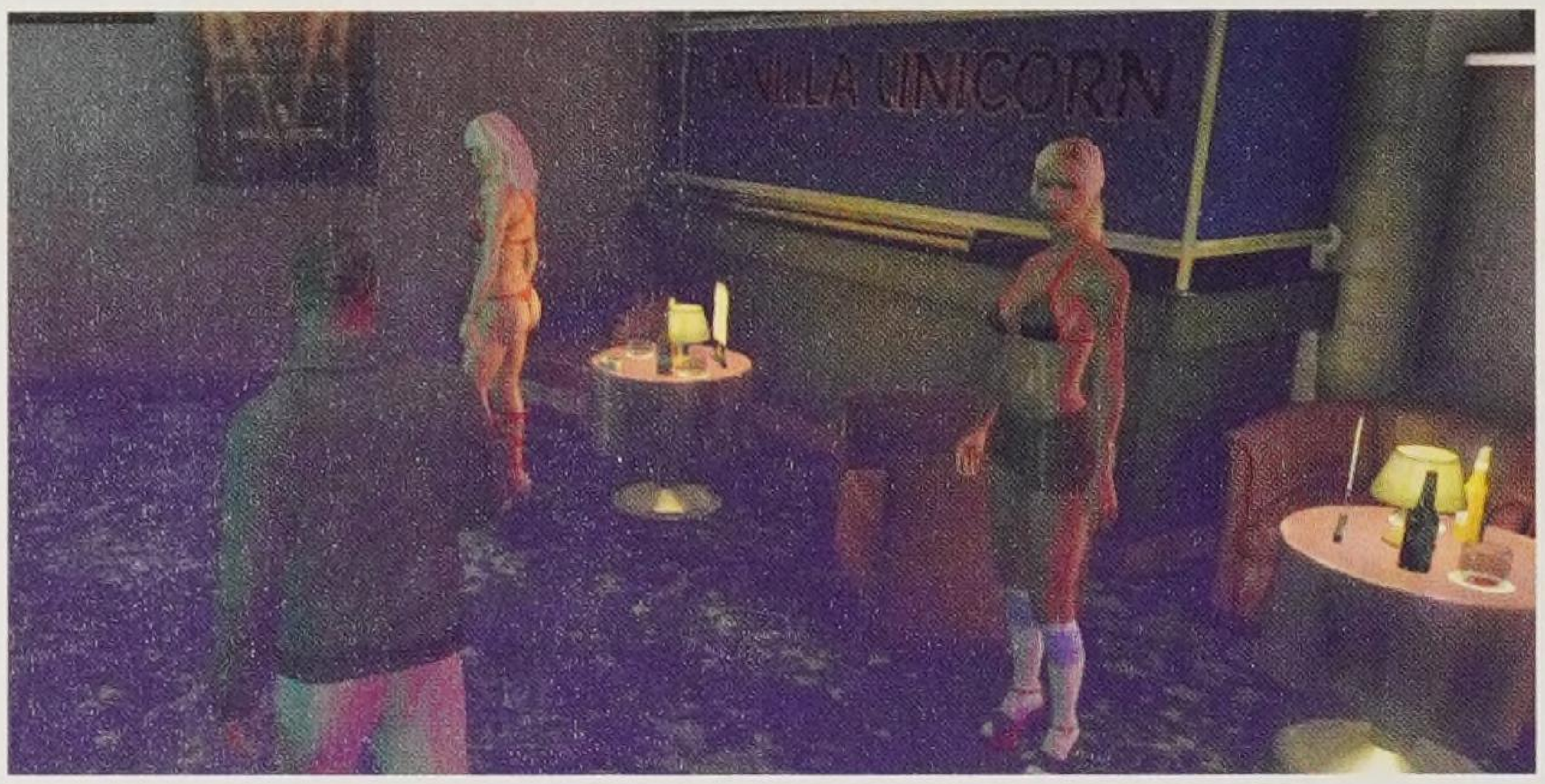
▶ DOING BUSINESS

Once a prostitute is in the passenger seat, you must find a secluded location where services can be rendered. The same alleys used to evade the police are usually the most satisfactory for the prostitute. Find a quiet spot that is away from vehicle and pedestrian traffic. If the location is not secluded enough, she lets you know. If it's a good spot, the service options appear on screen. Choose from a variety of services at varying prices. Afterward, choose another service or decline service. When you decline service, the prostitute exits the vehicle.

BOOTY CALLS AND PRIVATE DANCES

100% Completion	Booty Calls and Private Dances go toward 100% completion of the game.

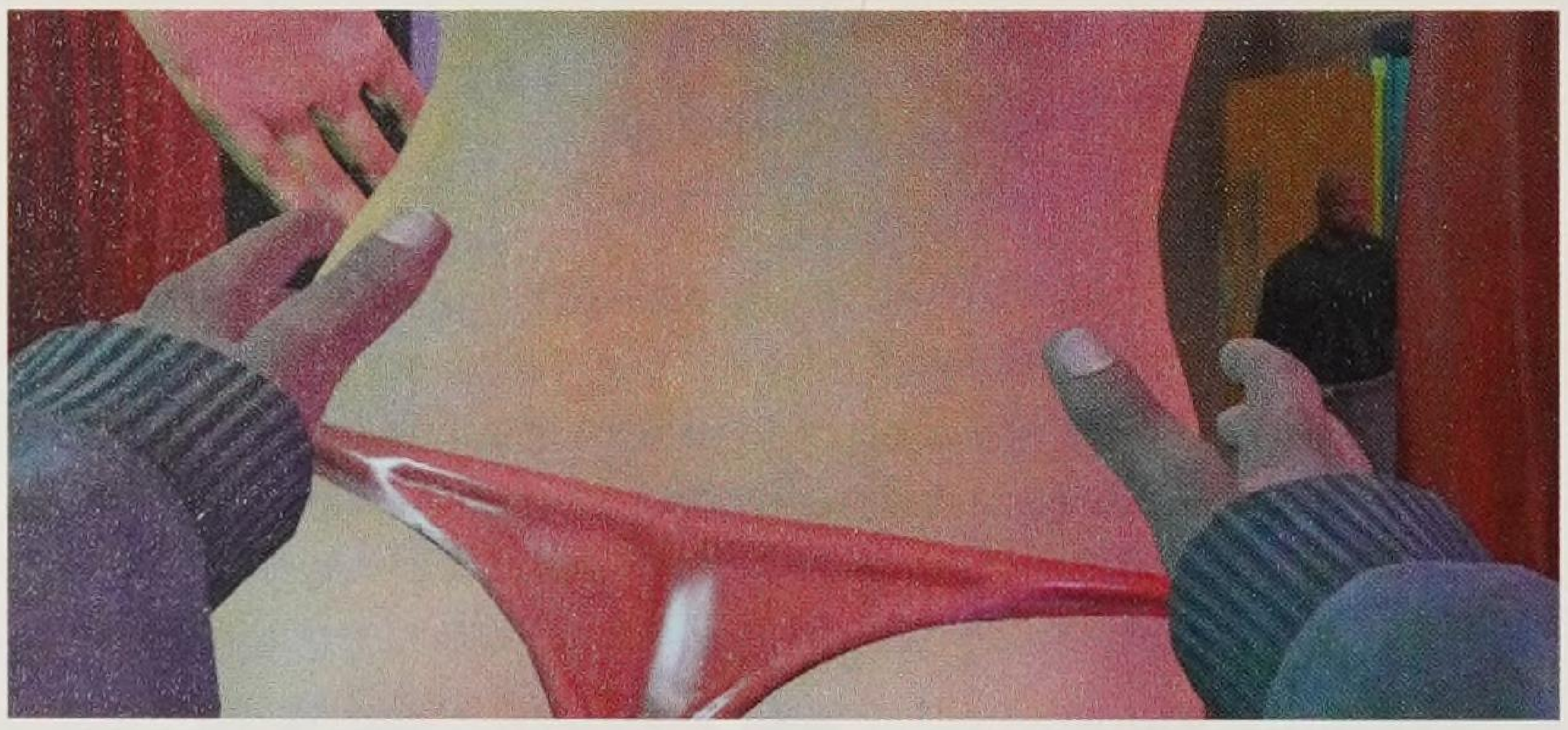
A Booty Call occurs when you fill a stripper's Like meter during a private dance at the strip club and then get invited back to her place for a good time.



This is easier to accomplish once Trevor takes over the Vanilla Unicorn (follow the strip club icon on your radar to the only strip club in town). After Trevor takes over the joint, you don't have to worry about bouncers ejecting you for touching the dancers.

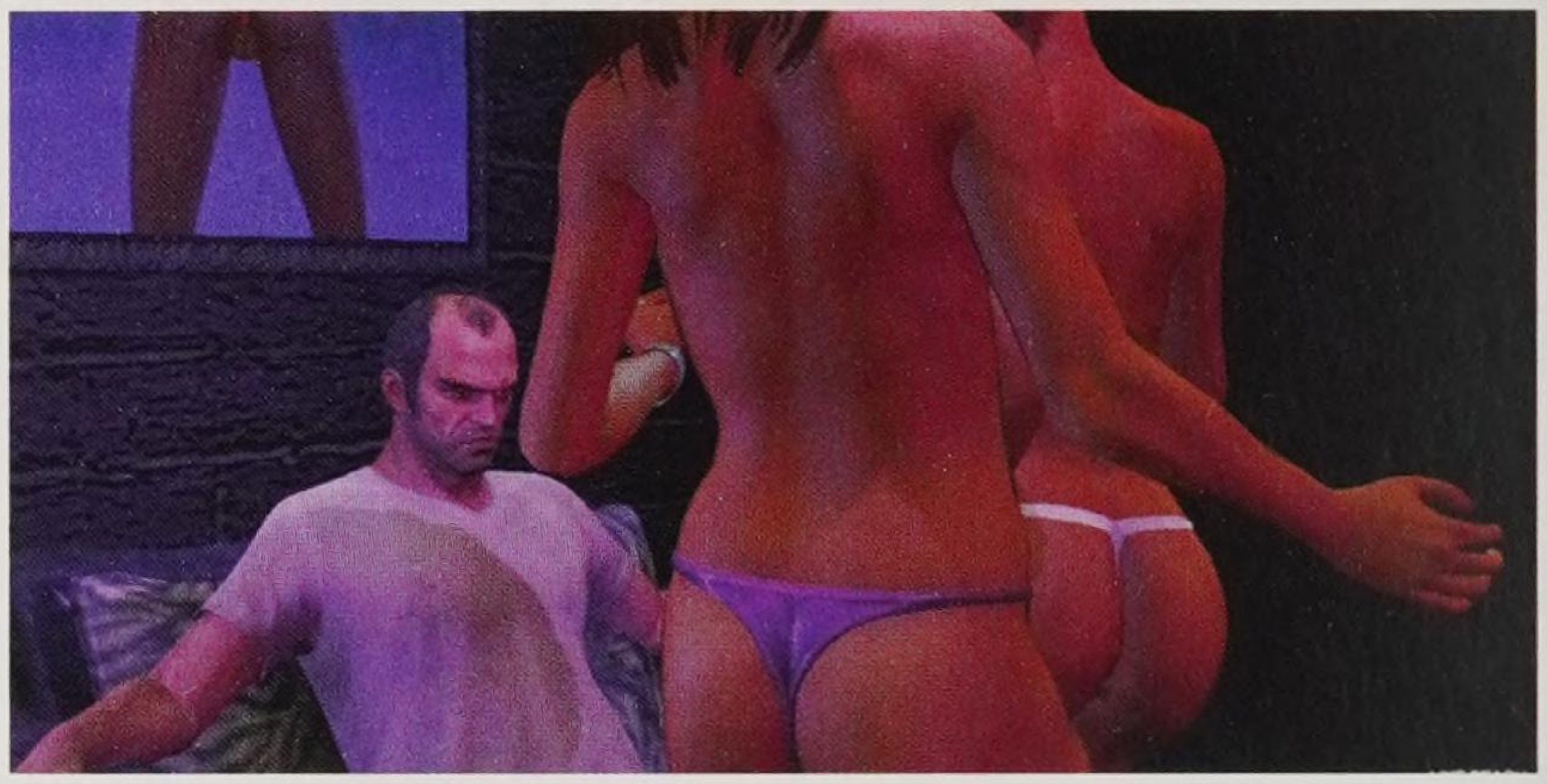
Walk around the strip club floor near the stage and find a few dancers walking around. Approach one and she invites you to a private dance. Note that some of the dancers do not go home with customers; Peach being one of them. Accept the transaction by pressing Right on the D-pad. This costs $40. Then follow the stripper up the stairs and into the premium lounge.

While the stripper performs her private dance, you can touch and flirt with the dancer to increase her Like meter. If the bouncer just outside the booth warns you to not touch, you must comply or you are thrown out the front door.

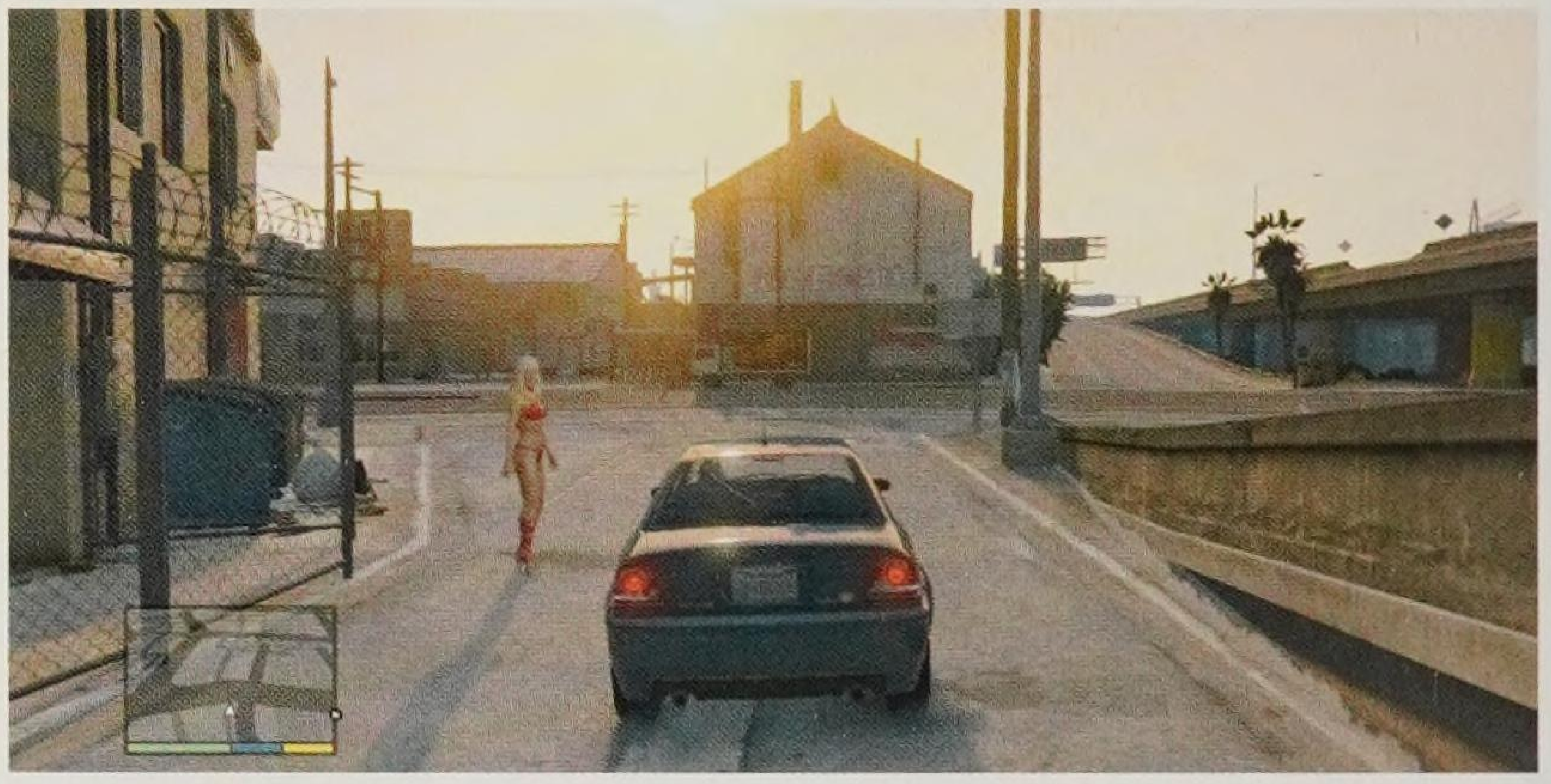


Follow the onscreen controls to move the camera around, change the view entirely, flirt, touch, and end the dance. Filling the Like meter in the lower-right corner as quickly as possible is a combination of intermittent touching and flirting.

When the Like meter is full, the dancer finishes the dance and you are presented with a few new options: get another dance, get a double dance, go home with the dancer, or leave. During a double dance, another stripper is called into the room and both girls dance for you (and each other). Once you choose to go home with the dancer, you are instructed to meet the stripper behind the club. However, not all strippers will offer this.

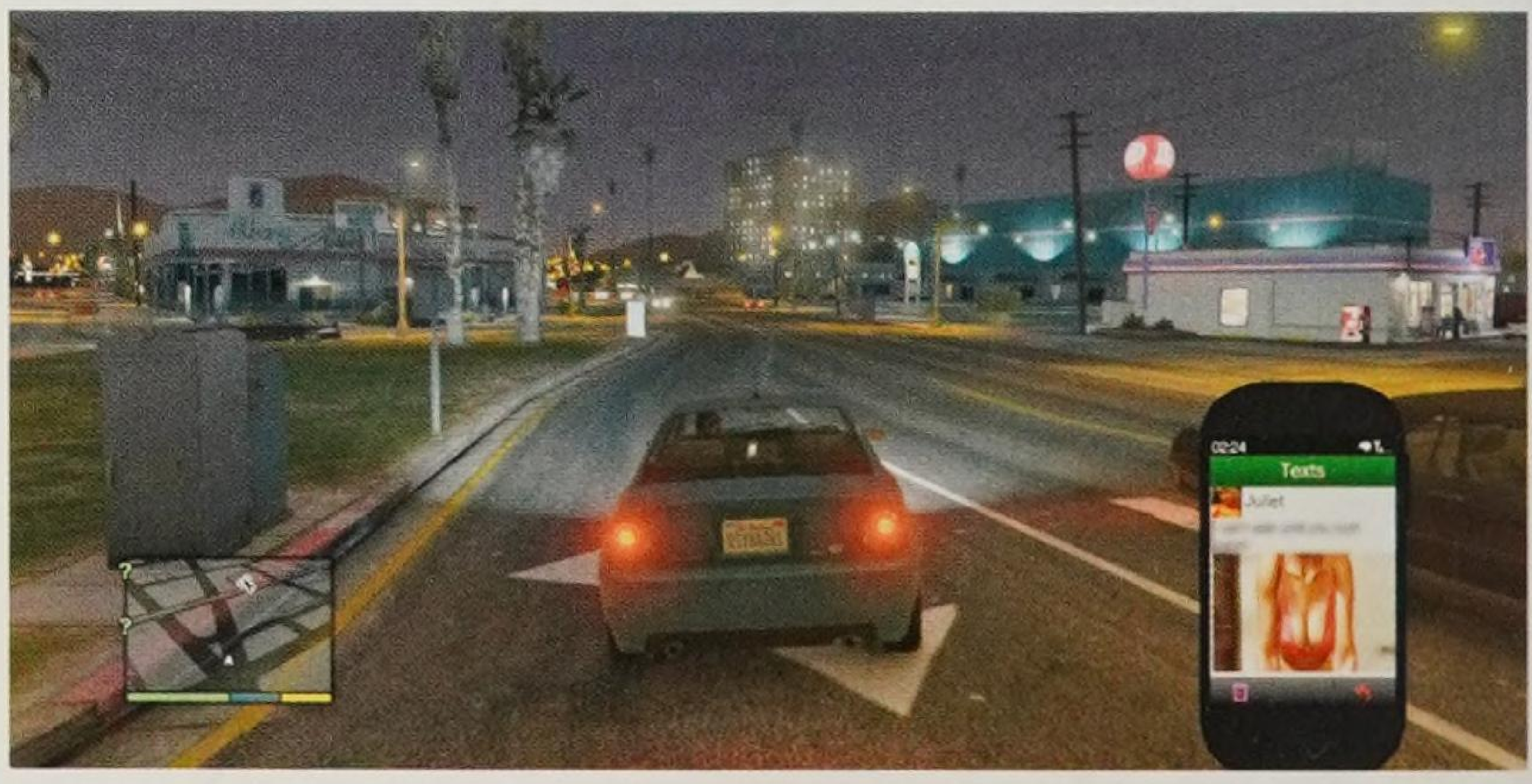


Exit the club and enter a vehicle. Follow the blue blip to the alley behind the club near the on-ramp and pick up the stripper. Follow the yellow destination marker to her house and exit the vehicle. Follow the stripper (blue blip on radar) to her front door. A cinematic covers the rest of the event.



▶ SEXTING

After a Booty Call, you receive the dancer's contact info. Not too long after that, you often receive a sexy picture from your new friend via text.

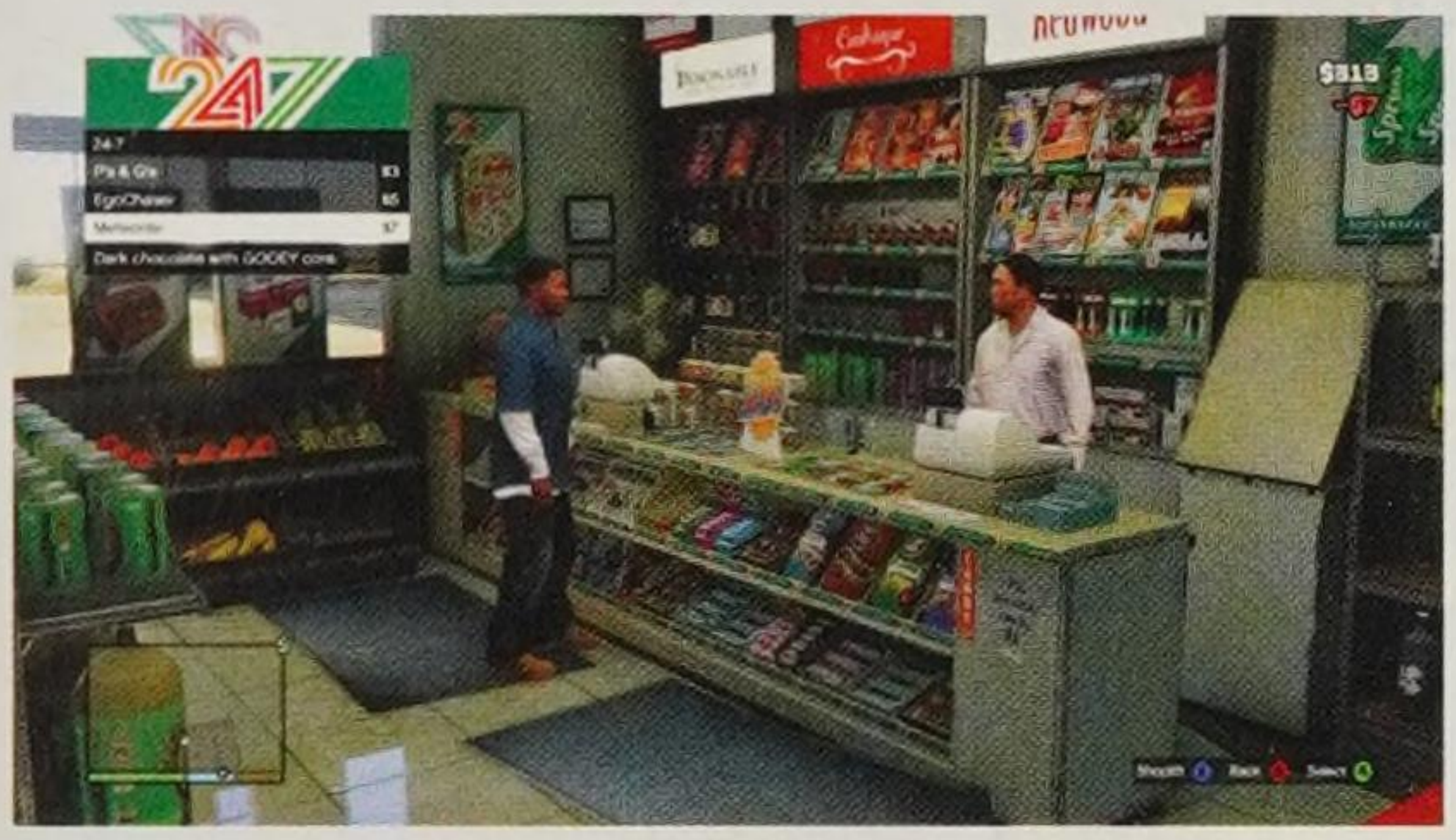


Besides the dancers at the Strip Club, you can also arrange Booty Calls from Ursula from the Random Event "Hitch Lift 2" and Liz from the Private Taxi fare "Got You Now."

100% Completion
1/19 Shop Robberies

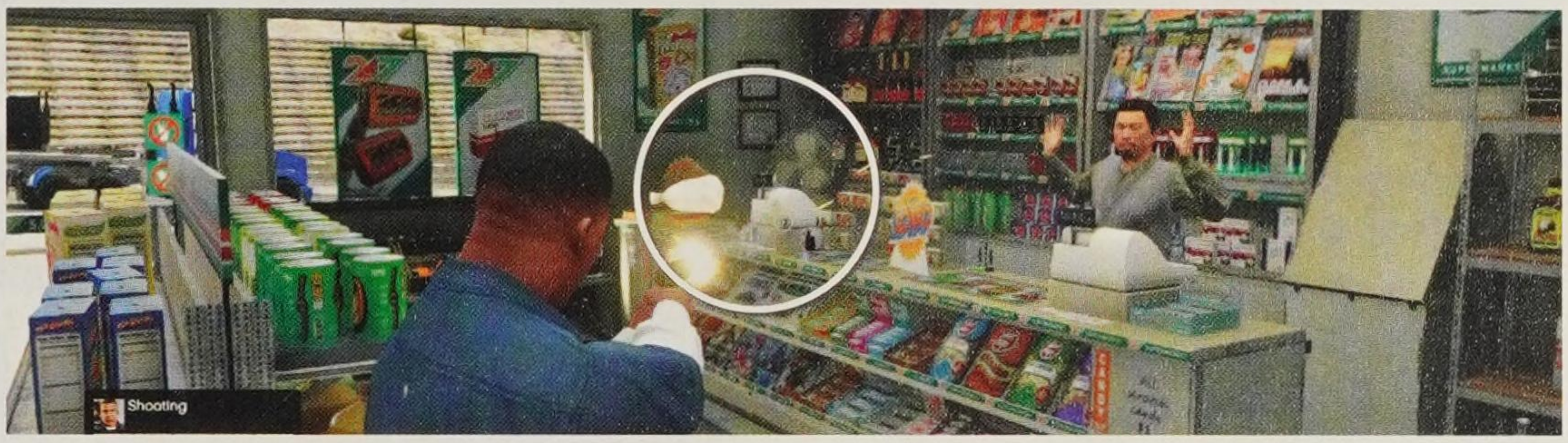
There are 19 convenience stores you can rob in single-player *Grand Theft Auto V*. You only need to rob one to go towards 100% completion of the game.

JUNK FOOD



There are 19 stores you can rob in San Andreas. If you go into a convenience store without a gun in your hand, the clerk is not alarmed and you can walk up to the counter and buy one of three snacks to restore lost health: P's & Q's, EgoChasers, or Meteorites. All of these snacks cost under $7.

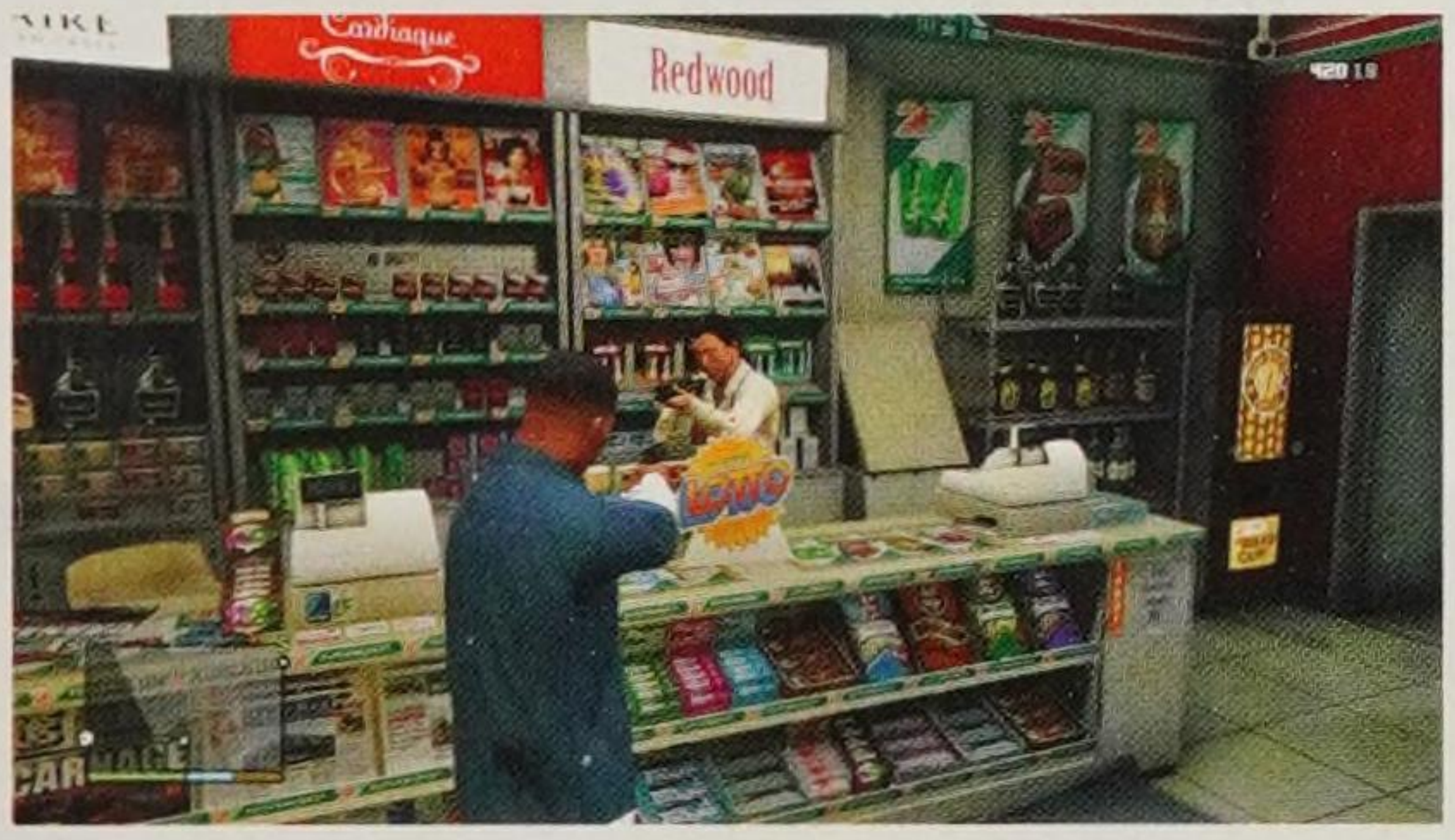
EXTRA CASH



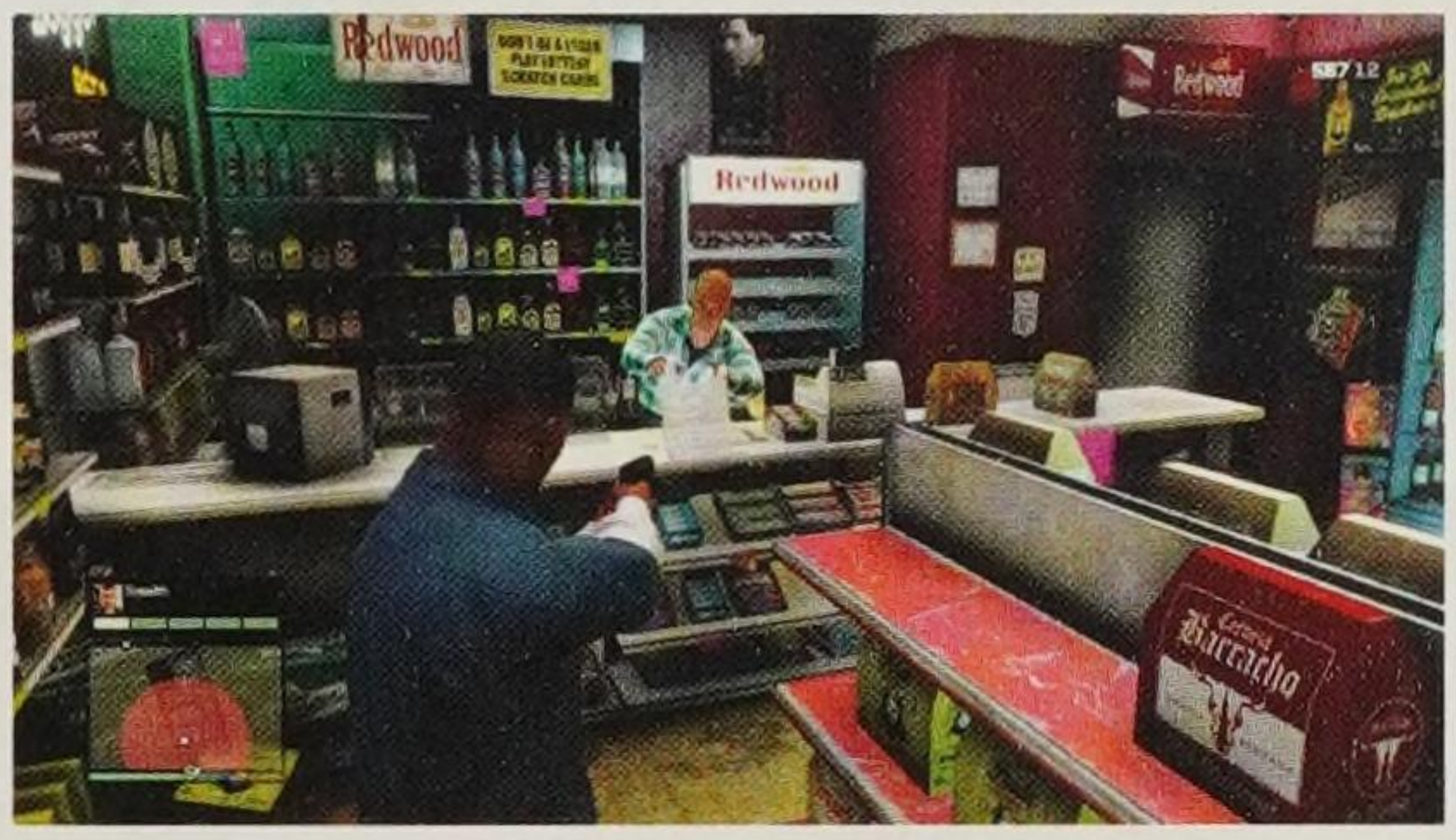
In stores that have two cash registers, it's possible to shoot the second register open. You can sometimes get more cash from the second register than the first one that the clerk is unloading. Don't shoot the second register until the clerk hands over the cash so you don't trigger a premature Wanted Level. If the moneybag drops behind the counter, quickly jump over the counter and retrieve it before exiting.

Lastly, if you enter a store without a clerk or if the clerk dies before he gets the register open, simply walk behind the counter and face the register until the prompt appears. Press Right on the D-pad to open the register and take the money. This doesn't work on a second register, so you still need to shoot open the second register if there is one.

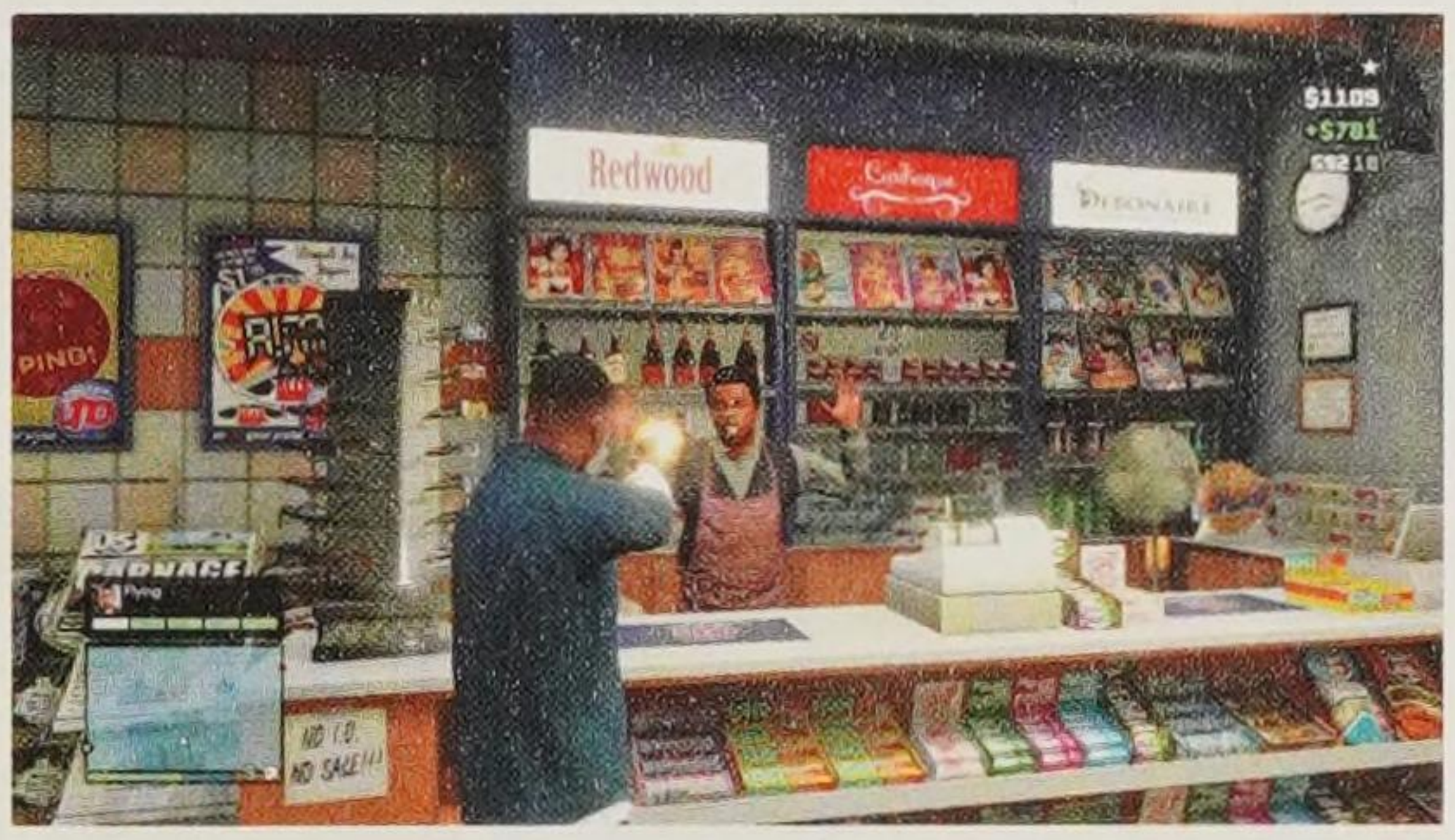
ROBBING 101



When you pull your gun out (or if you walk in with a gun in your hand), there is a low percentage chance that the clerk will quickly raise a shotgun and point it at you. This is rare. The clerk usually complies with your demands when a gun is pointed at him. Sometimes a clerk gives you the middle finger and refuses even though you have a gun pointed at him. In this scenario, you can fire a warning shot. That usually gets his hands in the register.

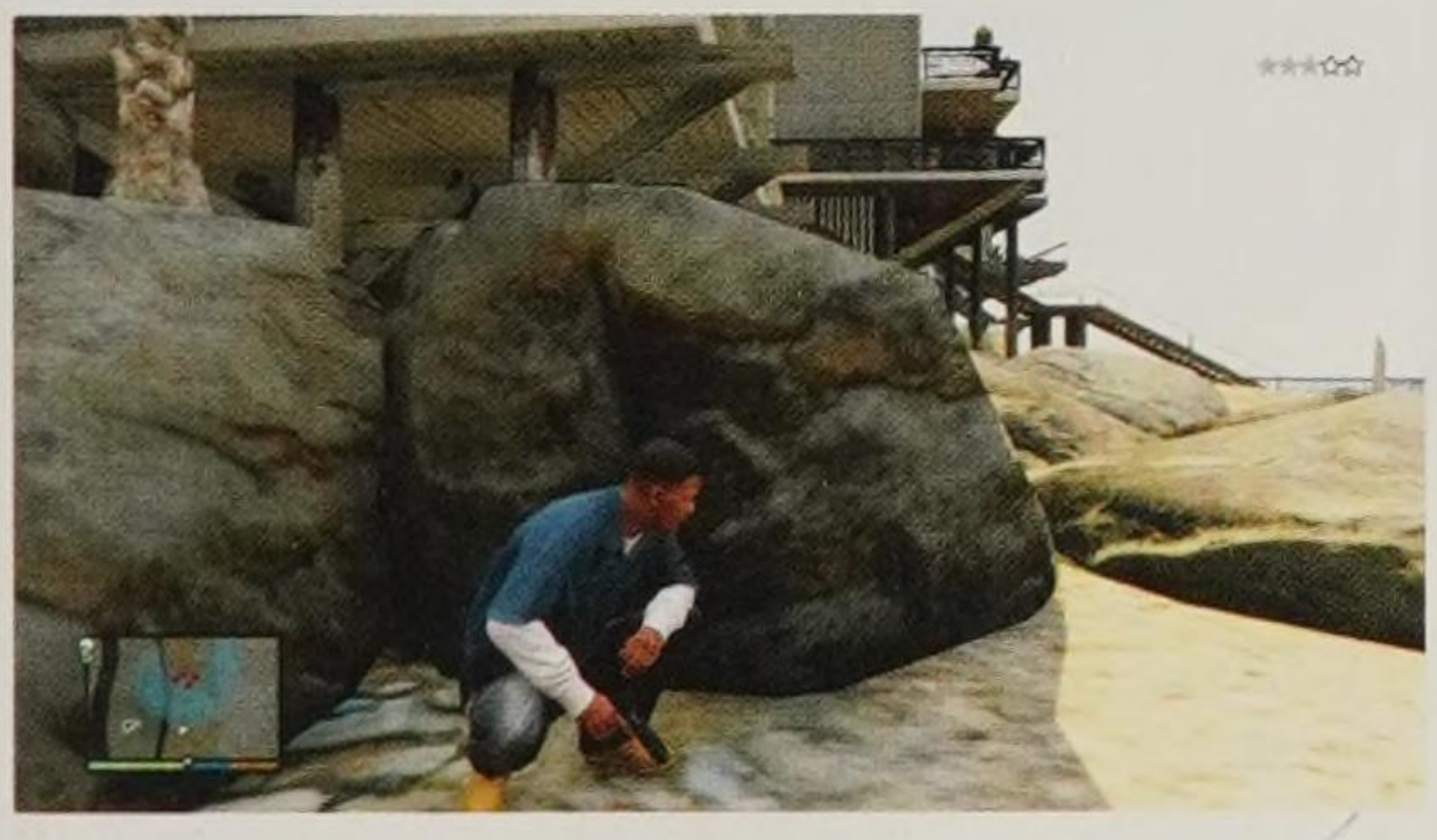


It takes a little time for the clerk to load a grocery bag with the cash. It's not until the clerk throws the bag of money on the counter or the floor that you receive a one-star Wanted Level. When you step outside the convenience store doors with the loot, the level is raised to a two-star Wanted Level.



If a clerk did not pull a weapon in the beginning of the robbery, he won't at any other point during the robbery. It's not necessary to point the gun at him after he moves to unload the register. You can actually walk around the store while he fills it up. This also means you don't have to kill the clerk. Killing the clerk only raises the Wanted Level if he has not yet handed the money over. Shooting the clerk before the money exchange gives you a one-star Wanted Level.

ESCAPE



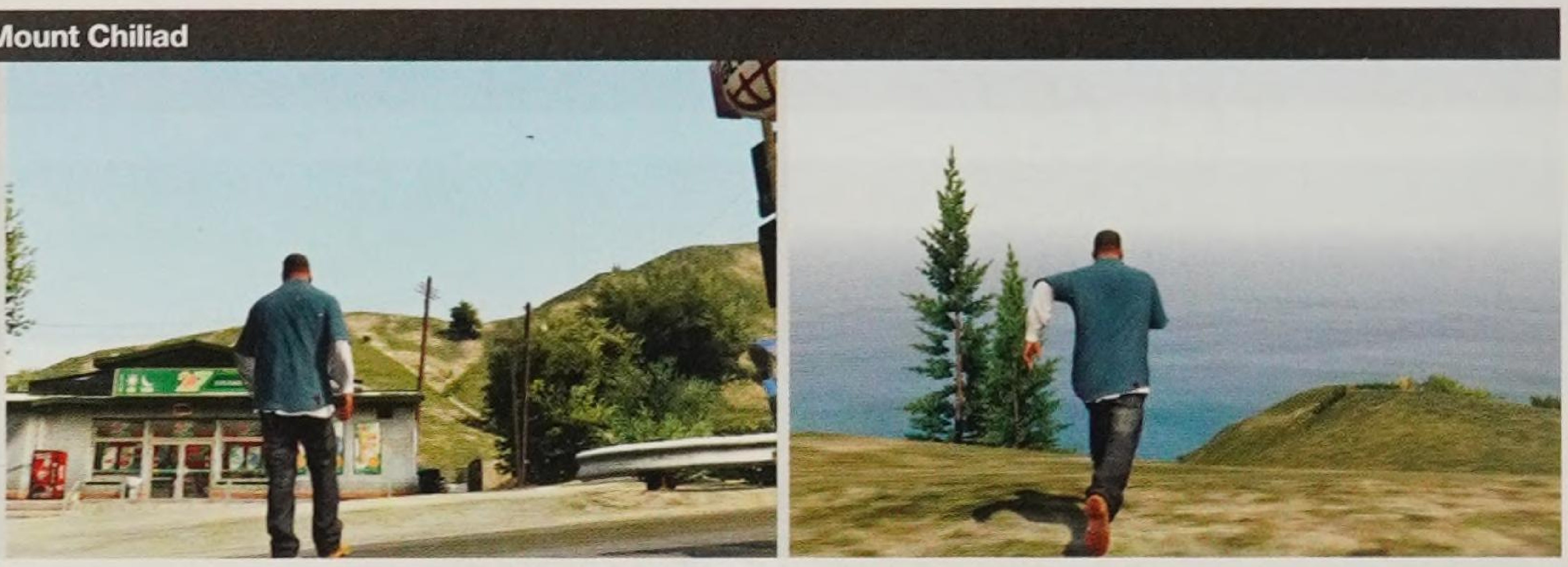
It's easier to escape in rural areas, as the cops take longer to respond. Regardless, as soon as you exit the front doors, look at the radar to spot the location of the responding cops and then take off running in the opposite direction. In most cases, you can run behind the convenience store to first get out of sight. Then keep running in the opposite direction to get out of the area before attempting to hide and wait out the two-star Wanted Level.

SHOP 1: 24/7 SUPERMARKET—Location: Senora Freeway, Mount Chiliad

Average Take: $950

Two Registers: Yes

Escape Tips: Shoot the second register as the clerk throws the money bag from the other register. Exit through the front door, circle around the building, and run/jump up the hill to hide from the cops on the other side of the hill towards the ocean. The cops are slow to arrive, so this won't be too difficult.

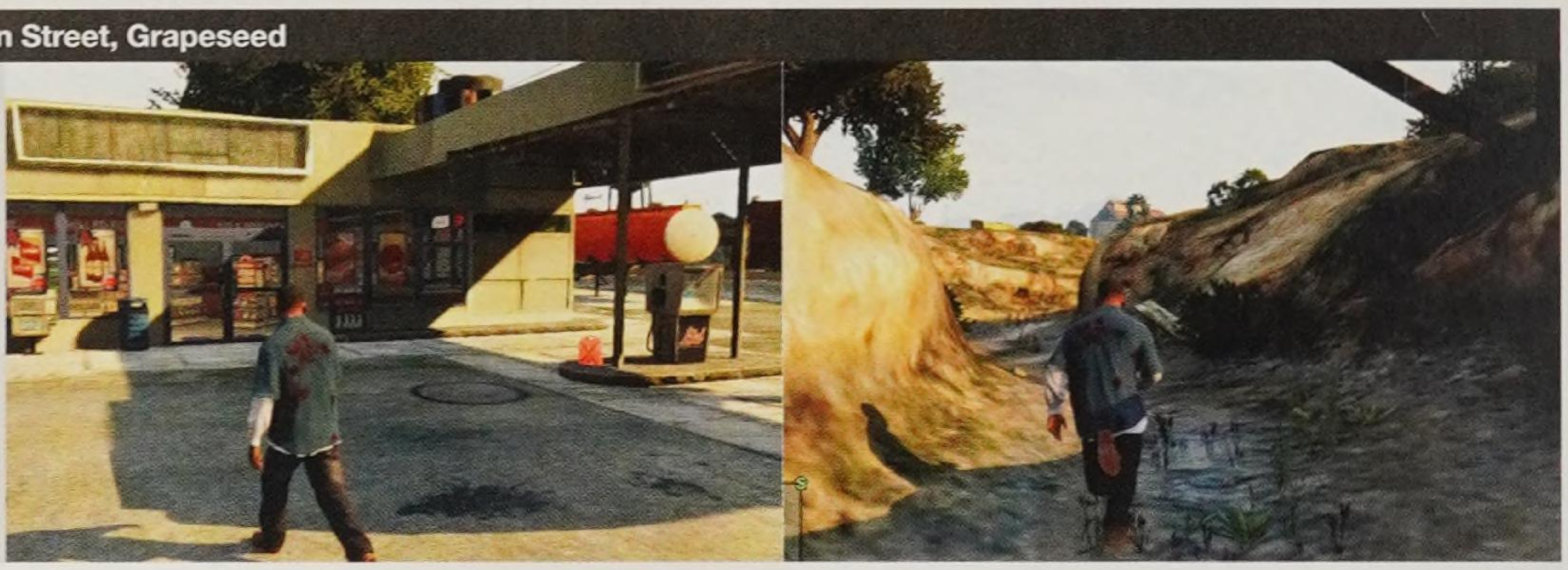


SHOP 2: LIMITED LTD GASOLINE—Location: Grapeseed Main Street, Grapeseed

Average Take: $500

Two Registers: Yes

Escape Tips: Head for the back of the building and find a creek. Run into the creek and follow it south until you reach a small bridge. This is probably far enough that the cops won't find you. In these rural areas, going off-road is your best bet for escape.

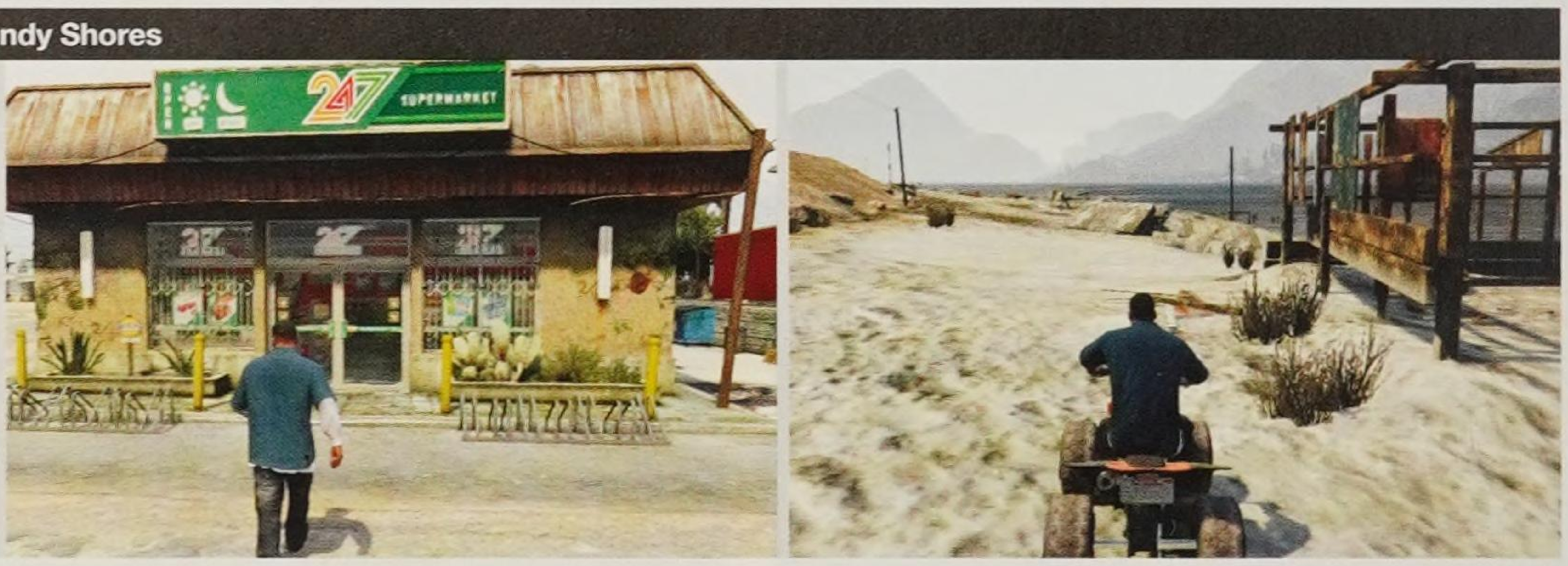


SHOP 3: 24/7 SUPERMARKET—Location: Niland Avenue, Sandy Shores

Average Take: $200

Two Registers: Yes

Escape Tips: Run out of the store headed for Trevor's neighborhood. The cops are slow here, so you have time to jack a vehicle if needed. Go off-road for a clean escape.

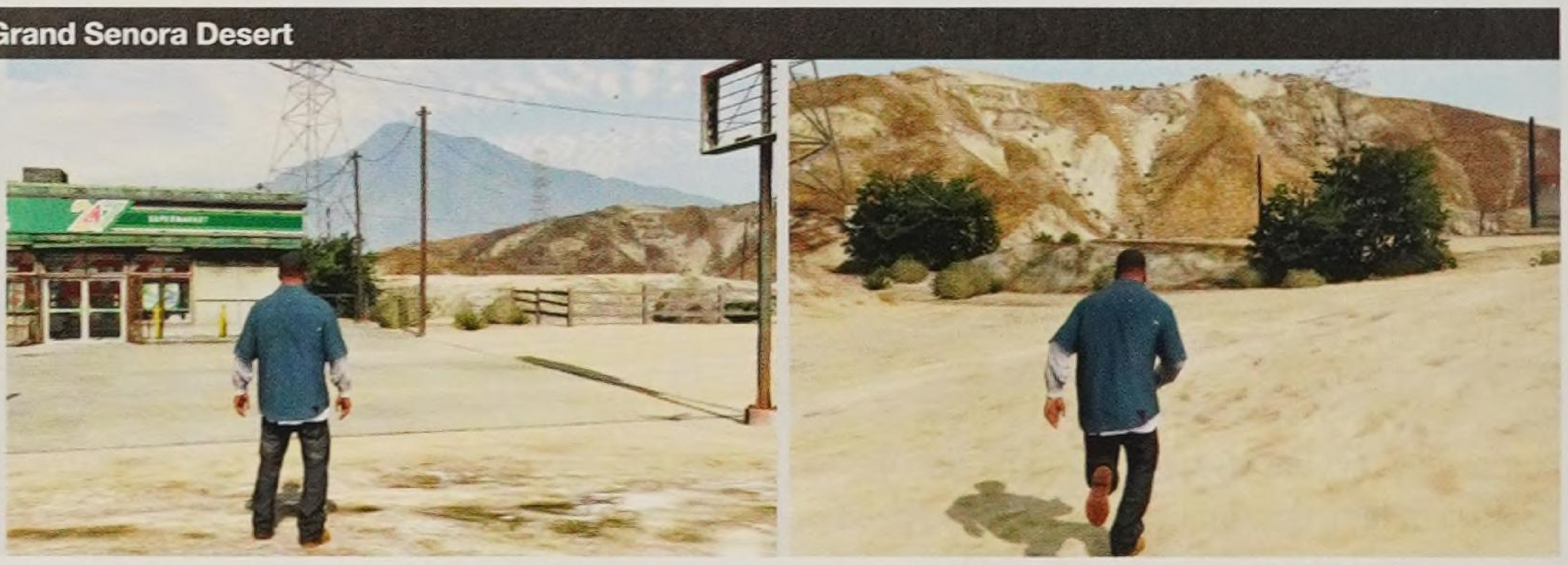


SHOP 4: 24/7 SUPERMARKET—Location: Senora Freeway, Grand Senora Desert

Average Take: $600

Two Registers: Yes

Escape Tips: The cops are slow to respond here. Run into the desert to the north and hide in some foliage.

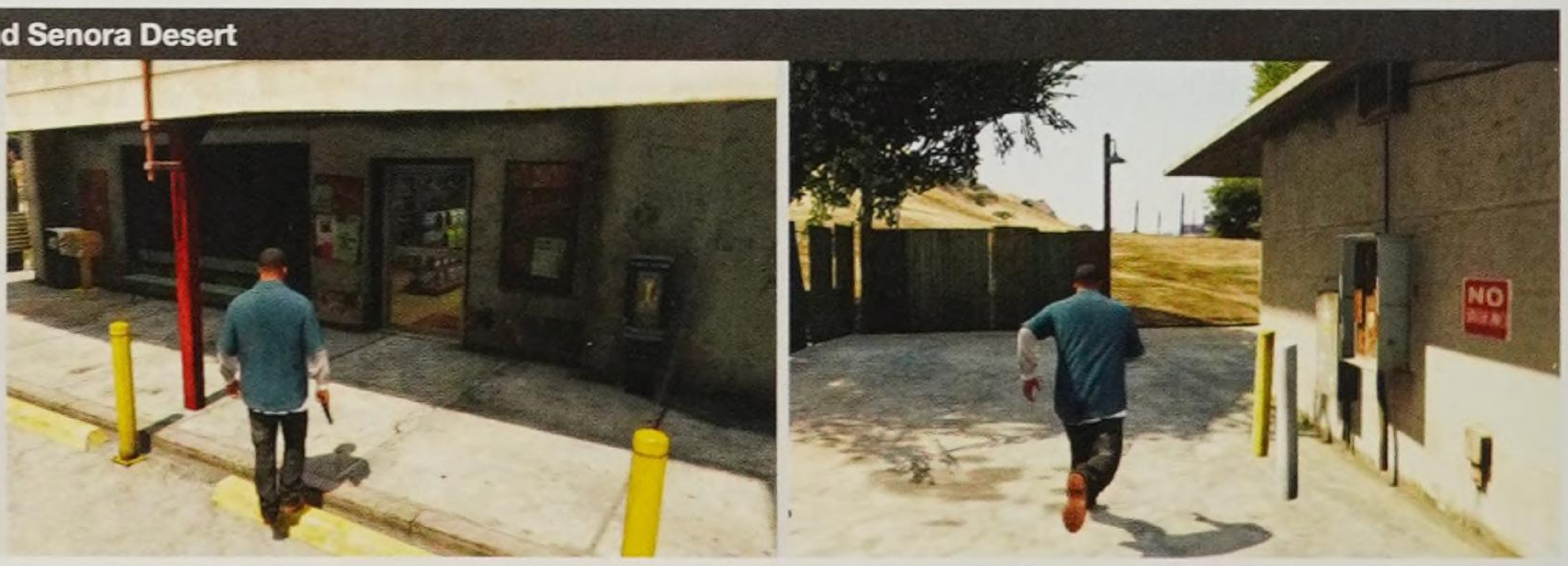


SHOP 5: SCOOPS LIQUOR BARN—Location: Route 68, Grand Senora Desert

Average Take: $350

Two Registers: No

Escape Tips: Head for the hills behind the custom car shop across the street.

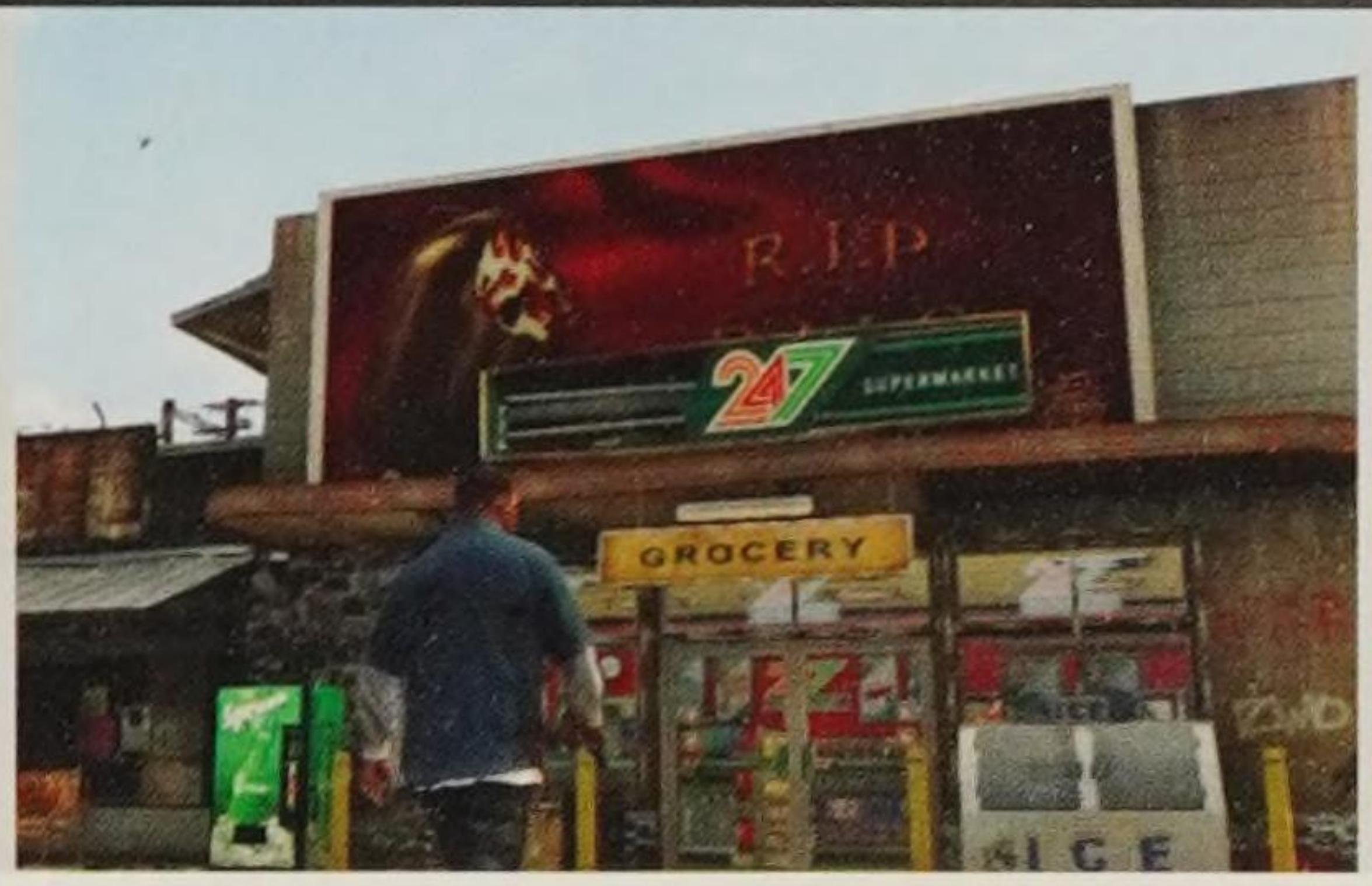


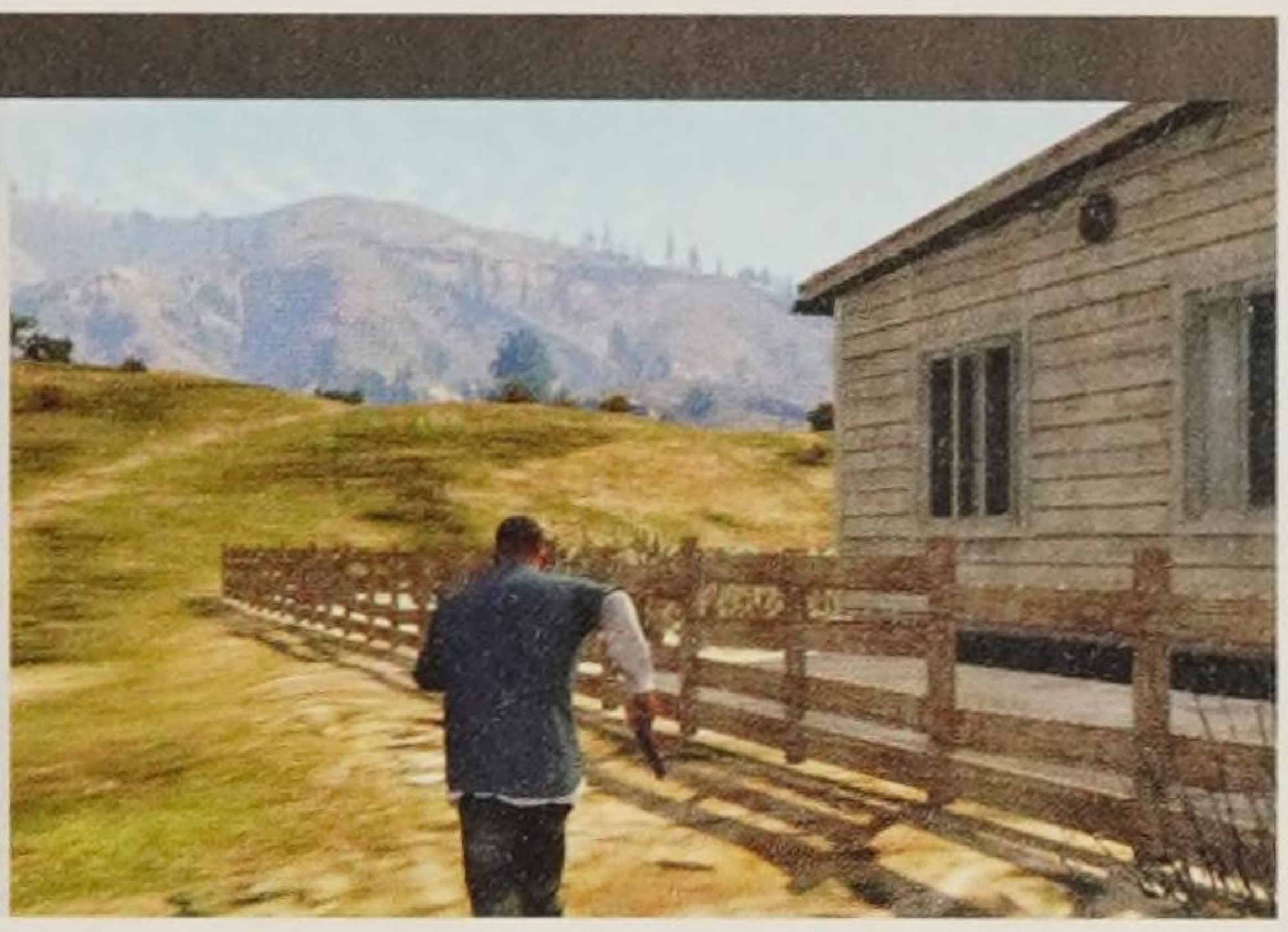
SHOP 6: 24/7 SUPERMARKET—Location: Route 68, Harmony

Average Take: $200

Two Registers: Yes

Escape Tips: The clerk inside is usually stubborn and you have to take matters into your own hands. The take is low, but the cops are slow. Head north off-road in the desert.



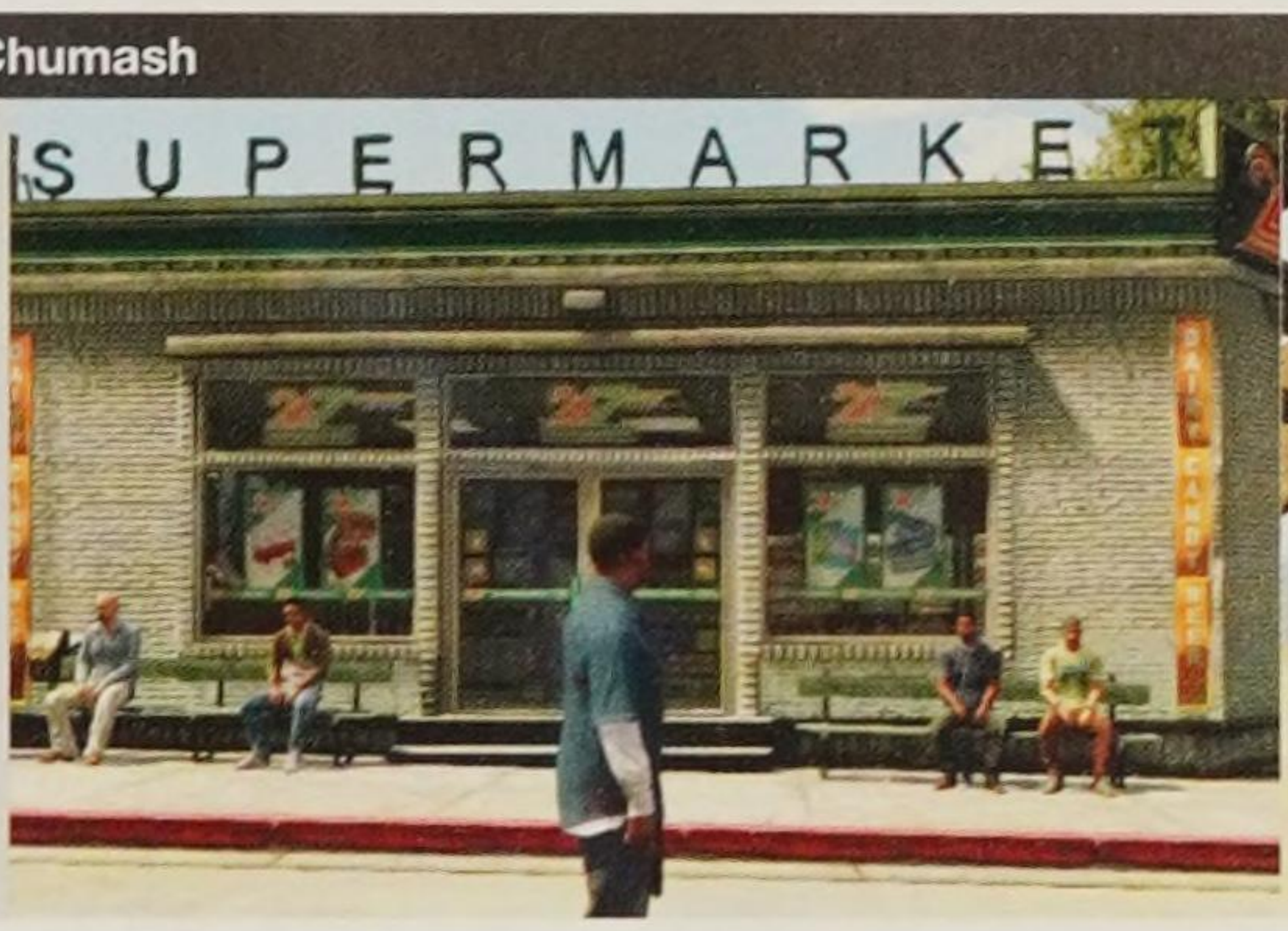


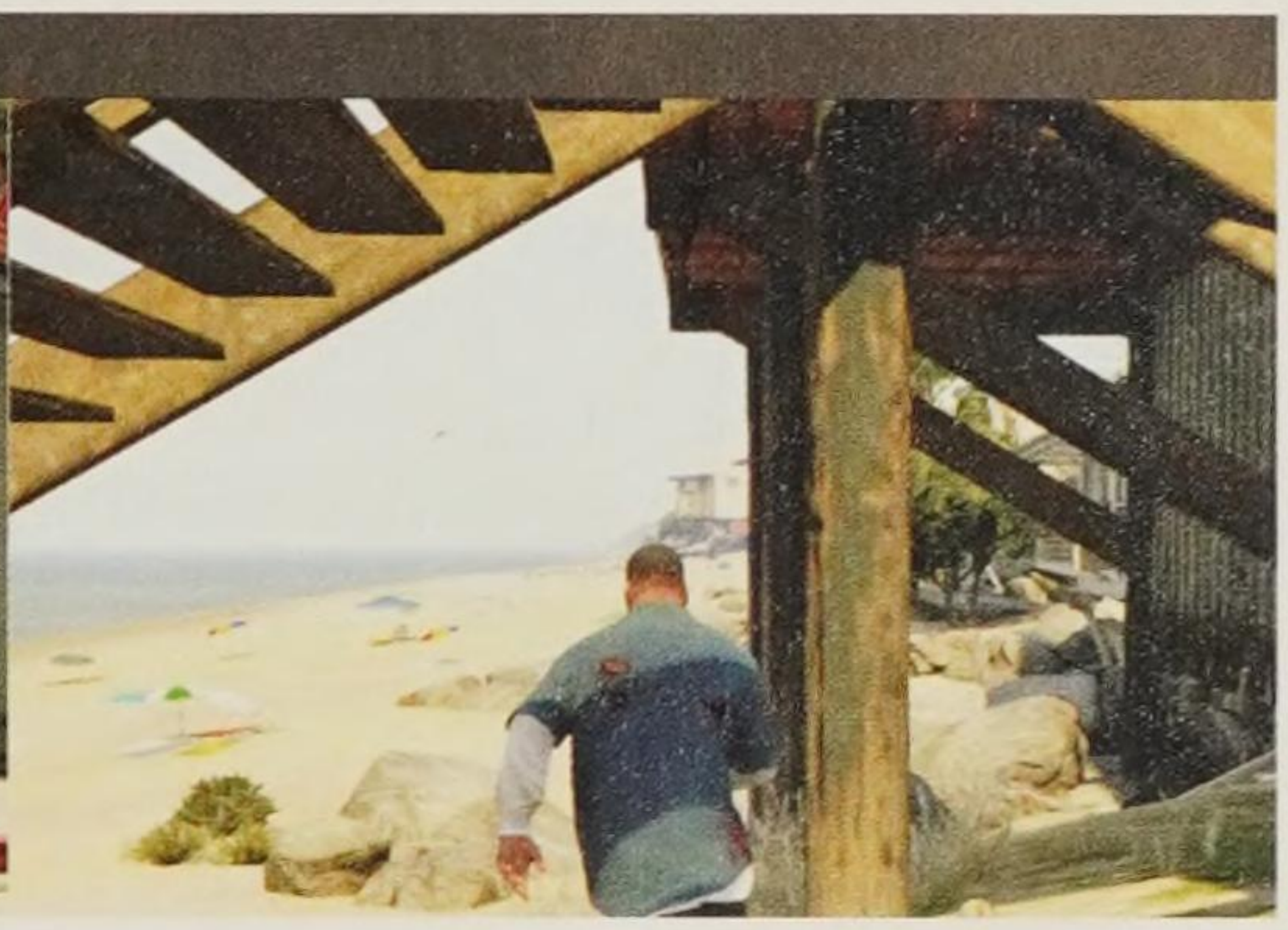
SHOP 7: 24/7 SUPERMARKET—Location: Barbareno Road, Chumash

Average Take: $1100

Two Registers: Yes

Escape Tips: The clerk is a jerk. Be prepared to show him you aren't playing around. The take is good here, and the cops are just slow enough for you to circle around the back of the store and run down the beach. Hide behind some rocks or a distant house on the beach.



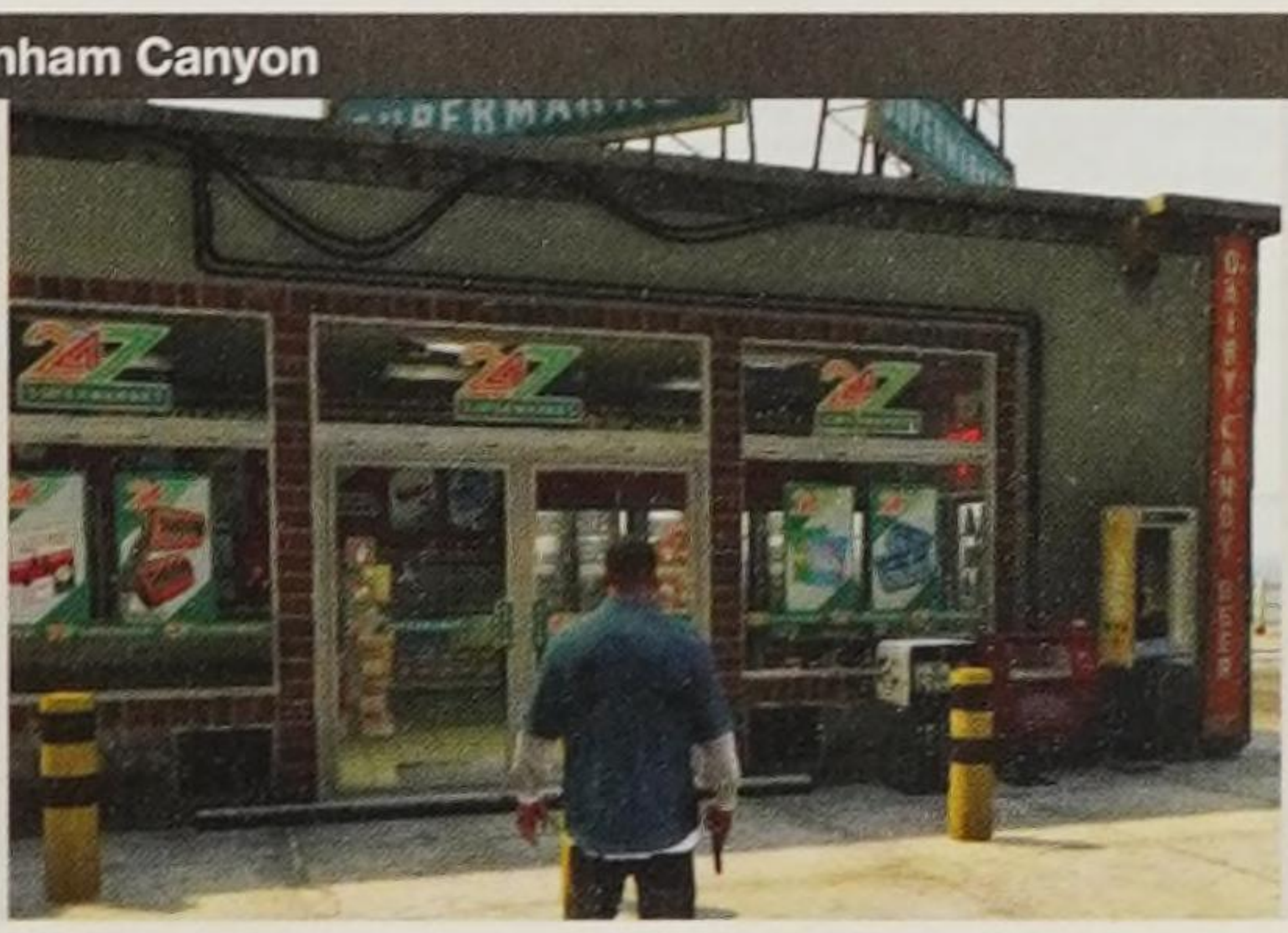


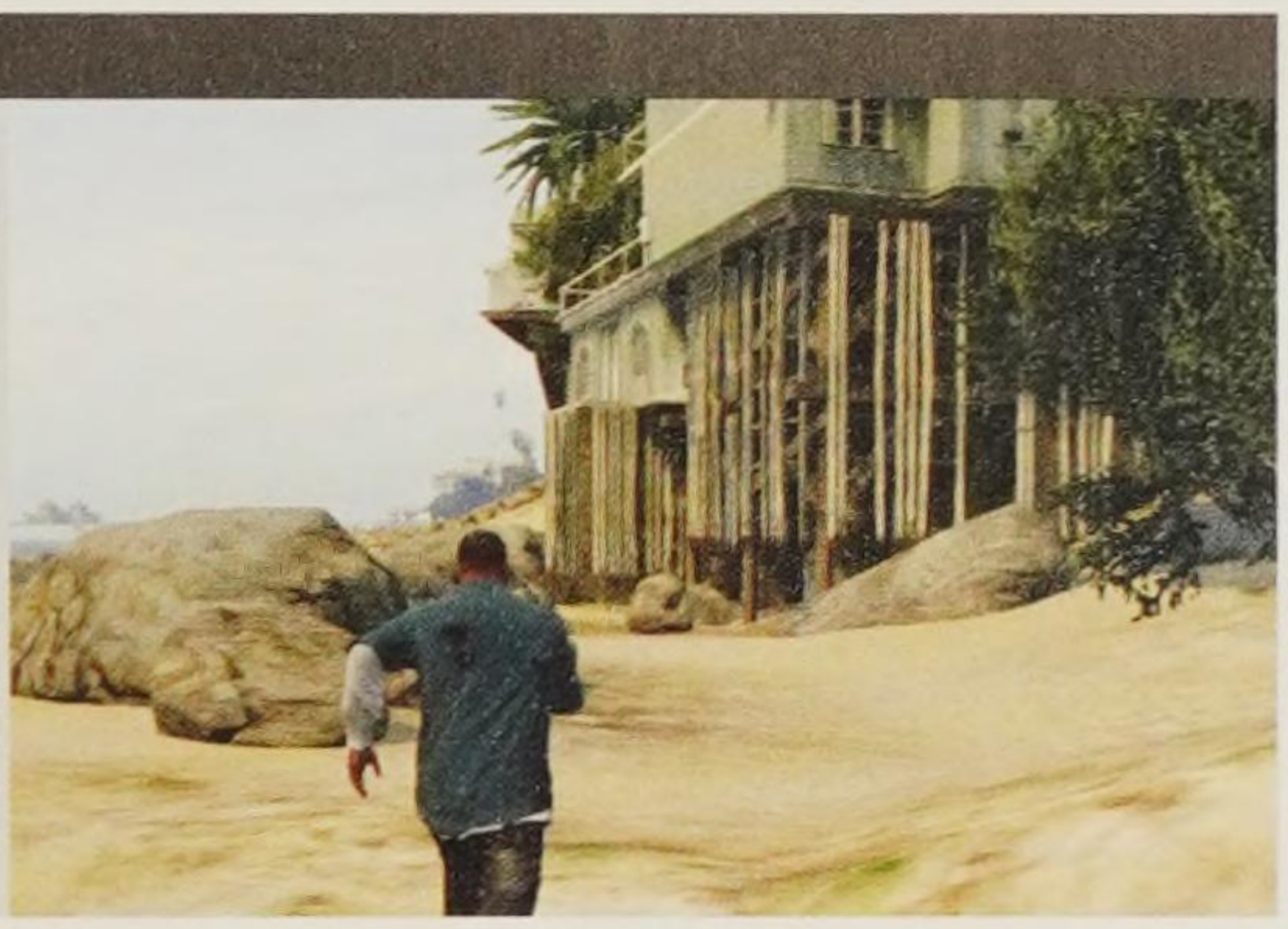
SHOP 8: 24/7 SUPERMARKET—Location: Ineseno Road, Banham Canyon

Average Take: $700

Two Registers: Yes

Escape Tips: Circle around the building. Run down the beach until you are in the clear or find a house or rock to hide behind once far enough away from the scene of the crime.



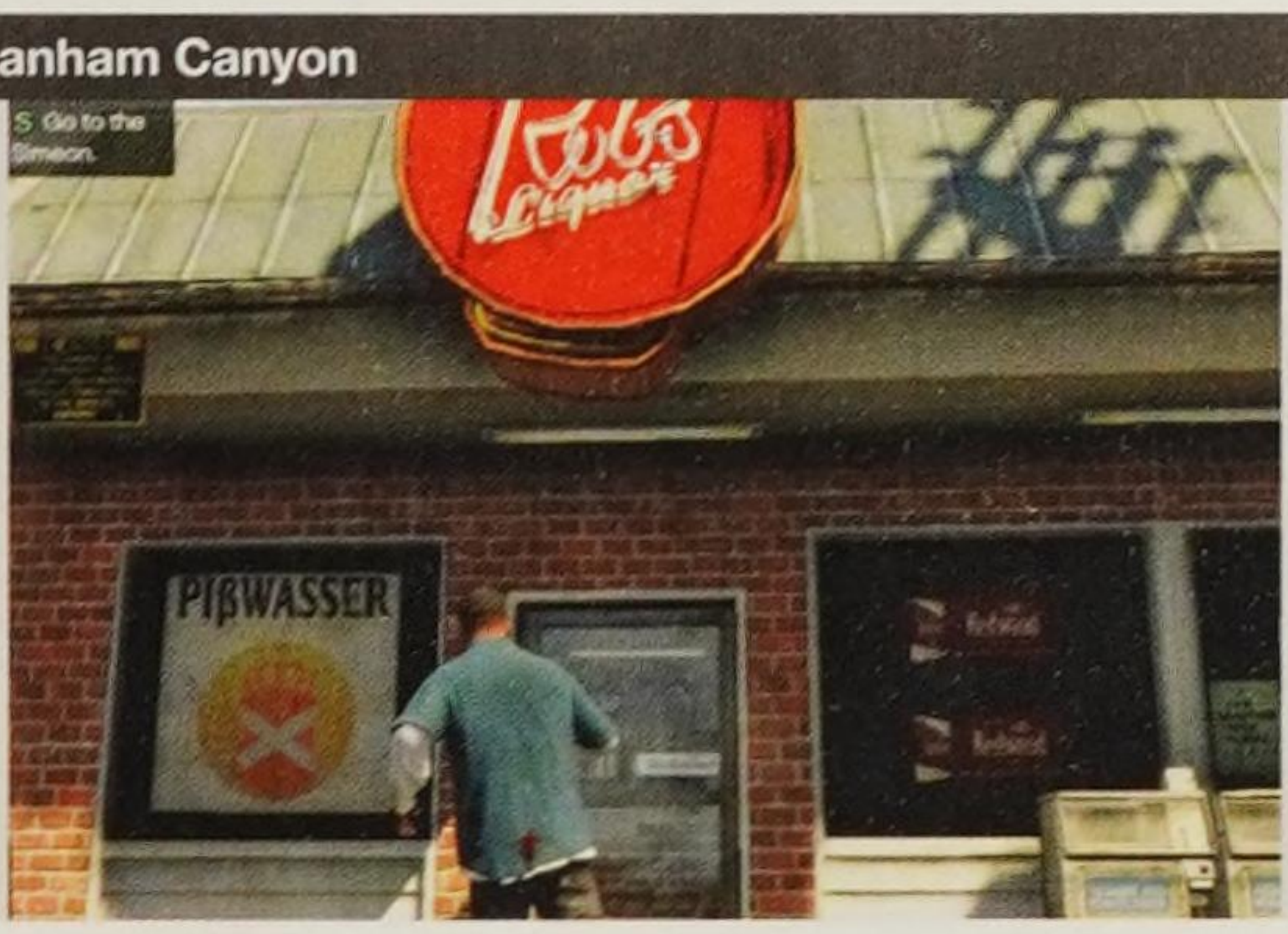


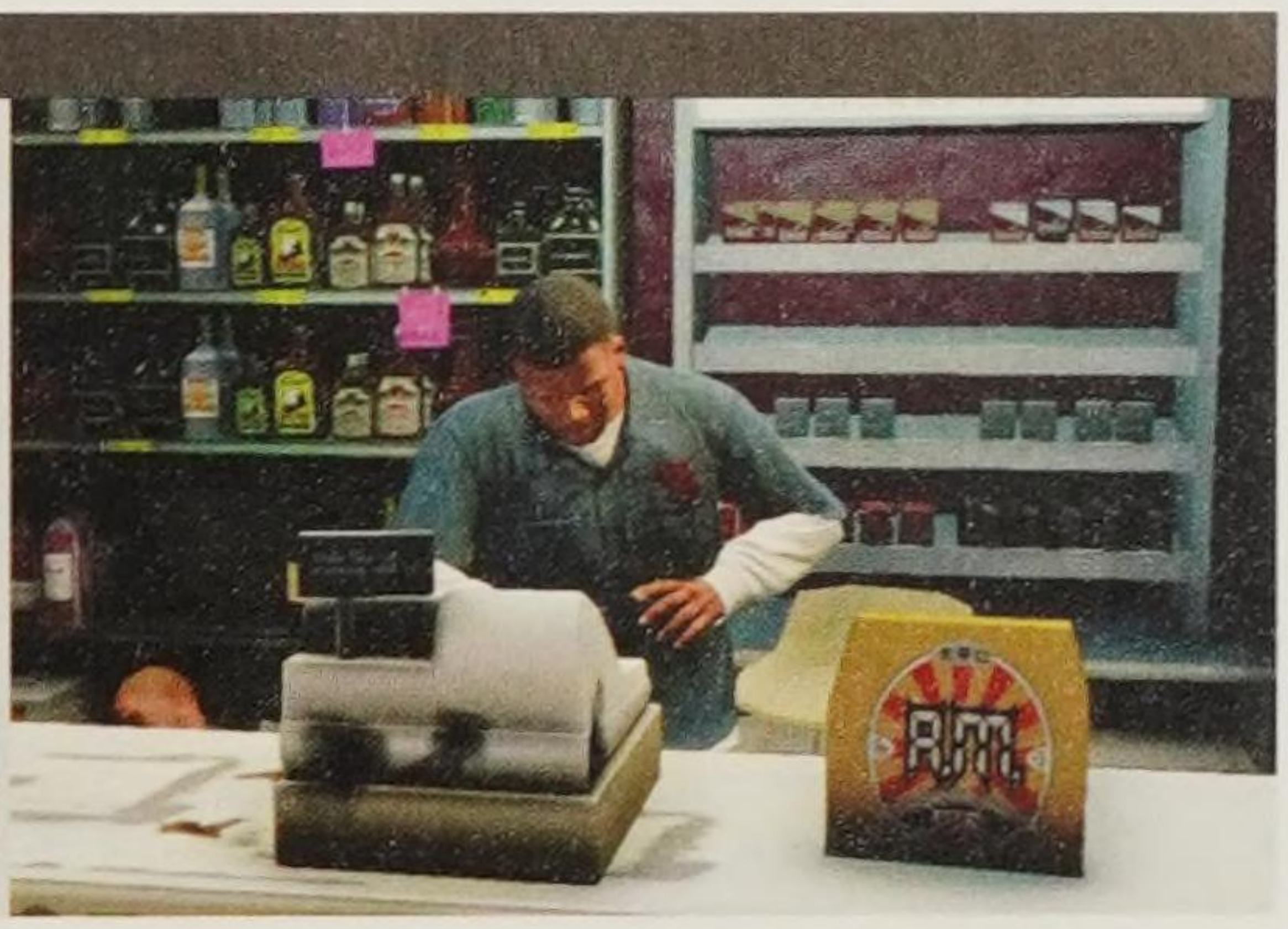
SHOP 9: ROBS LIQUOR—Location: Great Ocean Highway, Banham Canyon

Average Take: $100

Two Registers: No

Escape Tips: The clerk often refuses to help rob the place, so the takings are low if you have to take matters into your own hands. The cops get right on top of the place from both directions on Great Ocean Highway, so have a car ready. Do not increase the Wanted Level. Go off-road until the heat cools down.



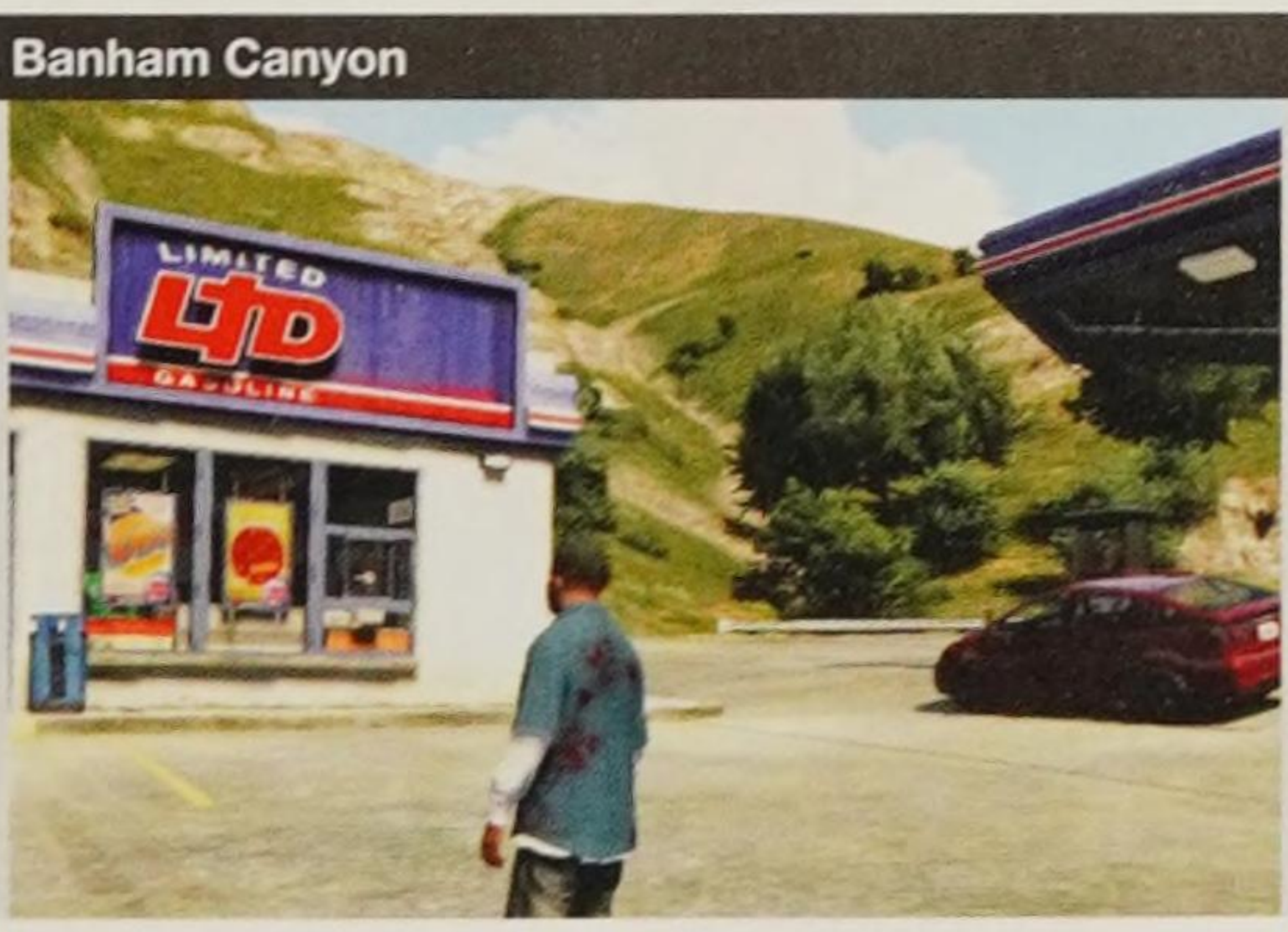


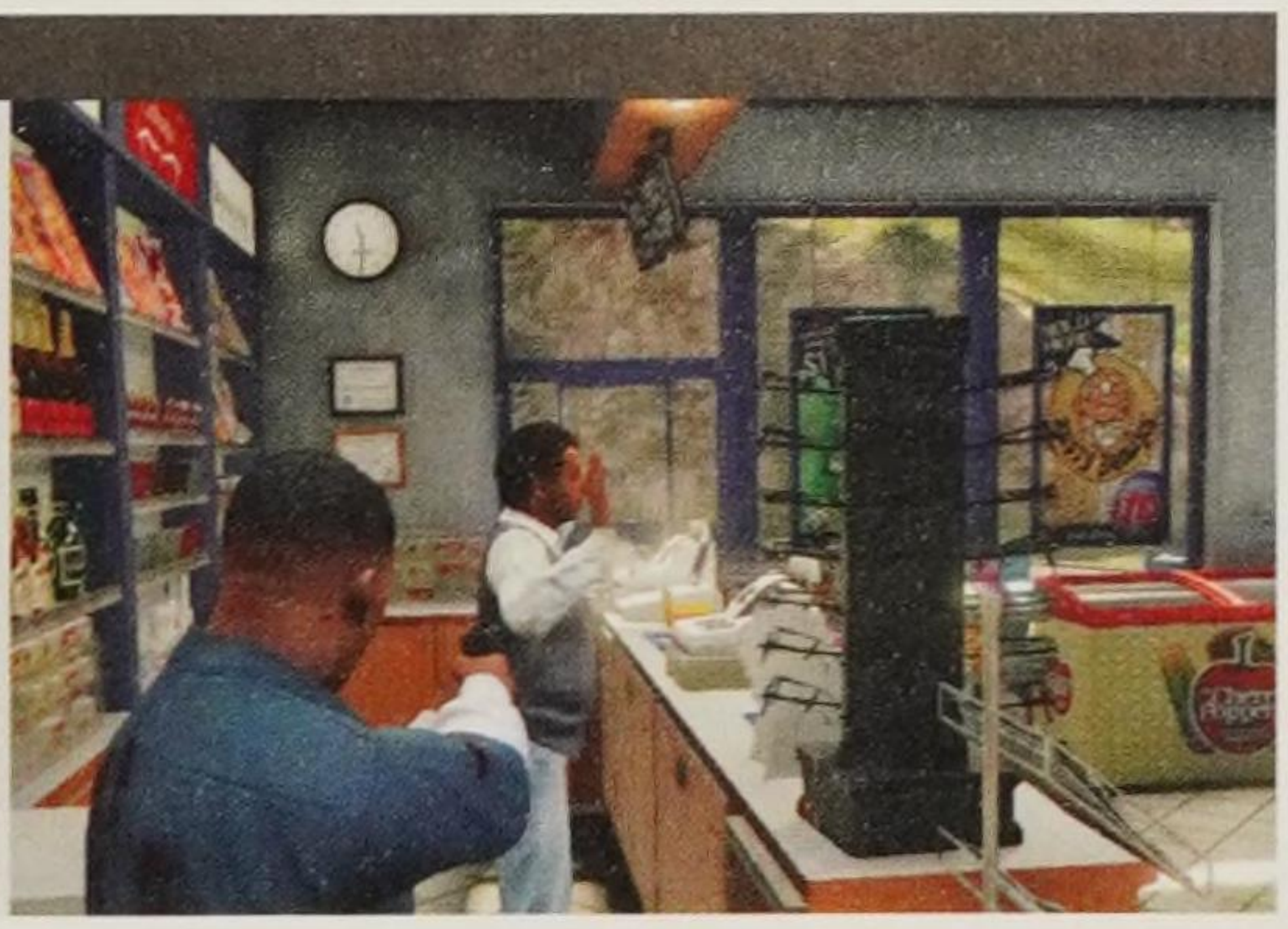
SHOP 10: LIMITED LTD GASOLINE—Location: Tongva Drive, Banham Canyon

Average Take: $1200

Two Registers: Yes

Escape Tips: Run for the hills, literally. There are hills just outside the doors.



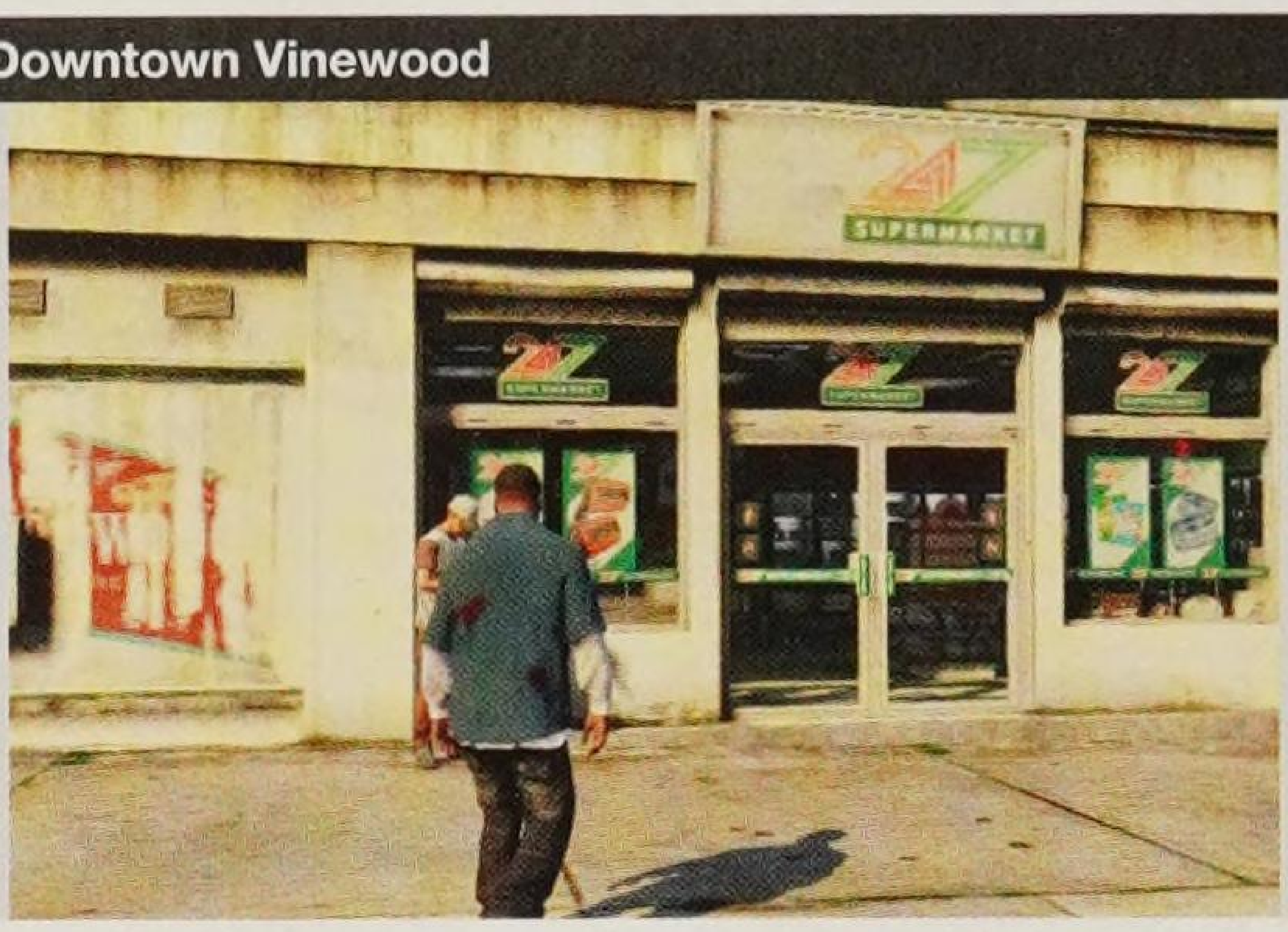


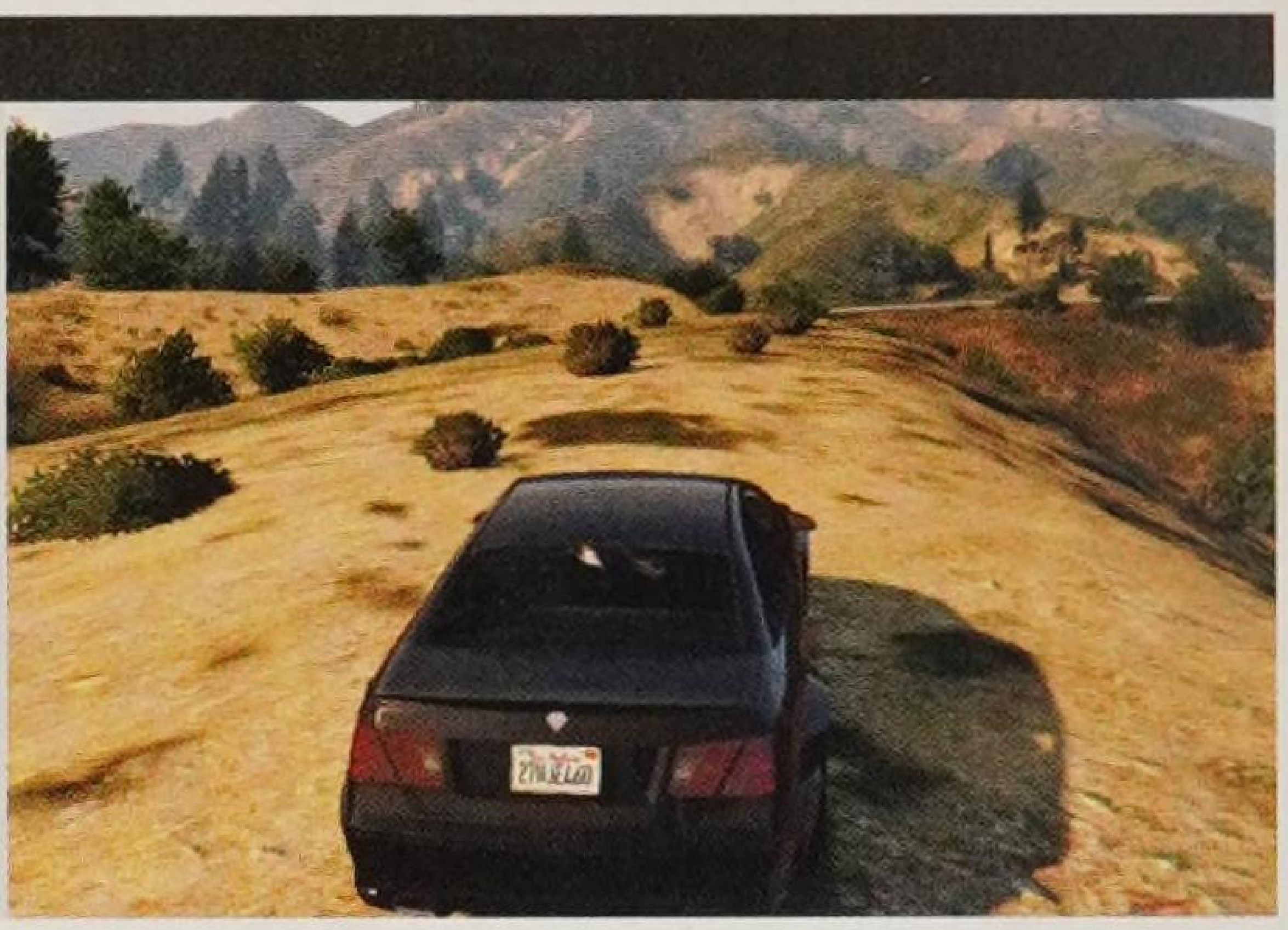
SHOP 11: 24/7 SUPERMARKET—Location: Clinton Avenue, Downtown Vinewood

Average Take: $600

Two Registers: Yes

Escape Tips: The cops are slow to respond and travel from the south and the west. Exit the store, circle around behind it, and run north. Jump the concrete wall and run up the hill. If the cops are still onto you, jack a car on the nearby road and drive off-road heading north until the Vinewood sign is visible in the distance.



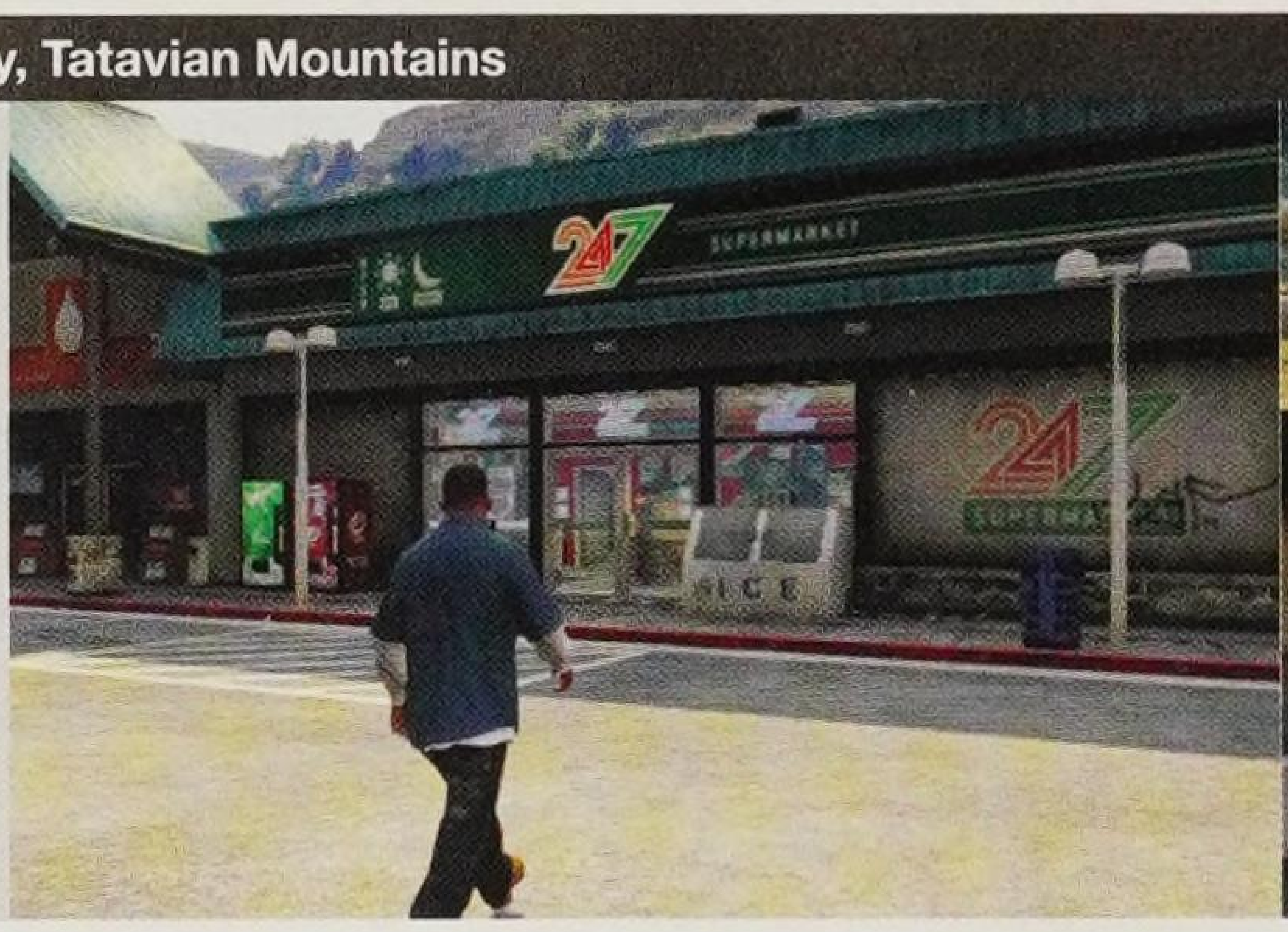


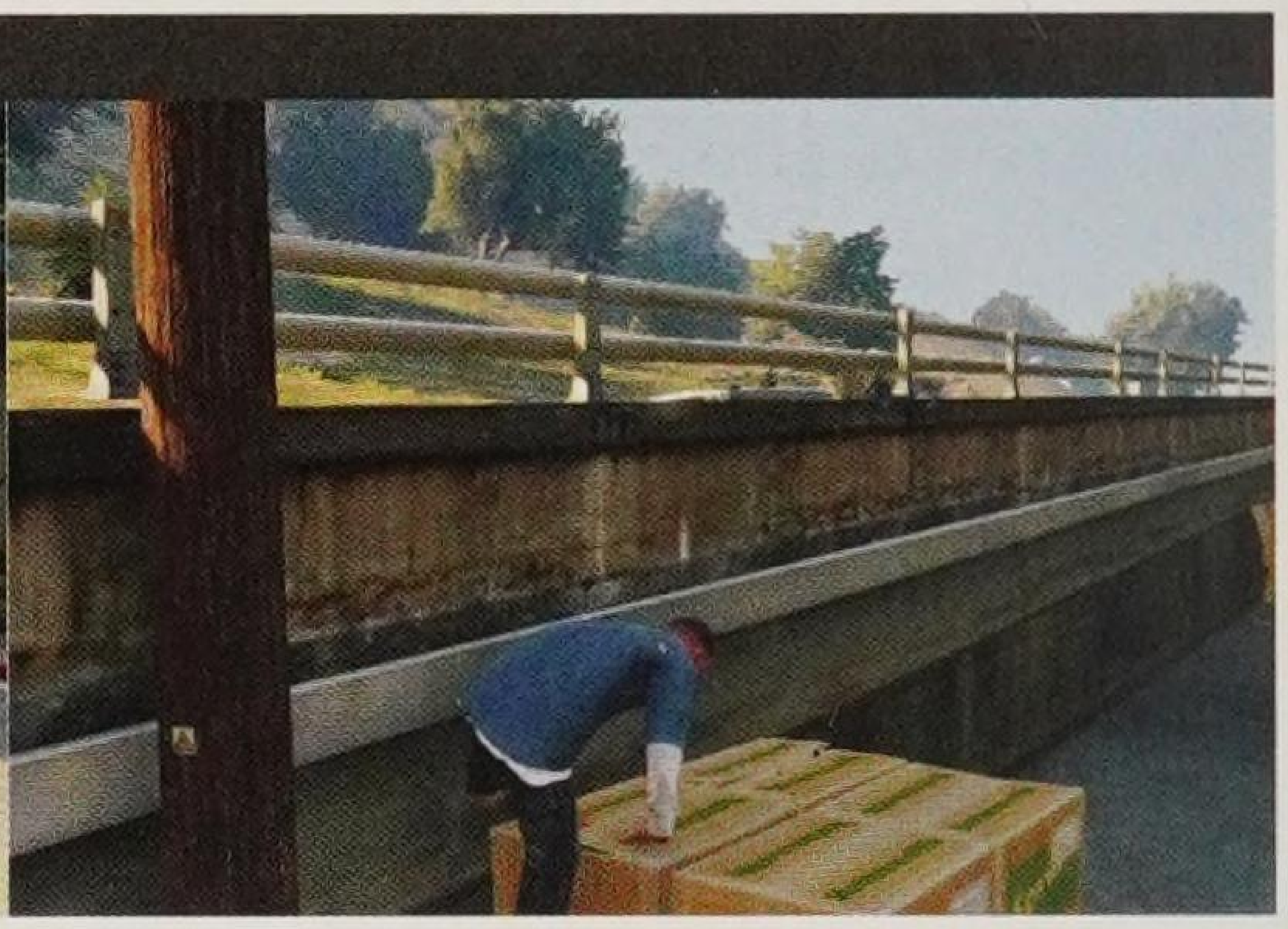
SHOP 12: 24/7 SUPERMARKET—Location: Palomino Freeway, Tatavian Mountains

Average Take: $1050

Two Registers: Yes

Escape Tips: The cops could be waiting for you outside, but with the takings so high, it's worth it. Have a car (or a helicopter) waiting or take off on foot and circle around the building. Use a stack of boxes to reach the freeway. Jack a car or keep running up the nearby hills for safety.



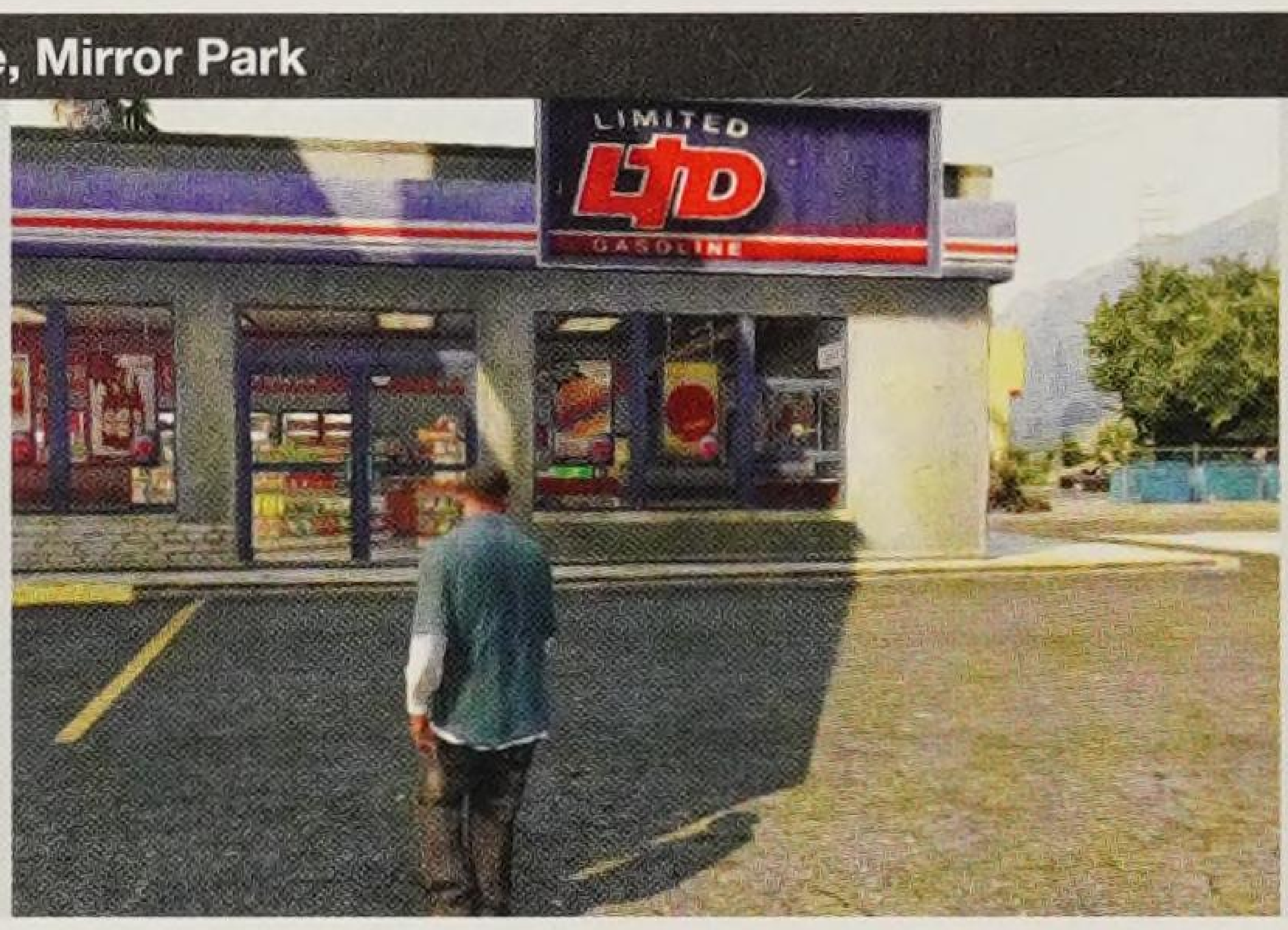


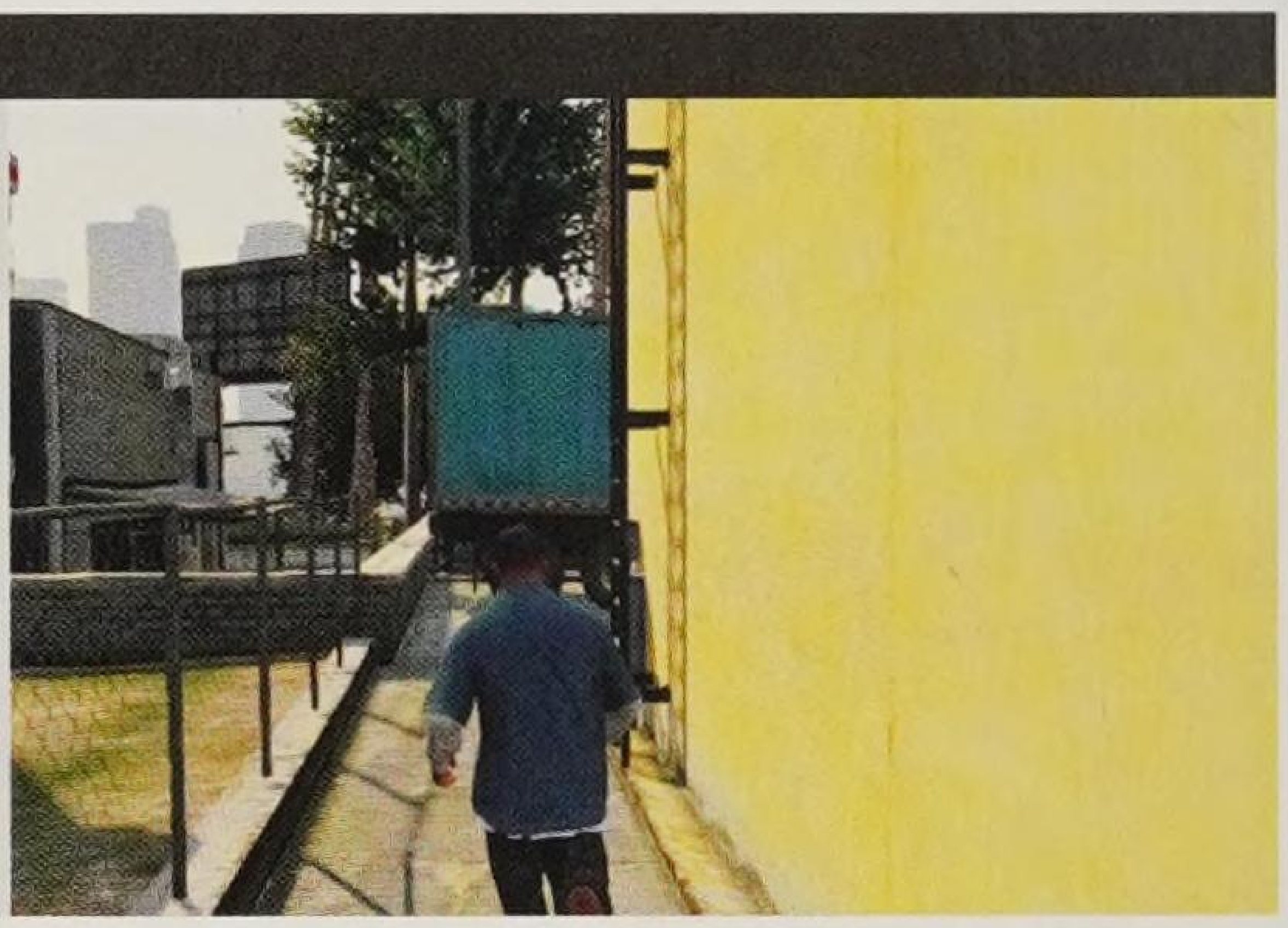
SHOP 13: LIMITED LTD GASOLINE—Location: E Mirror Drive, Mirror Park

Average Take: $880

Two Registers: Yes

Escape Tips: Head left and around the back of the store. Jump the fence and continue westward for a couple of blocks. Take cover behind a building or under the nearby bridge over the flood canal.



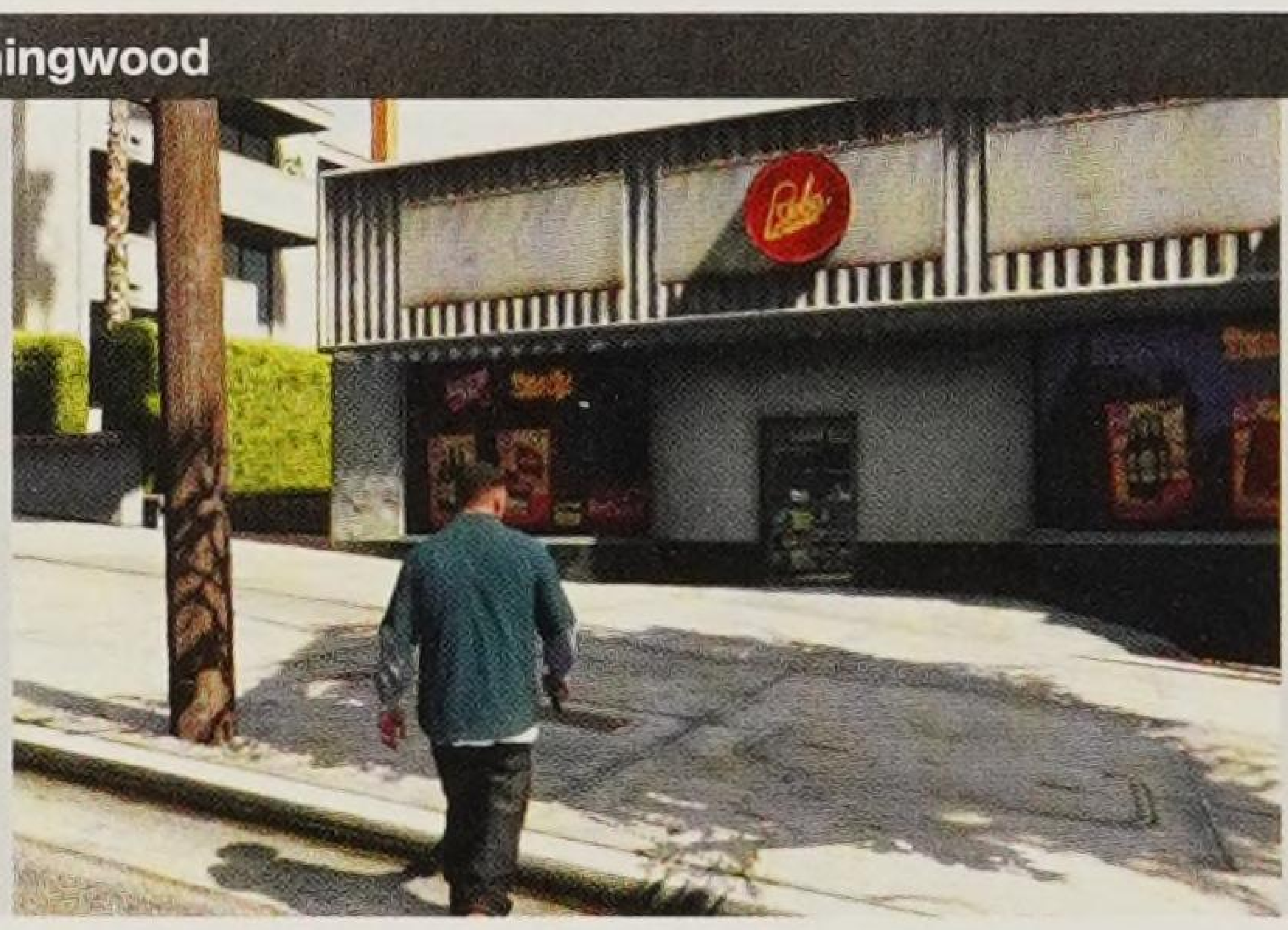


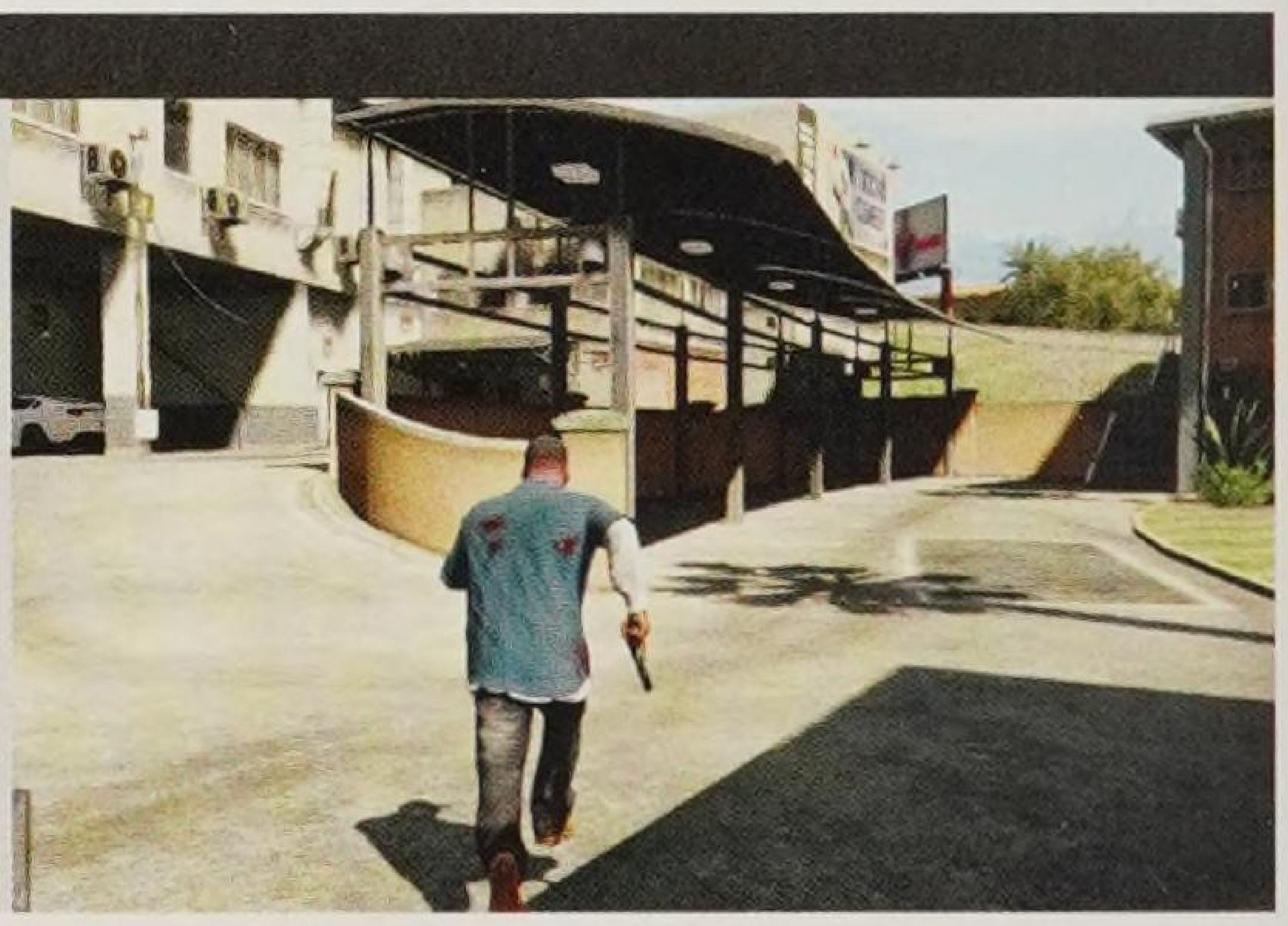
SHOP 14: ROBS LIQUOR—Location: Prosperity Street, Morningwood

Average Take: $600

Two Registers: No

Escape Tips: The cops will most likely be waiting when you exit the store, so run to the right and head for the network of apartments. Run through the parking lots and stairwells. You can lose the cops deep inside these alleys.



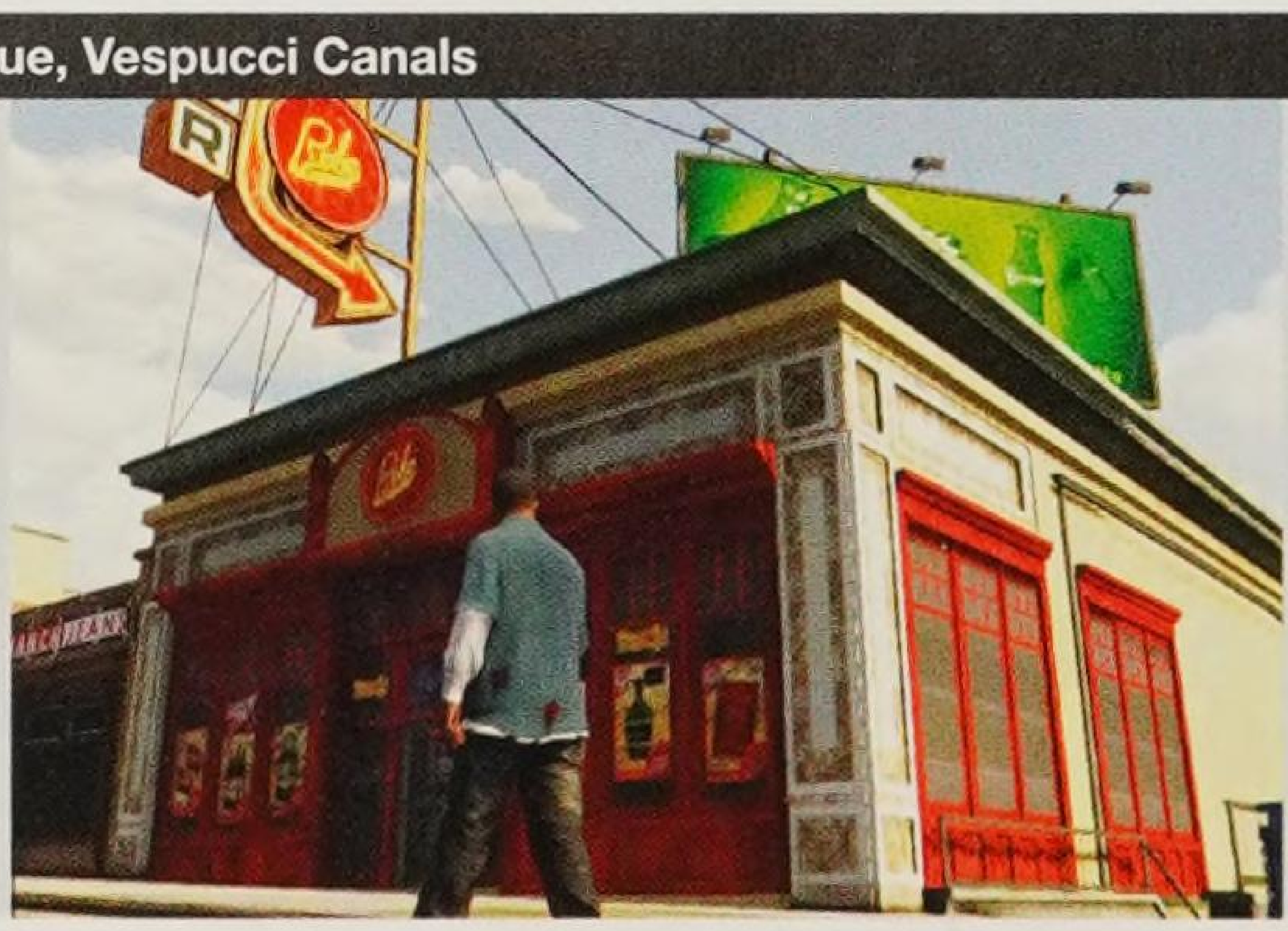


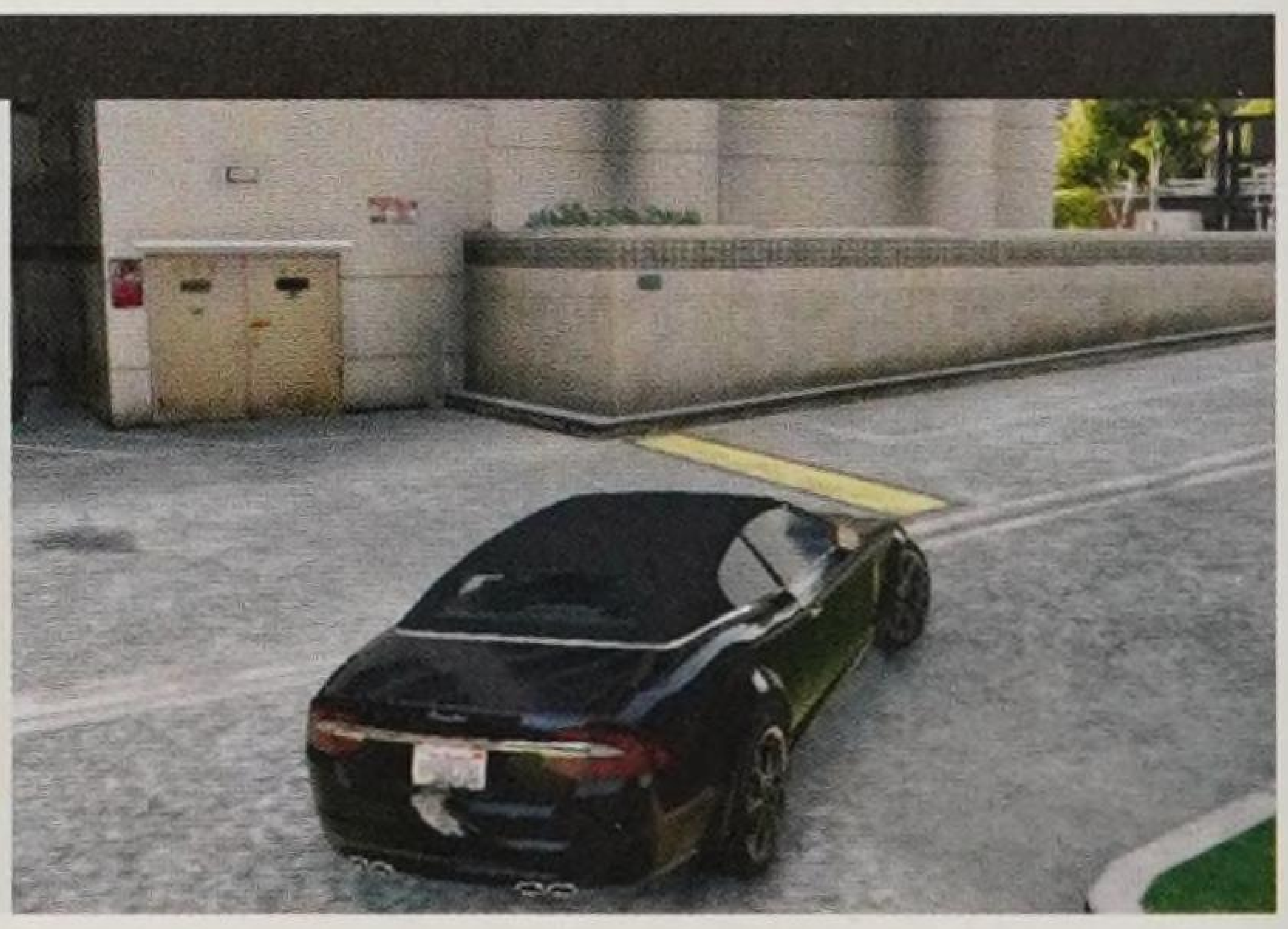
SHOP 15: 24/7 ROBS LIQUOR—Location: San Andreas Avenue, Vespucci Canals

Average Take: $600

Two Registers: No

Escape Tips: Have a car waiting and burn out of there; the cops arrive quickly. With or without a vehicle, head for the network of alleys across the street and continue to follow the alleys. Lay low in one until the heat dies down.



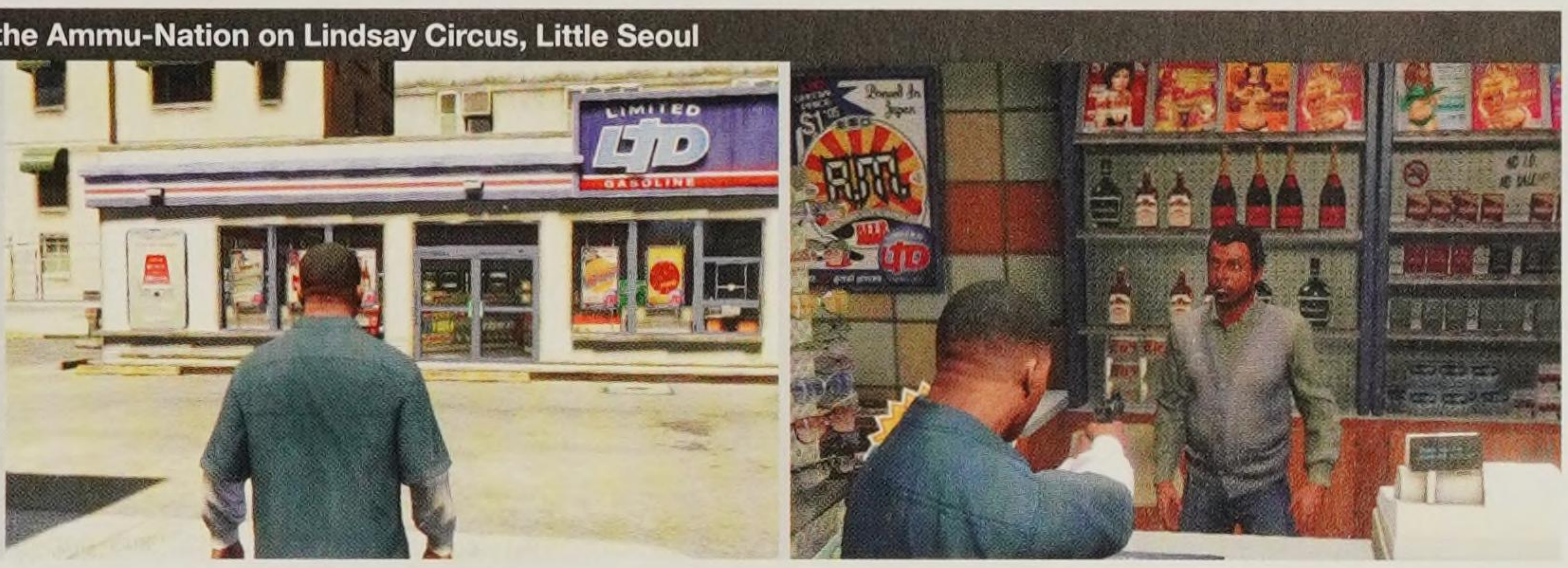


SHOP 16: LIMITED LTD GASOLINE—Location: Next door to the Ammu-Nation on Lindsay Circus, Little Seoul

Average Take: $880

Two Registers: Yes

Escape Tips: You're in the city and police response is going to be quick. Get into a waiting vehicle (your own; no time for jacking) and head in the opposite direction from the arriving cops. There are plenty of alley options on the many nearby blocks. Hide in an alley until the threat is gone.

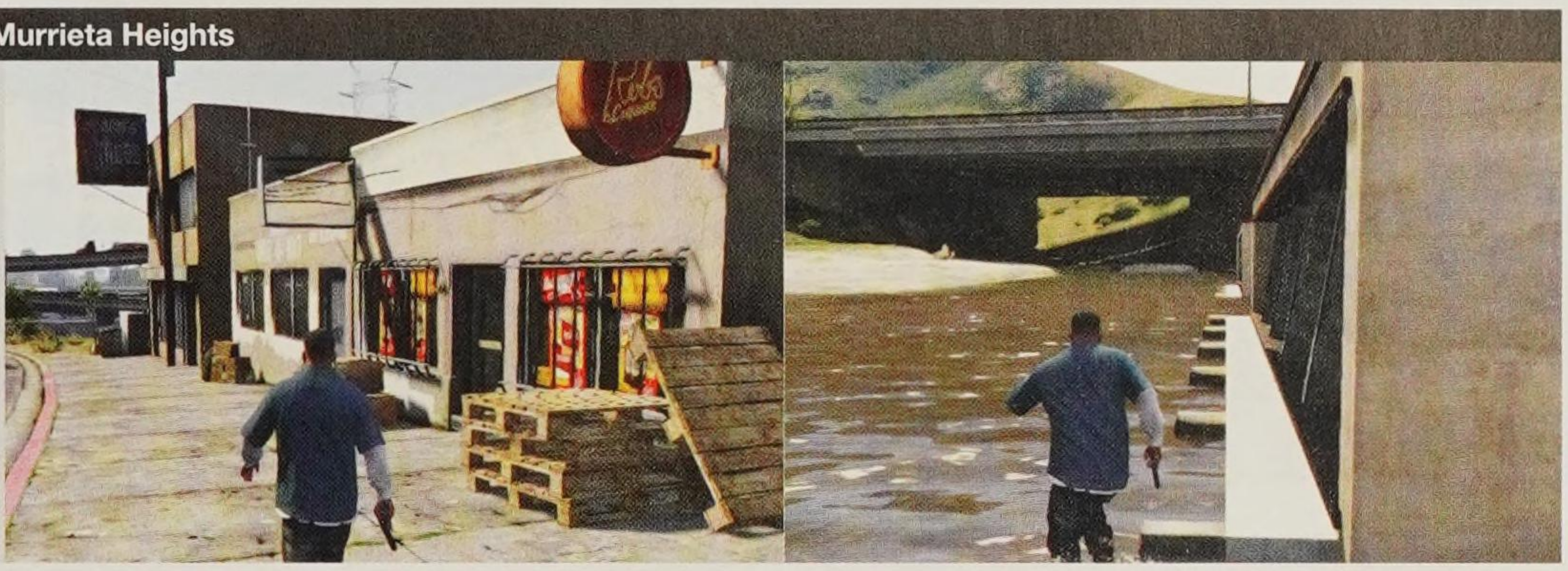


SHOP 17: ROBS LIQUOR—Location: El Rancho Boulevard, Murrieta Heights

Average Take: $700

Two Registers: No

Escape Tips: Run for the nearby river. Follow the river to an overpass. This is a good place to hide, and it's far enough from the scene of the crime to lose the cops.

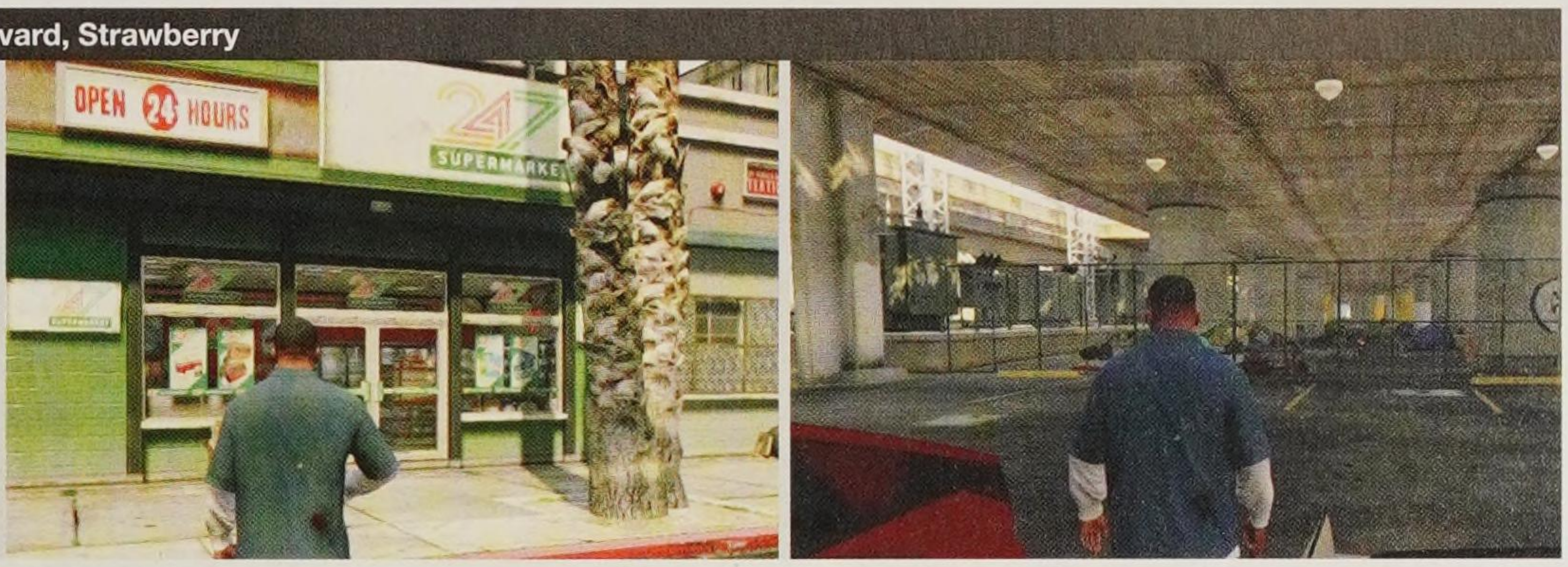


SHOP 18: 24/7 SUPERMARKET—Location: Innocence Boulevard, Strawberry

Average Take: $300

Two Registers: Yes

Escape Tips: Head left out of the door. Circle north around the block and keep running for the alleys and shady underpasses. The cops are slow and arrive from the south.

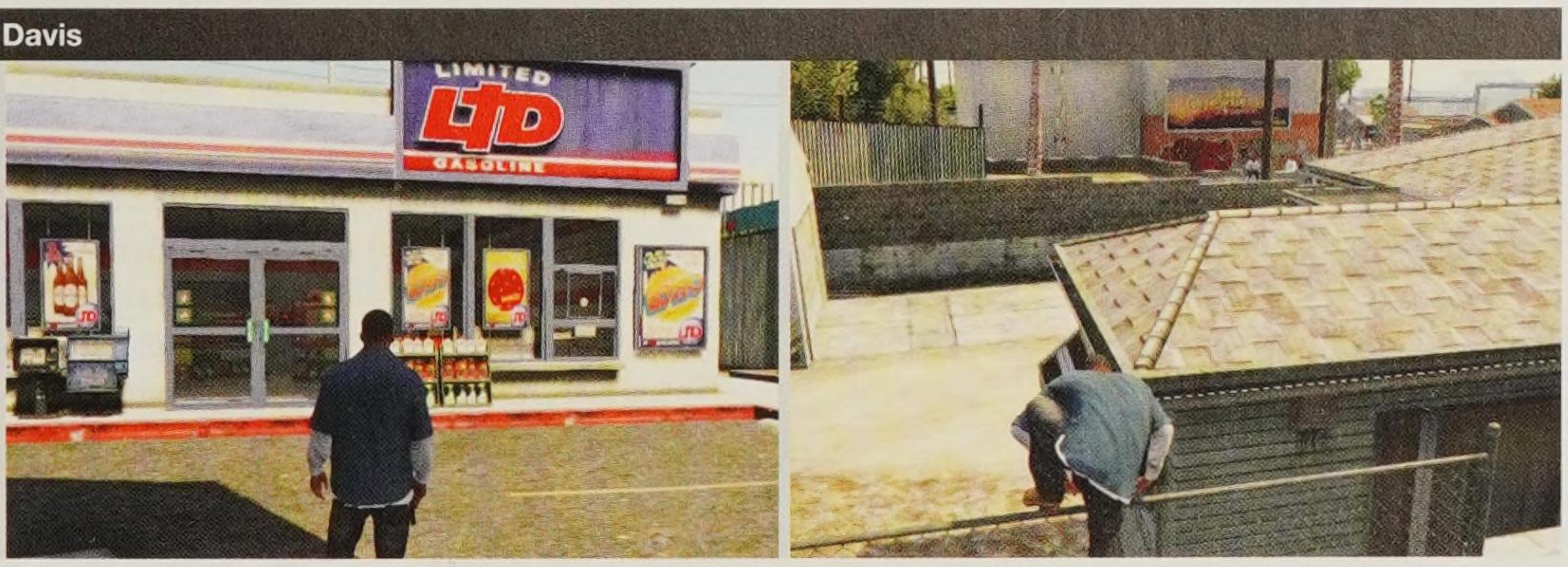


SHOP 19: LIMITED LTD GASOLINE—Location: Grove Street, Davis

Average Take: $880

Two Registers: Yes

Escape Tips: Run out of the front door and turn left. Jump over a couple residential backyard fences and take cover against the back of a house until the heat is off.



Spaceship Parts

100% Completion
50/100 Collectibles

There are 50 Spaceship Parts. Collecting all 50 goes toward 100% completion of the game. There are 100 collectibles total. Letter Scraps make up the remaining 50 collectibles needed.

FAR OUT ONE

Mission Available to: Franklin

Playable Characters: Franklin

Follow the (?) icon to Omega in east Sandy Shores. Spot the paranoid and eccentric hippy scanning his property for alien life forms. He asks if you've seen any aliens and continues to tell you how they came to him last night. The hippy then says they were about to abduct him when their ship crashed. He asks for help finding the pieces to their ship and displays an image of a Spaceship Part on his phone. There are 50 well-hidden Spaceship Parts to find for Omega. Once you've found them all, another Omega encounter unlocks.

SPACESHIP PART LOCATIONS

Franklin Only

Although this is a Franklin-only mission, Michael and Trevor can still help collect the Spaceship Parts.

Free Order & Sound Clue

Like the ocean collectibles, the Spaceship Parts can be found in any order. Completing Far Out One is required for the Spaceship Parts to appear. Unlike the sea collectibles, there's no sonar or app to help find them. When near a Spaceship Part, you can hear a slight humming sound. That's when you know you're close.

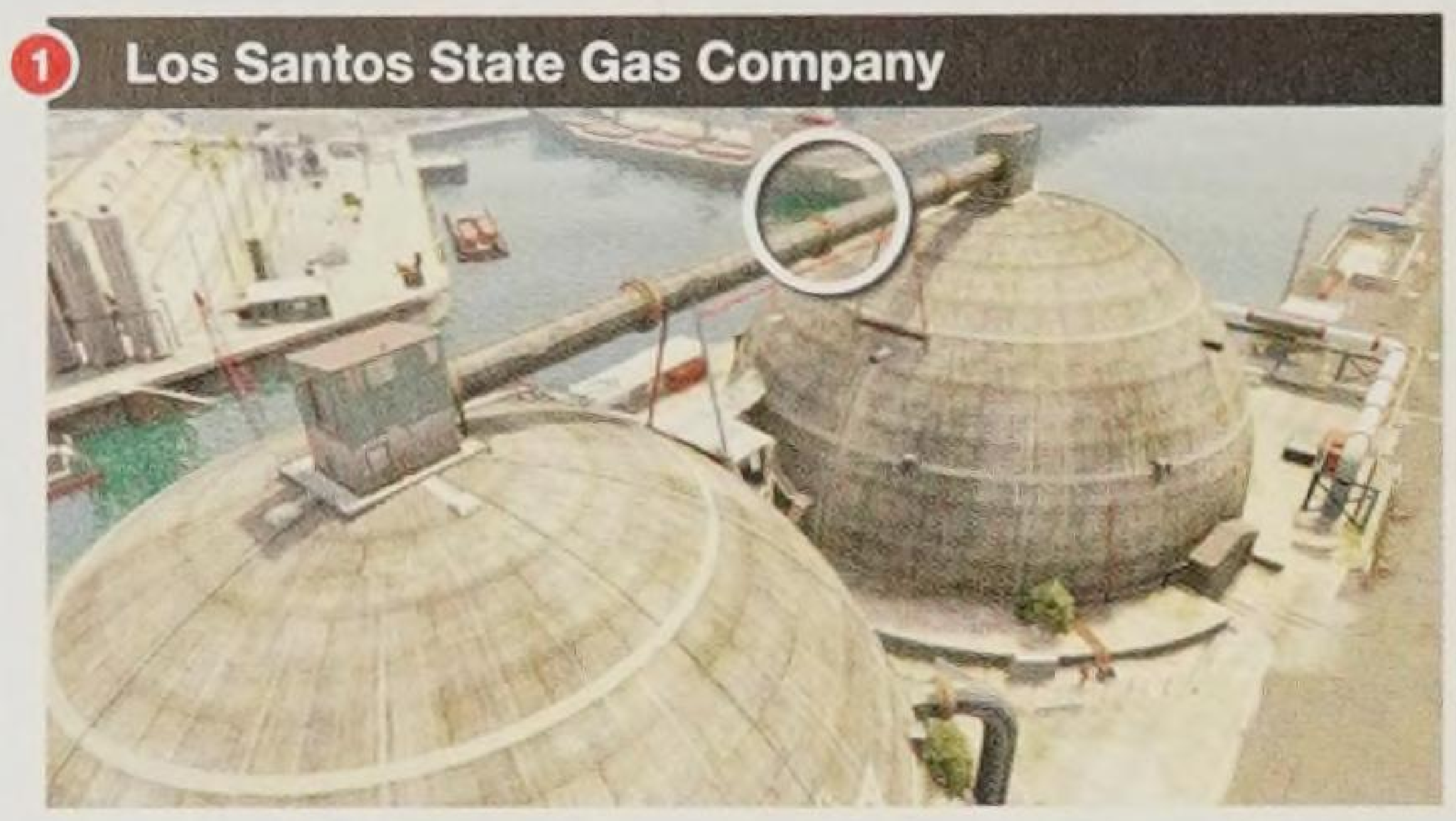
Chop, Fetch!

If you have the Chop App, your dog Chop can help find collectibles (Letter Scraps and Spaceship Parts). Whistle to make Chop come to you and bring up his option menu. Select "Make Chop hunt for collectibles." If a collectible is within range, Chop takes off running for it. Follow him to the location of the item. If you lose sight of him, track him on the map via Chop's bone icon. Chop barks more frequently the closer he gets to collectibles.

① Los Santos State Gas Company
② Los Santos International Airport
③ Elysian Island dock
④ Murrieta Oil Fields
⑤ El Burro Heights, Elysian Fields Freeway
⑥ Rancho, Dutch London Street
⑦ El Burro Heights Oil Field
⑧ Davis, South Los Santos
⑨ Strawberry, Olympic Freeway
⑩ Vespucci, Palomino Avenue
⑪ Murrieta Heights, El Rancho Boulevard
⑫ Vinewood Lake tower
⑬ Tongva Hills cave
⑭ Textile City, Sinners Passage
⑮ Downtown, Swiss Street
⑯ Underground Tram Station
⑰ Richards Majestic movie set
⑱ Burton, Las Lagunas Boulevard
⑲ Burton, Carcer Way
⑳ Rockford Hills, Los Santos Golf Club
㉑ Land Act Reservoir
㉒ Land Act Reservoir
㉓ Vinewood Hills, Lake Vinewood
㉔ Tataviam Mountains district beach
㉕ Richman Glen, Harlow Drive
㉖ Vinewood Hills, Galileo Observatory
㉗ Banham Canyon
㉘ San Chianski Mountains, south range
㉙ Grand Senora Desert, Mount Haan Road
㉚ Tongva Hills, Marlowe Vineyard
㉛ Tongva Valley, Zancudo Barranca
㉜ Grand Senora Desert, Alien enthusiast's backyard
㉝ Great Chaparral, abandoned shack
㉞ Harmony, Grand Senora Desert
㉟ Grand Senora Desert, Route 68
㊱ Zancudo River, near Great Chaparral
㊲ Zancudo River, near Alamo Sea
㊳ Sandy Shores rock formation
㊴ Mount Josiah rock face
㊵ Sandy Shores, Beam Me Up Park
㊶ Alamo Sea, Sandy Shores Bay
㊷ Cassidy Creek, Calafia Bridge
㊸ San Chianski Mountain Range, Cape Catfish
㊹ Cassidy Creek, Great Ocean Highway
㊺ Grapeseed, cow farm
㊻ Paleto Beach, island landmass
㊼ Mount Chiliad, cannabis farm
㊽ Paleto Forest, Highway 1
㊾ Paleto Bay, fire training building
㊿ Paleto Bay, Donkey Punch Family Farm

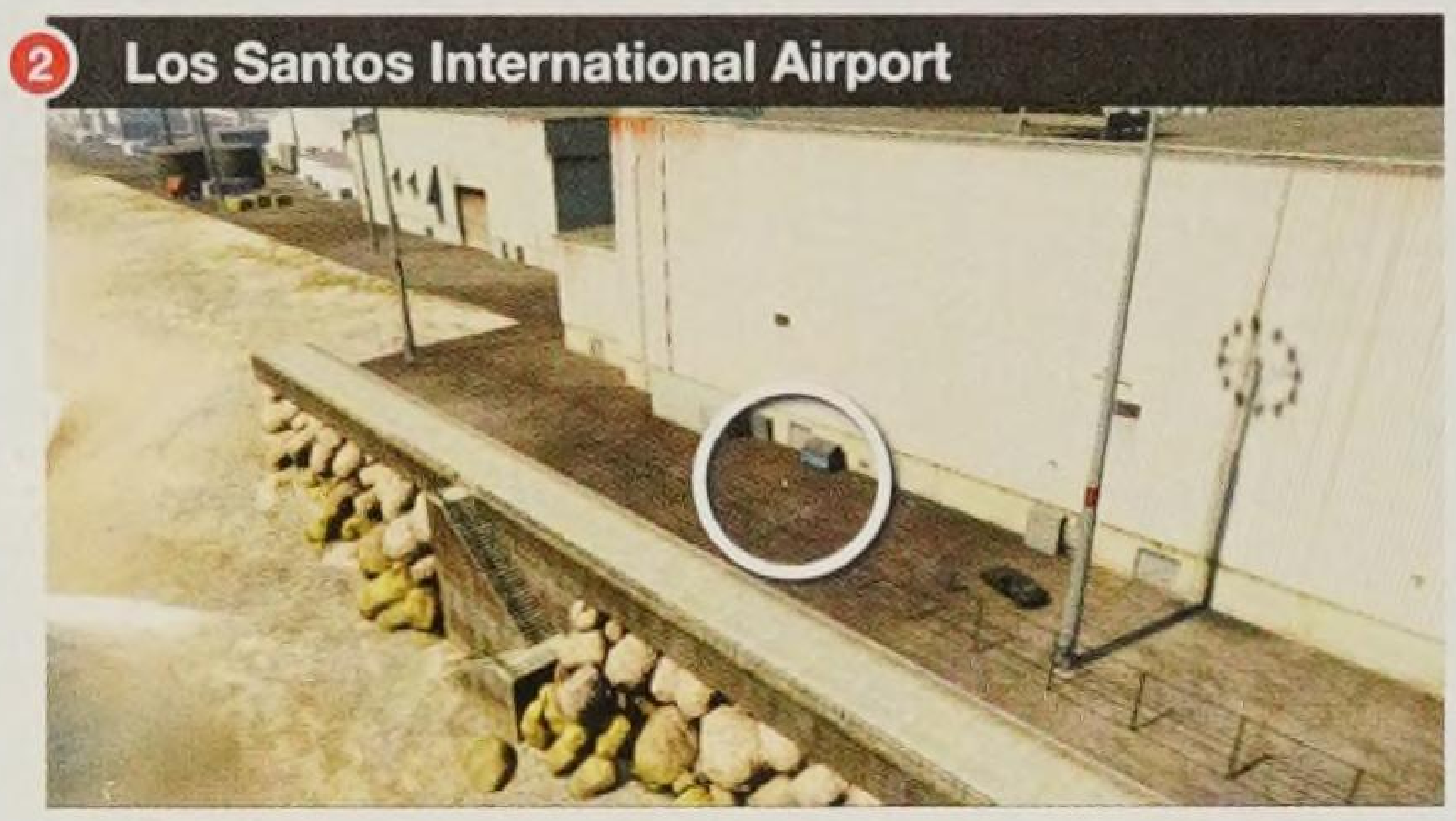
50
49
PALETO BAY
48
Paleto Cove
Procopio Beach
Great Ocean Highway
Procopio Truck Stop
47
Mount Gordo
Braddock Pass
46
Paleto Forest
Lumber Yard
Mount Chiliad
42
Chiliad Mountain State Wilderness
BLAINE COUNTY
45
GRAPESEED
41
44
39
NORTH CHUMASH
Raton Canyon
Cassidy Creek
Galilee
38
40
43
37
San Chianski Mountain Range
ALAMO SEA
Great Ocean Highway
Stab City
Humane Labs and Research
Mount Josiah
SANDY SHORES
Marina Drive
Joshua Road
36
34
Grand Senora Desert
Fort Zancudo
35
Thomson Scrapyard
HARMONY
Davis Quartz
31
Zancudo River
Route 68
Senora Freeway
33
Lago Zancudo
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
32
Ron Alternates Wind Farm
30
Marlowe Vineyards
28
26
TONGVA HILLS
TONGVA VALLEY
29
13
27
LOS SANTOS COUNTY
Palmer-Taylor Power Station
Galileo Observatory
VINEWOOD
25
VINEWOOD HILLS
Galileo Park
12
BANHAM CANYON
CHUMASH
Lake Vinewood Estates
Lake Vinewood
24
Vinewood Bowl
22
Kortz Center
Tataviam Mountains
23
RICHMAN
VINEWOOD
Los Santos Golf Club
Los Santos Fwy
Vinewood Racetrack
Land Act Dam
Land Act Reservoir
PACIFIC BLUFFS
ROCKFORD HILLS
21
MORNINGWOOD
20
Great Ocean Highway
National Office Of Security Enforcement
EAST VINEWOOD
Palomino Freeway
19
BACKLOT CITY
Del Perro Fwy
Mirror Park
A
18
DOWNTOWN
17
DEL PERRO
Del Perro Fwy
15
LITTLE SEOUL
La Puerta Fwy
16
Olympic Fwy
VESPUCCI
14
EAST LOS SANTOS
SOUTH LOS SANTOS
10
Palomino Highlands
11
LA PUERTA
Maze Bank Arena
Murrieta Oil Field
9
La Puerta Fwy
B
Elysian Island
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
6
7
LOS SANTOS INTERNATIONAL AIRPORT
Terminal
8
2
1
3
5
4

① Los Santos State Gas Company



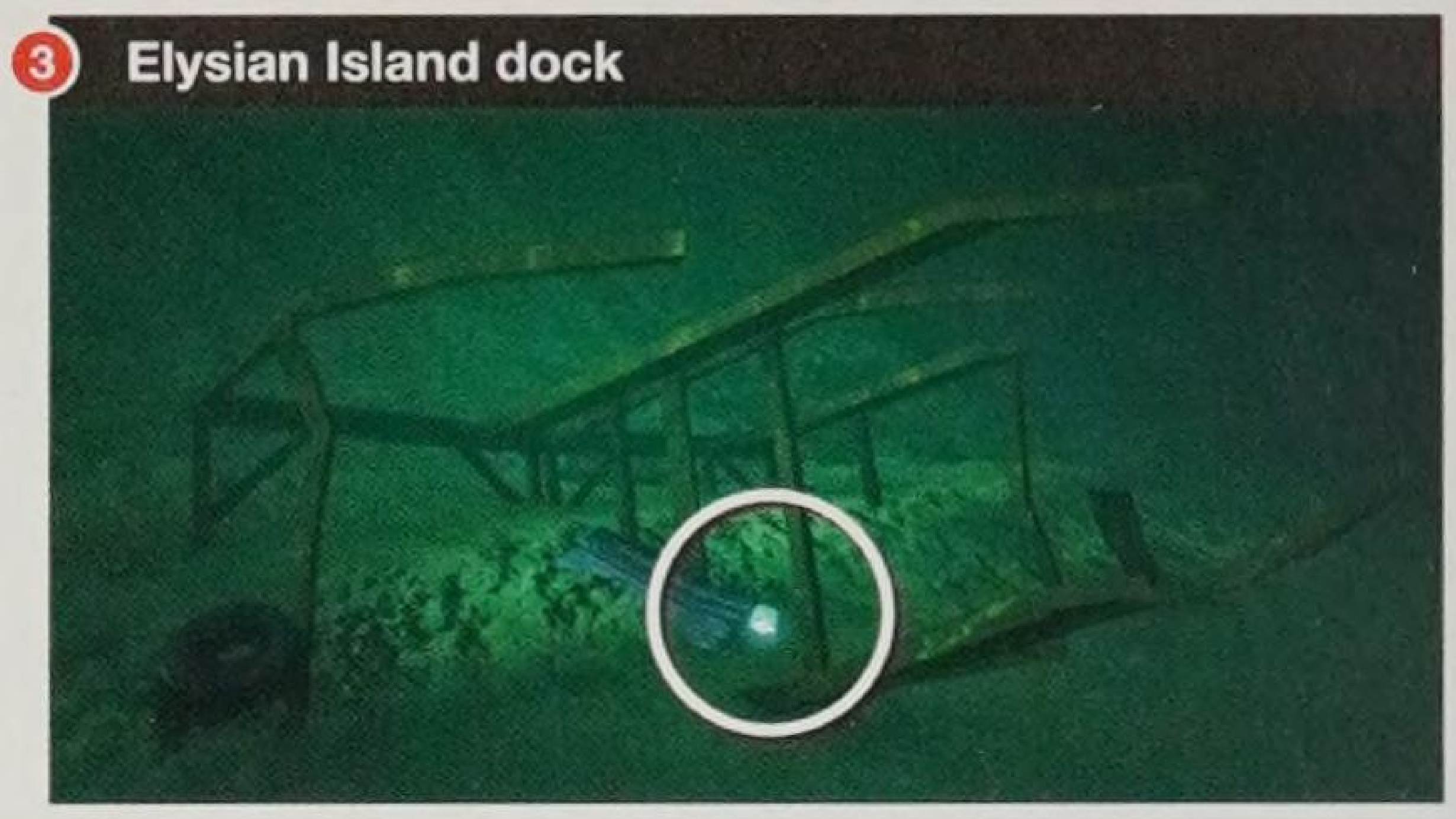
On the large top pipe that connects the Los Santos State Gas Company's two enormous concrete gas tanks on Elysian Island. Stairs from the west side lead all the way up.

② Los Santos International Airport



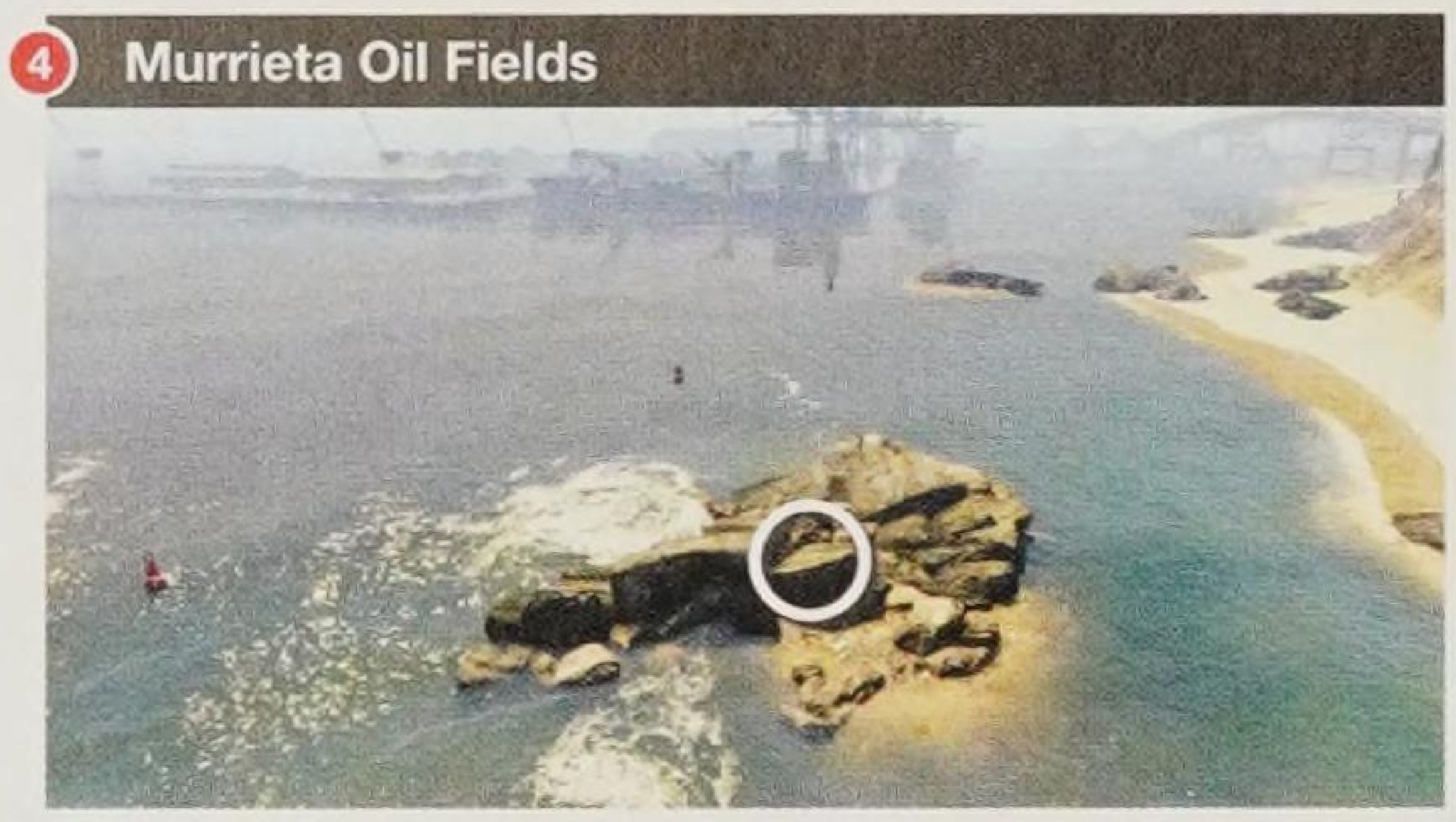
At Los Santos International Airport behind the hangar next to Franklin's Hangar (once purchased). The part is near a dumpster. When the hangar is your property, you won't receive the normal three-star Wanted Level for being here.

③ Elysian Island dock



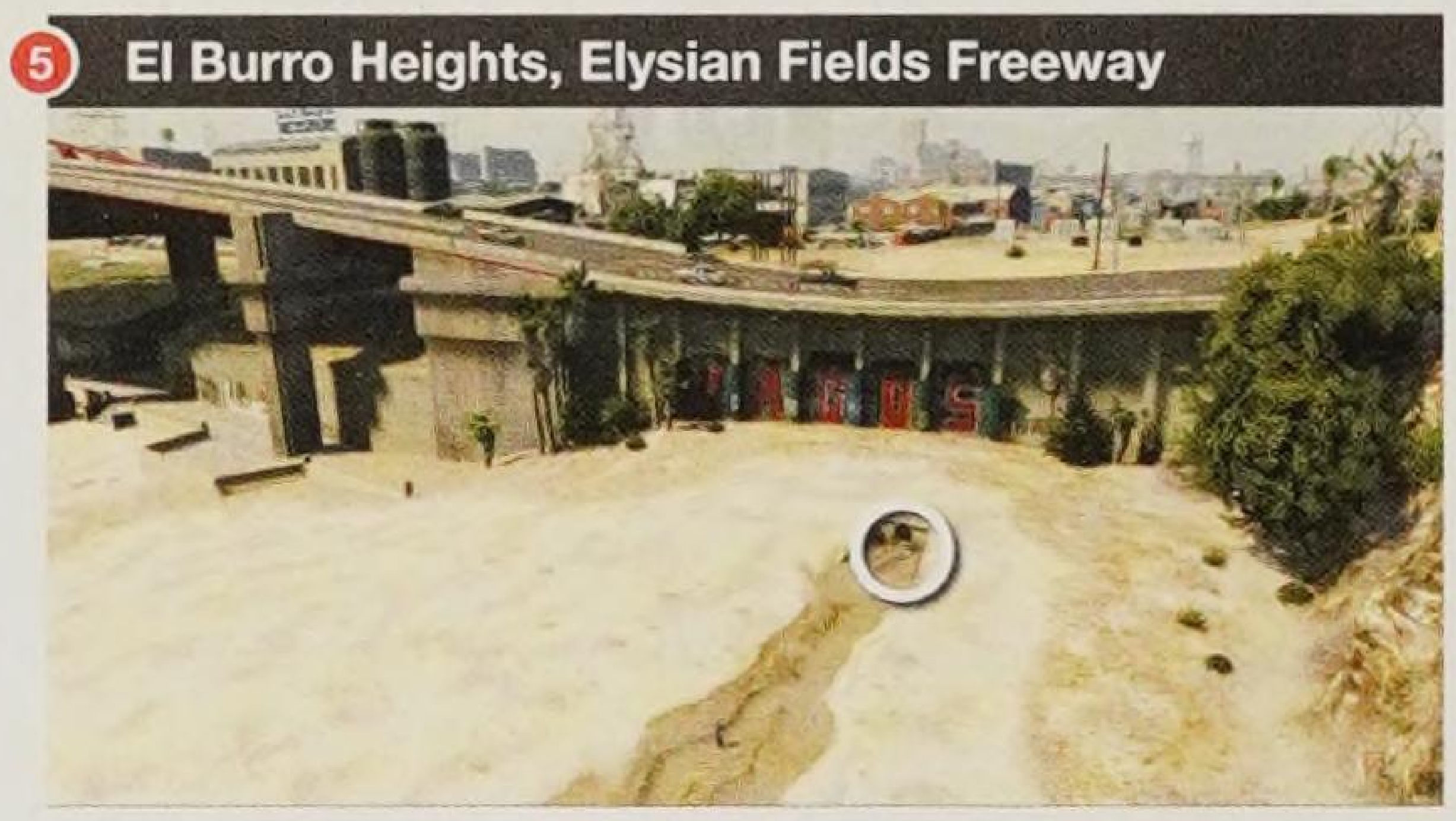
Dive deep in the water off the dock here in Elysian Island to find this part hidden under a sunken, rusty metal frame.

④ Murrieta Oil Fields



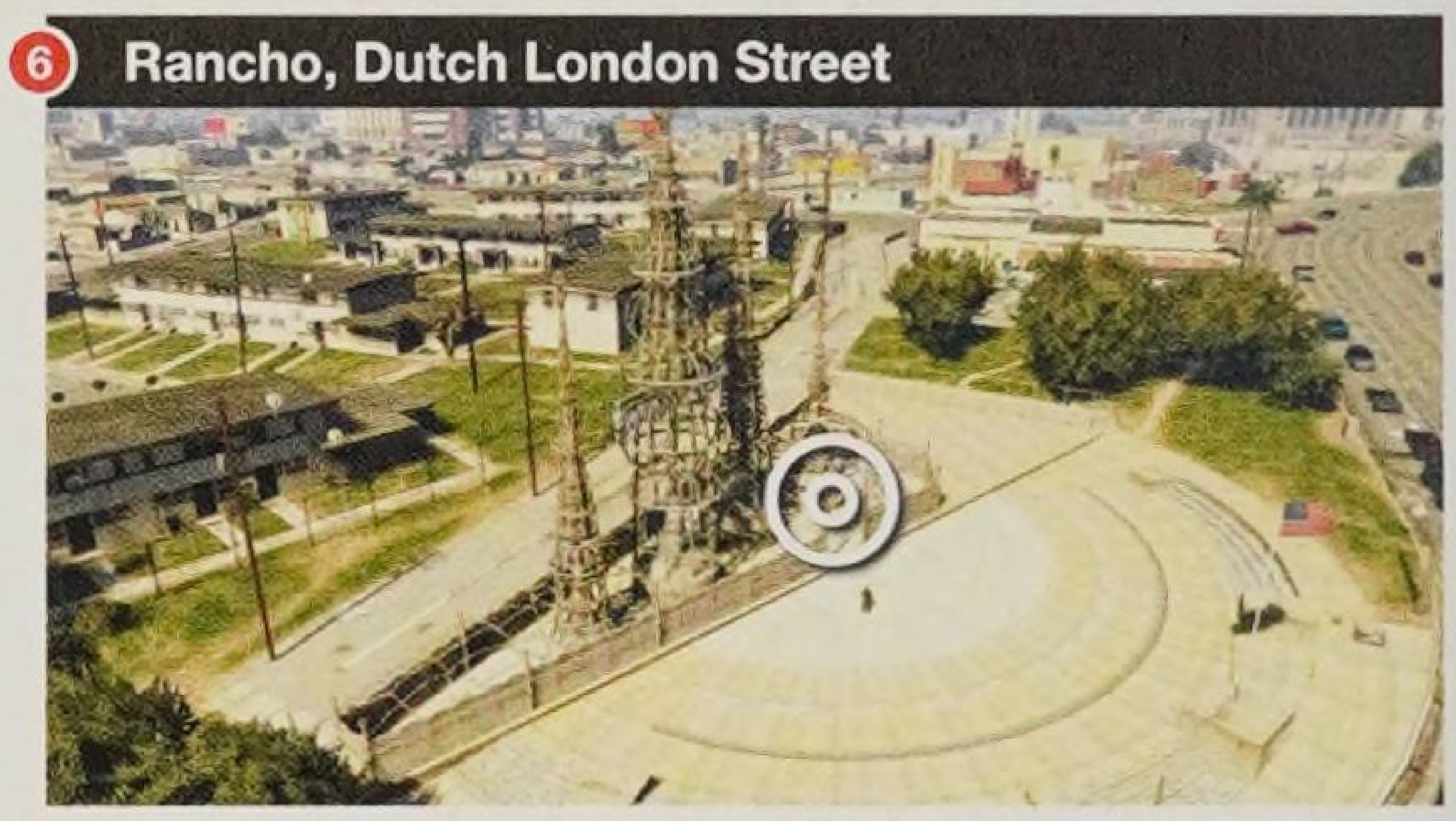
On a small rock island south of the Murrieta Oil Fields.

⑤ El Burro Heights, Elysian Fields Freeway



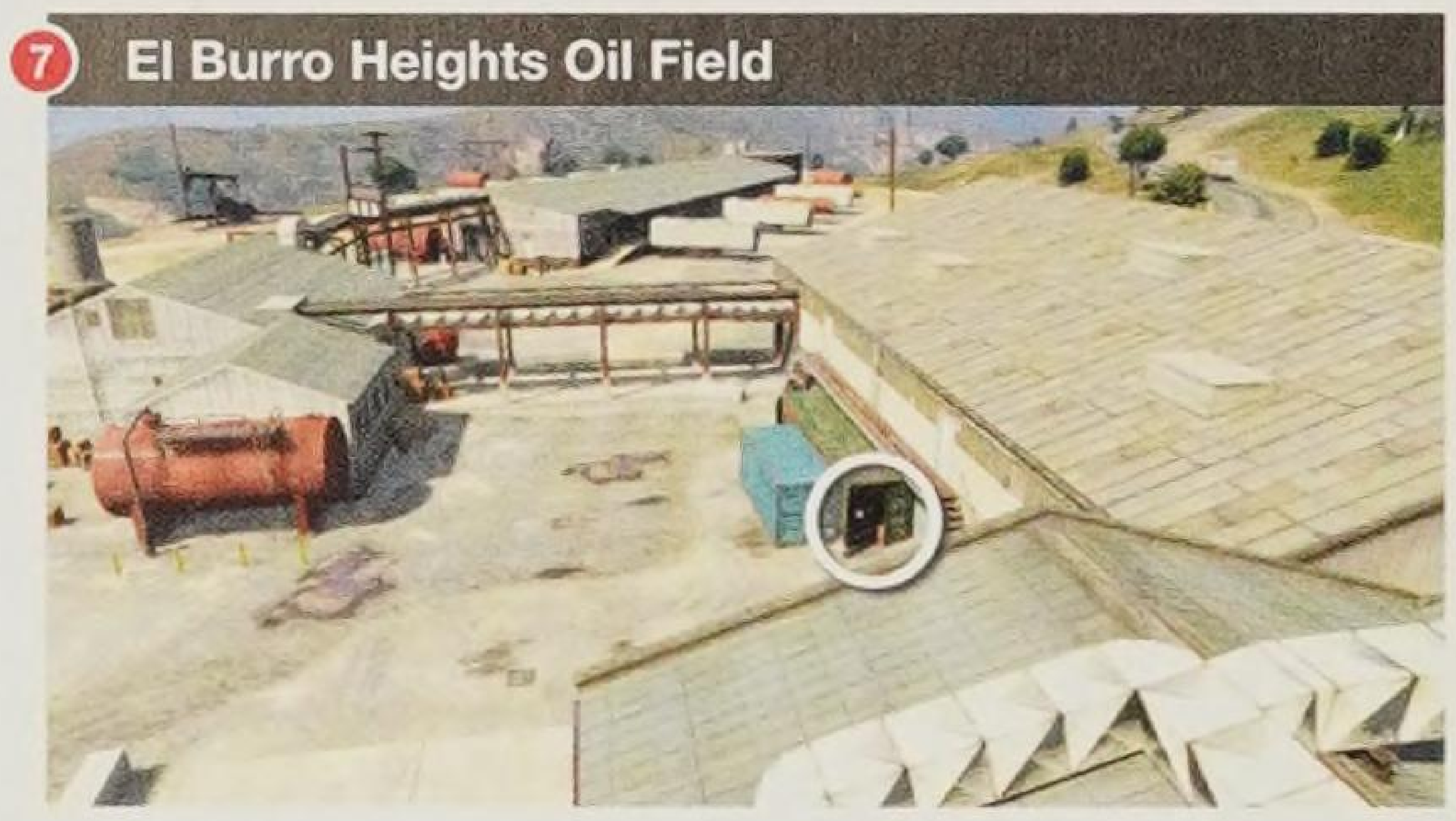
In front of a storm drain grate, just south of the Elysian Fields Freeway in El Burro Heights.

⑥ Rancho, Dutch London Street



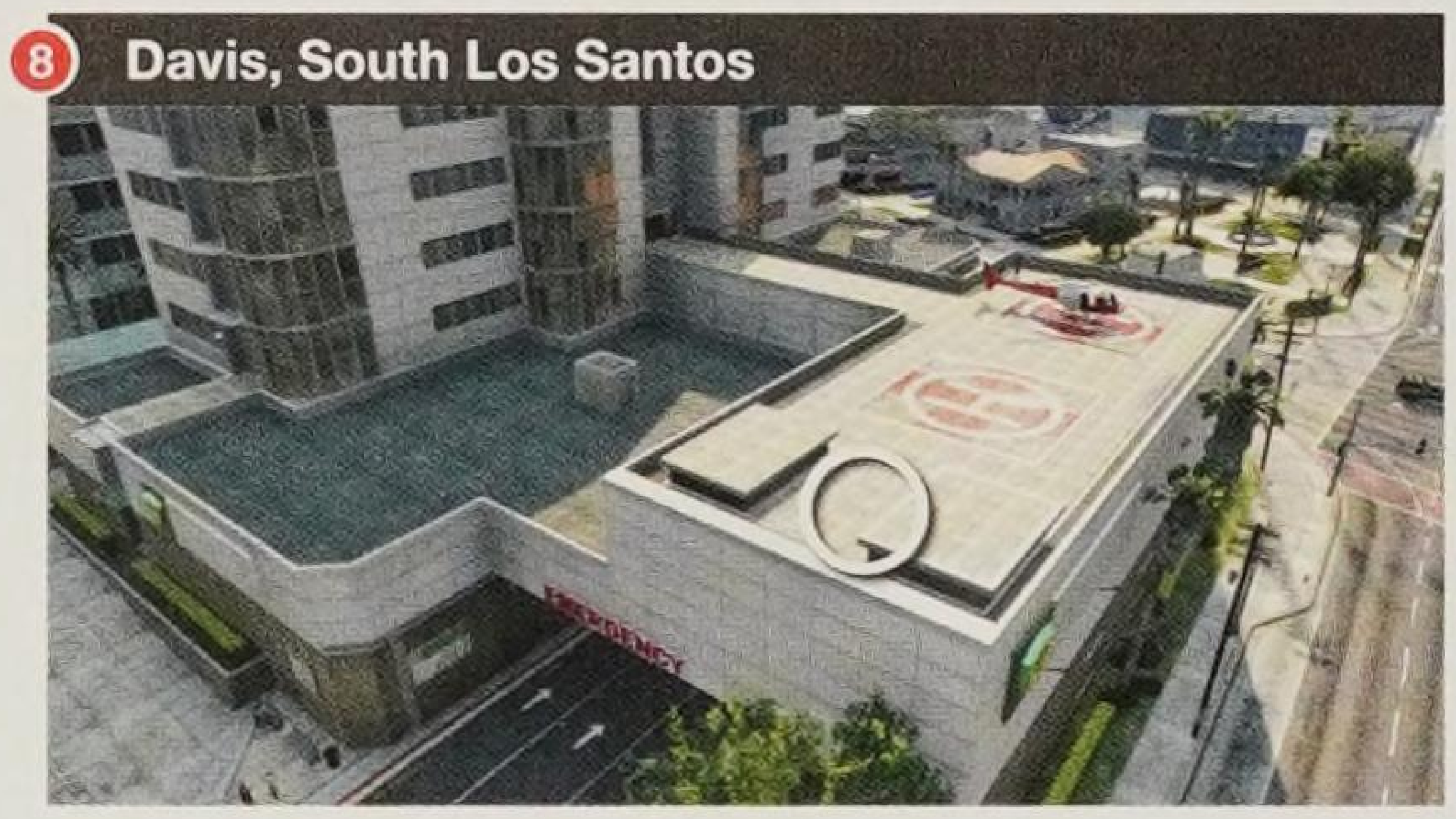
On the base of the large sculpture in Rancho. It's to the right as you pass through the open gate from the east on Dutch London Street.

⑦ El Burro Heights Oil Field



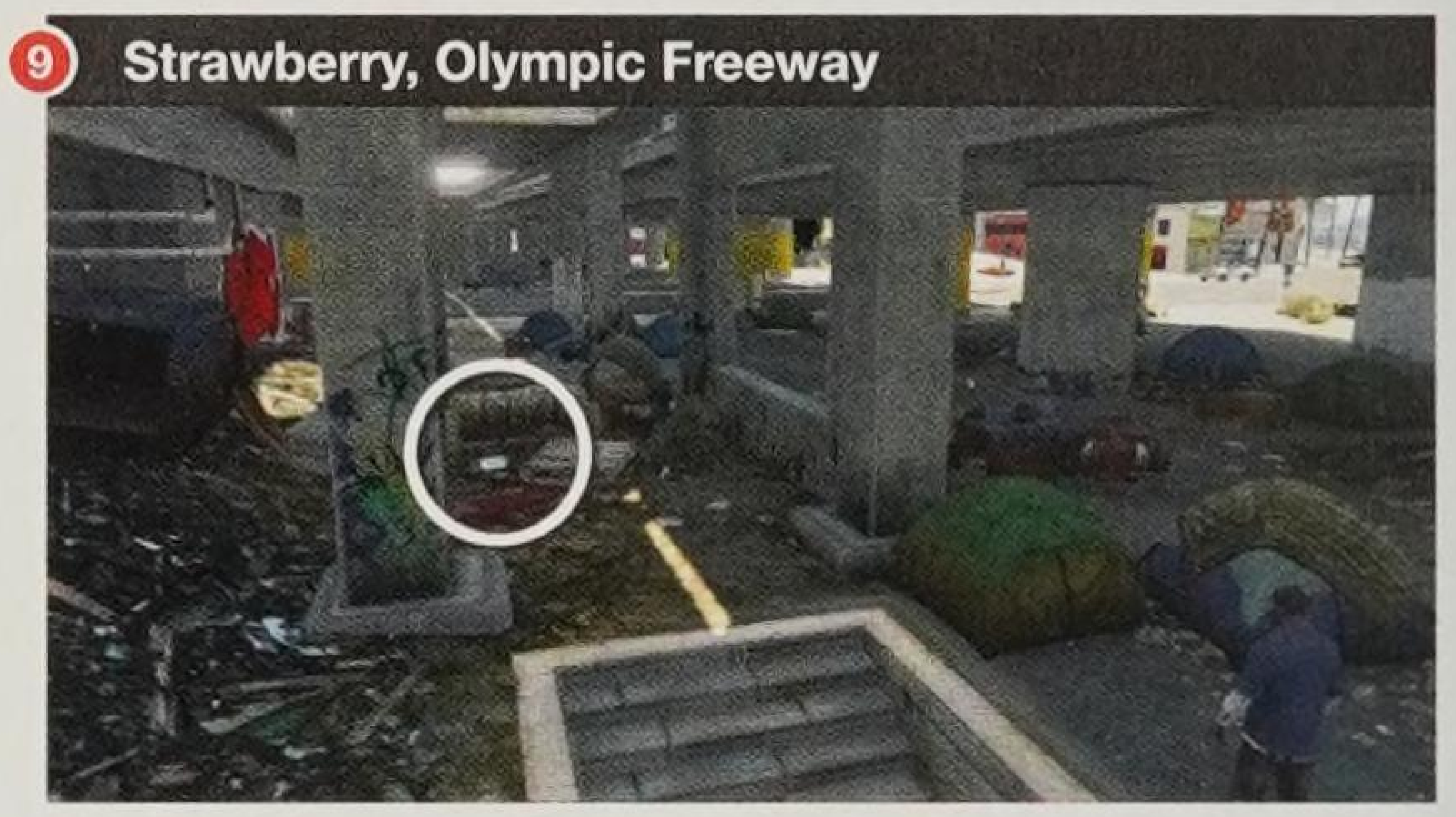
Inside the open, green scrap container in the El Burro Heights Oil Field area.

⑧ Davis, South Los Santos



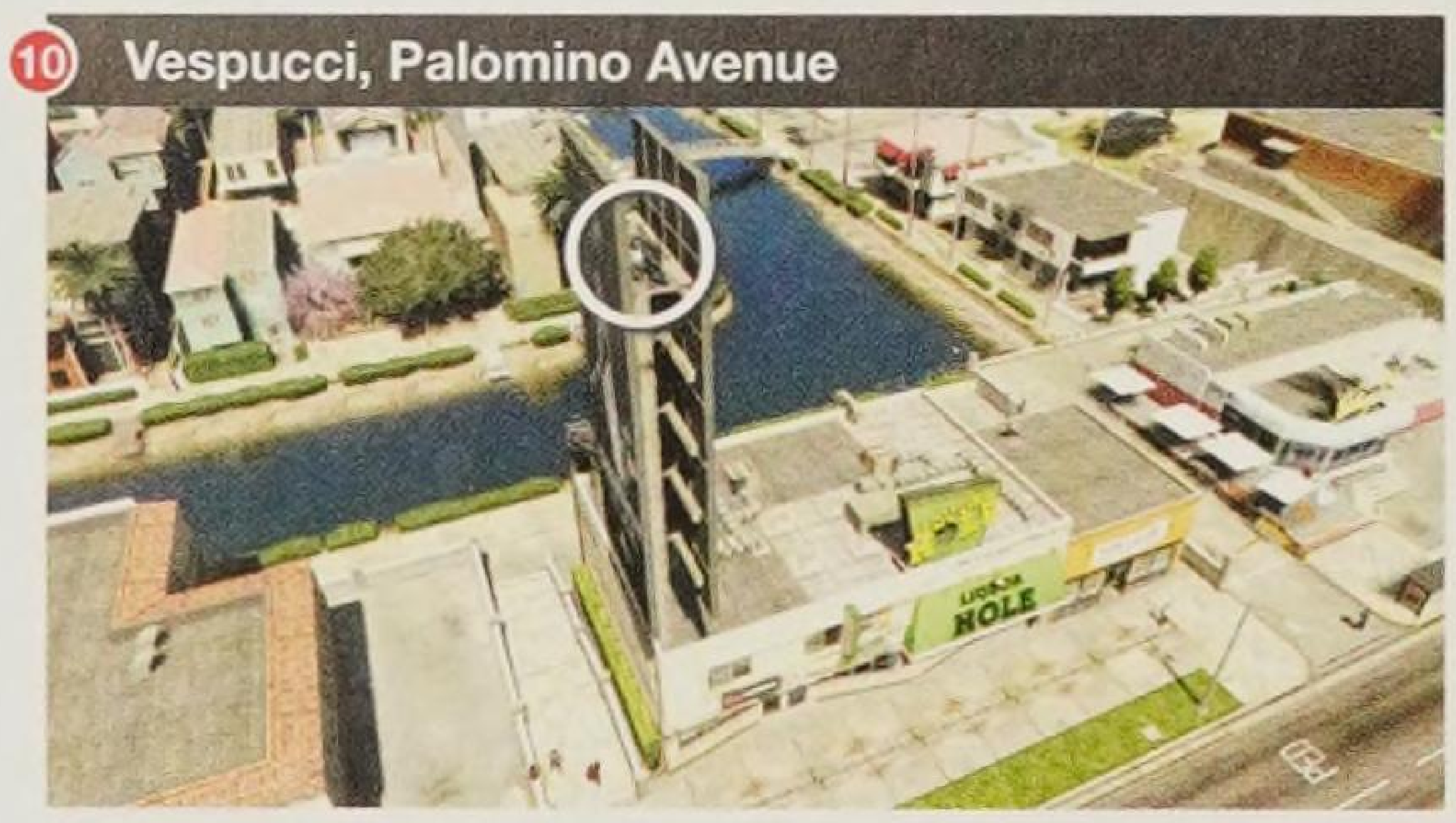
On the helipad rooftop of the Central Los Santos Medical Center between Davis Avenue and Crusade Road in Davis, South Los Santos. Use the ladder on the west side near the Emergency entrance to reach the roof.

⑨ Strawberry, Olympic Freeway



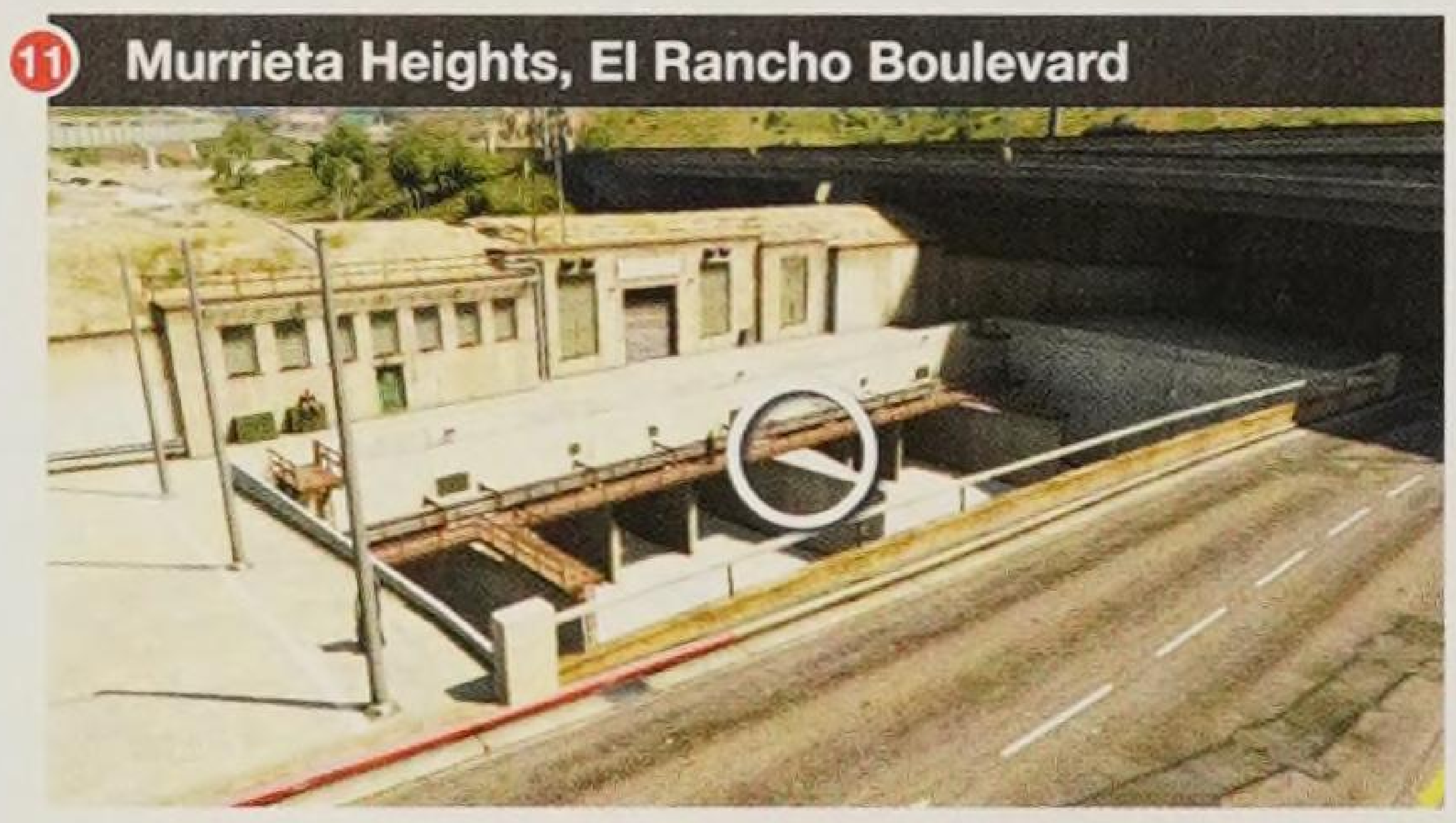
In the homeless camp under the Olympic Freeway in Strawberry.

⑩ Vespucci, Palomino Avenue



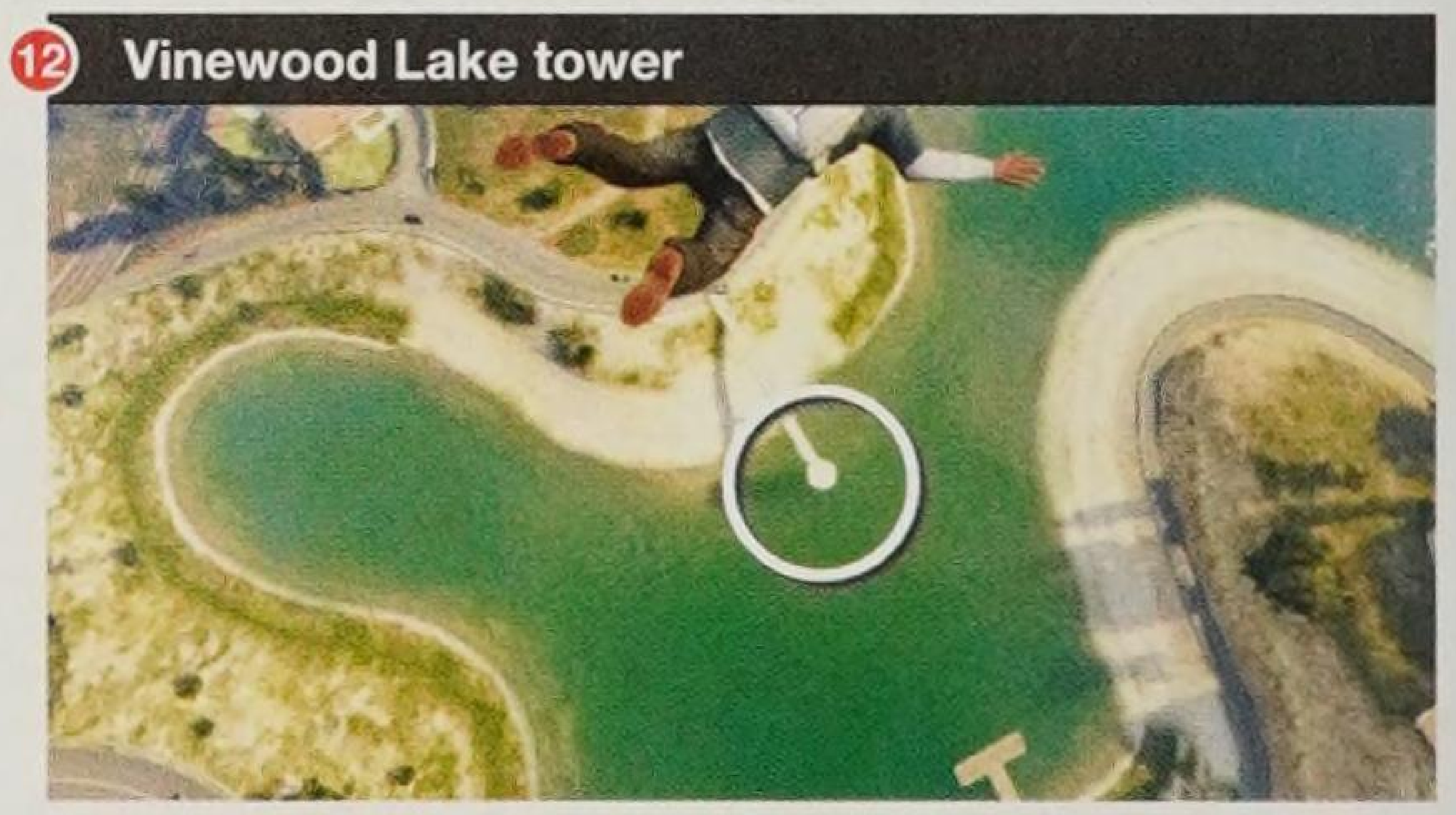
On top of the billboard above the Liquor Hole on Palomino Avenue in Vespucci. Find the ladder behind the liquor store to gain access to the platform where the part is located.

⑪ Murrieta Heights, El Rancho Boulevard



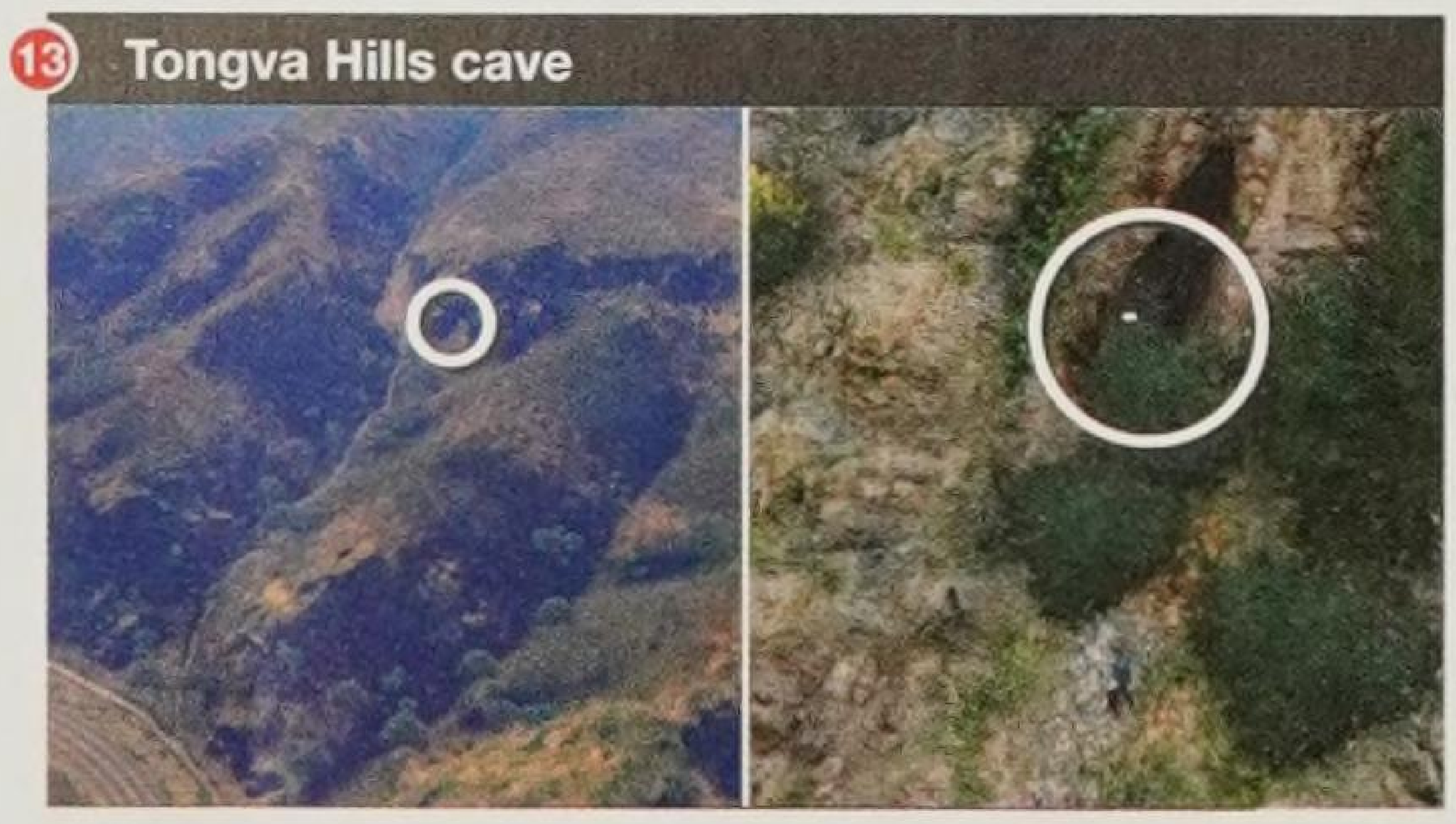
On the river dam off of El Rancho Boulevard in Murrieta Heights. Follow the walkways and ladders, and then hop the rail to reach the part.

⑫ Vinewood Lake tower



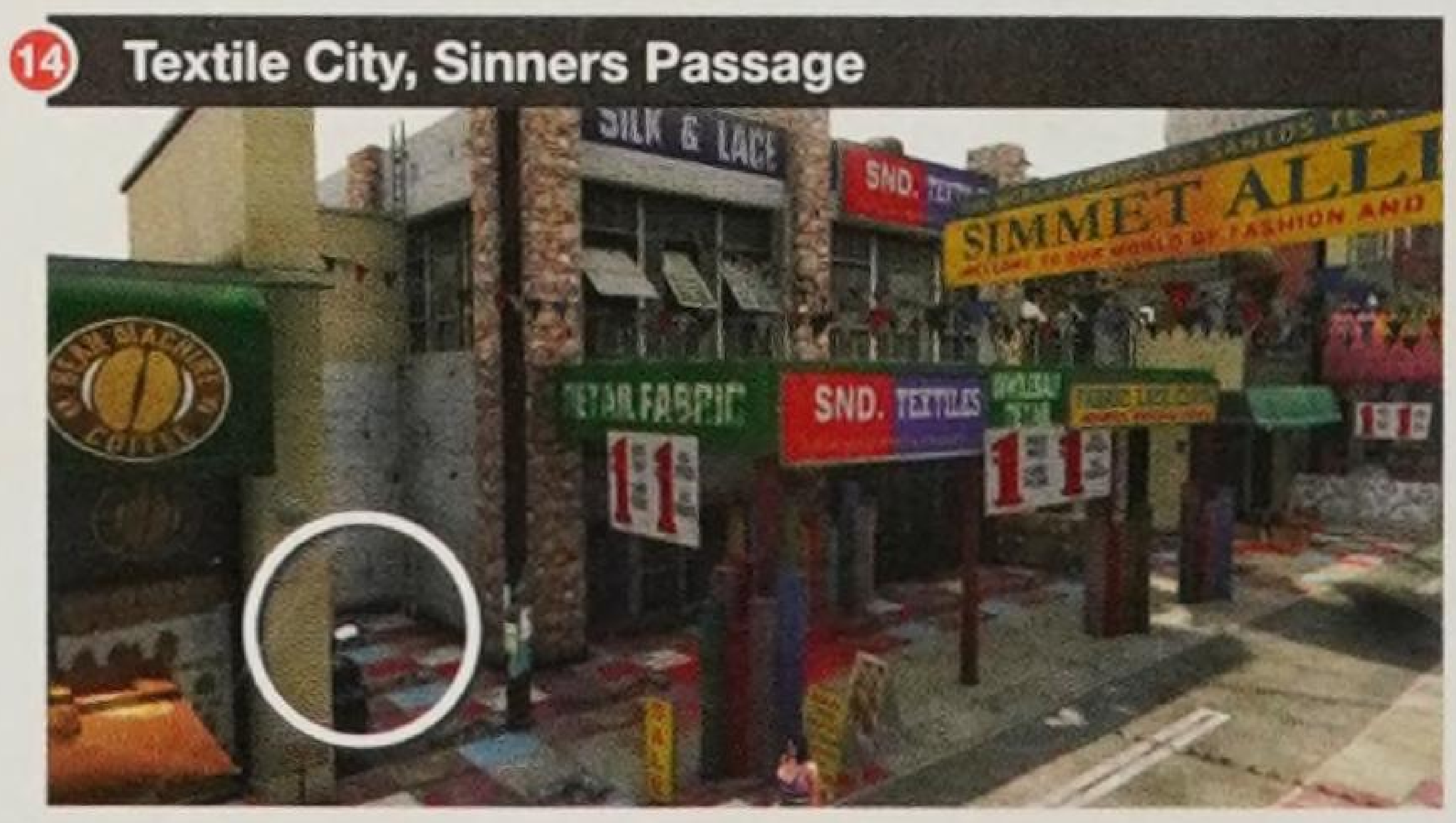
On top of the tower on Vinewood Lake's east side. The tower has no ladder, and you can't pull yourself up. Also, the walkway's gated entrance is barricaded, so you can't pull a vehicle to the tower and use it as a step. Parachute drop or land a helicopter to reach it.

⑬ Tongva Hills cave



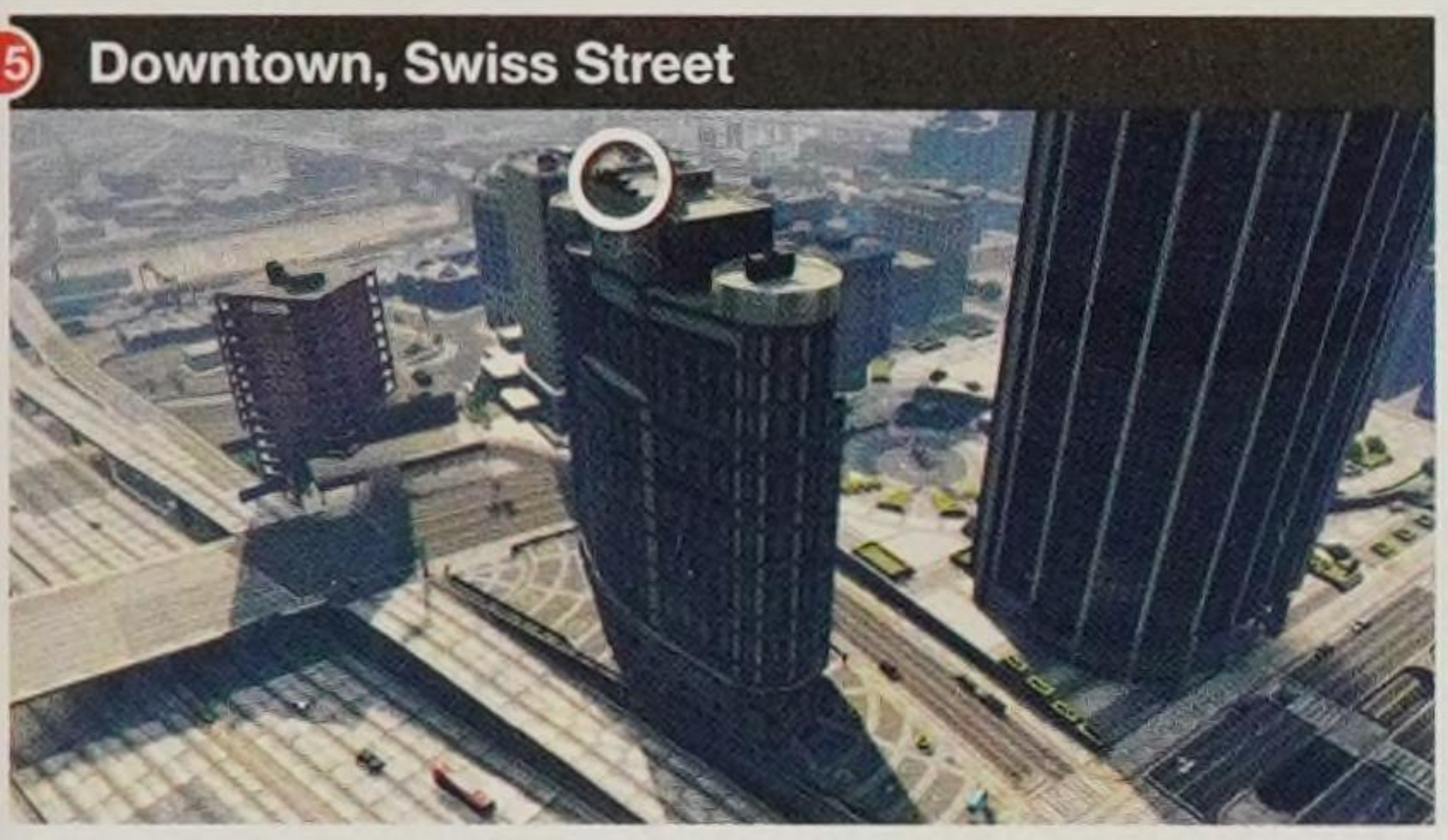
This one is tough to find. Look in this cave in Tongva Hills. Drop from the air in a parachute or take a buggy or dirt bike.

⑭ Textile City, Sinners Passage



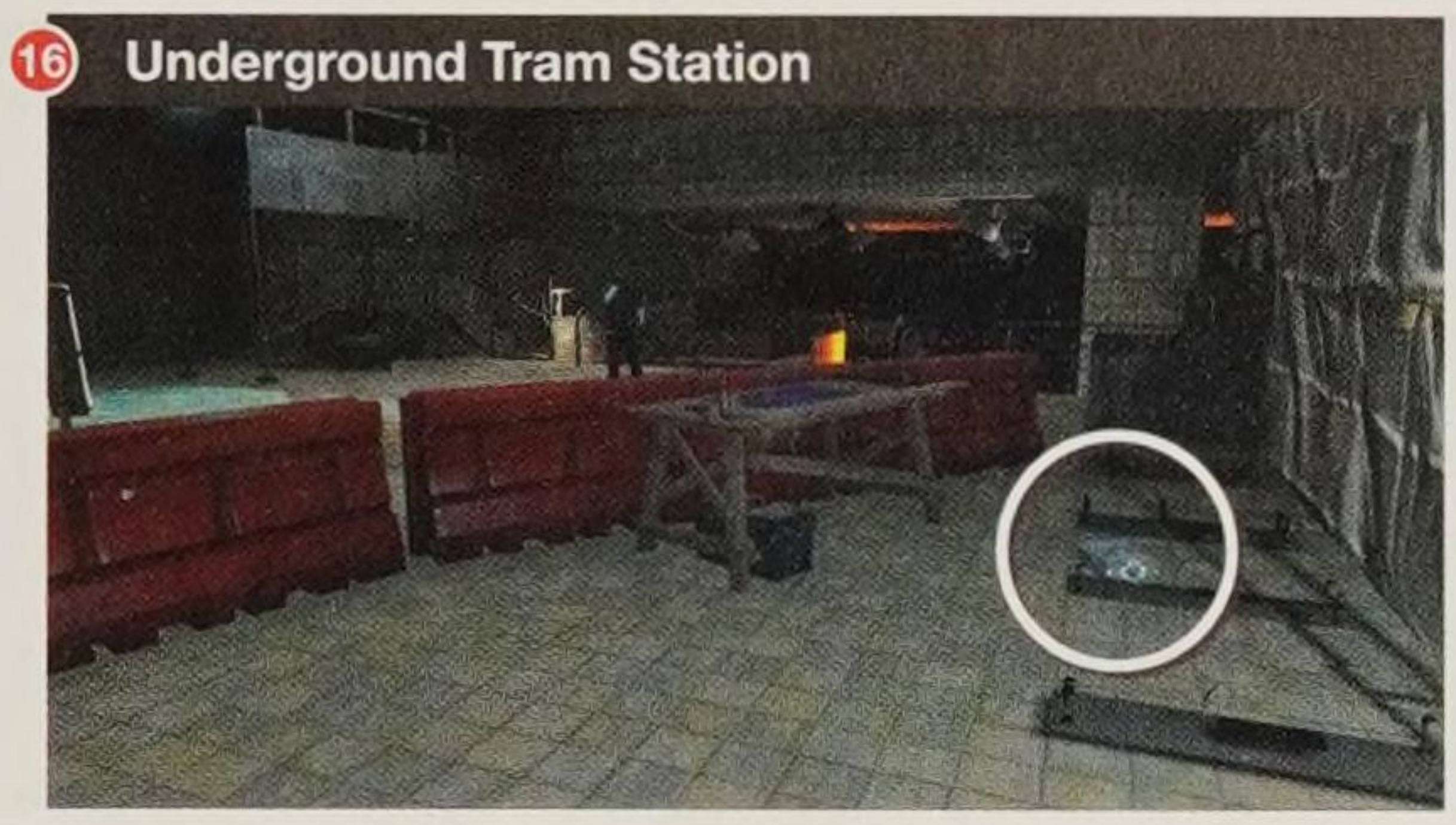
There's a little market on Sinners Passage in Textile City that has an alley market called Simmet Alley. It's covered with a high glass roof with Welcome signs on either end. The Spaceship Part is in a nook beside the Bean Machine coffee shop.

⑮ Downtown, Swiss Street



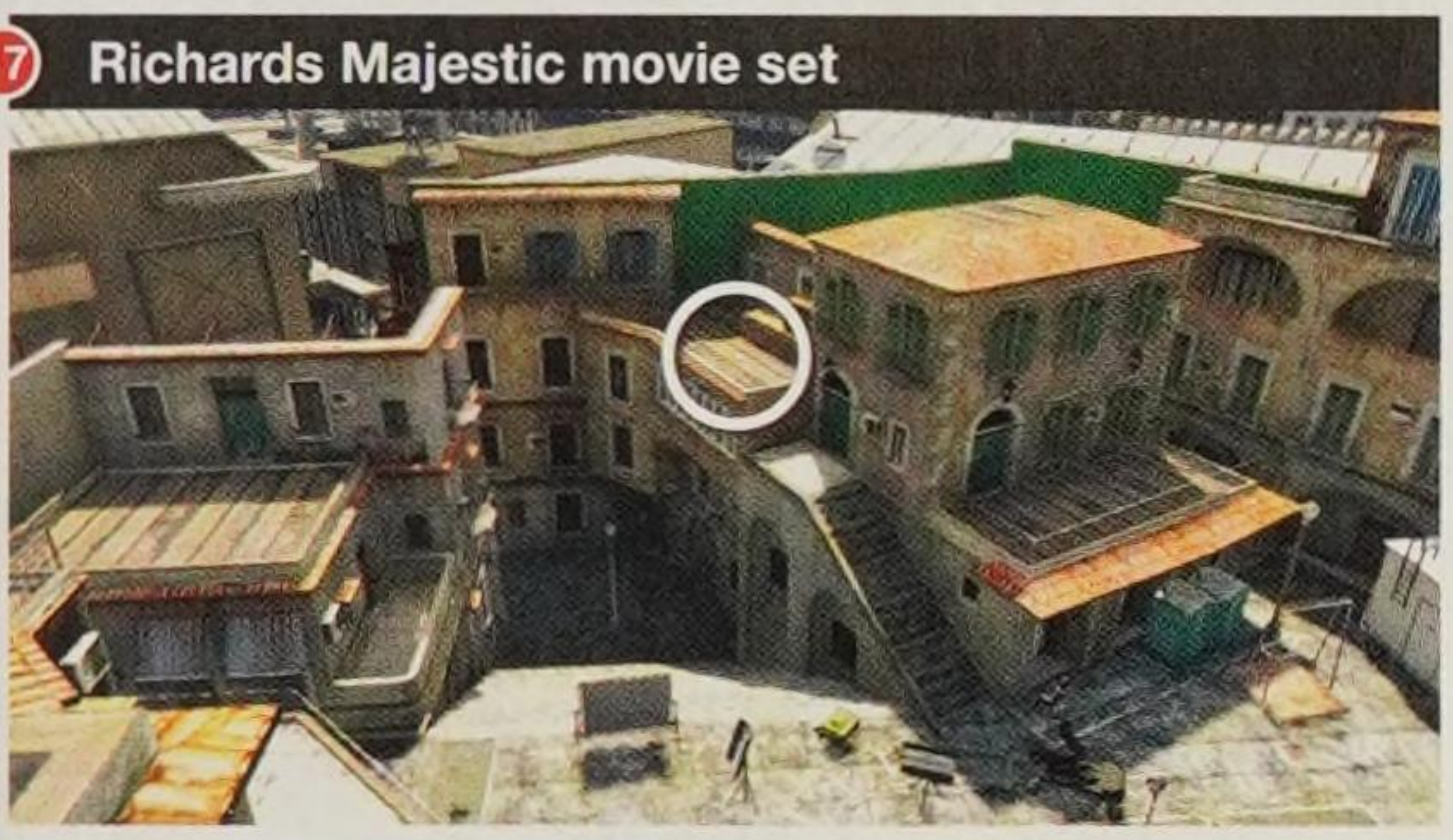
Use a helicopter to land on top of the Penris building on Swiss Street, Downtown. It's behind the front logo façade.

⑯ Underground Tram Station



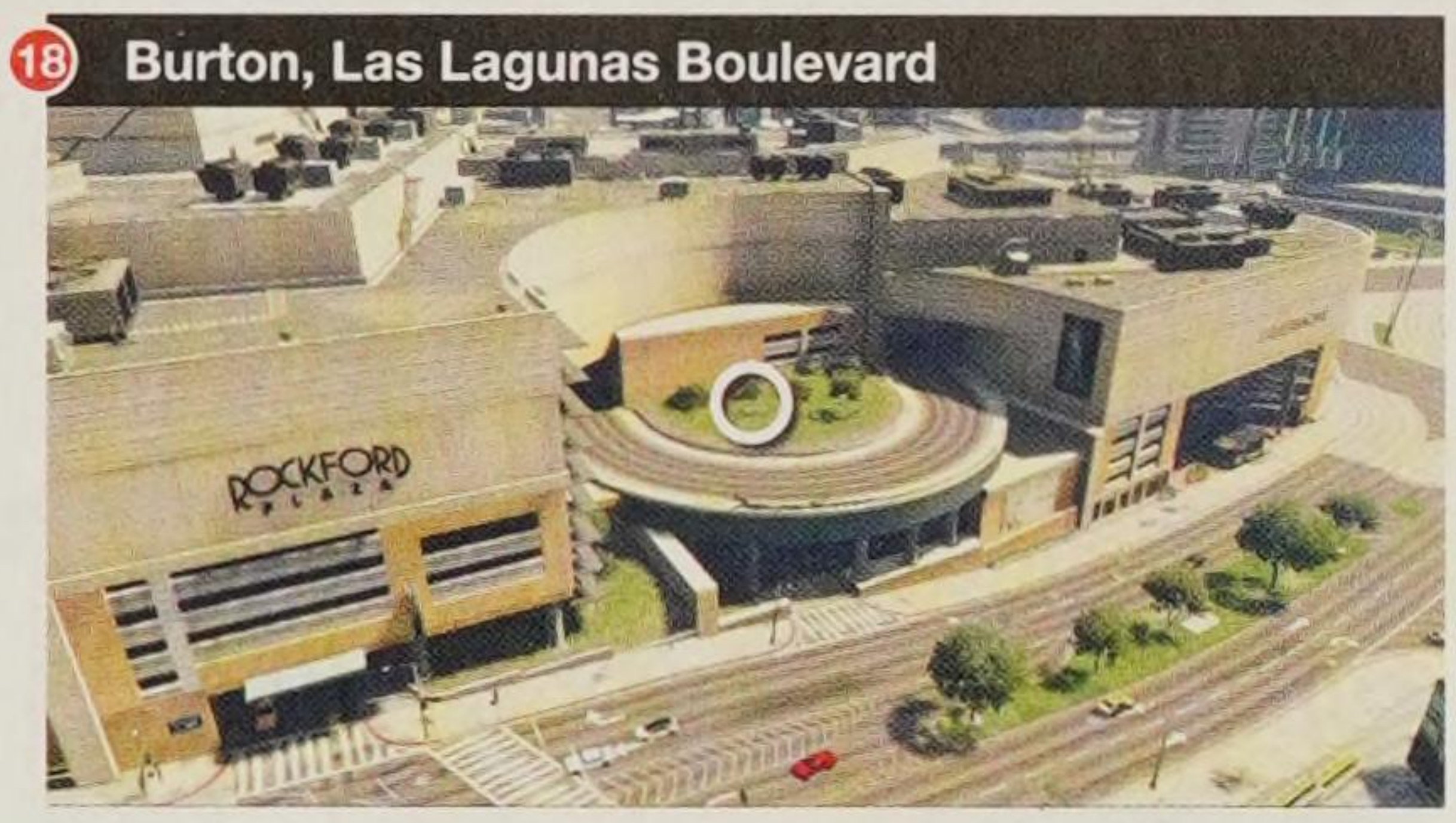
This is a tough part to find. It's underground in the tram station accessed during The Jewel Store heist. Access the network of tram tunnels by entering the many tunnel entrances in the sides of the flood control canal to the east. For example, canal entrances **(A)** and **(B)**.

⑰ Richards Majestic movie set



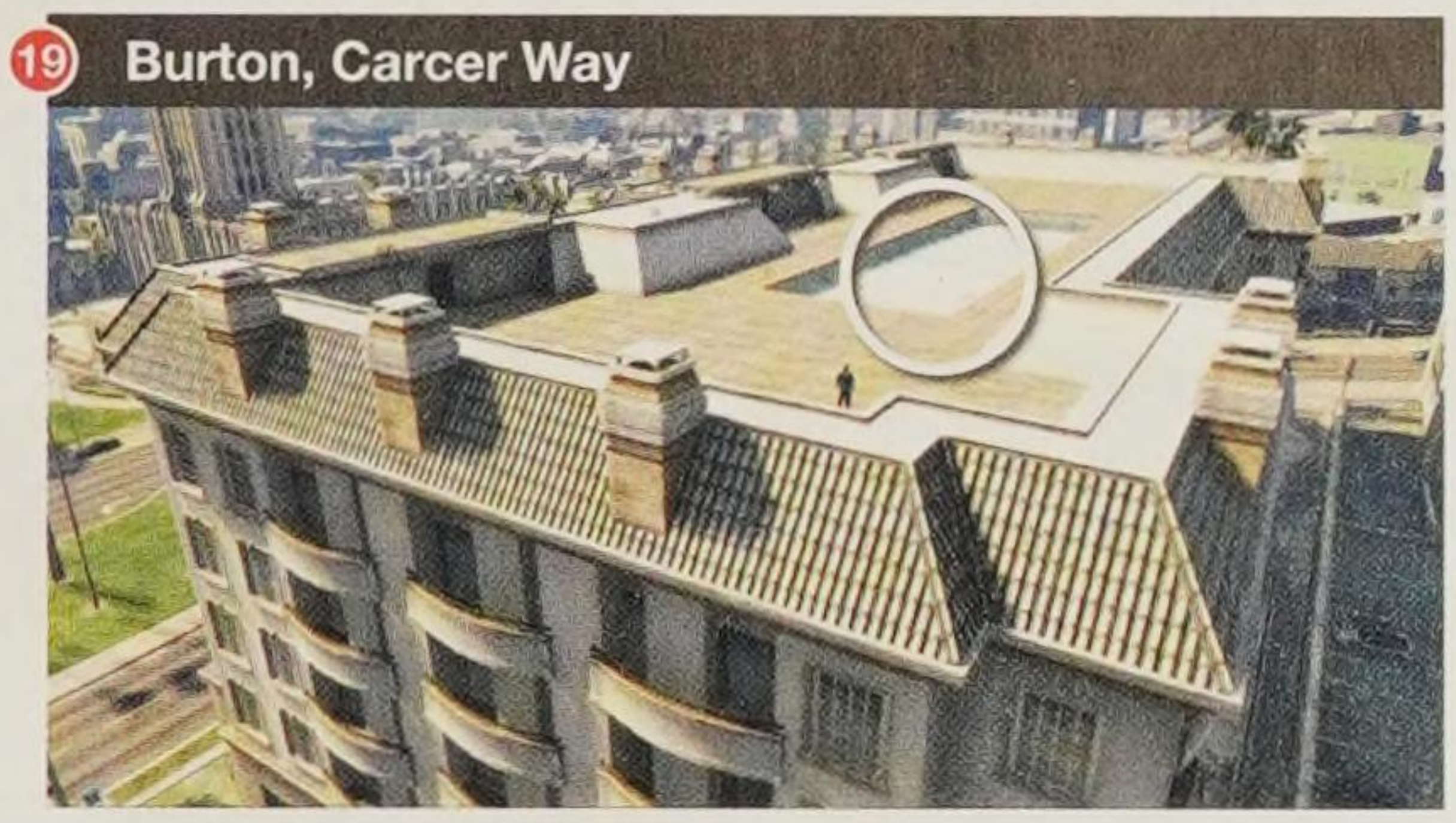
On a balcony on the movie set in Richards Majestic. Unlike Michael's later clout at the set, Franklin receives a two-star Wanted Level for entering the movie set. Crash the main gates on Industry Passage and head down the immediate left alley to get to this spot quickly.

⑱ Burton, Las Lagunas Boulevard



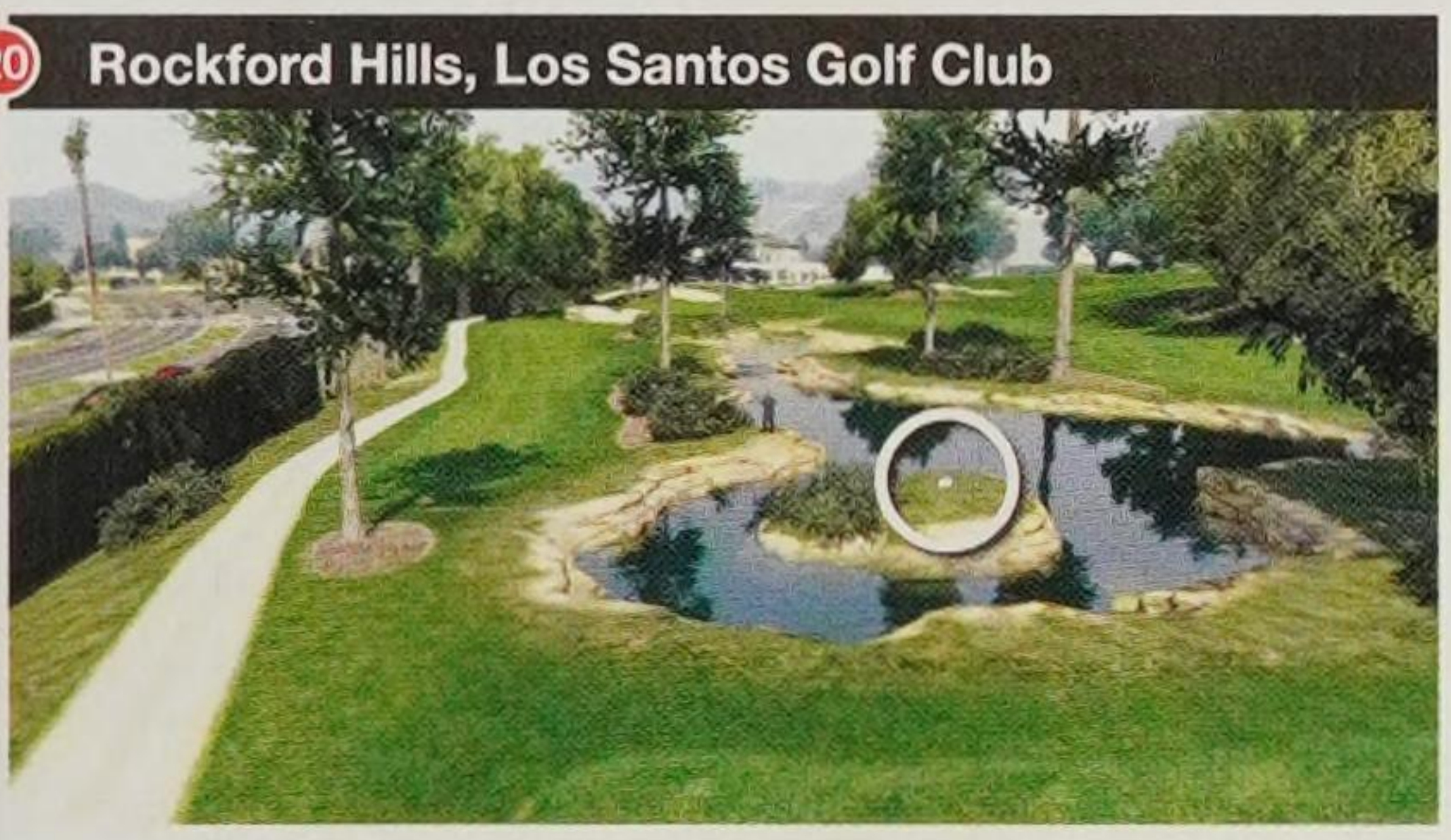
Behind a bush on the Rockford Plaza island (this is adjacent to a Stunt Jump). This is in Burton off of Las Lagunas Boulevard. Enter the left tunnel entrance to access this Stunt Jump and Spaceship Part.

⑲ Burton, Carcer Way



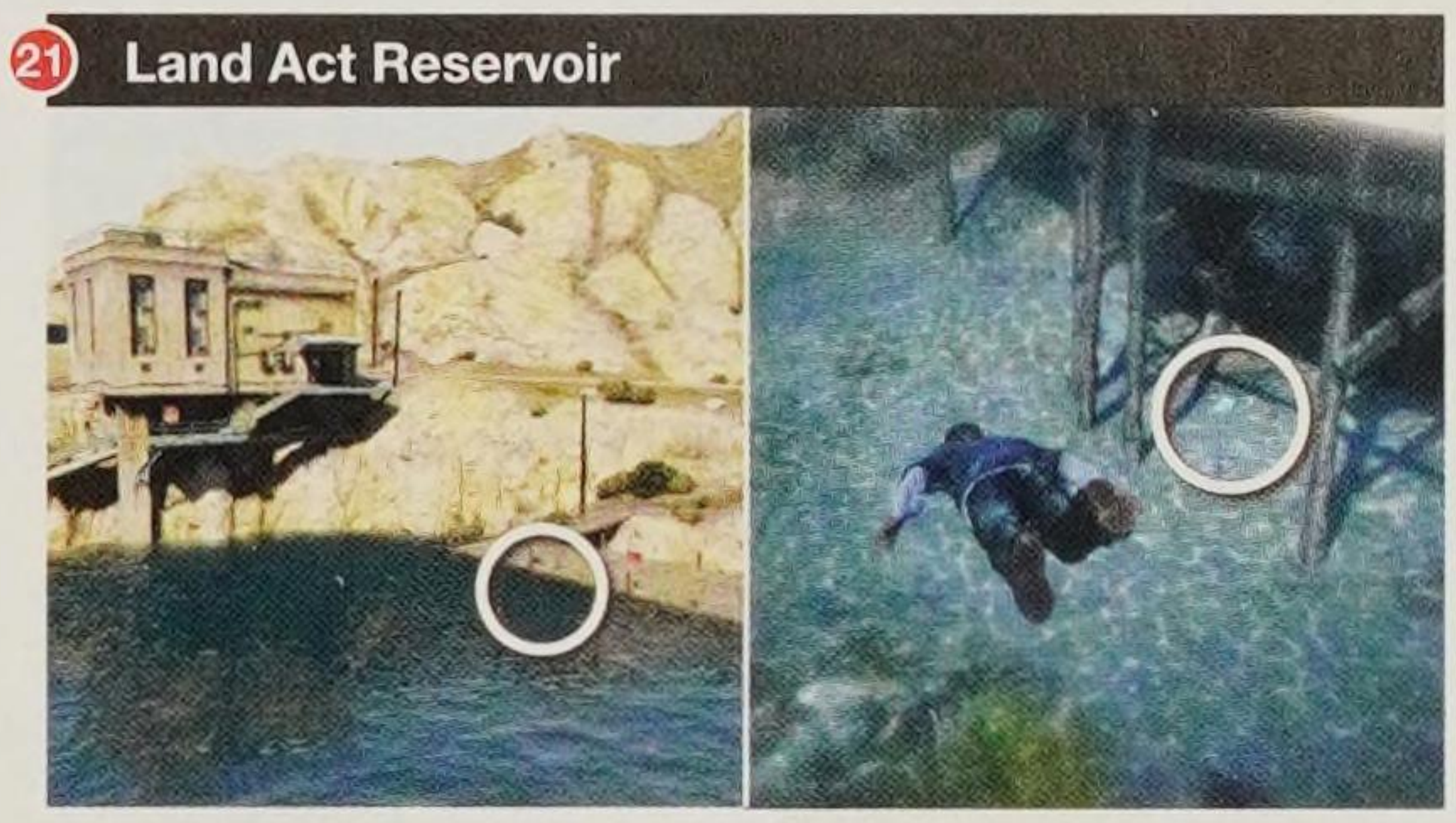
Use a helicopter to drop to this hotel rooftop in Burton on Carcer Way. The part is in the empty pool. There's no safe way off the roof unless you can fly away, so don't parachute drop to the roof.

⑳ Rockford Hills, Los Santos Golf Club



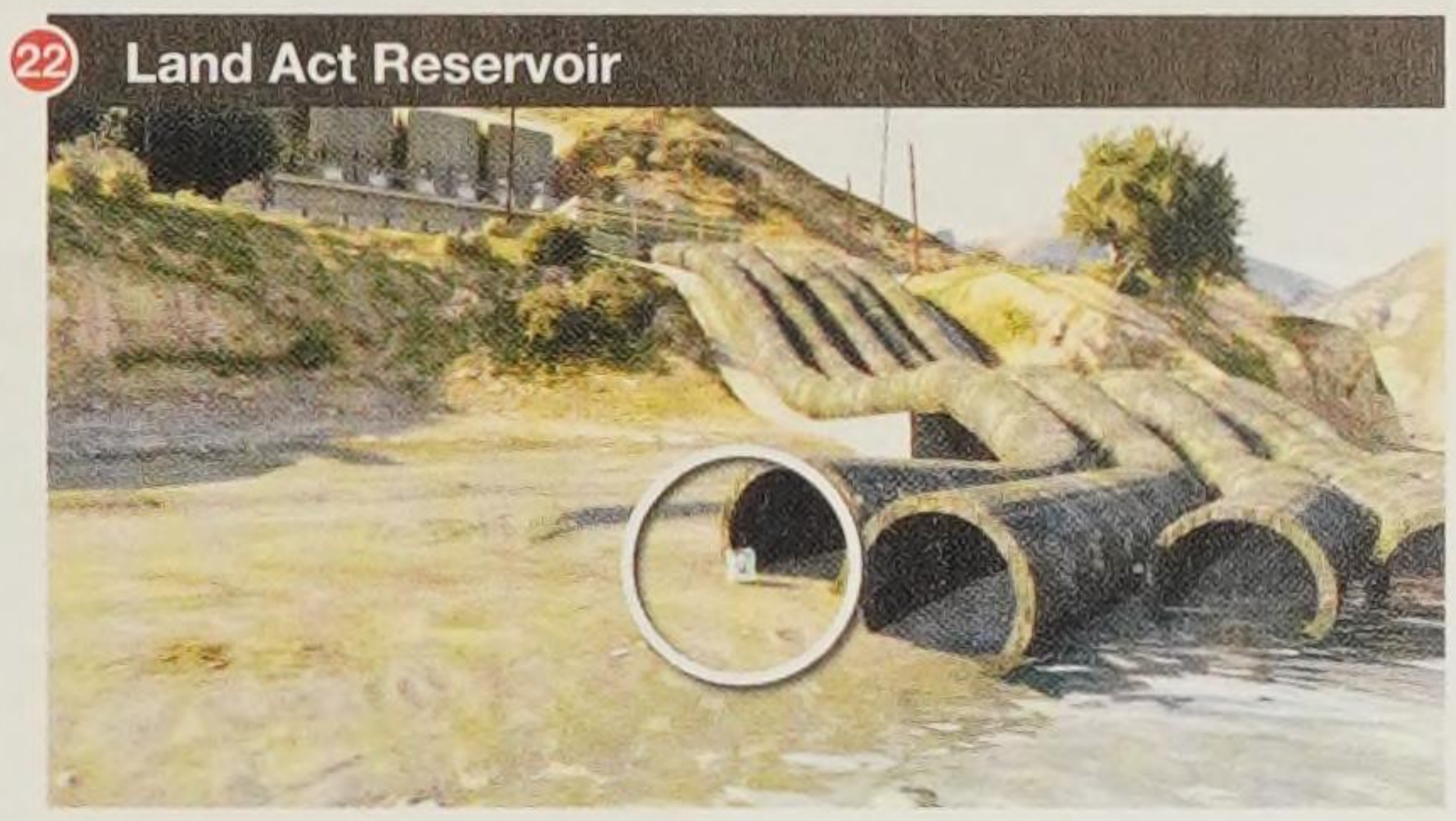
On a small island in the water hazard on the Los Santos Golf Club in Rockford Hills.

㉑ Land Act Reservoir



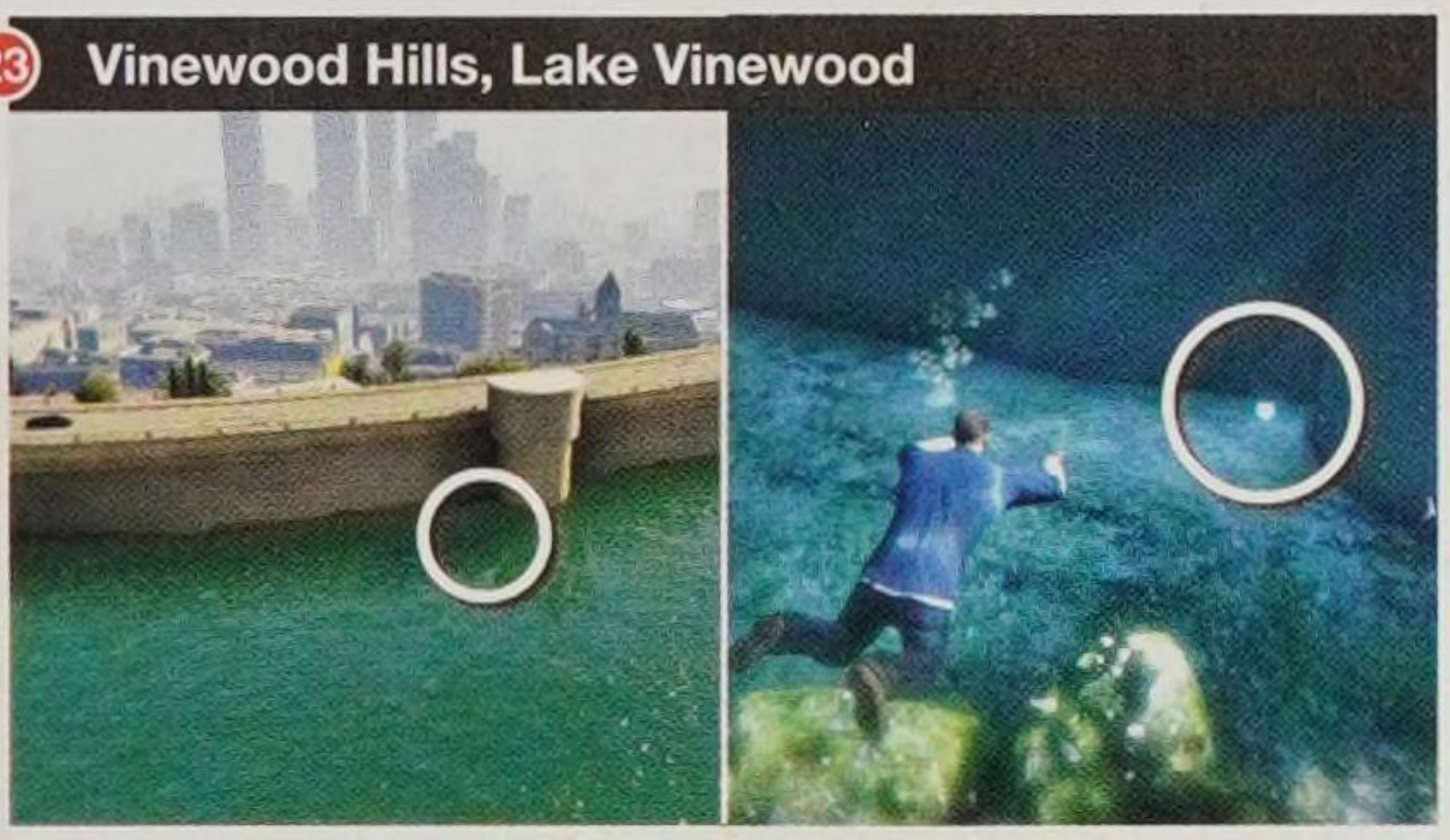
Under the jetty in Land Act Reservoir at Land Act Dam. Jump off the jetty and swim underneath it to obtain this collectible.

㉒ Land Act Reservoir



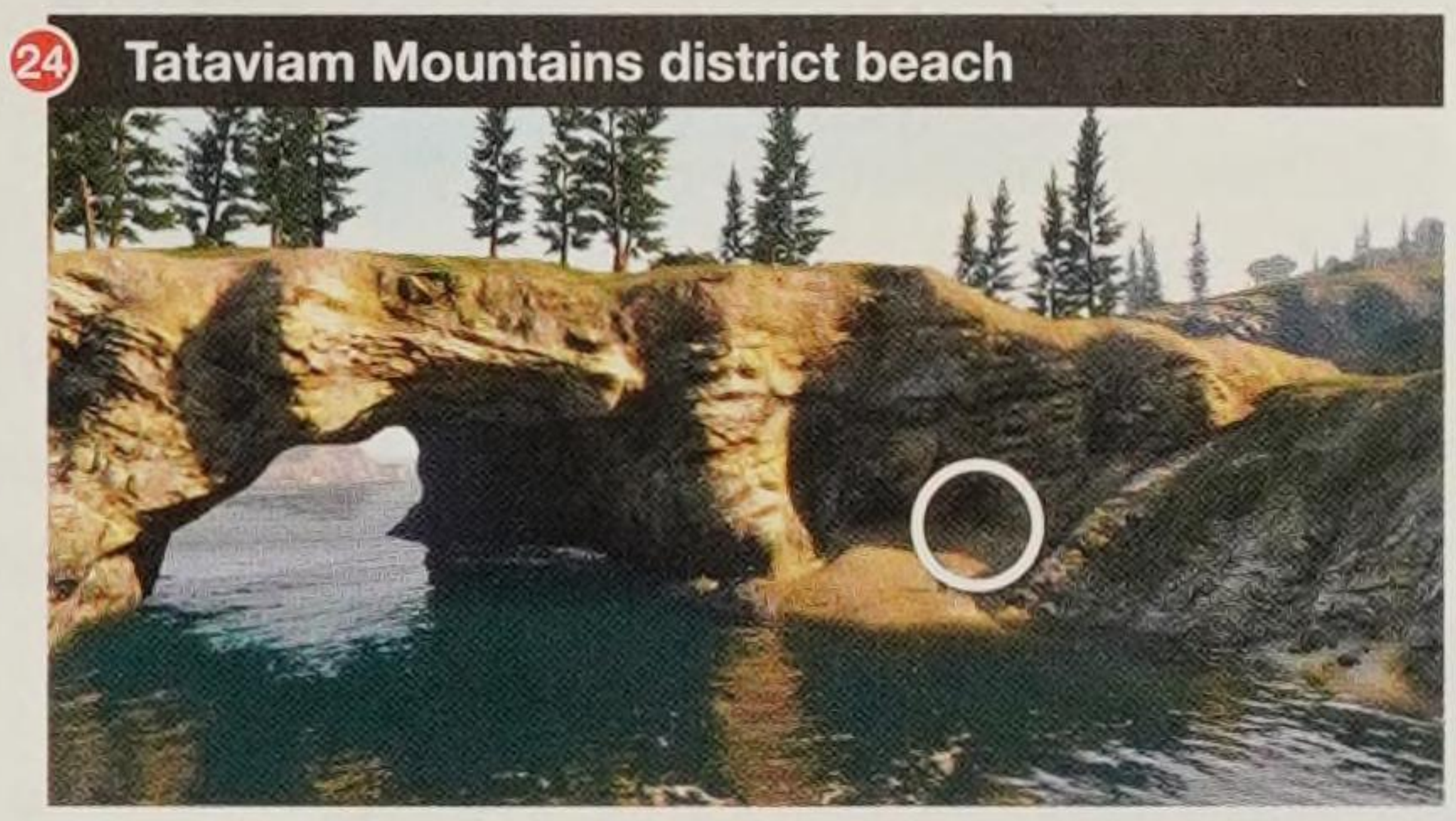
At the mouth of a long pipe that leads down from the mountainside and into a muddy drainage area.

㉓ Vinewood Hills, Lake Vinewood



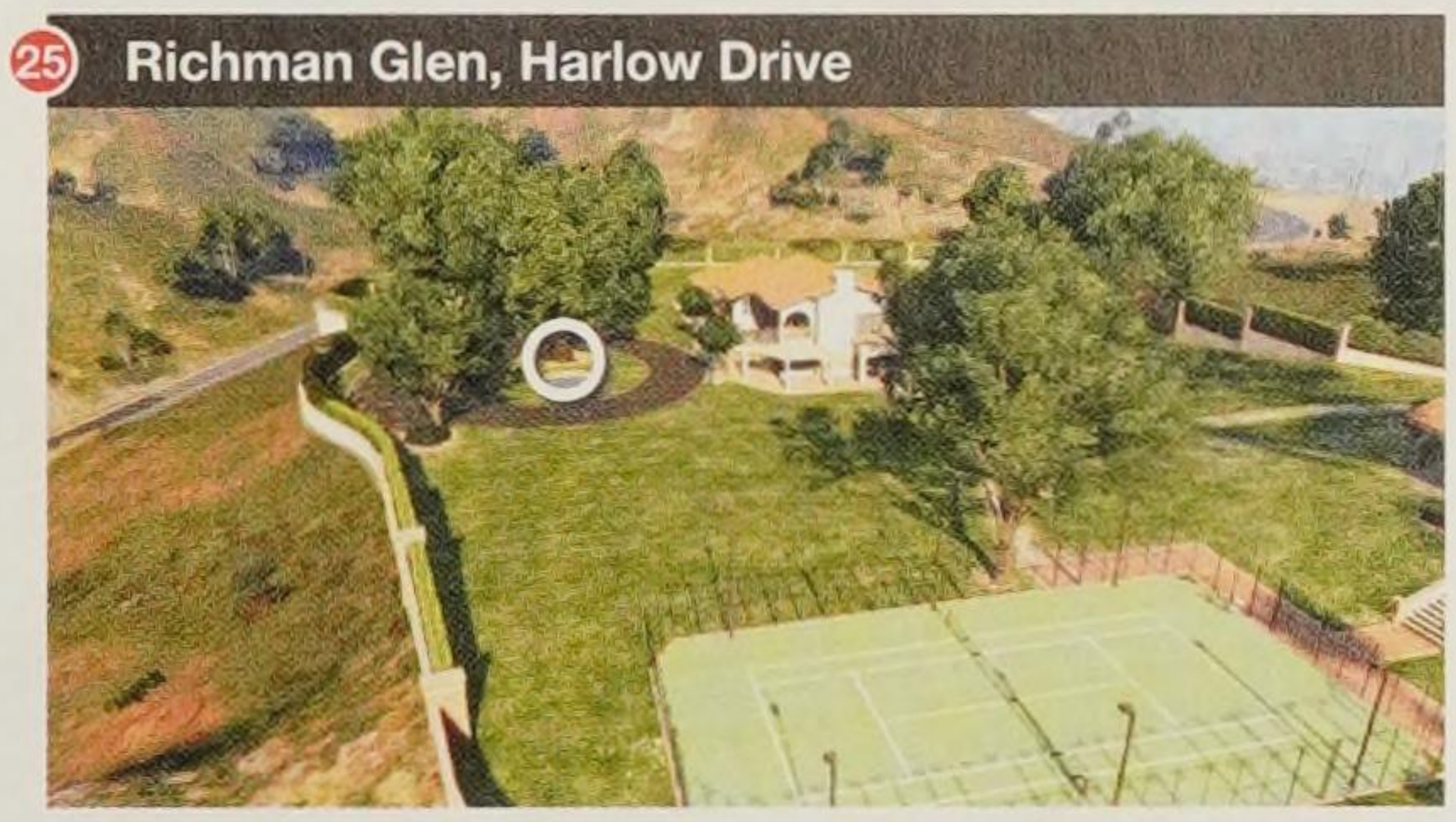
Underwater at the base of the dam at Lake Vinewood in Vinewood Hills. It's in a corner between the dam and the single support column.

㉔ Tataviam Mountains district beach



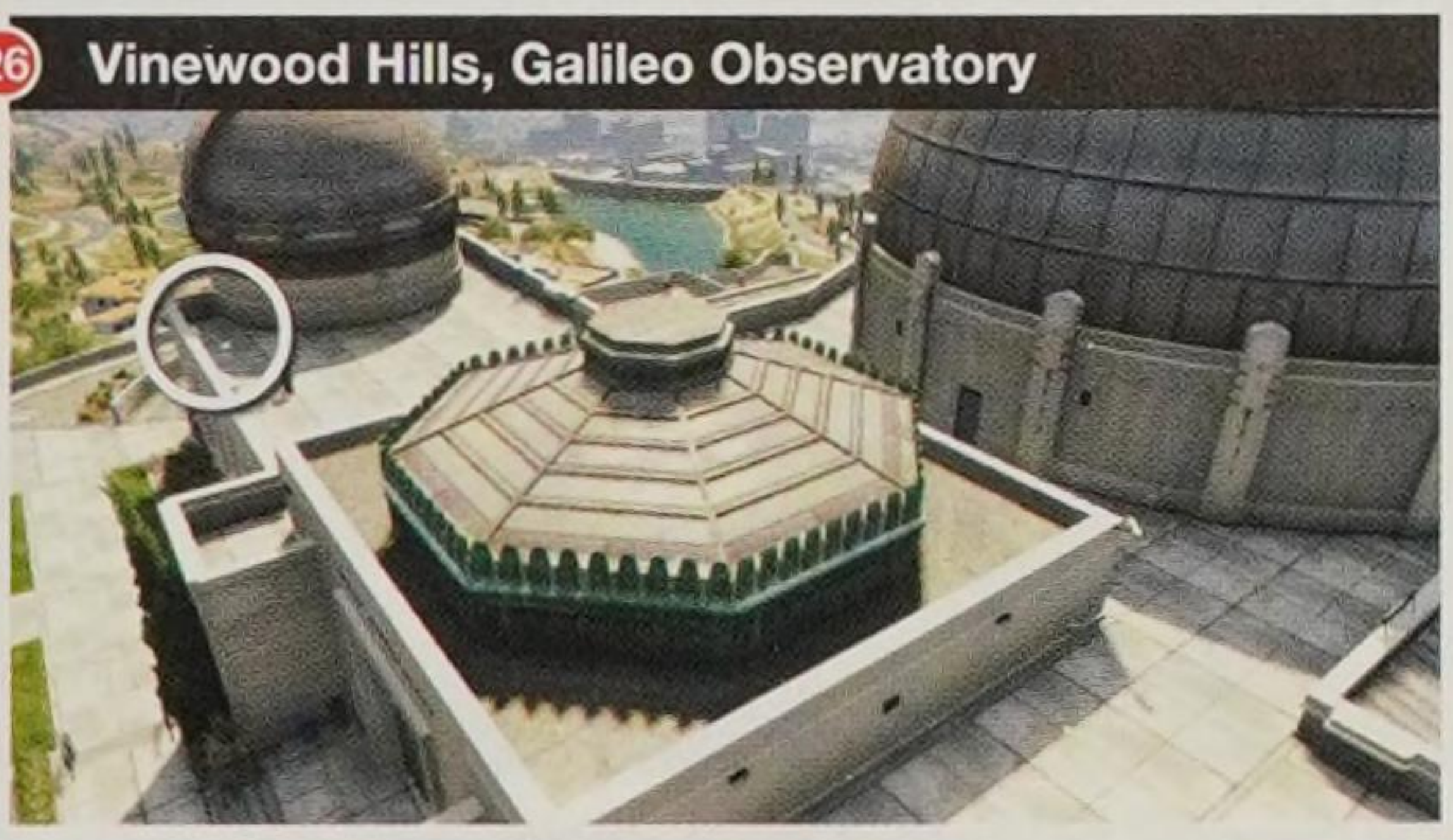
This is technically in the Tataviam Mountains district, but the part is on the beach on the east coast. Find it in this large alcove near the rock arch.

㉕ Richman Glen, Harlow Drive



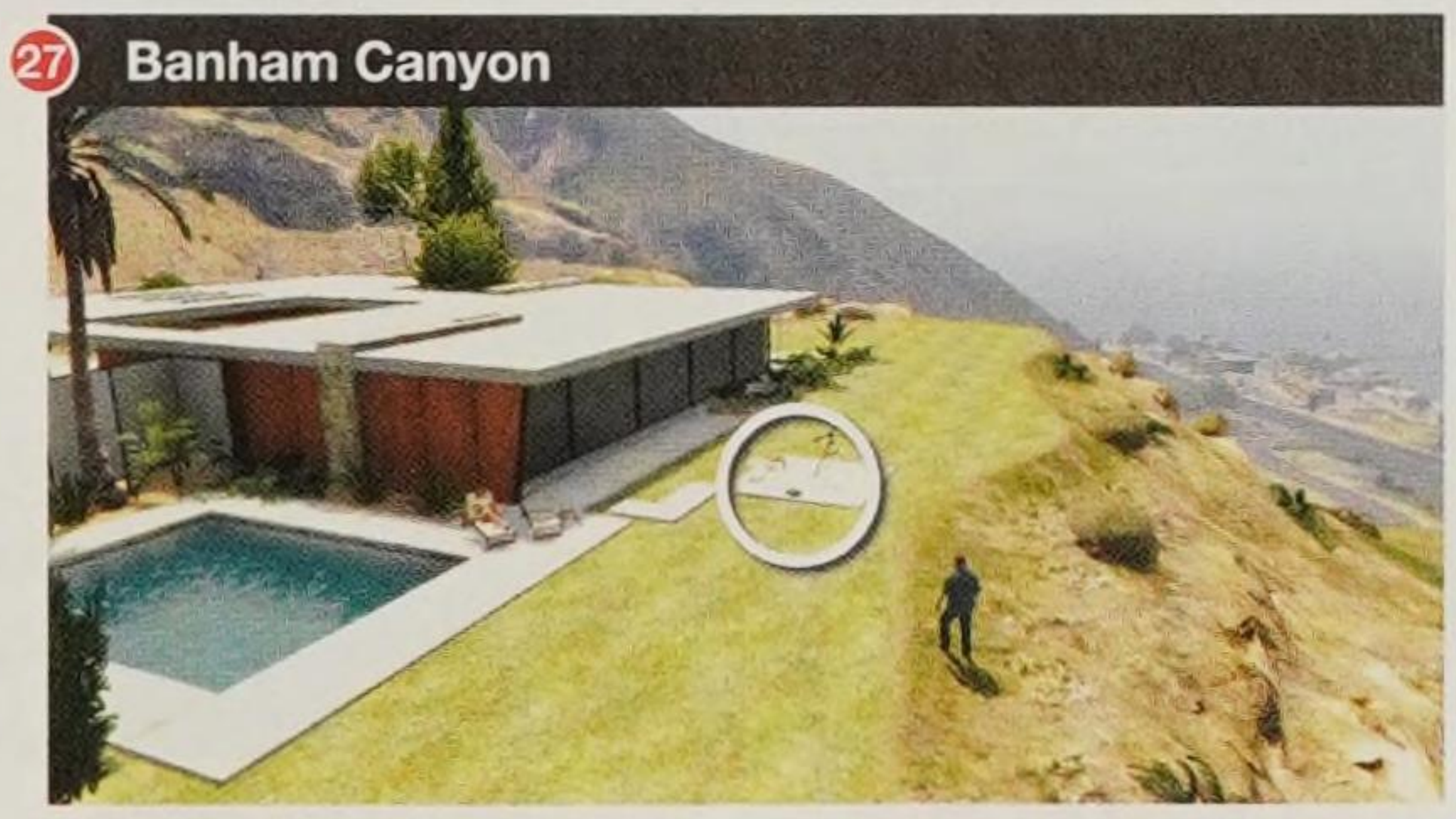
Beside a tree, near an ornamental pool at this drug recovery facility on Harlow Drive in Richman Glen. From the air, use this property's pool and tennis court as a marker.

㉖ Vinewood Hills, Galileo Observatory



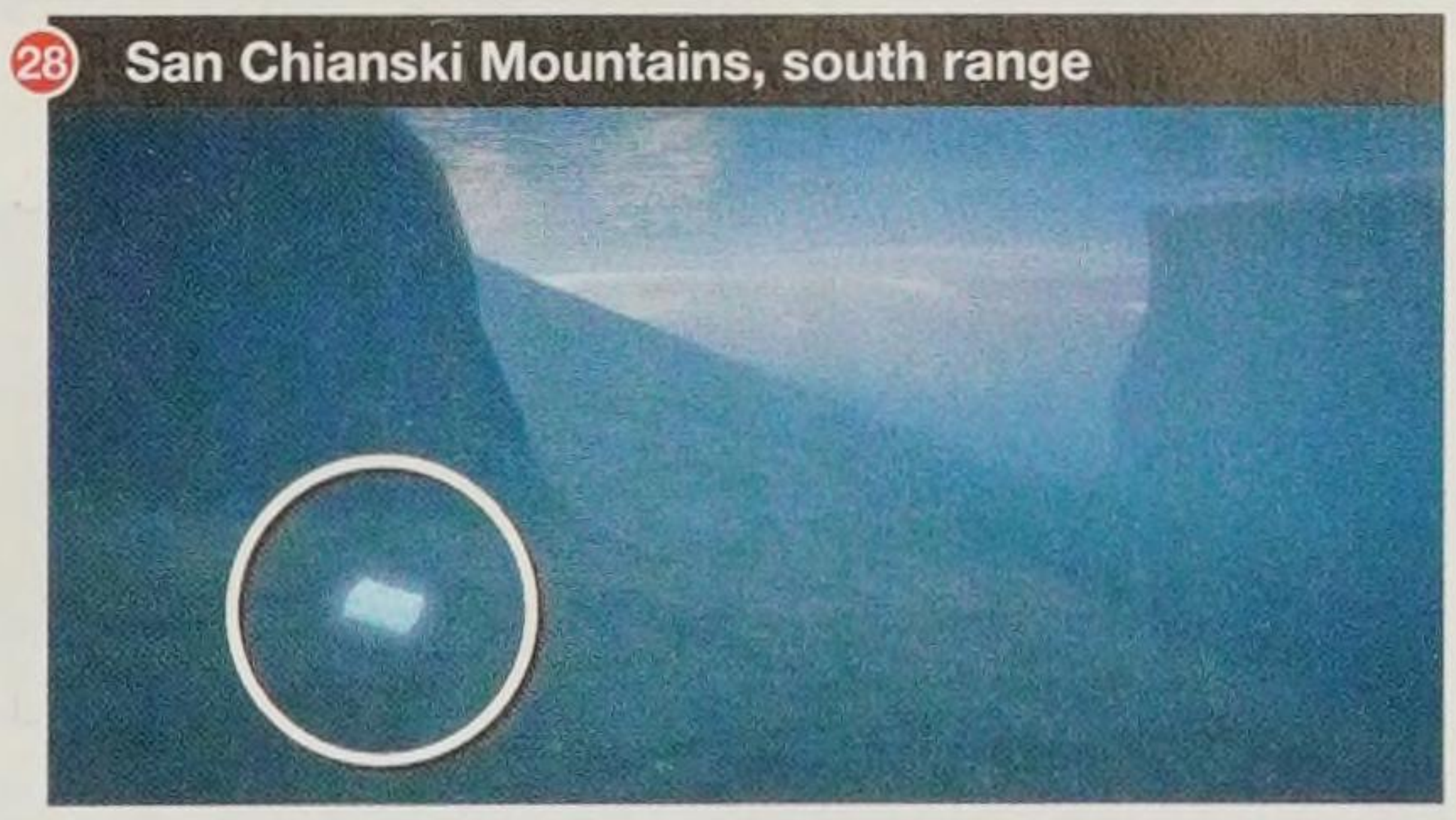
On the rooftop of the Galileo Observatory in Vinewood Hills. Stairs leading to the rooftop (where there are telescopes) are on the right side of the building.

㉗ Banham Canyon



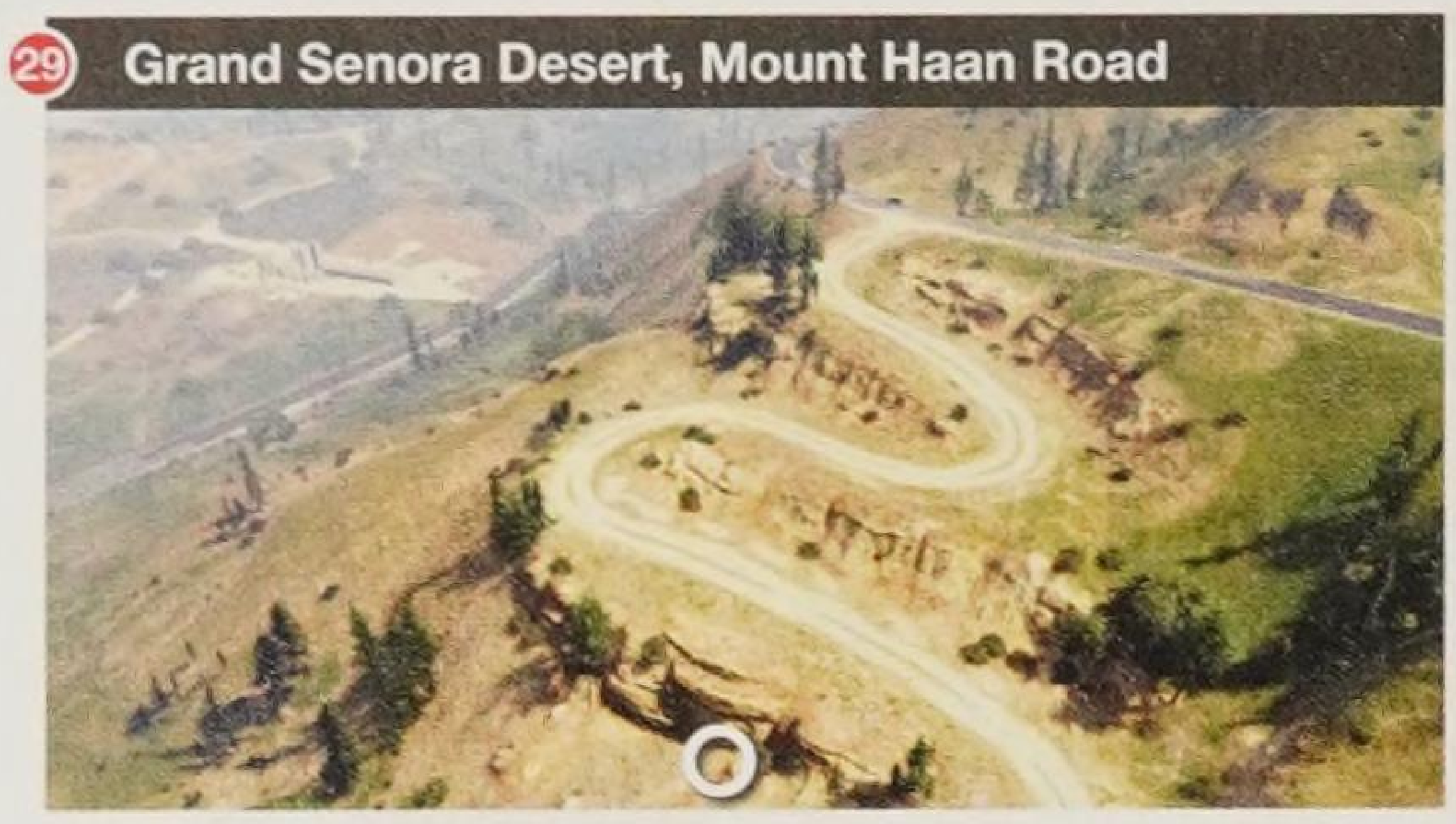
On the telescope pad in the backyard of this home off of Banham Canyon Drive.

㉘ San Chianski Mountains, south range



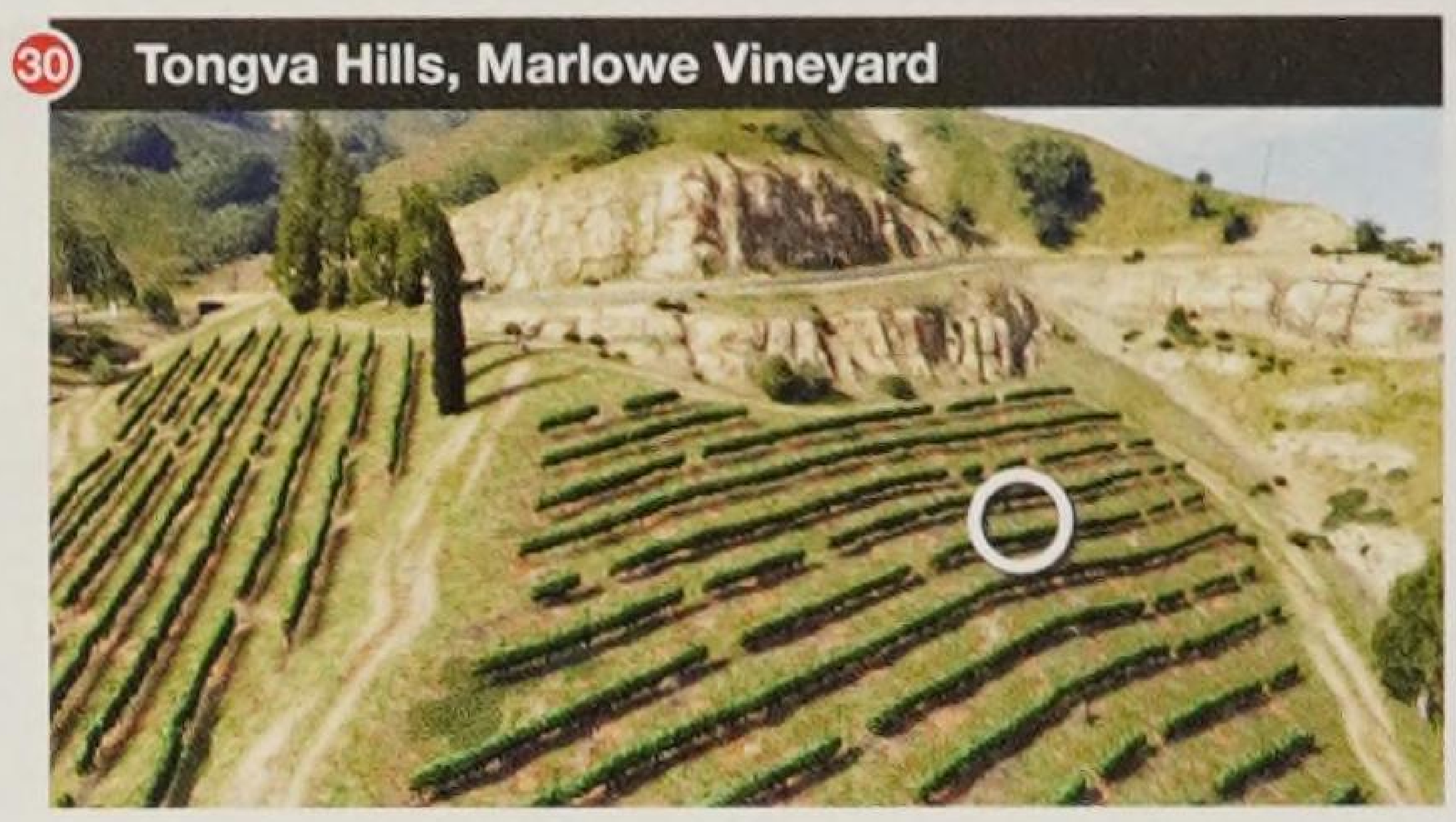
Inside the east coast cave south of the Wind Farm. The part is underwater and on the east side of the cave. You can also find a Letter Scrap inside, as well as a Grenade Launcher underwater on the west side.

㉙ Grand Senora Desert, Mount Haan Road



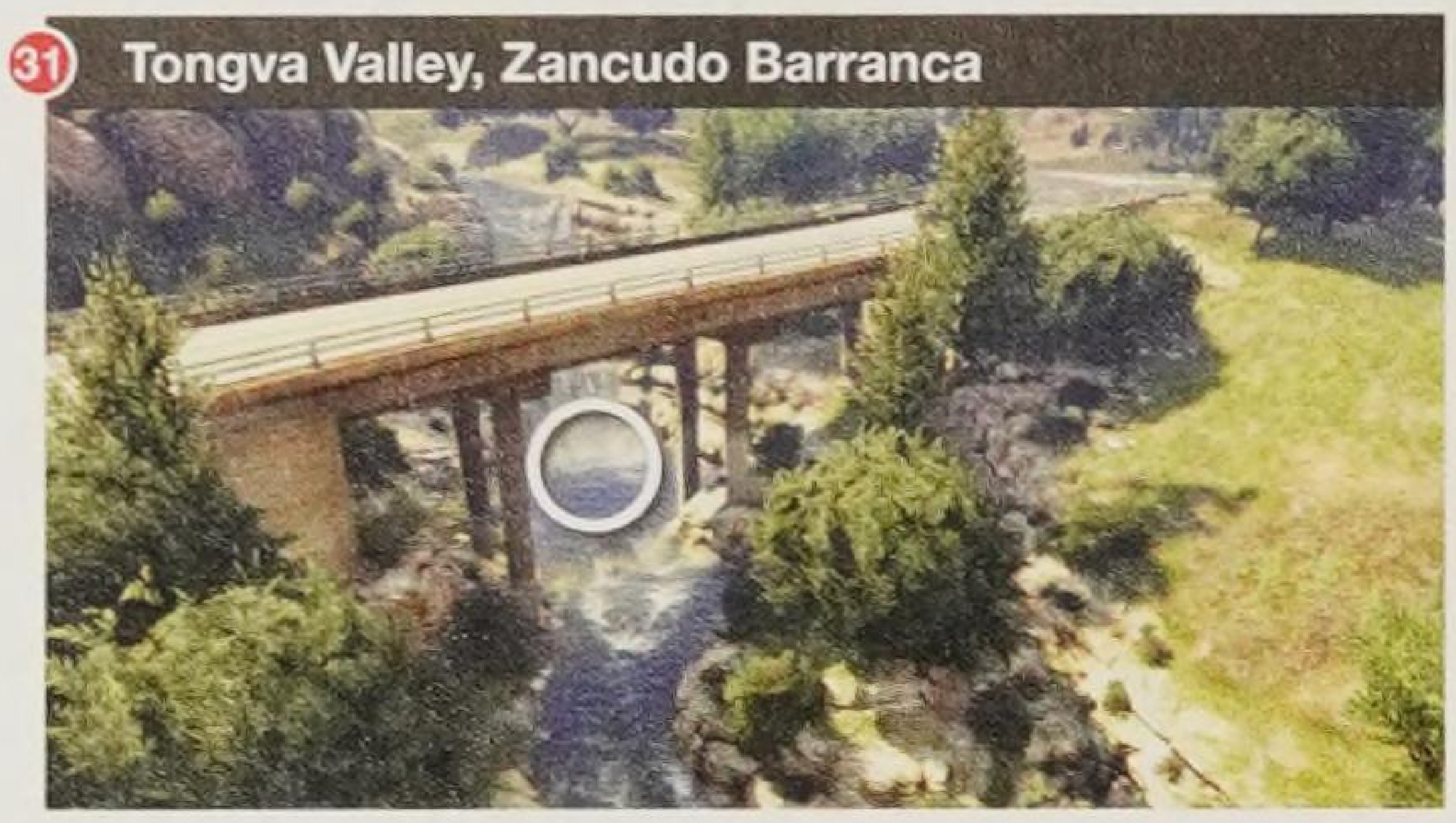
This is a tough find, so mark your map using our location and follow your marker. This part is on a rock face along a dirt road just north of Mount Haan Road in the Grand Senora Desert.

㉚ Tongva Hills, Marlowe Vineyard



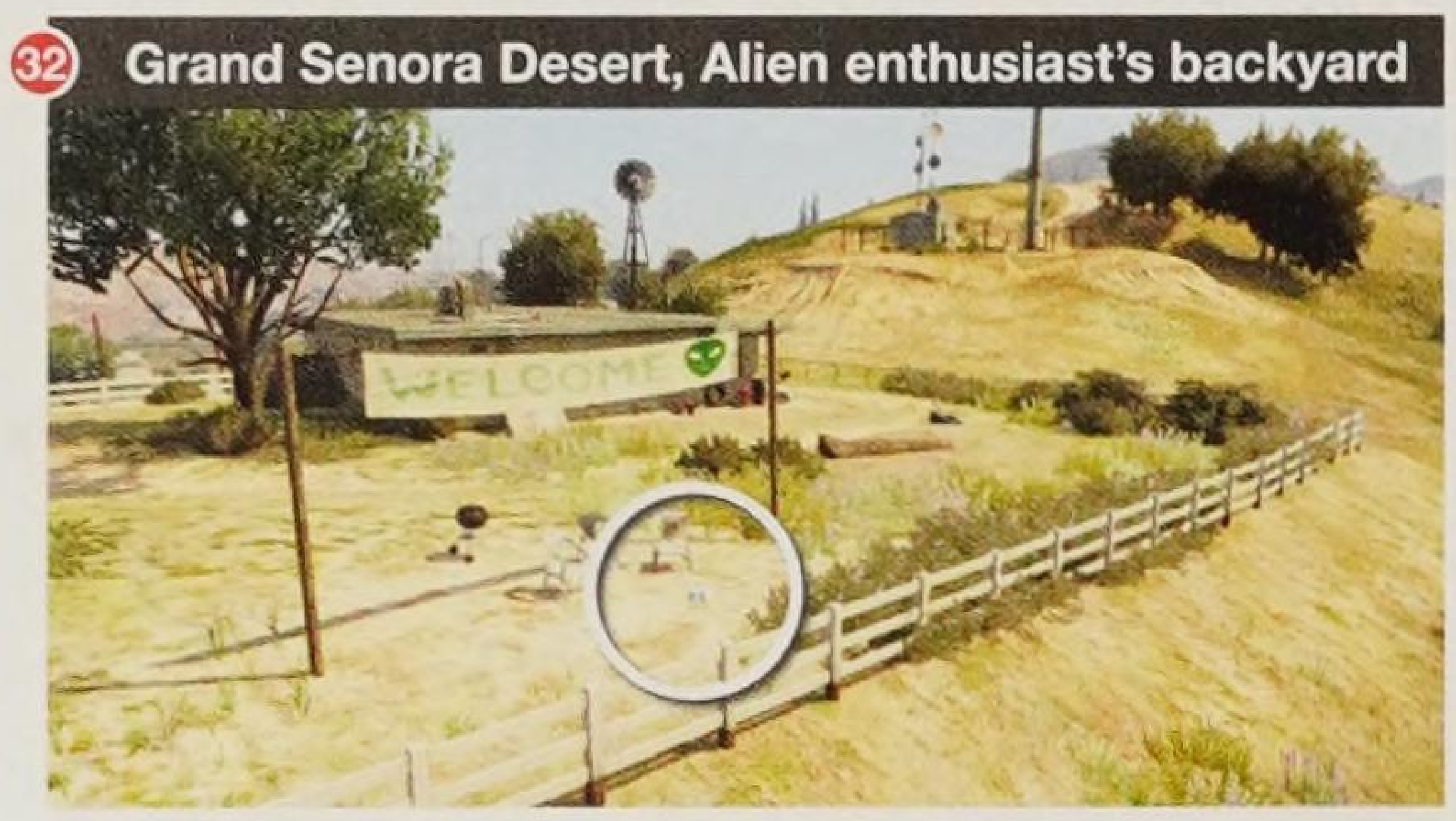
In the fourth full vine row from the top in the Marlowe Vineyard in Tongva Hills.

㉛ Tongva Valley, Zancudo Barranca



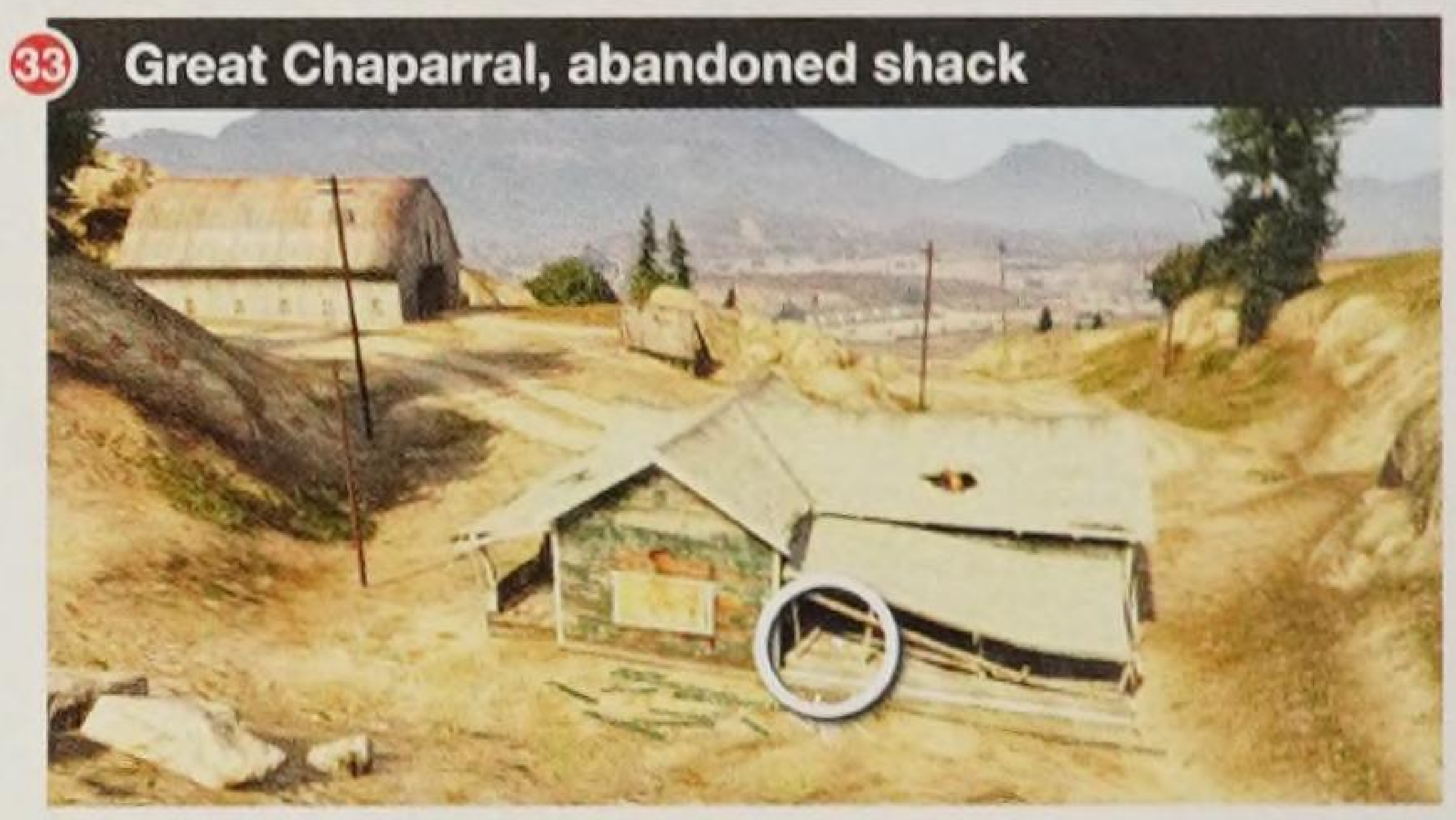
Dive into the shallow pool of water below this waterfall next to Zancudo Barranca in Tongva Valley.

㉜ Grand Senora Desert, Alien enthusiast's backyard



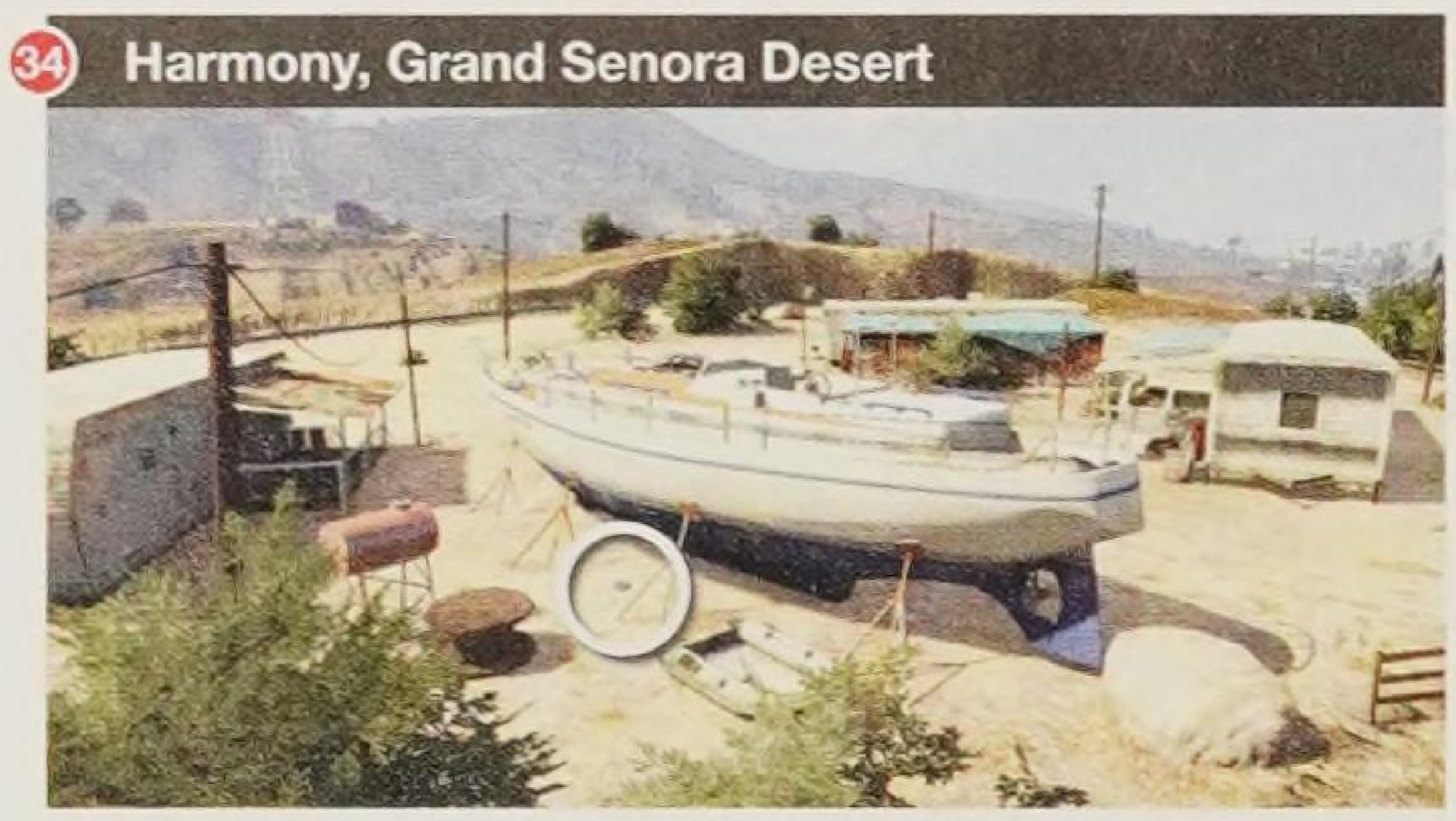
In the Alien enthusiast's backyard in Grand Senora Desert. The way they've decorated it looks like they're expecting someone.

㉝ Great Chaparral, abandoned shack



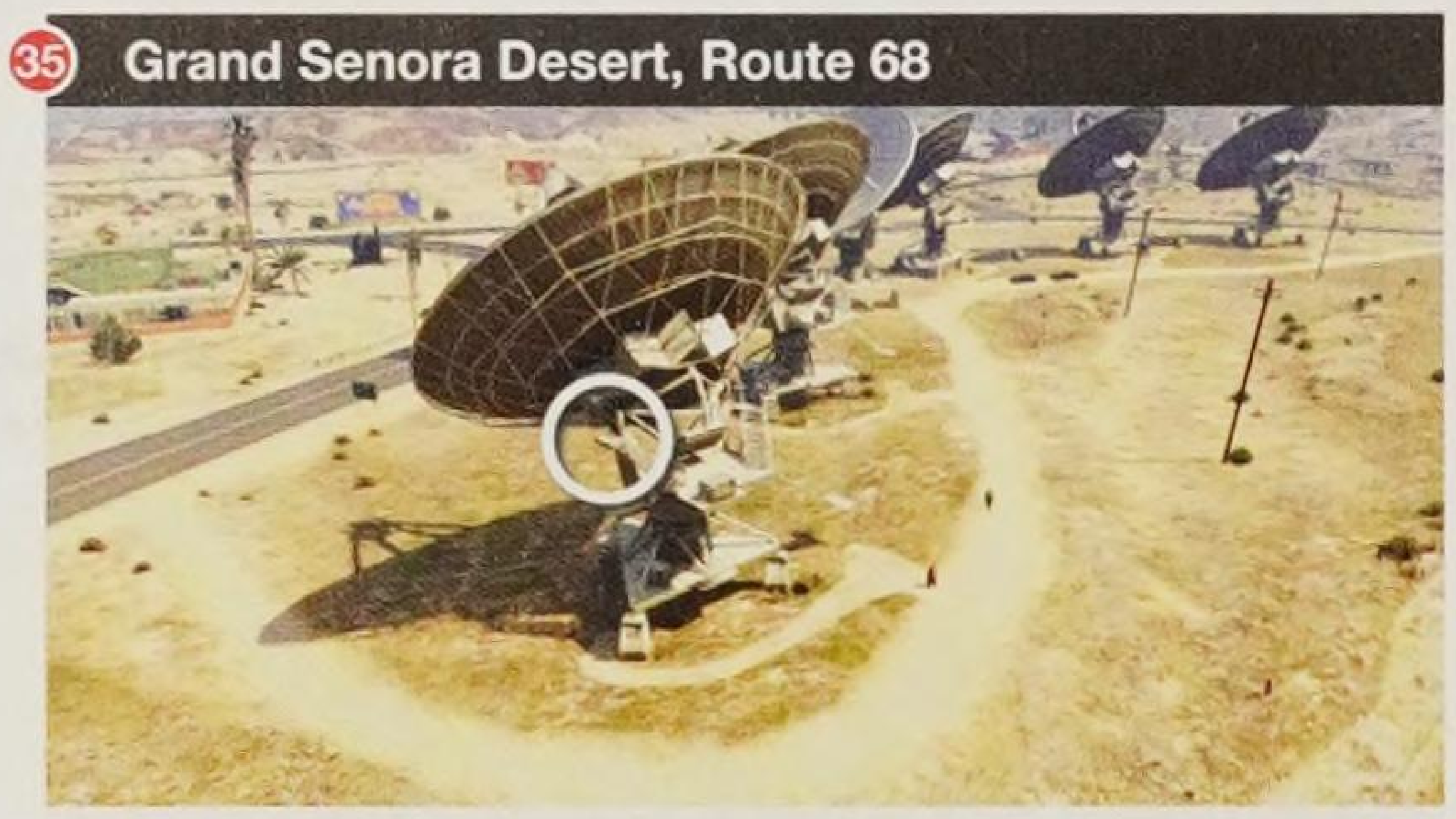
On the collapsed porch of this abandoned shack in Great Chaparral. The nearby barn is used in a Bail Bonds mission and there's also a Letter Scrap behind the nearby billboard.

㉞ Harmony, Grand Senora Desert



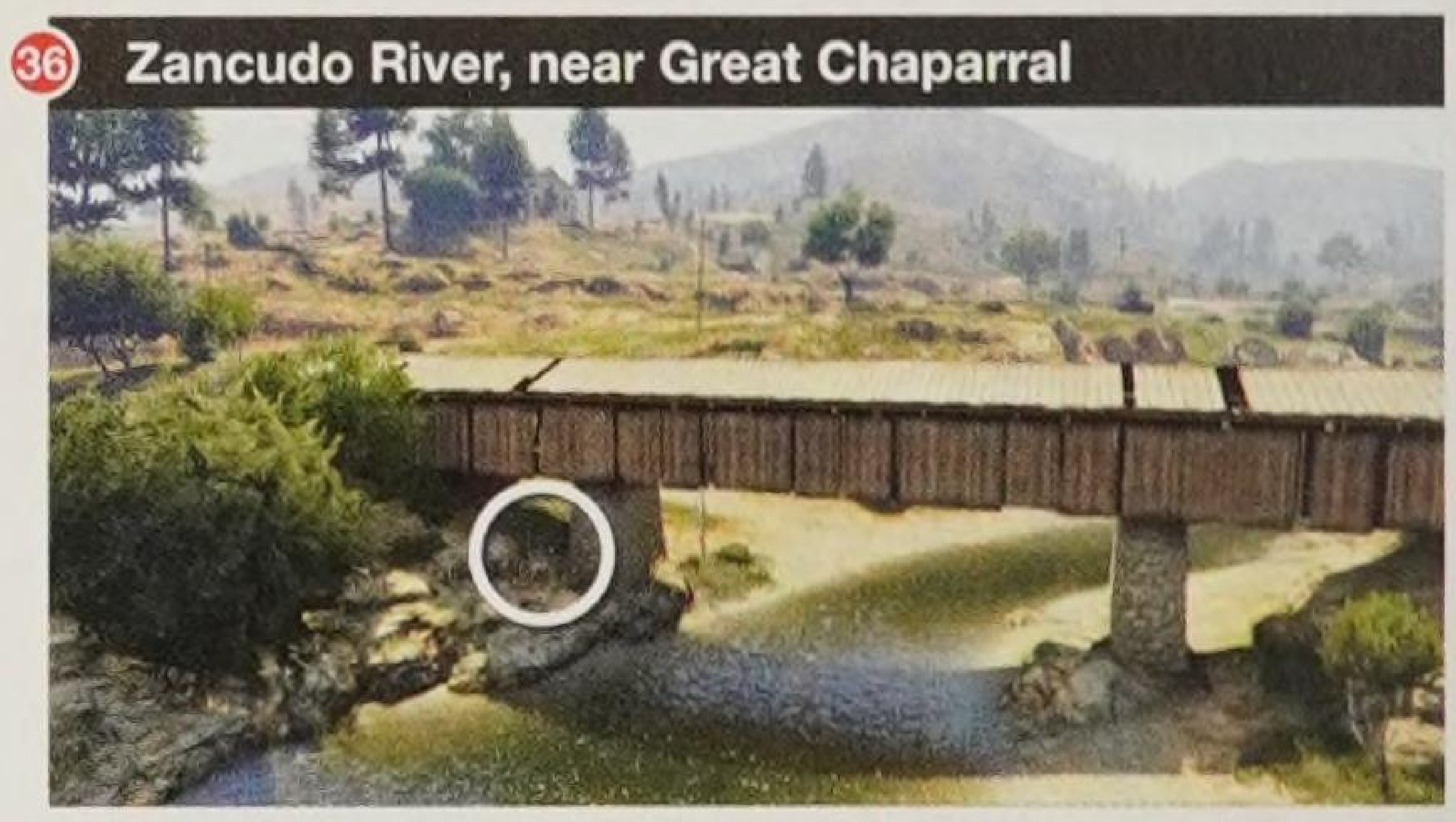
Beside this desert boat in Harmony, Grand Senora Desert just north of Route 68.

㉟ Grand Senora Desert, Route 68



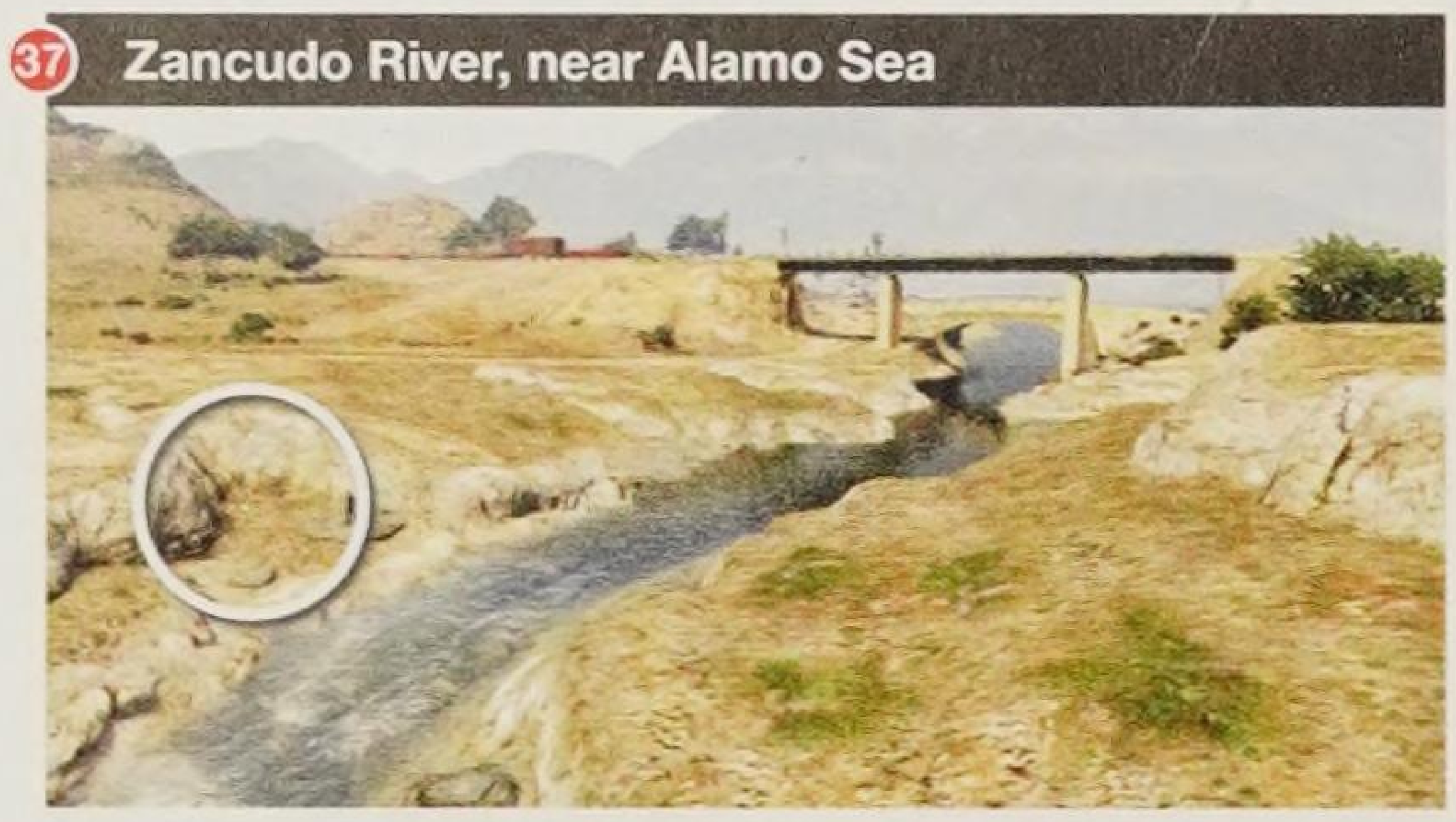
On the top stairwell platform on the western-most satellite dish in the array of dishes on Route 68 in the Grand Senora Desert.

㊱ Zancudo River, near Great Chaparral



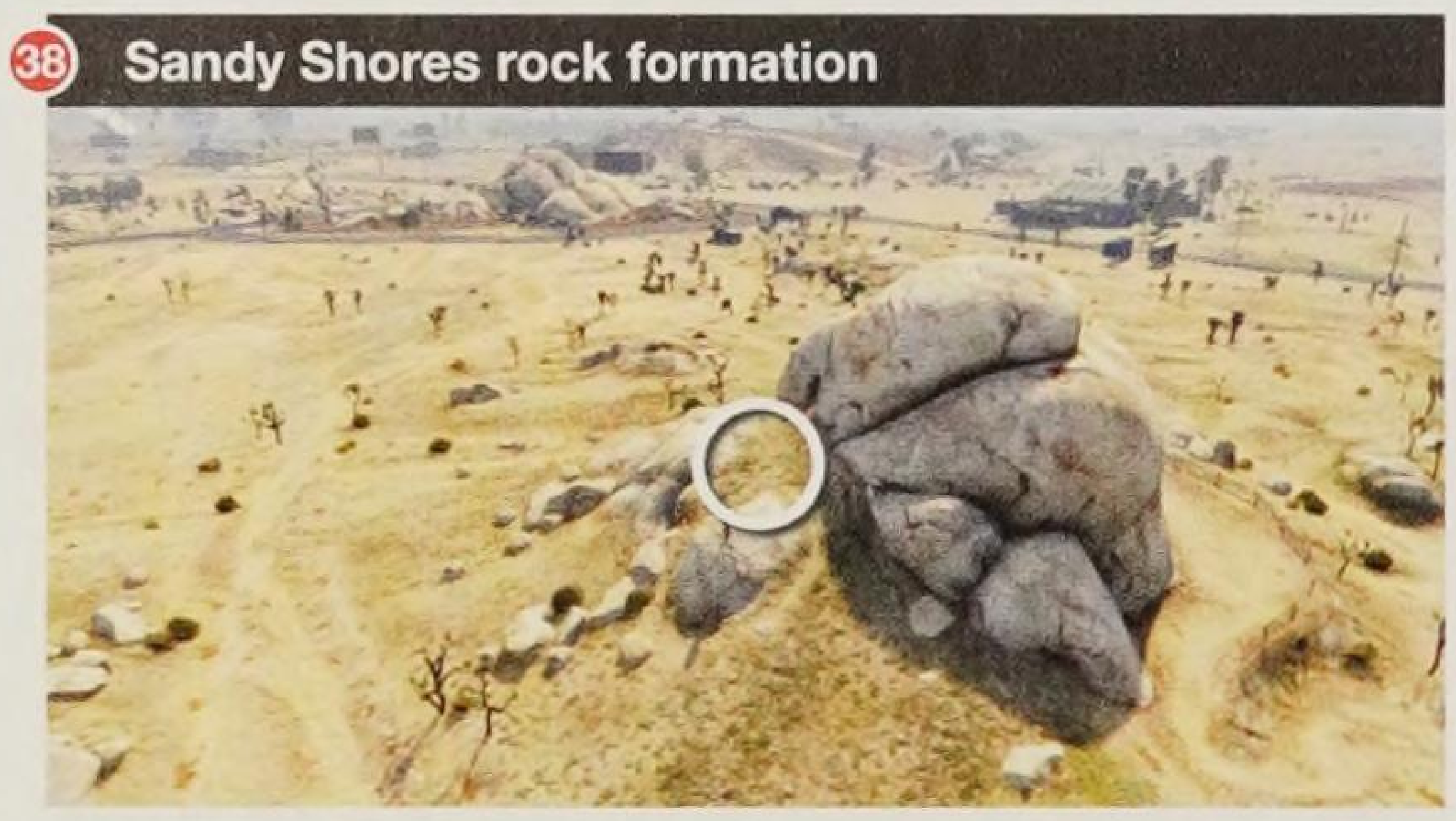
Under the east side of the old wooden covered bridge over the Lago Zancudo River, near the county line.

㊲ Zancudo River, near Alamo Sea



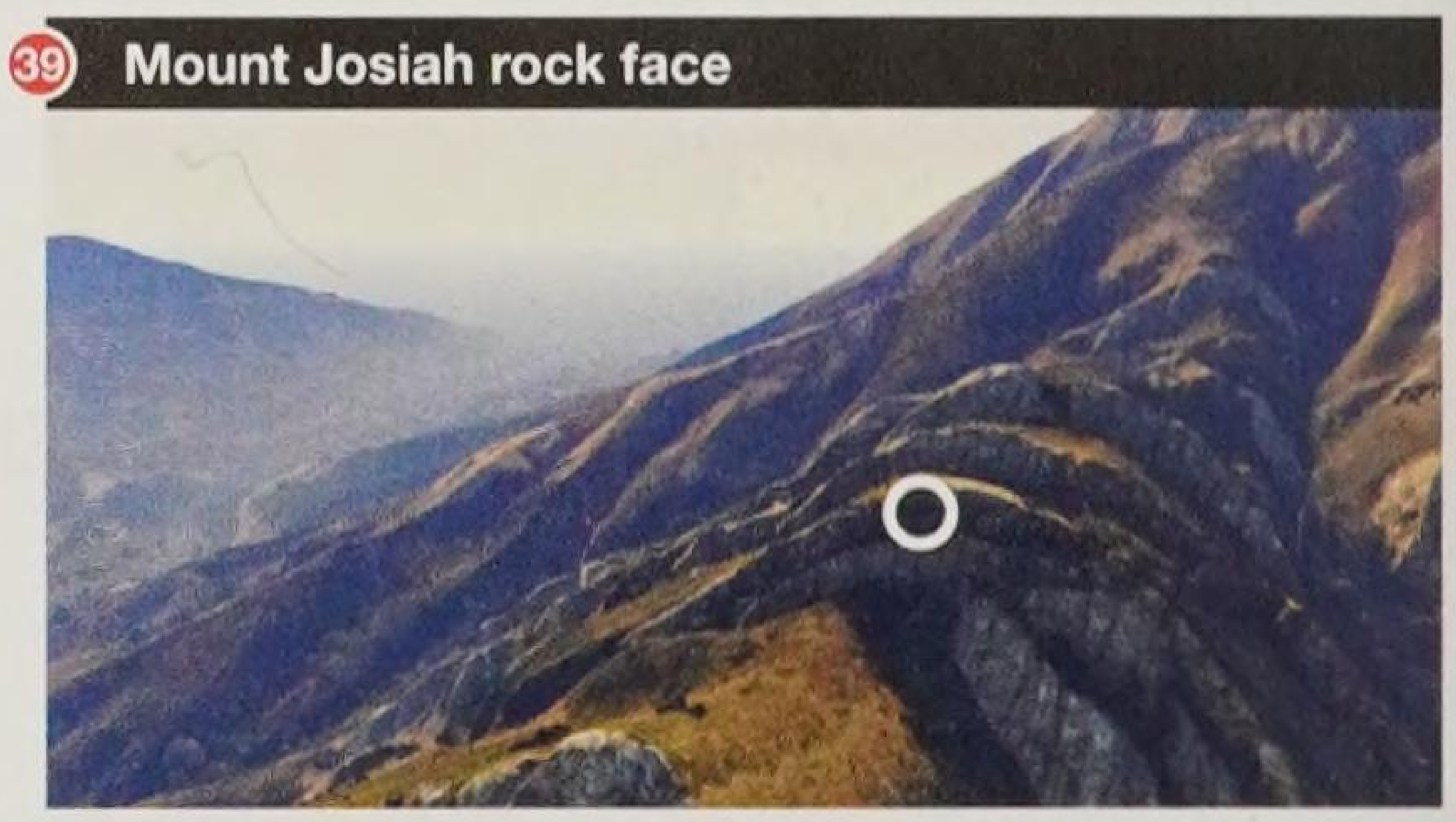
On the north shore side of the Zancudo River, very close to the railroad bridge.

㊳ Sandy Shores rock formation



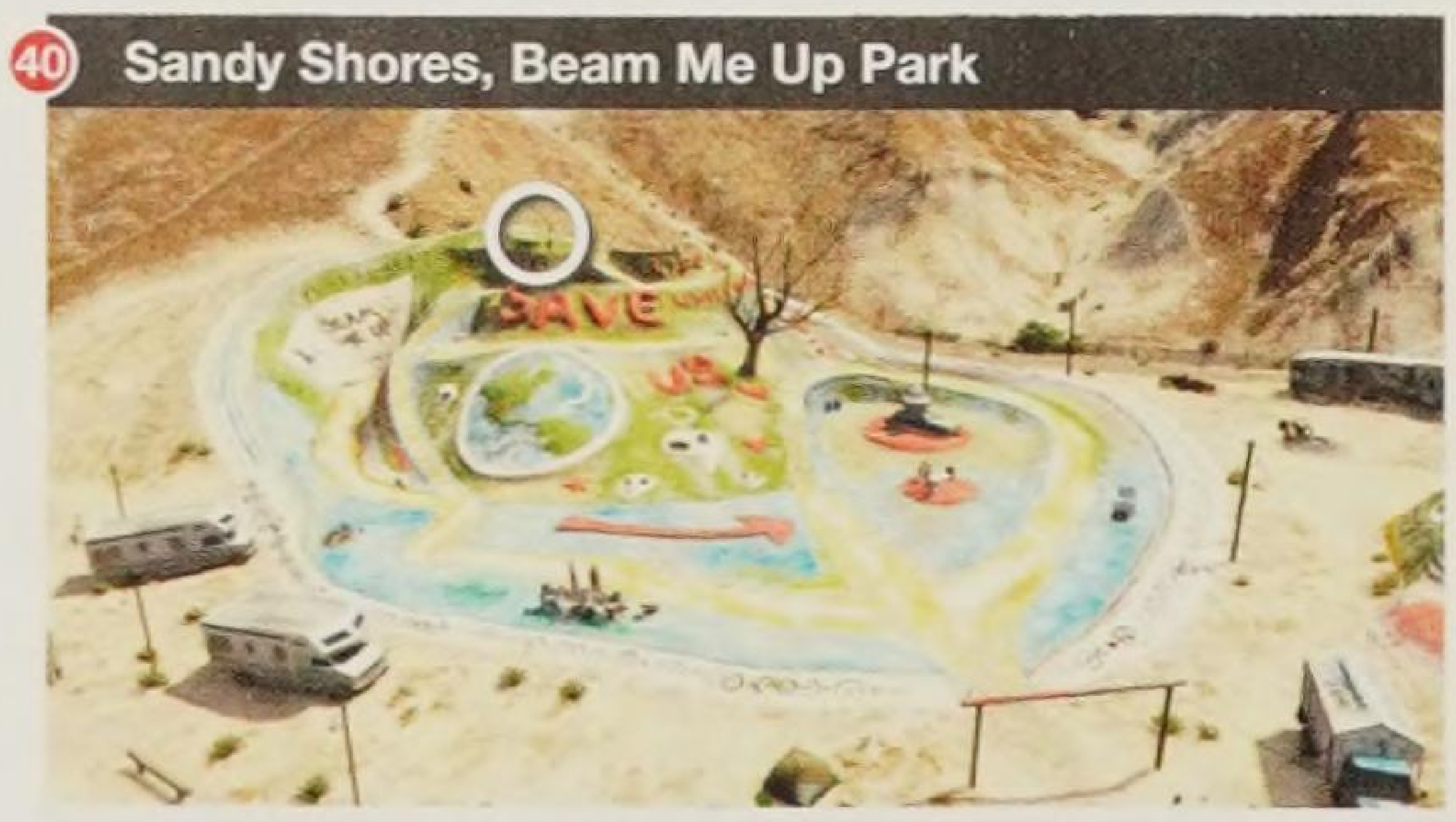
On the rock formation mound in Sandy Shores.

㊴ Mount Josiah rock face



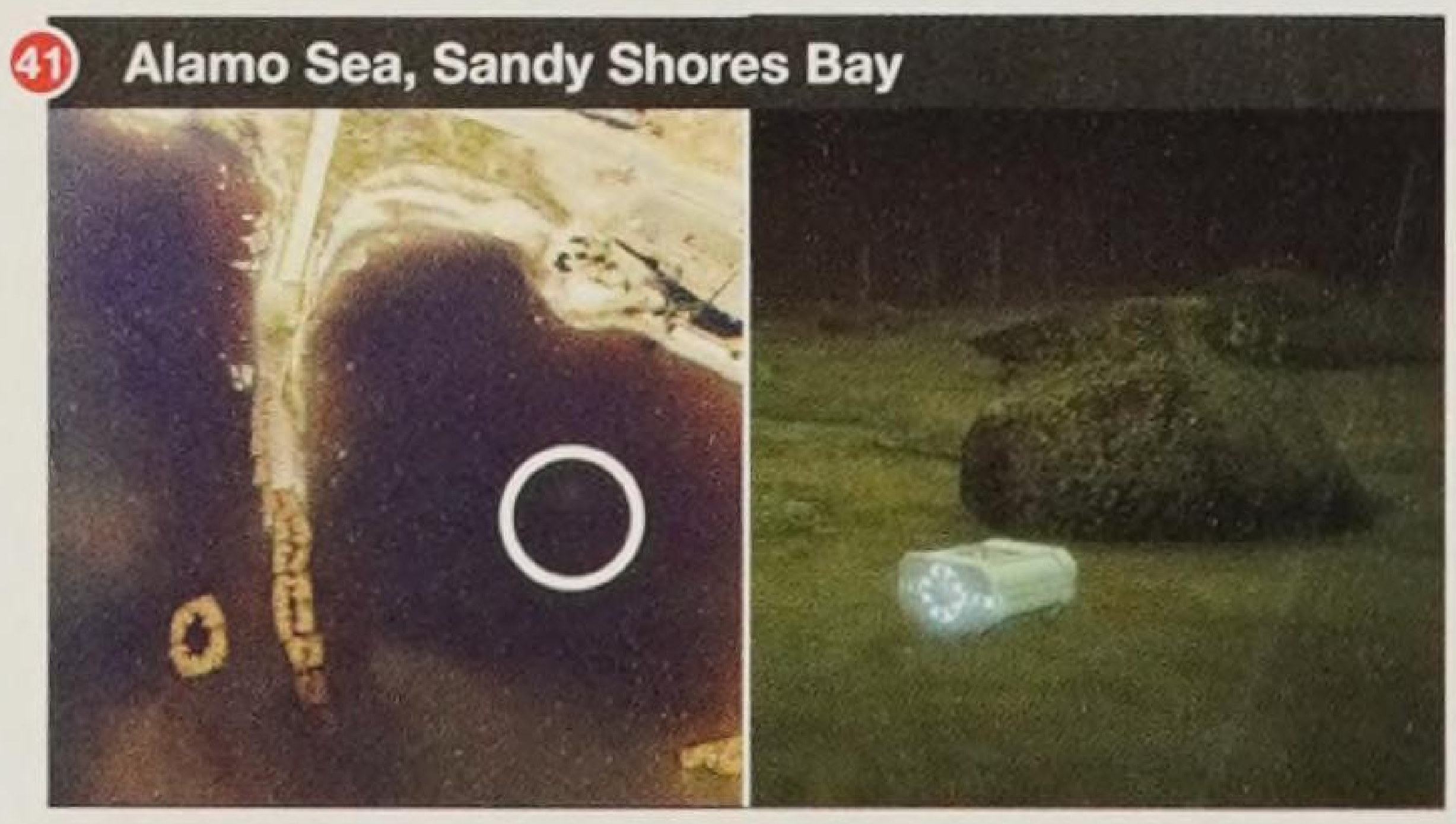
On the rock face of Mount Josiah in the area circled in our shot. This one is difficult to find. We suggest parachuting down to the ledge shown in the picture.

㊵ Sandy Shores, Beam Me Up Park



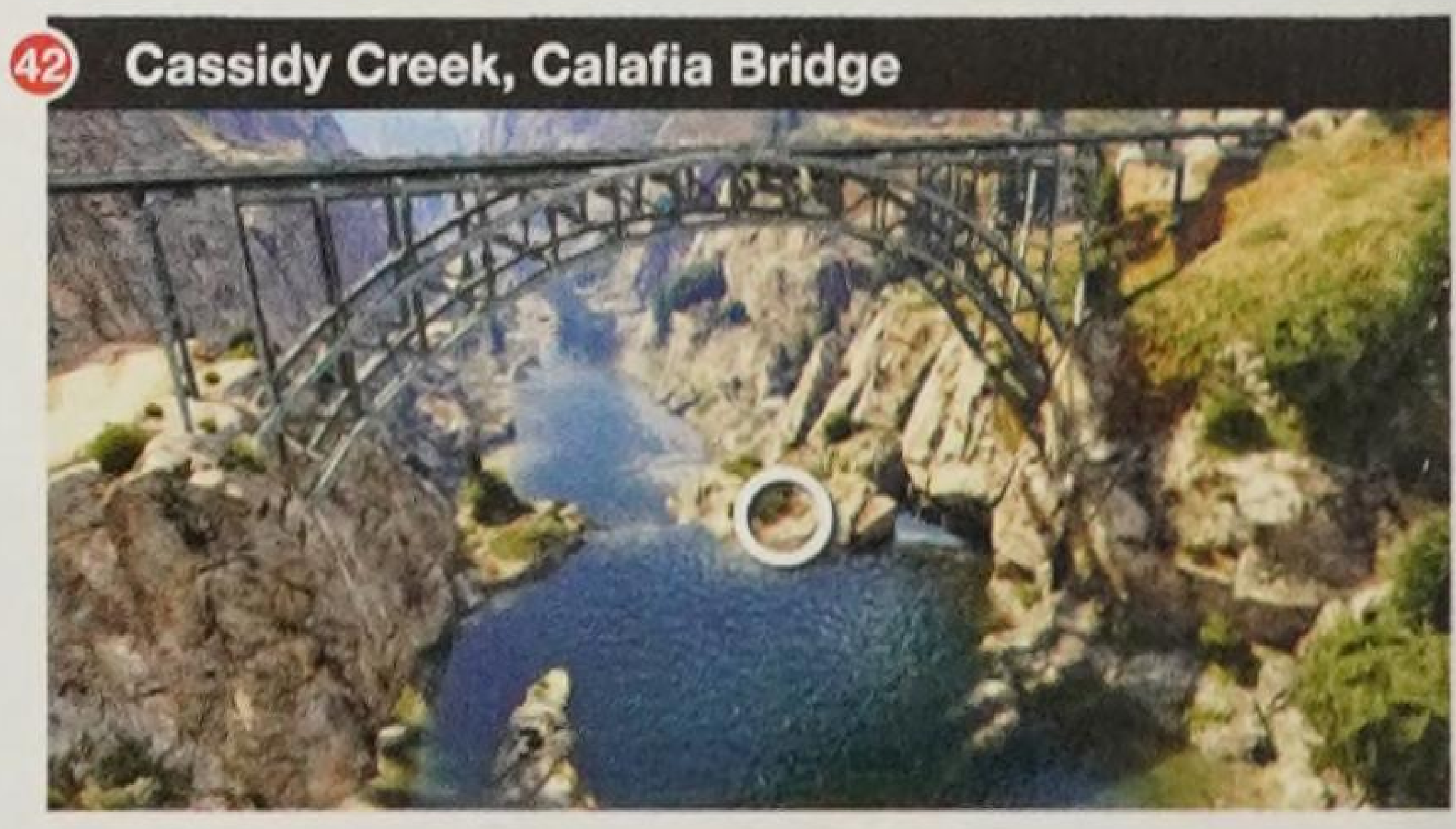
On the top tier of the space alien Beam Me Up park in Sandy Shores.

㊶ Alamo Sea, Sandy Shores Bay



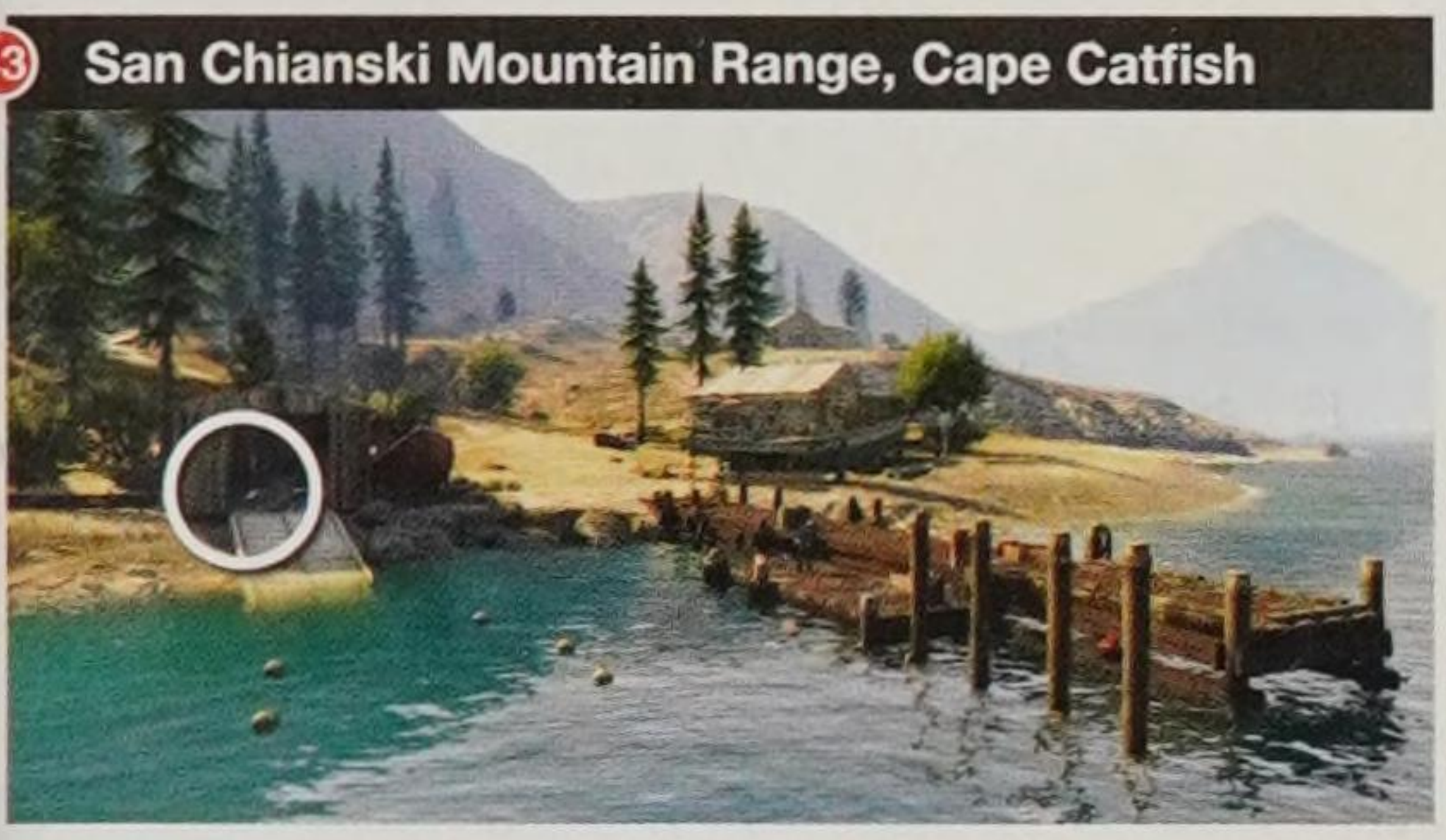
Underwater in the Alamo Sea. Specifically, in the middle of the Sandy Shore's bay, in front of the abandoned restaurant, The Boat House.

㊷ Cassidy Creek, Calafia Bridge



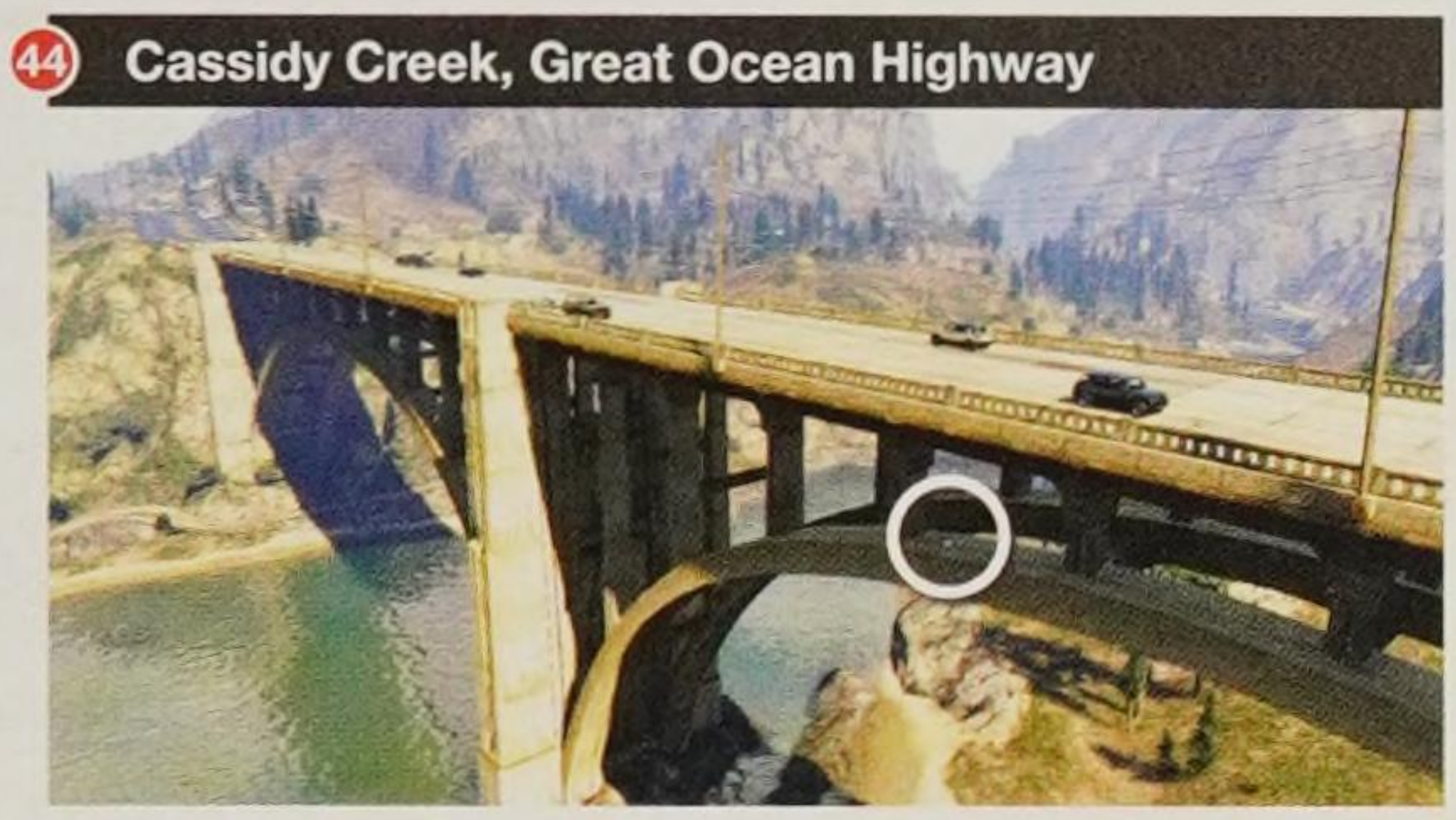
On the rocks below the Calafia Bridge along Cassidy Creek.

㊸ San Chianski Mountain Range, Cape Catfish



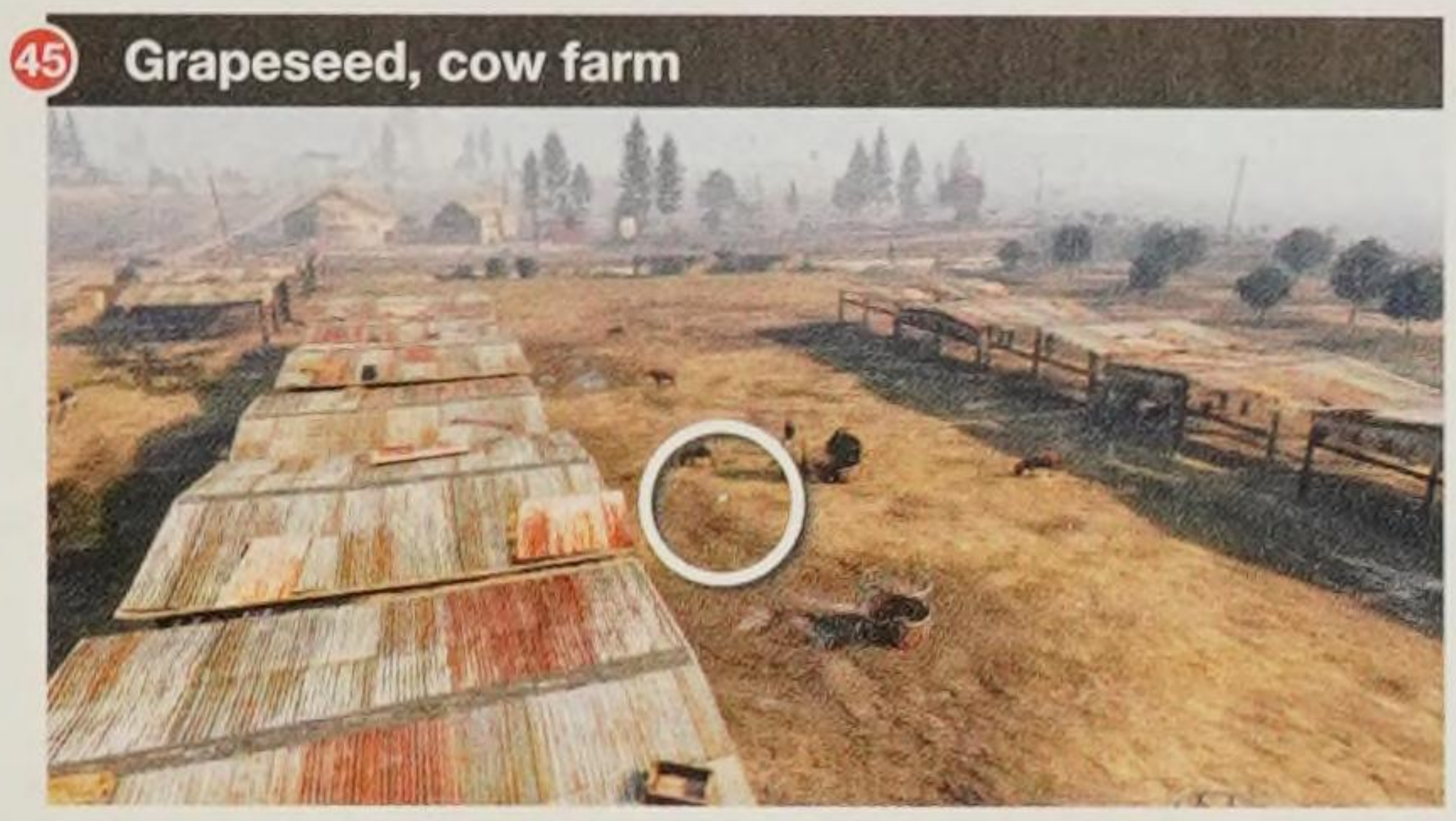
Inside the boathouse at Cape Catfish in the San Chianski Mountain Range area.

㊹ Cassidy Creek, Great Ocean Highway



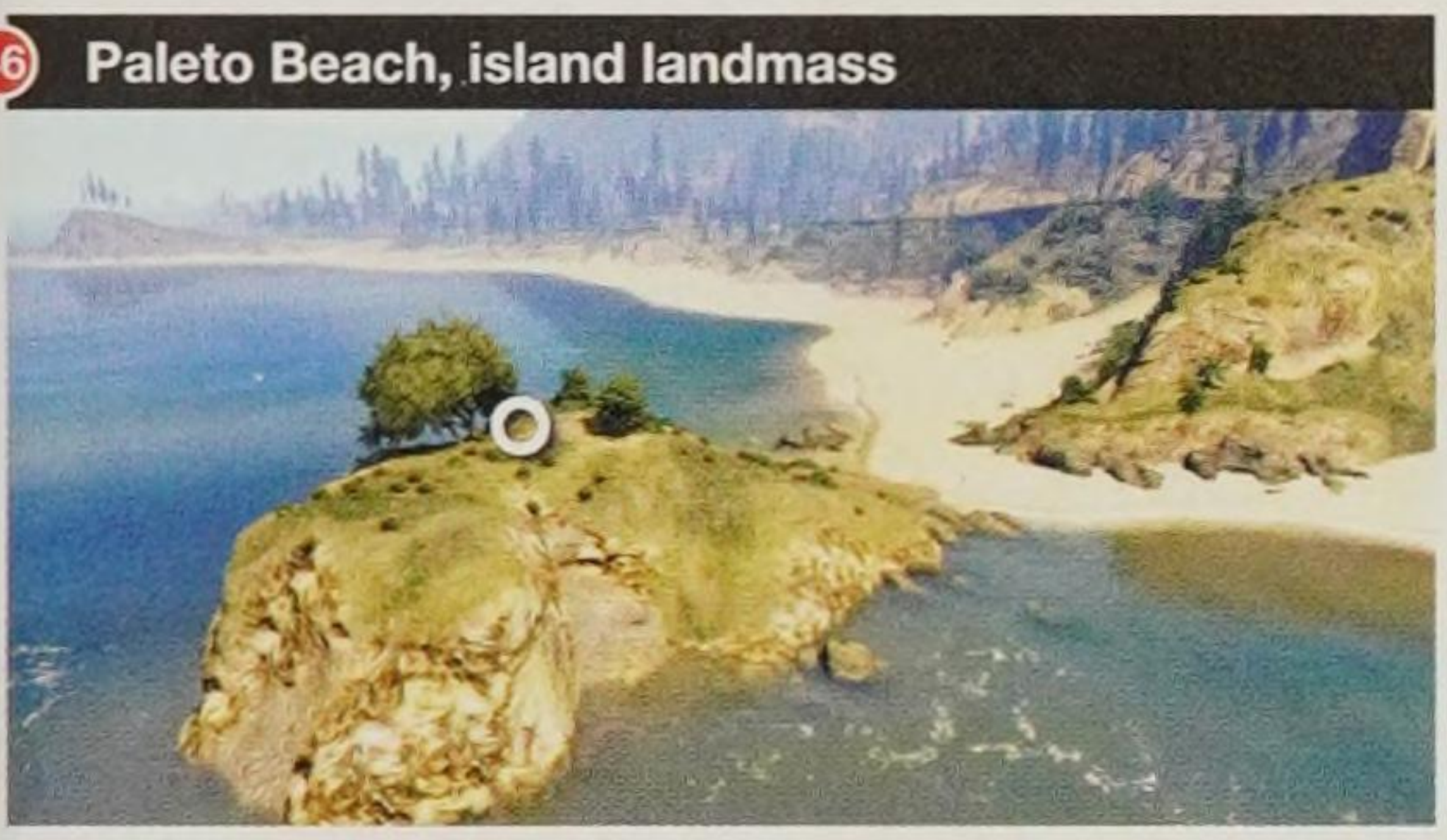
On the Great Ocean Highway bridge buttress over Cassidy Creek. This is a tricky parachute drop from the Pacific Ocean direction. Use precision landing as you would during a skydiving challenge.

㊺ Grapeseed, cow farm



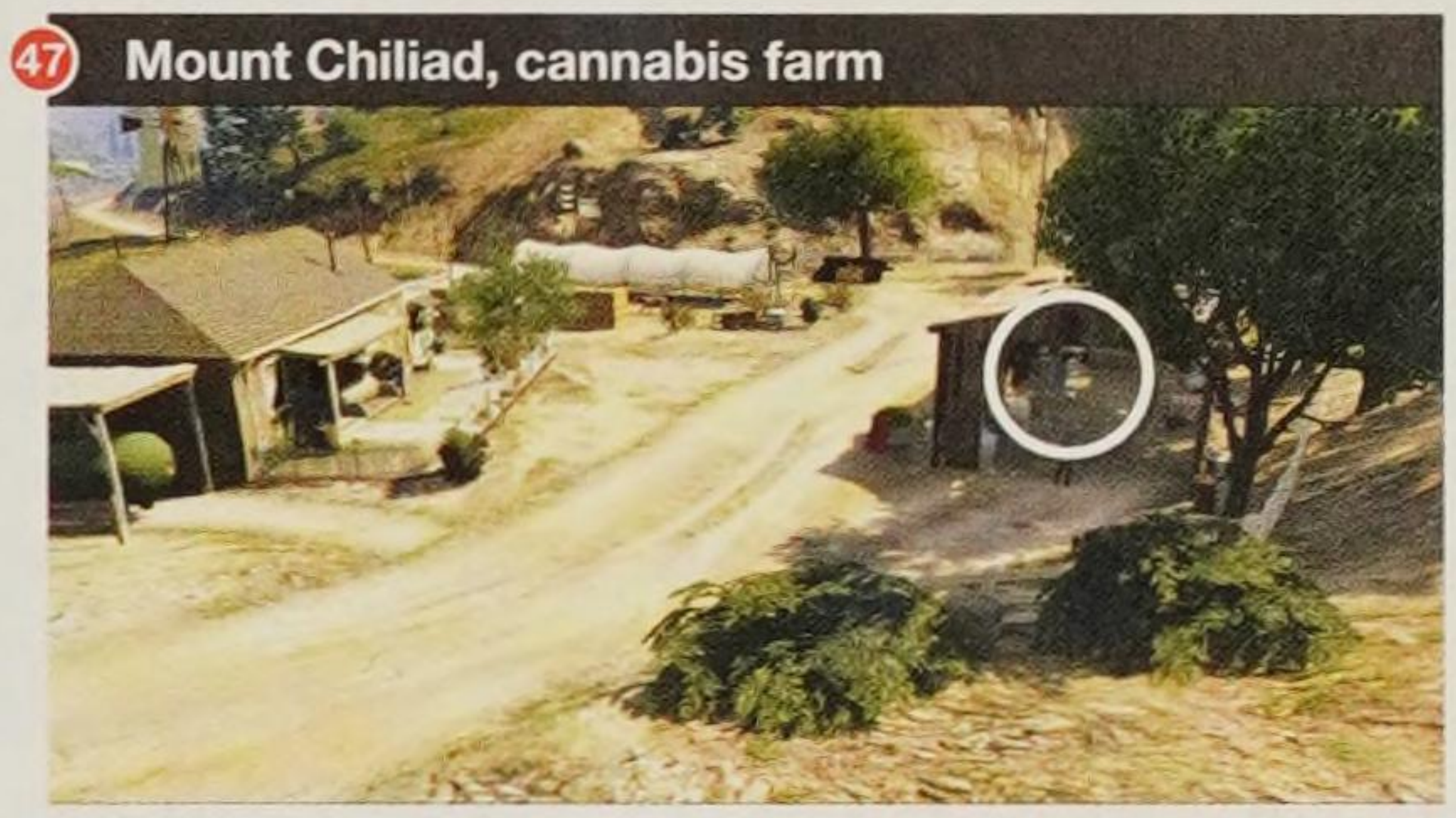
In the mud in the cow field in Grapeseed (the same farm where Trevor often wakes up).

㊻ Paleto Beach, island landmass



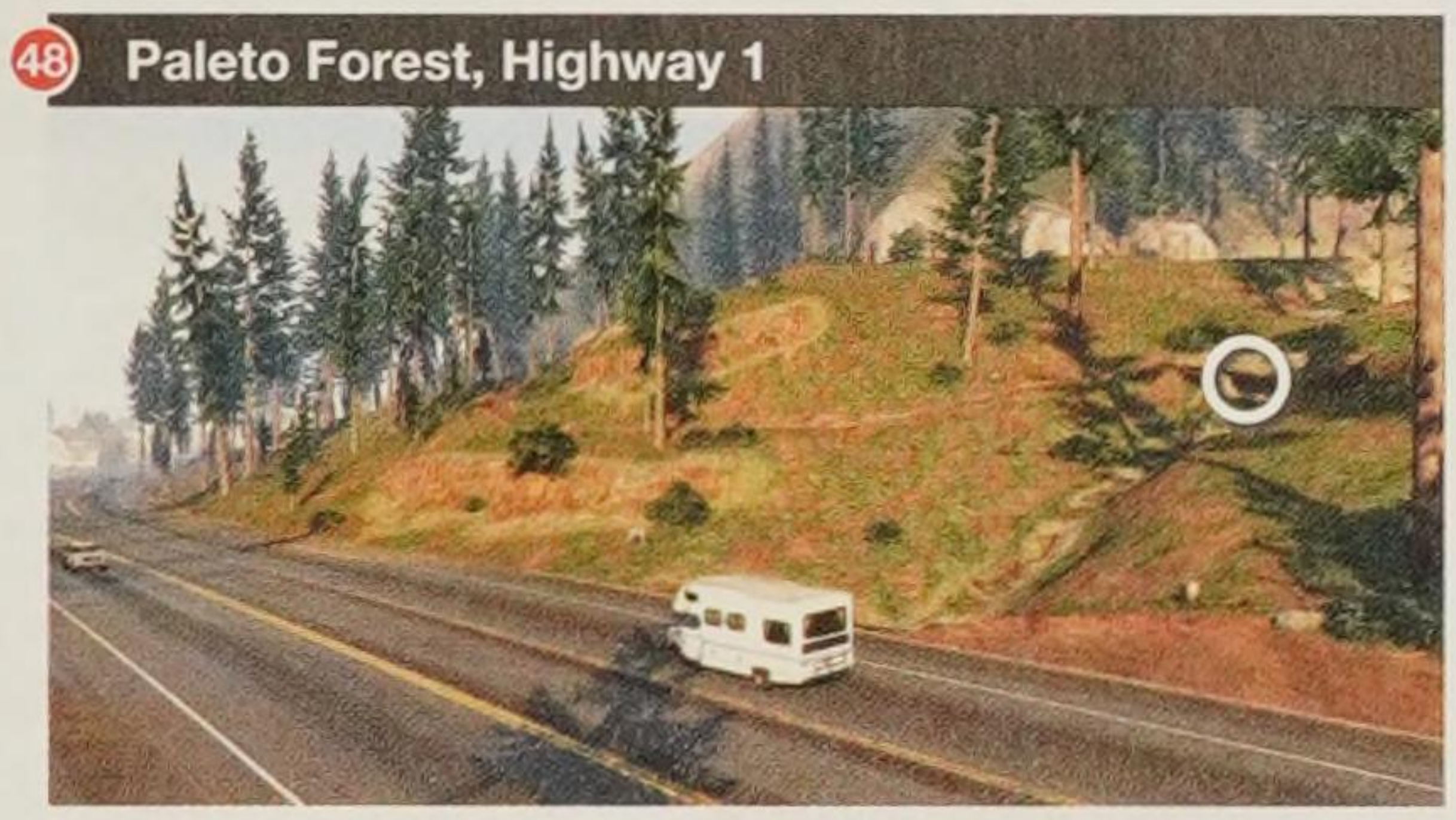
Under the trees on the top of this small island landmass.

㊼ Mount Chiliad, cannabis farm



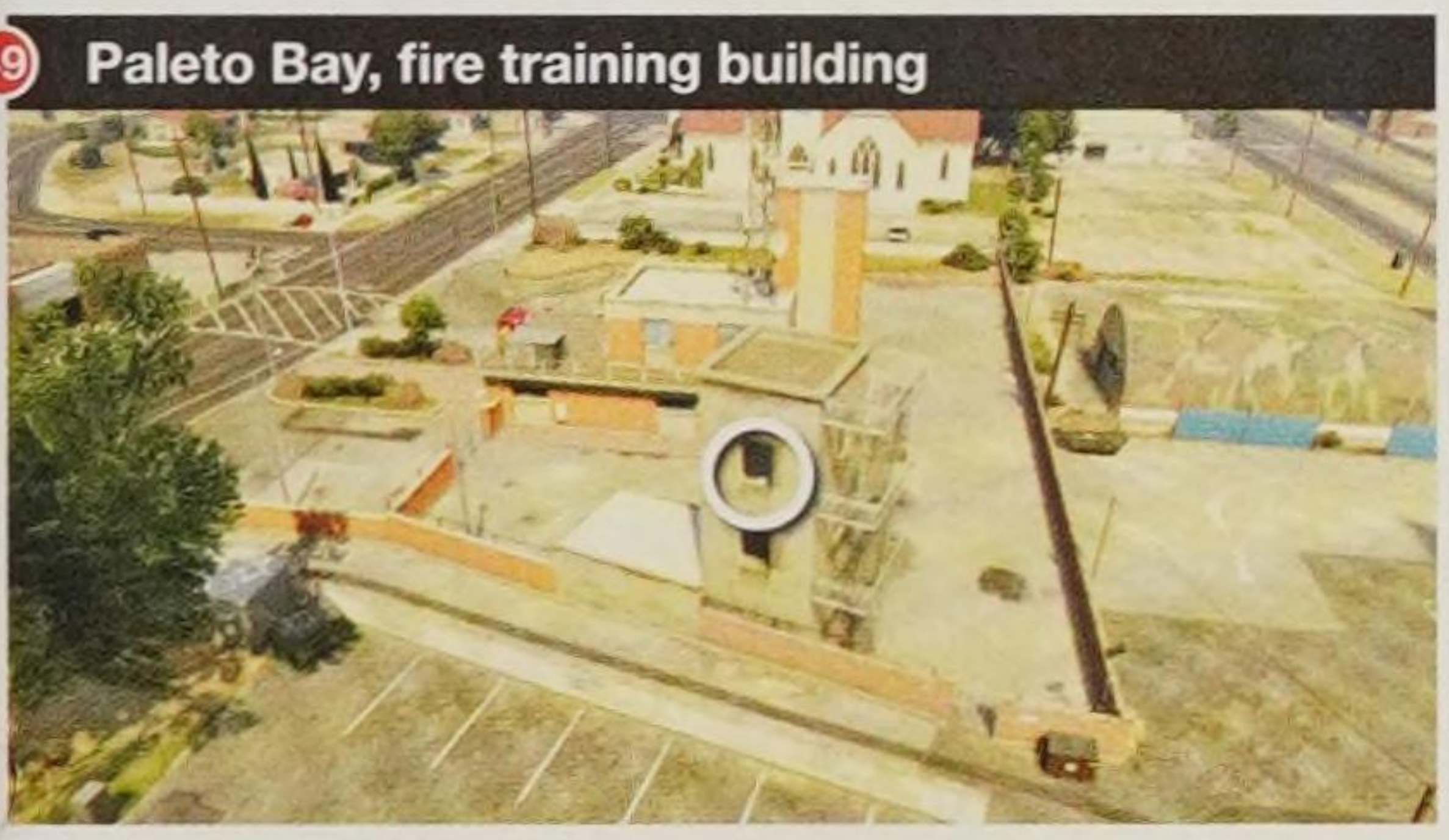
Inside the workshop barn of this cannabis farm in Mount Chiliad.

㊽ Paleto Forest, Highway 1



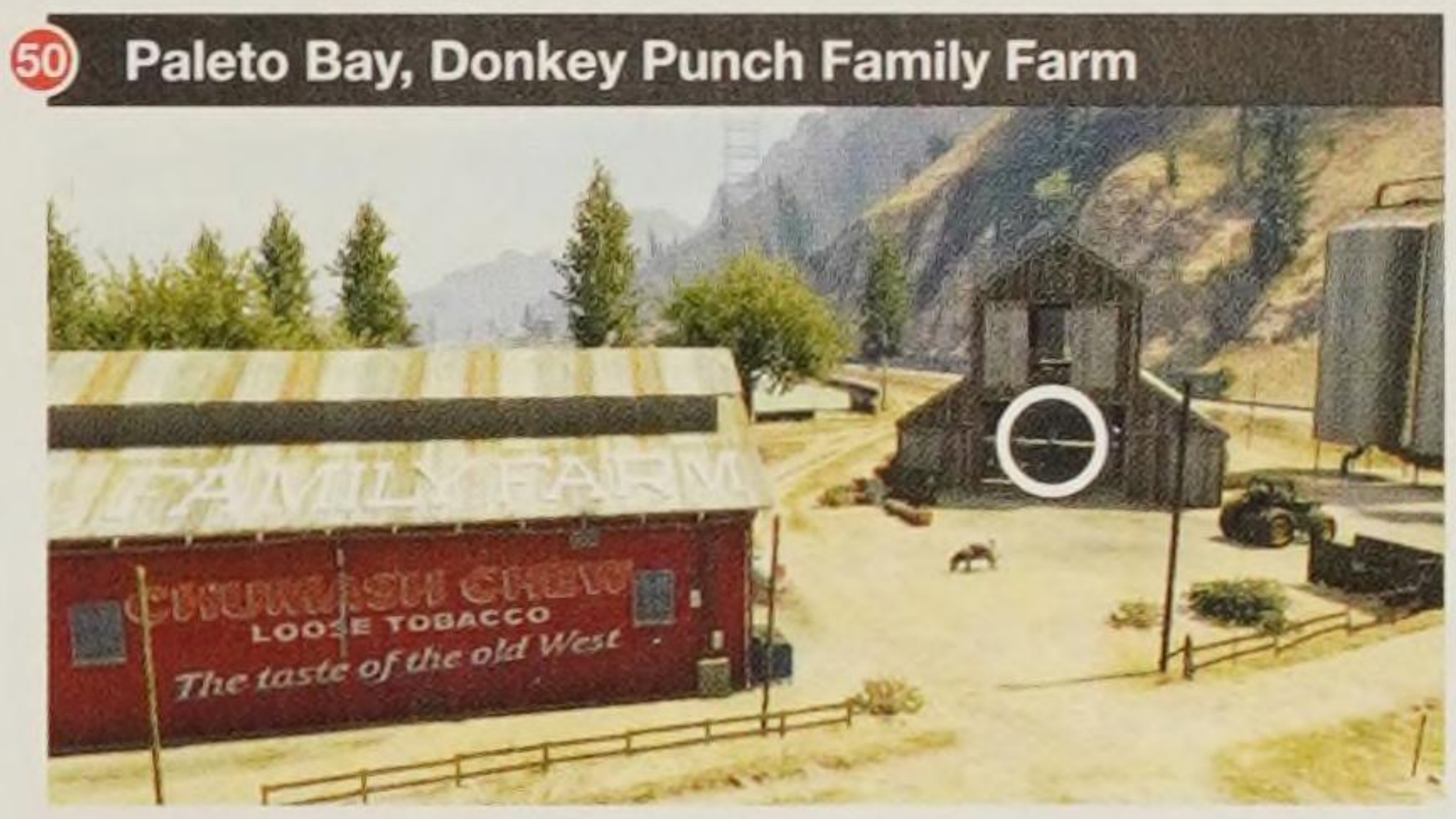
Near the west end of a dry forest pipe in Paleto Forest just off of Highway 1.

㊾ Paleto Bay, fire training building



On the third floor of the Paleto Bay fire training building.

㊿ Paleto Bay, Donkey Punch Family Farm



On the ground inside the open barn at the Donkey Punch Family Farm just outside of Paleto Bay and just south of the Great Ocean Highway.

▶ THE FINAL FRONTIER

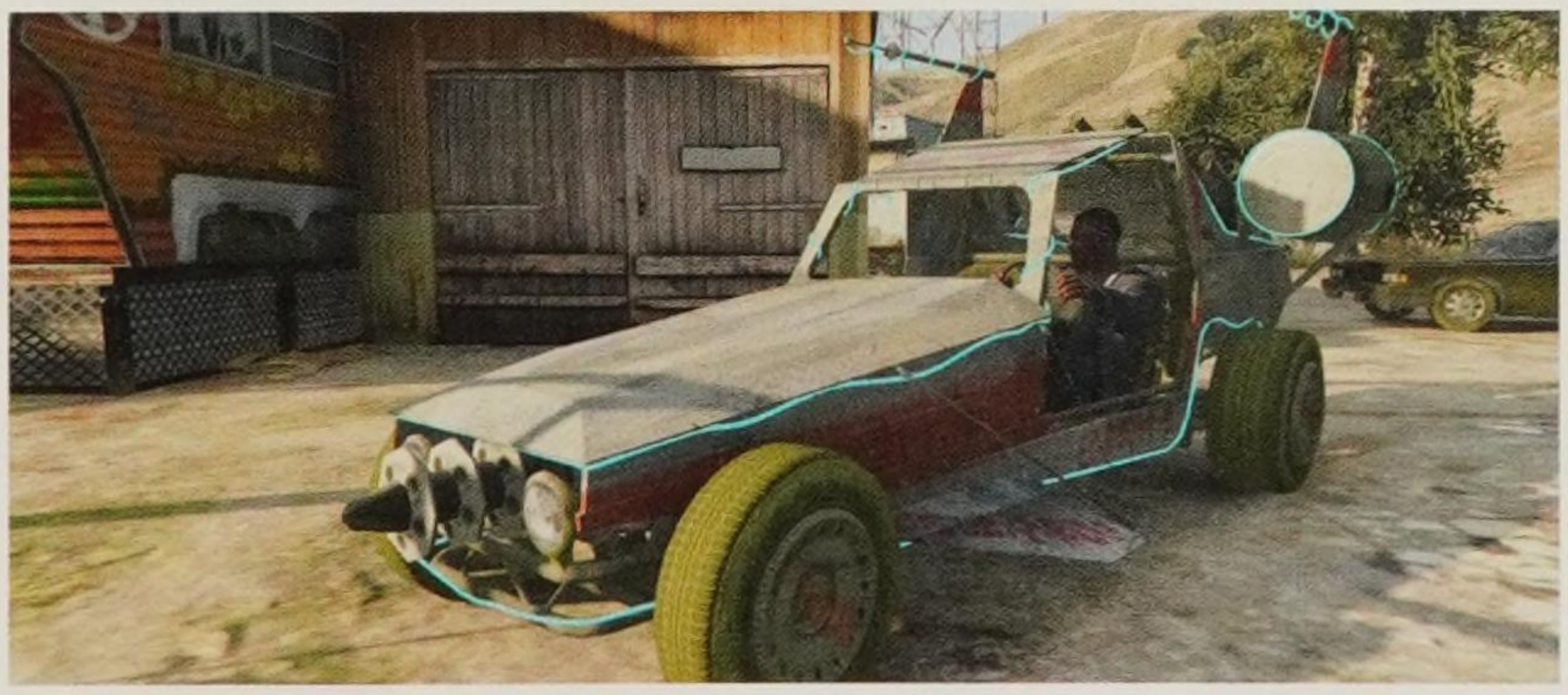
Mission Available to: Franklin

Once all 50 Spaceship Parts are collected, a text reminder to visit Omega at his trailer is received and an **"O?"** appears on the map in the Ron Alternates Wind Farm area (of all places). When you arrive, Omega is beside himself with joy to see the final piece.

He says he has something to show you. While walking to his workshop where he's been storing all the Spaceship Parts, he says he's been assembling the spaceship exactly to their specifications. All he needs to complete the ship is this final piece. Omega opens the doors and affixes the final piece. We'll let you be the judge of his accomplishment.

▶ SPACE DOCKER

Even more amazing than the small hovering toy Omega makes is the Space Docker he's built in his workshop. It's a modified BF Dune Buggy with rope lighting, green headlights, and a futuristic engine. Park it in one of Franklin's garages to save this prize forever!



Letter Scraps

100% Completion
50/100 Collectibles

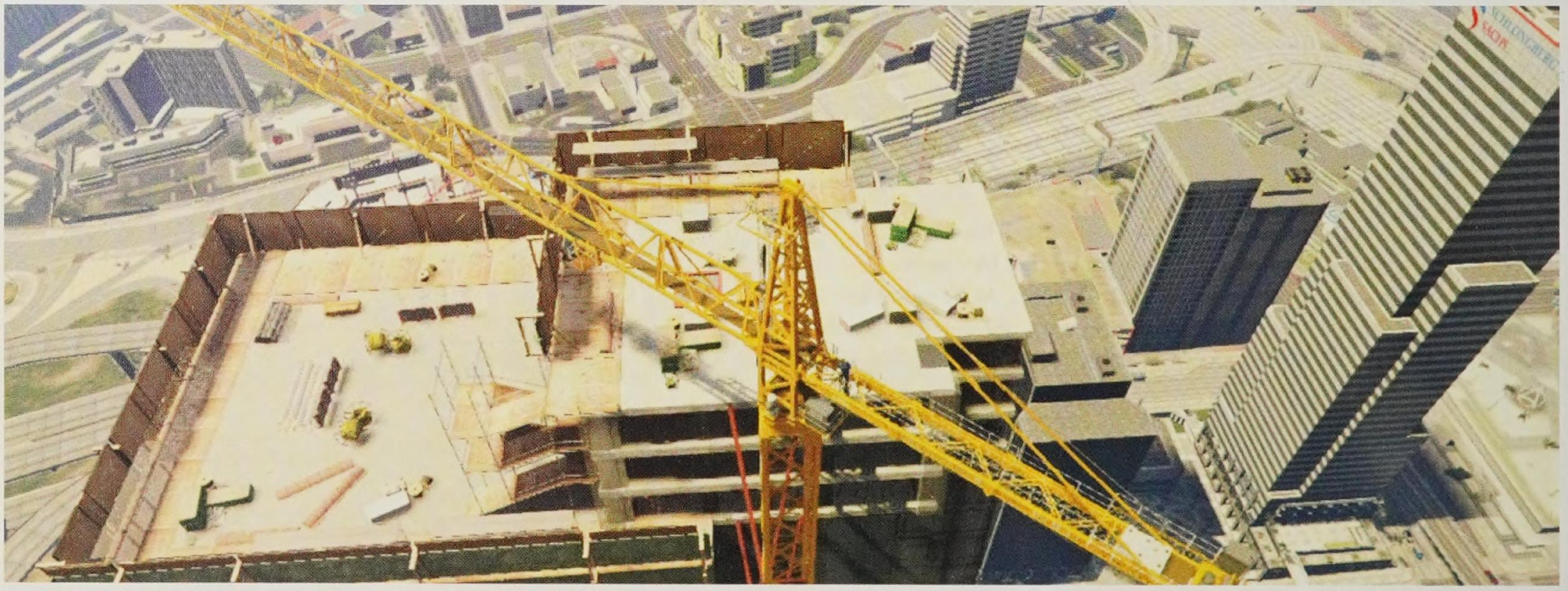
There are 50 Letter Scraps. Collecting all 50 goes toward 100% completion of the game. There are 100 collectibles total. Spaceship Parts make up the remaining 50 collectibles needed.

There are 50 hidden Letter Scraps all over San Andreas and any character can see them and pick them up. The letter is a clue left behind by a serial killer. Find all 50 Letter Scraps to put the message together to help catch a killer. These can be collected in any order you wish.

Chop, Fetch!

If you have the Chop App, your dog Chop can help find collectibles (Letter Scraps and Spaceship Parts). Whistle to make Chop come to you and bring up his option menu. Select "Make Chop hunt for pick-ups." If a pick-up is within range, Chop takes off running for it. Follow him to the location of the item. If you lose sight of him, track him on the map via Chop's bone icon. Chop barks more frequently the closer he gets to pick-ups.

① **Port of South Los Santos, terminal off Buccaneer Way**
② **Los Santos International Airport, underground entrance**
③ **Port of South Los Santos, Elysian Island**
④ **Los Santos International Airport, bar rooftop**
⑤ **East Los Santos, Cypress Flats**
⑥ **Murrieta Oil Fields, El Burro Heights**
⑦ **South Los Santos, Davis, Grove Street**
⑧ **South Los Santos, Davis, Mega Mall**
⑨ **Vespucci Beach**
⑩ **Palomino Highlands, island off the coast**
⑪ **Vespucci, canal tunnel**
⑫ **Del Perro Pier, restaurant balcony**
⑬ **East Los Santos, La Mesa, Vespucci Boulevard**
⑭ **Downtown, crane at Vespucci Boulevard & Power Street**
⑮ **Back Lot City movie studio**
⑯ **Vinewood, Alta, Occupation Avenue & Power Street**
⑰ **East Vinewood flood control dam**
⑱ **Pacific Bluffs graveyard**
⑲ **Vinewood, Hawick, Power Street & Hawick Avenue**
⑳ **Pacific Bluffs, bar at hotel pools**
㉑ **Vinewood, Eastbourne & Spanish Avenue**
㉒ **Vinewood Racetrack bleachers**
㉓ **Pacific Bluffs, Kortz Center**
㉔ **Vinewood Hills, Lake Vinewood estate**
㉕ **Vinewood Hills, On Vinewood sign**
㉖ **Tongva Valley, Highway 11**
㉗ **Vinewood Hills, mountain trail vista overlook**
㉘ **Palmer-Taylor Power Station, secluded island**
㉙ **Great Chaparral, north of Galileo Road**
㉚ **San Chianski Mountains, lagoon cave**
㉛ **Great Chaparral, Bail Bond farm**
㉜ **Harmony, Redwood Lights Track**
㉝ **Lago Zancudo, south of Fort Zancudo**
㉞ **Lago Zancudo, Route 69 bridge**
㉟ **Great Chaparral graveyard**
㊱ **Harmony, near Joshua Road**
㊲ **Grand Senora Desert, near airstrip**
㊳ **Sandy Shores, abandoned motel**
㊴ **North Chumash, Raton Canyon, overlooking Cassidy Creek**
㊵ **Mount Chiliad, Alamo Sea, Millar's Fishery**
㊶ **Mount Chiliad, north shore of Alamo Sea**
㊷ **Mount Chiliad State Wilderness, Altruist Cult camp**
㊸ **Grapeseed, Main Street**
㊹ **Mount Gordo, El Gordo Lighthouse**
㊺ **Paleto Forest, Lumber Yard**
㊻ **Mount Chiliad, cable car near peak**
㊼ **Paleto Bay, beach house near Procopio Drive**
㊽ **Mount Chiliad hobo camp**
㊾ **Procopio Beach rest stop**
㊿ **Paleto Bay, derelict house**



50
49
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PALETO BAY
46
Great Ocean Highway
Mount Gordo
Braddock Pass
45
Paleto Cove
Paleto Forest
Lumber Yard
Mount Chiliad
43
44
El Gordo Lighthouse
40
42
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
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NORTH CHUMASH
Raton Canyon
Galilee
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San Chianski Mountain Range
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Great Ocean Highway
ALAMO SEA
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Humane Labs and Research
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Mount Josiah
SANDY SHORES
Grand Senora Desert
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Fort Zancudo
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HARMONY
Thomson Scrapyard
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Route 68
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Bolingbroke Penitentiary
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GREAT CHAPARRAL
Senora Freeway
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Marlowe Vineyards
Ron Alternates Wind Farm
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TONGVA HILLS
26
TONGVA VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
28
1
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VINEWOOD
21
Galileo Observatory
VINEWOOD HILLS
13
BANHAM CANYON
CHUMASH
Galileo Park
1
25
Tataviam Mountains
23
Kortz Center
14
RICHMAN
18
VINEWOOD
PACIFIC BLUFFS
Los Santos Golf Club
16
20
Great Ocean Highway
MORNINGWOOD
ROCKFORD HILLS
Los Santos Fwy
22
18
BACKLOT CITY
Del Perro Fwy
2
EAST VINEWOOD
National Office of Security Enforcement
15
DOWNTOWN
Palomino Freeway
DEL PERRO
LITTLE SEOUL
La Puerta Fwy
Del Perro Fwy
15
17
4
12
Olympic Fwy
VESPUCCI
11
EAST LOS SANTOS
10
SOUTH LOS SANTOS
9
19
17
Palomino Highlands
5
19
8
LA PUERTA
Maze Bank Arena
16
Murrieta Oil Field
22
La Puerta Fwy
13
Elysian Island
Elysian Fields Fwy
20
6
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
5
14
4
3
Terminal
A
7
1
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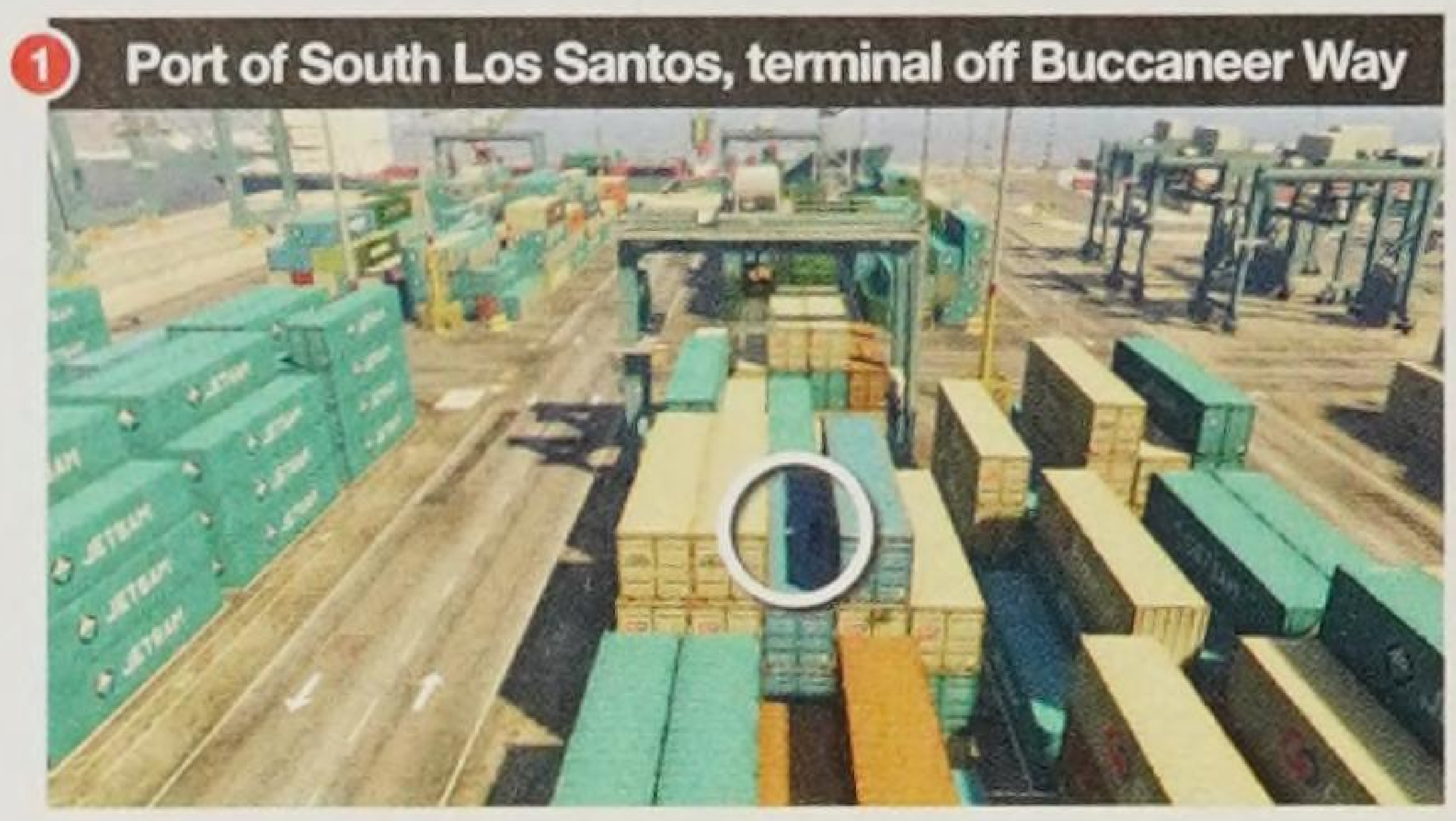
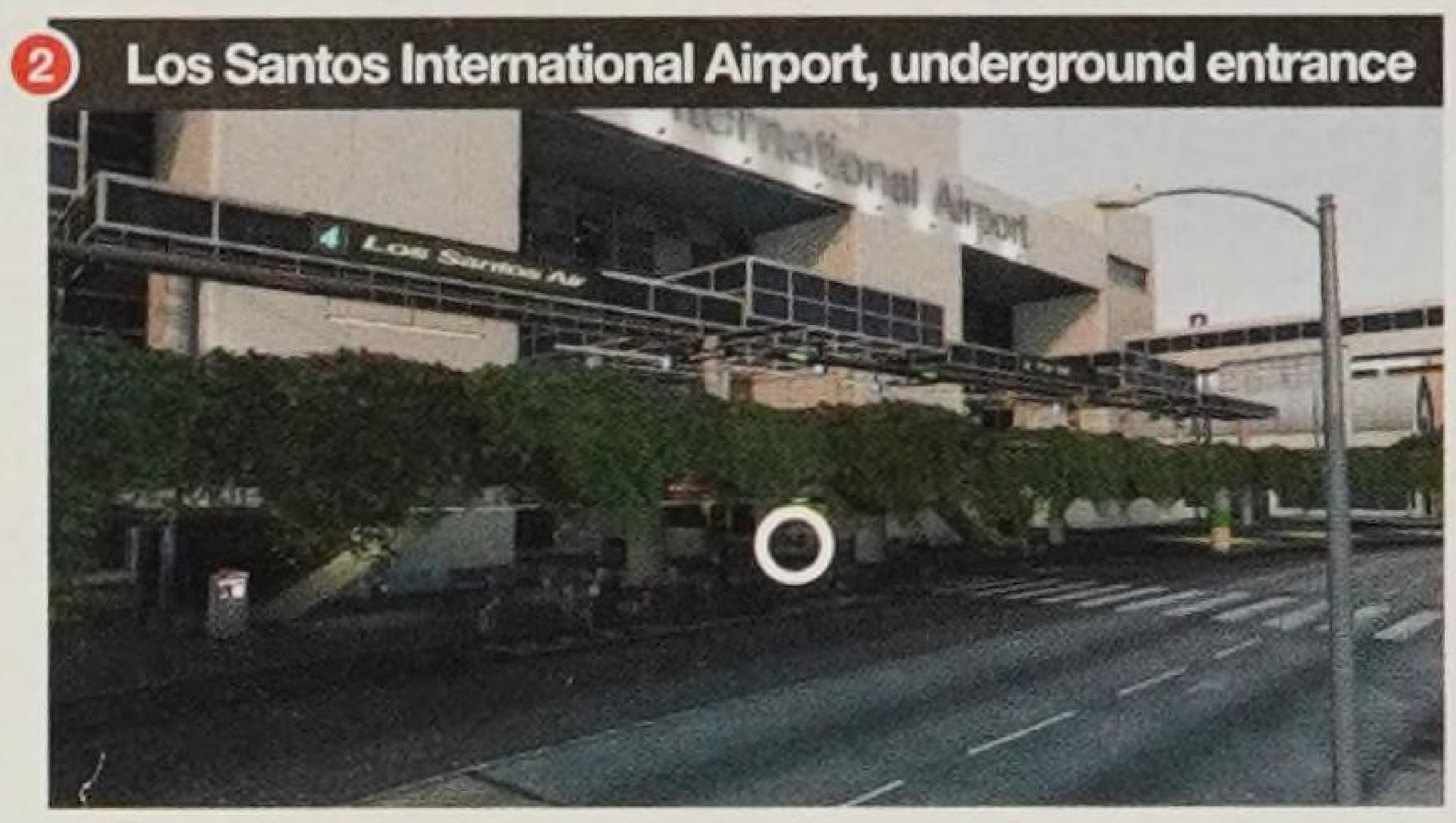
① Port of South Los Santos, terminal off Buccaneer Way



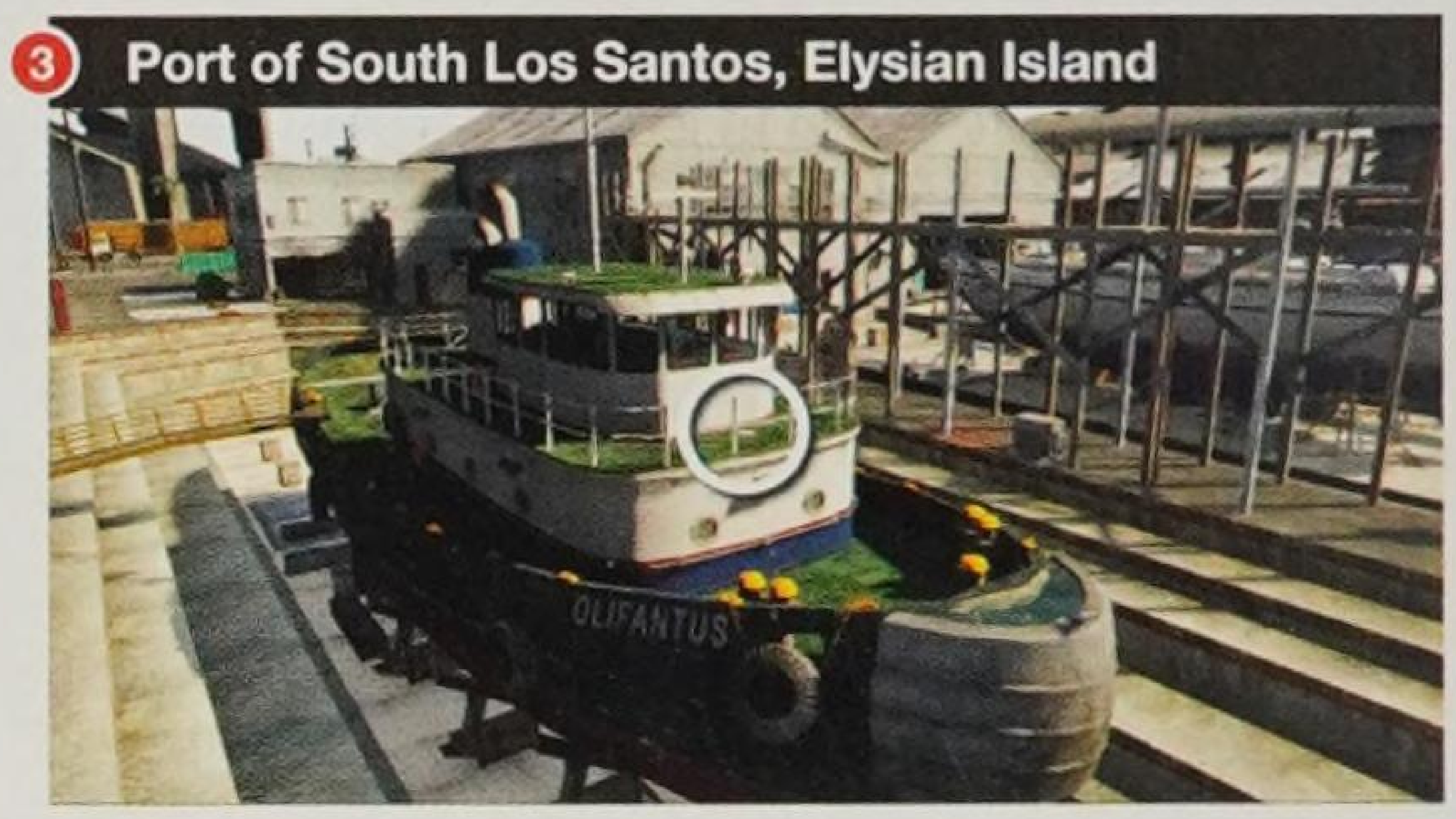
On top of the shipping container in Terminal off of Buccaneer Way. Climb on top of the container stacks adjacent and to the west of the stack pictured. Then jump the gap between container stacks.

② Los Santos International Airport, underground entrance



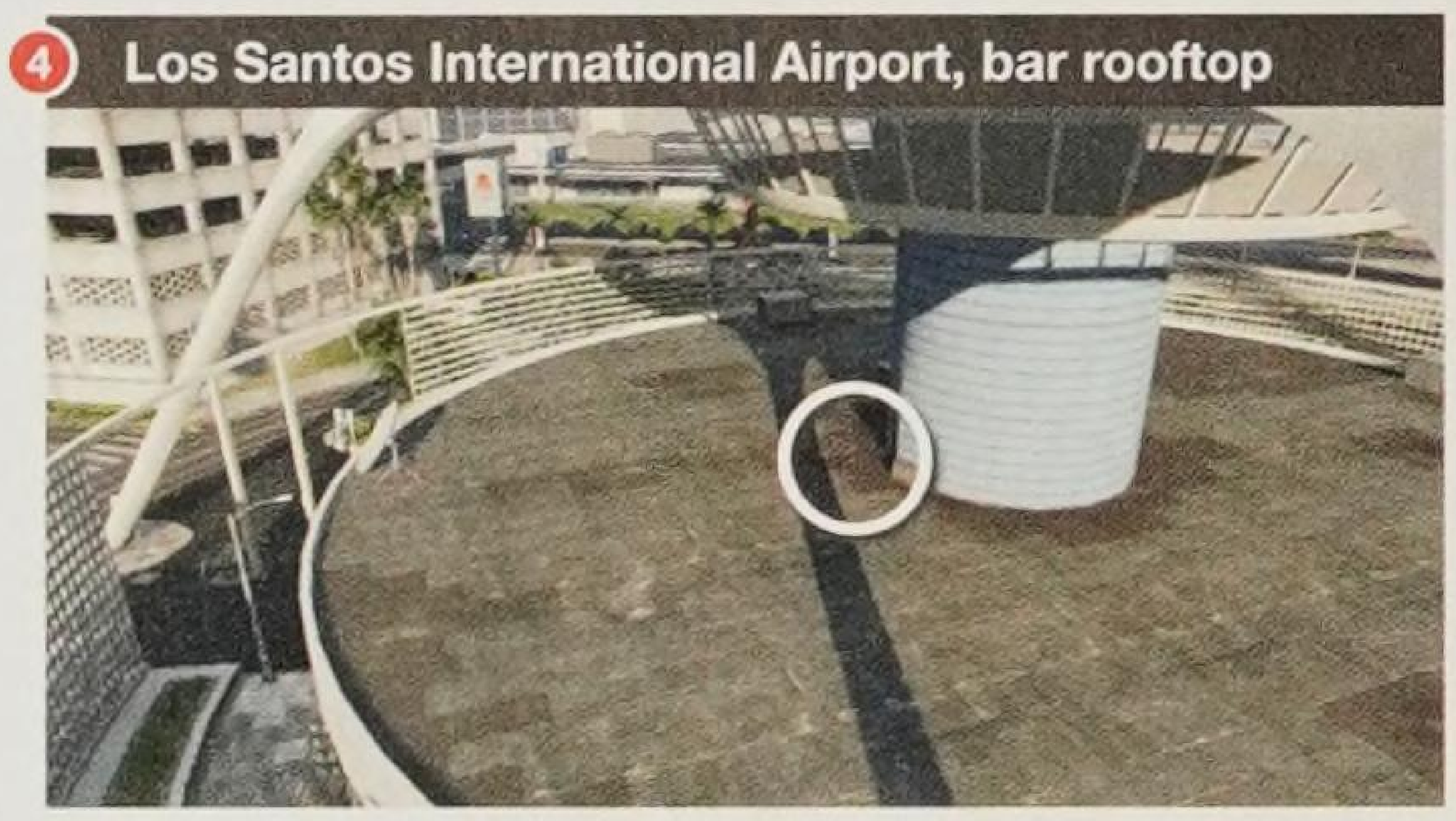
To the right of the Los Santos International airport underground entrance. Next to a row of seats and unattended luggage.

③ Port of South Los Santos, Elysian Island



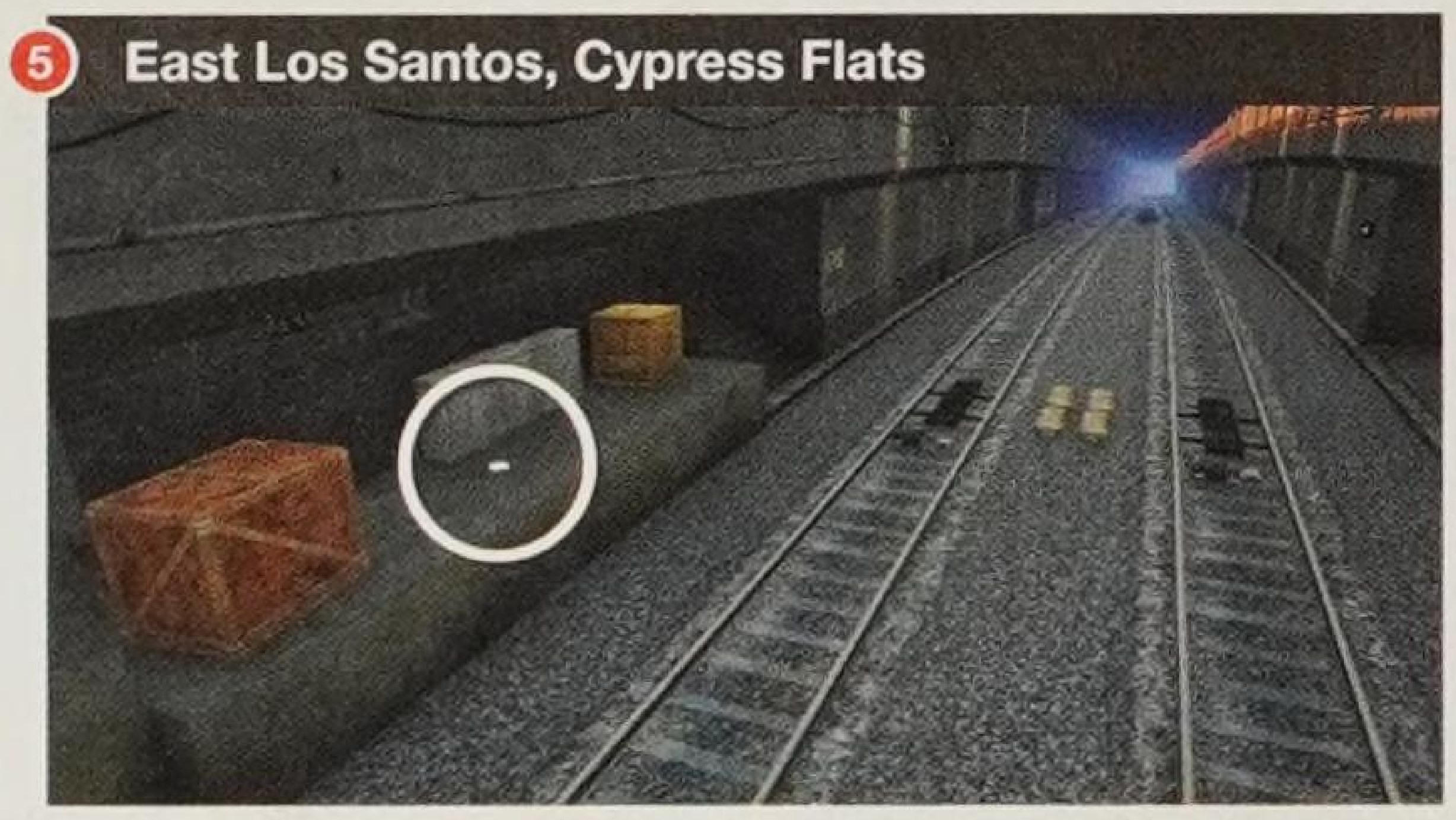
On the Olifantus tug boat in front of the wheelhouse window at the Port of South Los Santos in Elysian Island.

④ Los Santos International Airport, bar rooftop



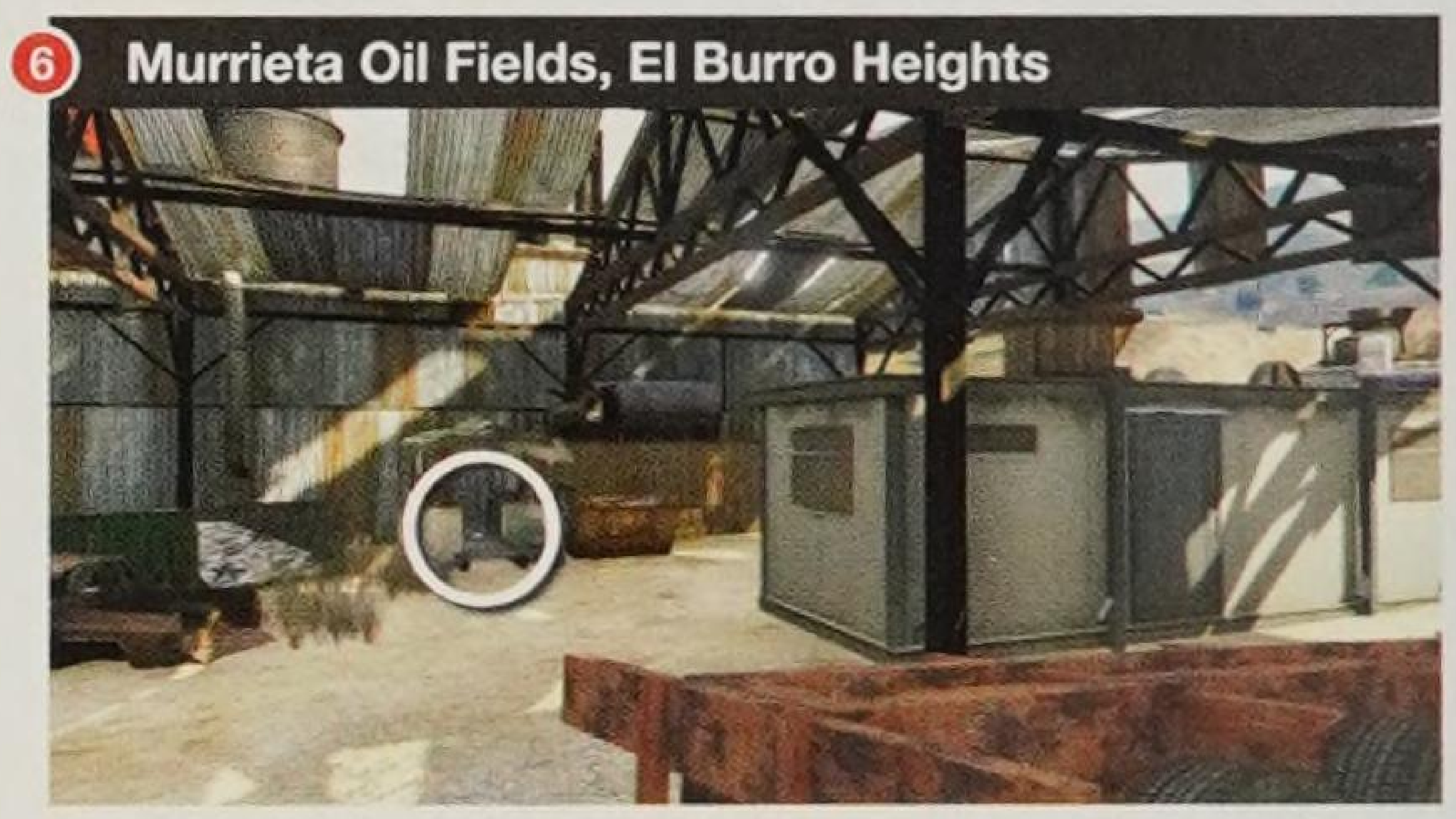
Parachute or helicopter drop to the rooftop of the airport bar, Sightings.

⑤ East Los Santos, Cypress Flats



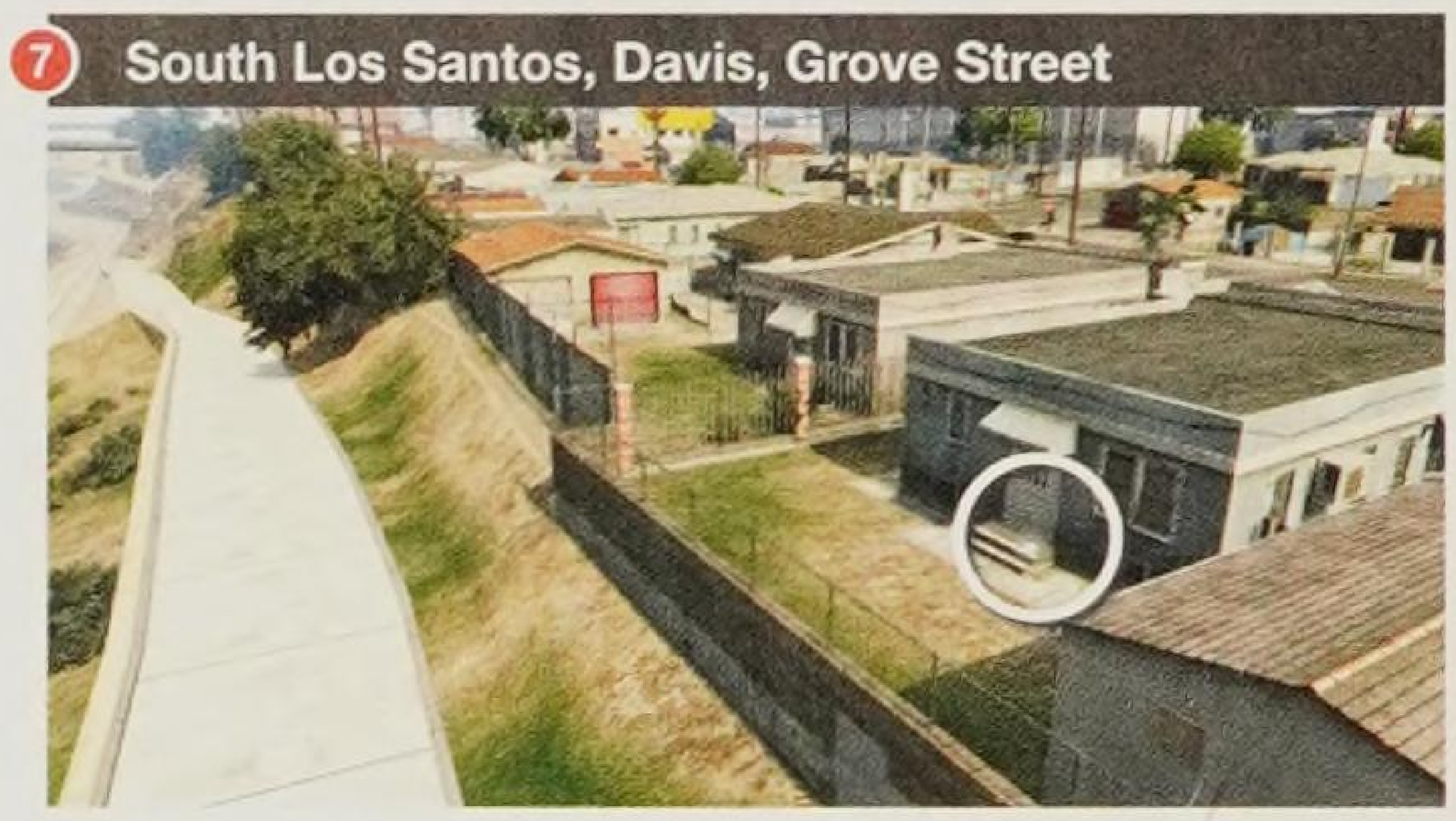
Inside the train tunnel on a service platform in Cypress Flats under Popular Street. Ride a train into the tunnel (press the Car Jack button as a train passes by) or enter the tunnel on foot through the nearby entrance to the south **(A)**.

⑥ Murrieta Oil Fields, El Burro Heights



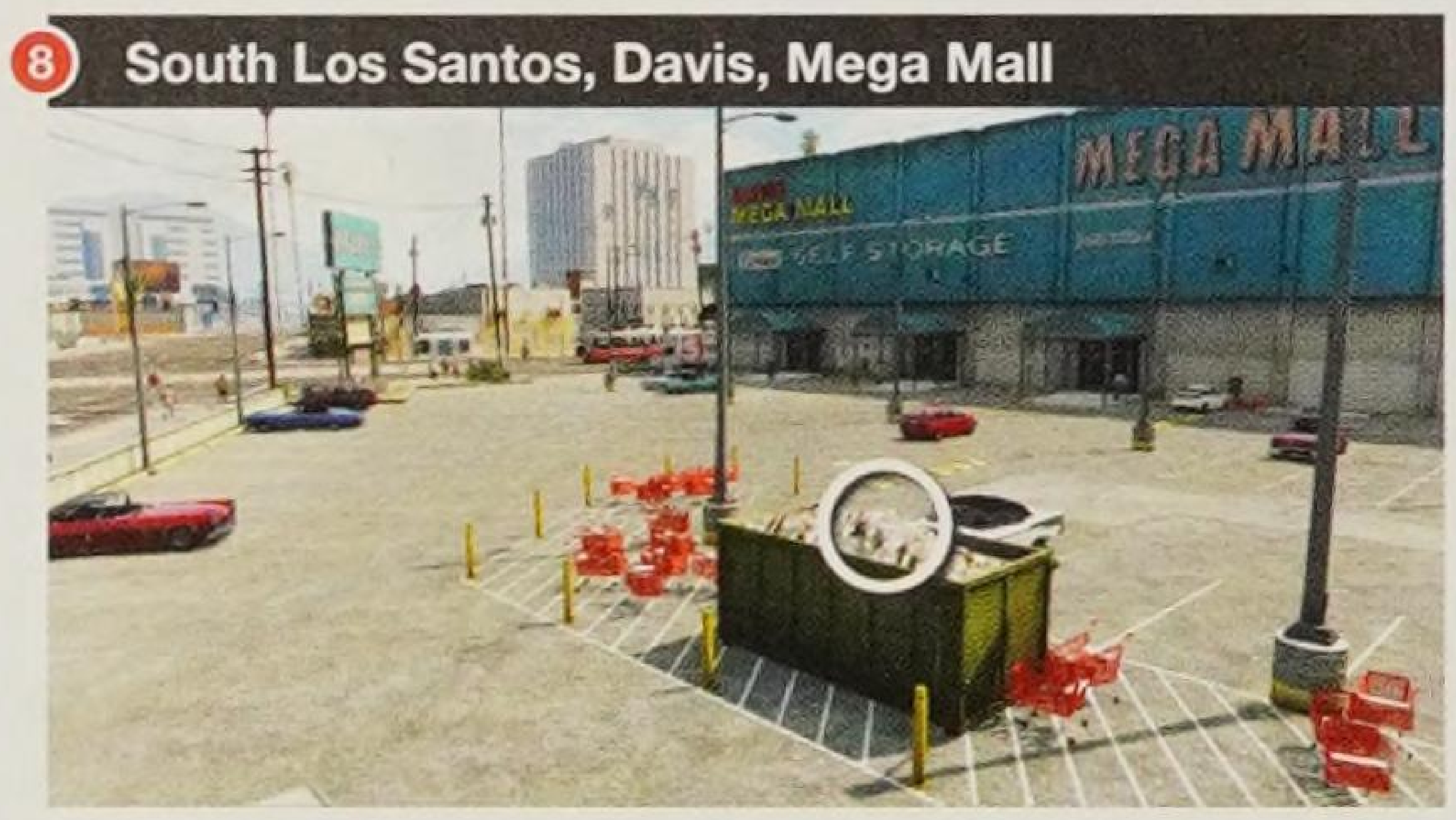
Inside the bus shell in the Car Scrapyard warehouse in the El Burro Heights Murrieta Oil Fields area.

⑦ South Los Santos, Davis, Grove Street



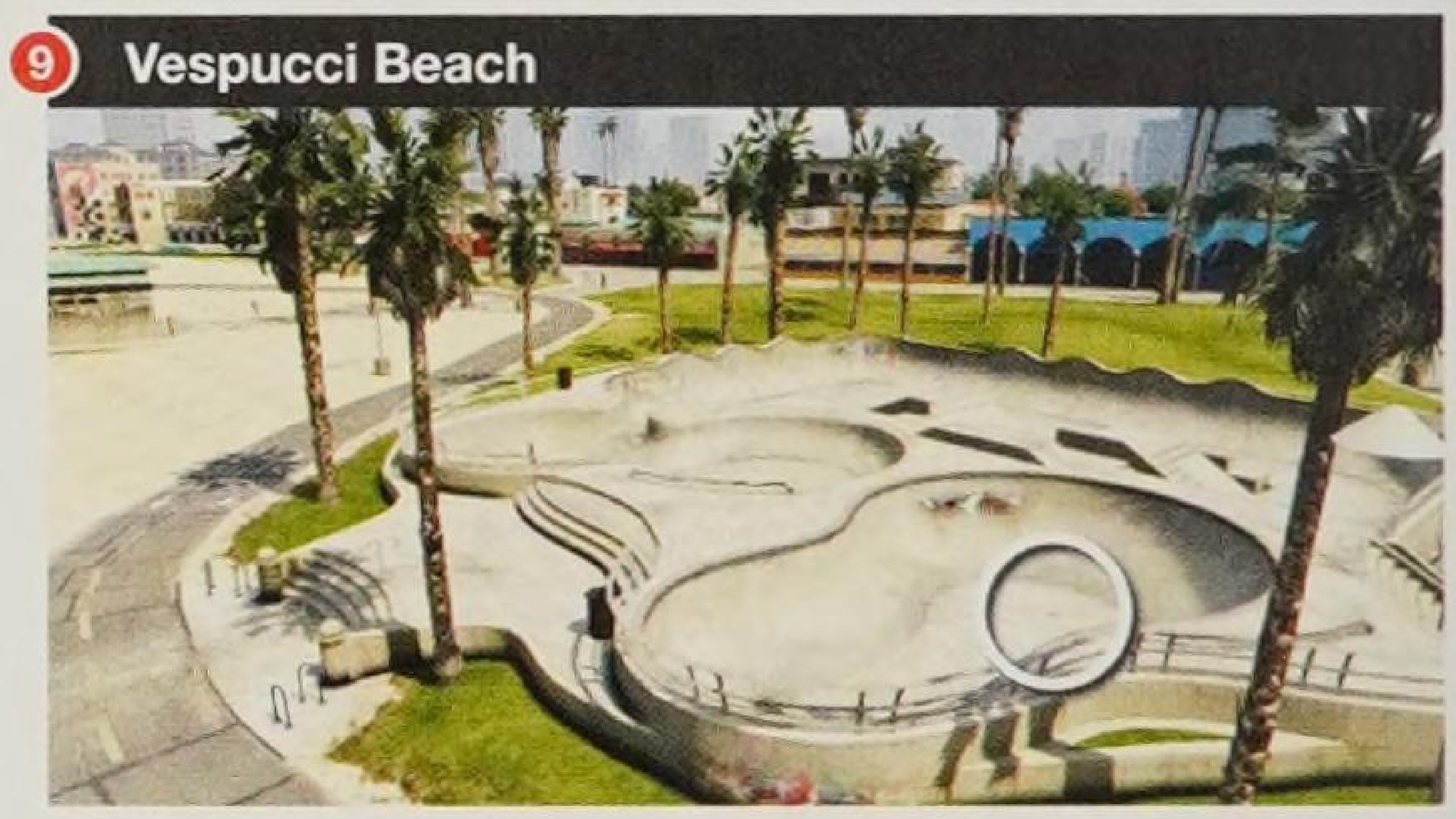
On the back porch of this house on Grove Street in Davis.

⑧ South Los Santos, Davis, Mega Mall



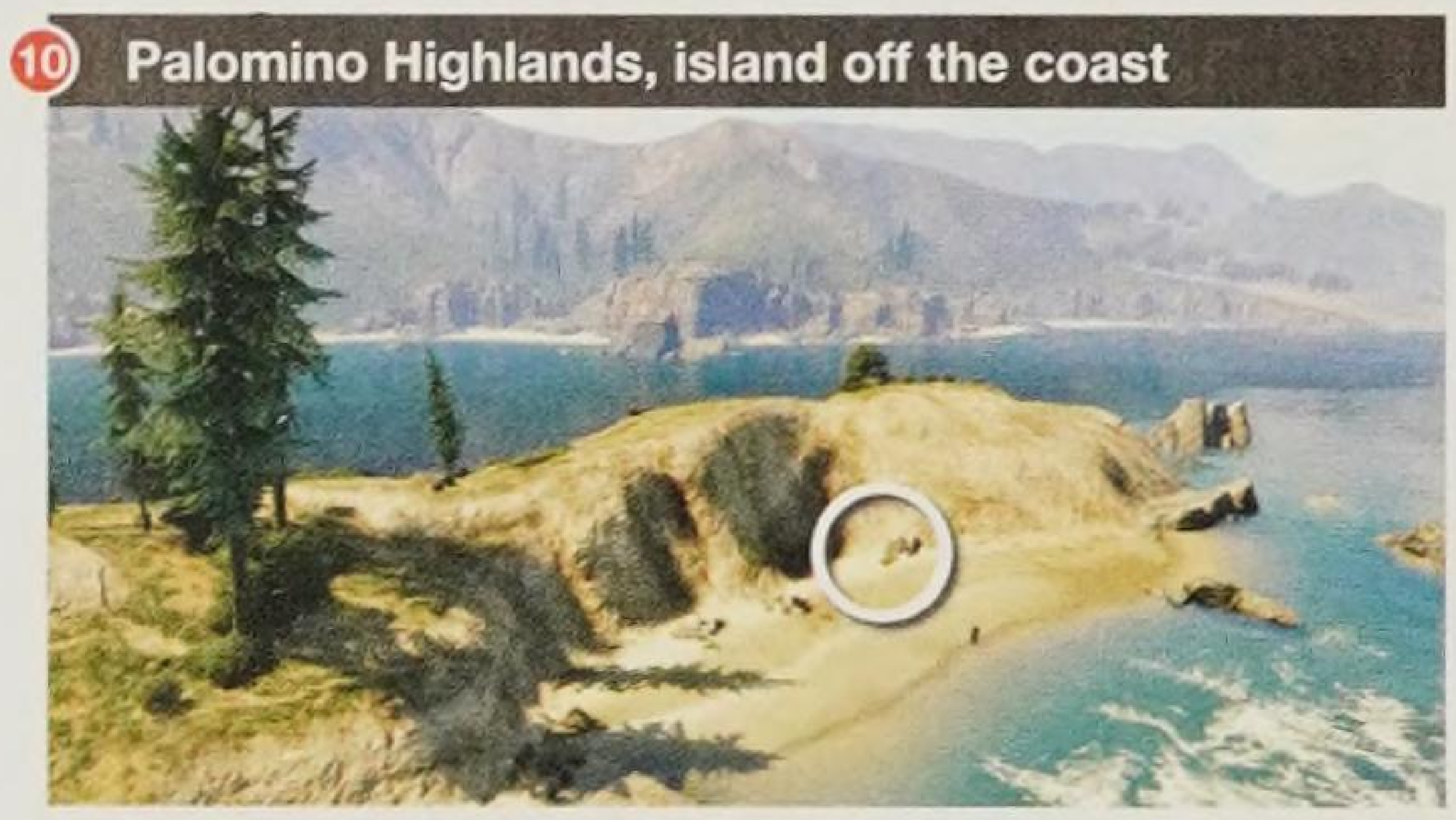
In the Mega Mall dumpster in the front parking lot off of Davis Avenue in Davis.

⑨ Vespucci Beach



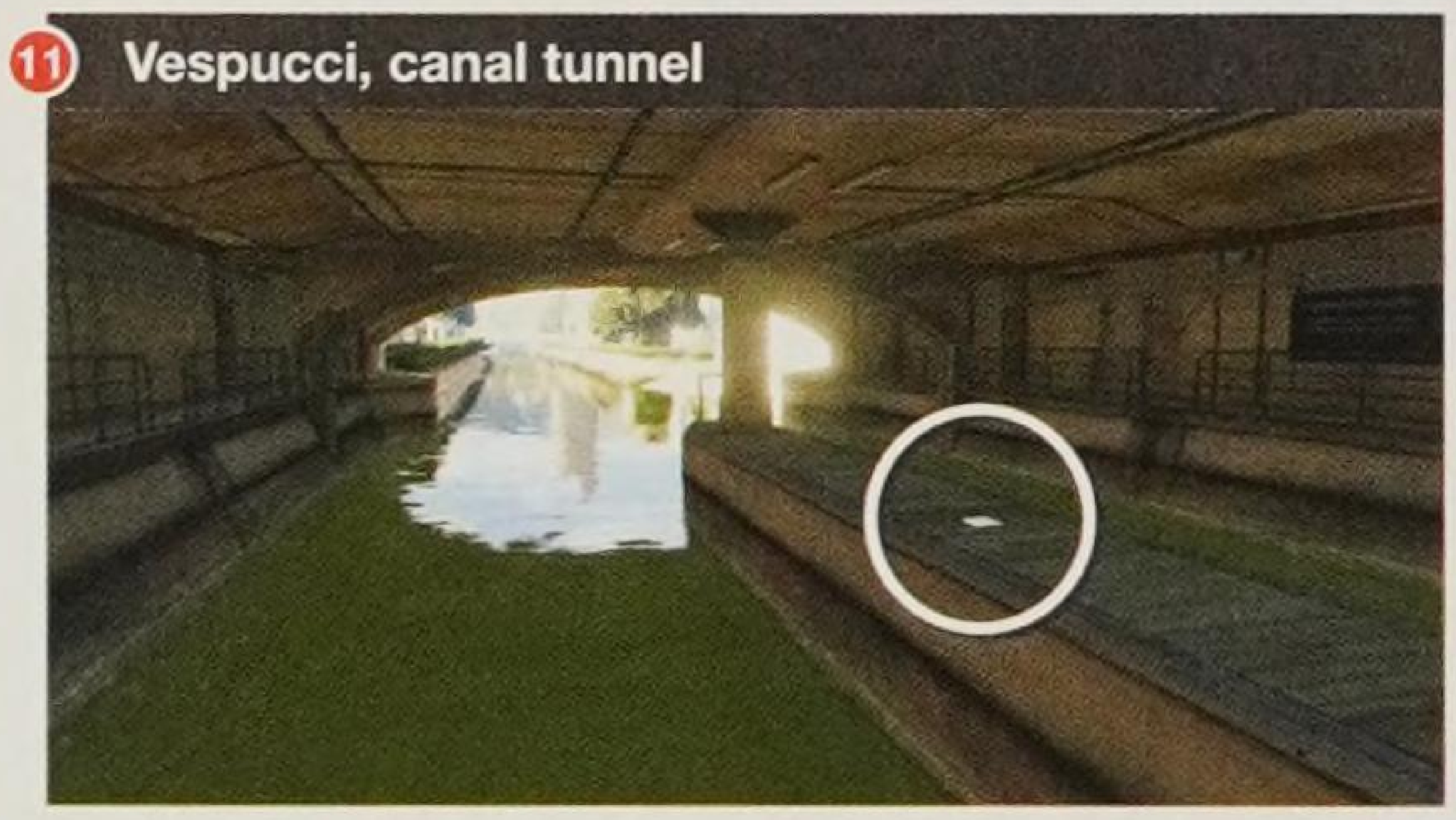
Inside the dry pool at Vespucci beach.

⑩ Palomino Highlands, island off the coast



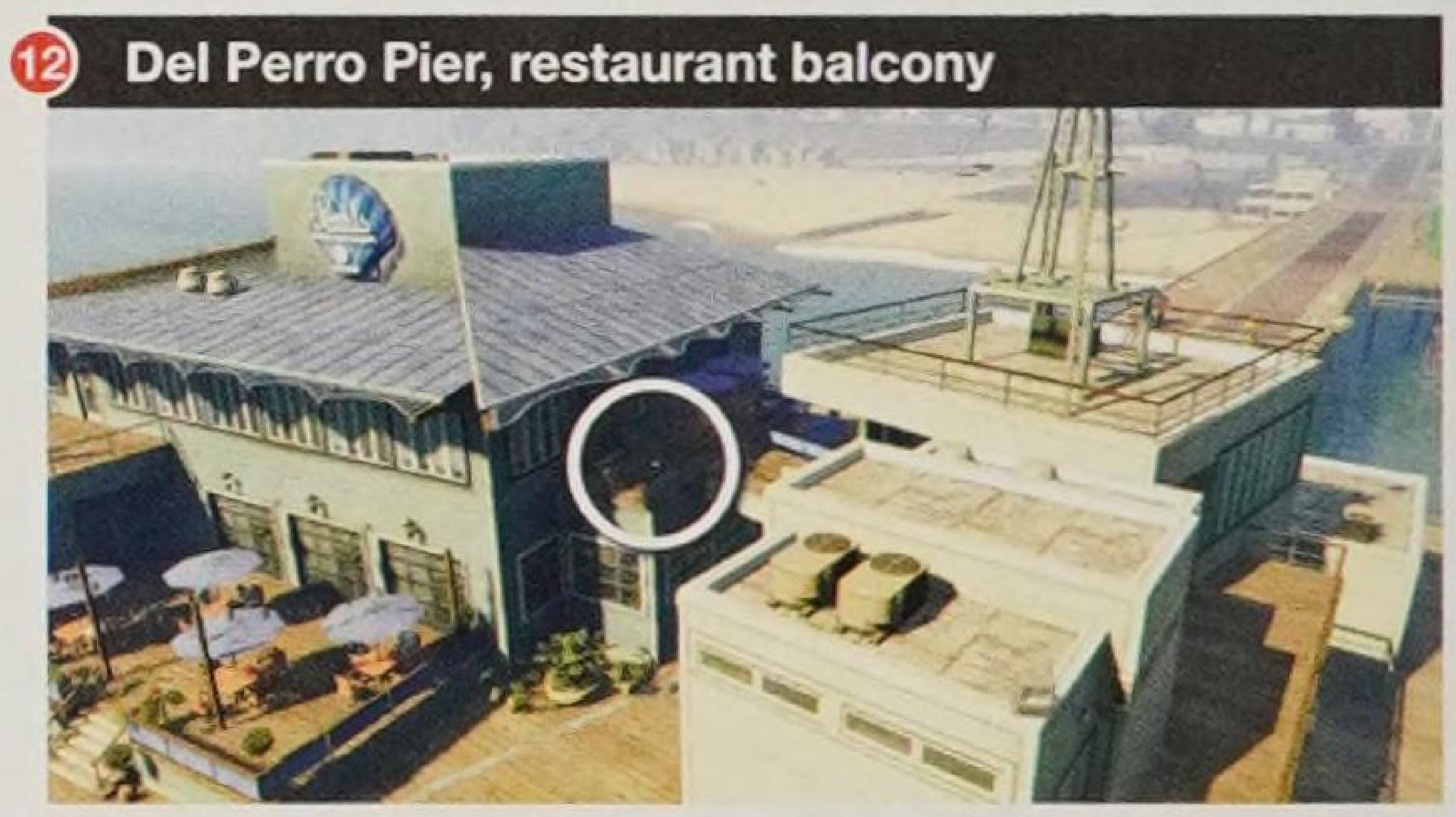
Behind some bushes on the east side of this large isolated island off the east coast of Los Santos.

⑪ Vespucci, canal tunnel



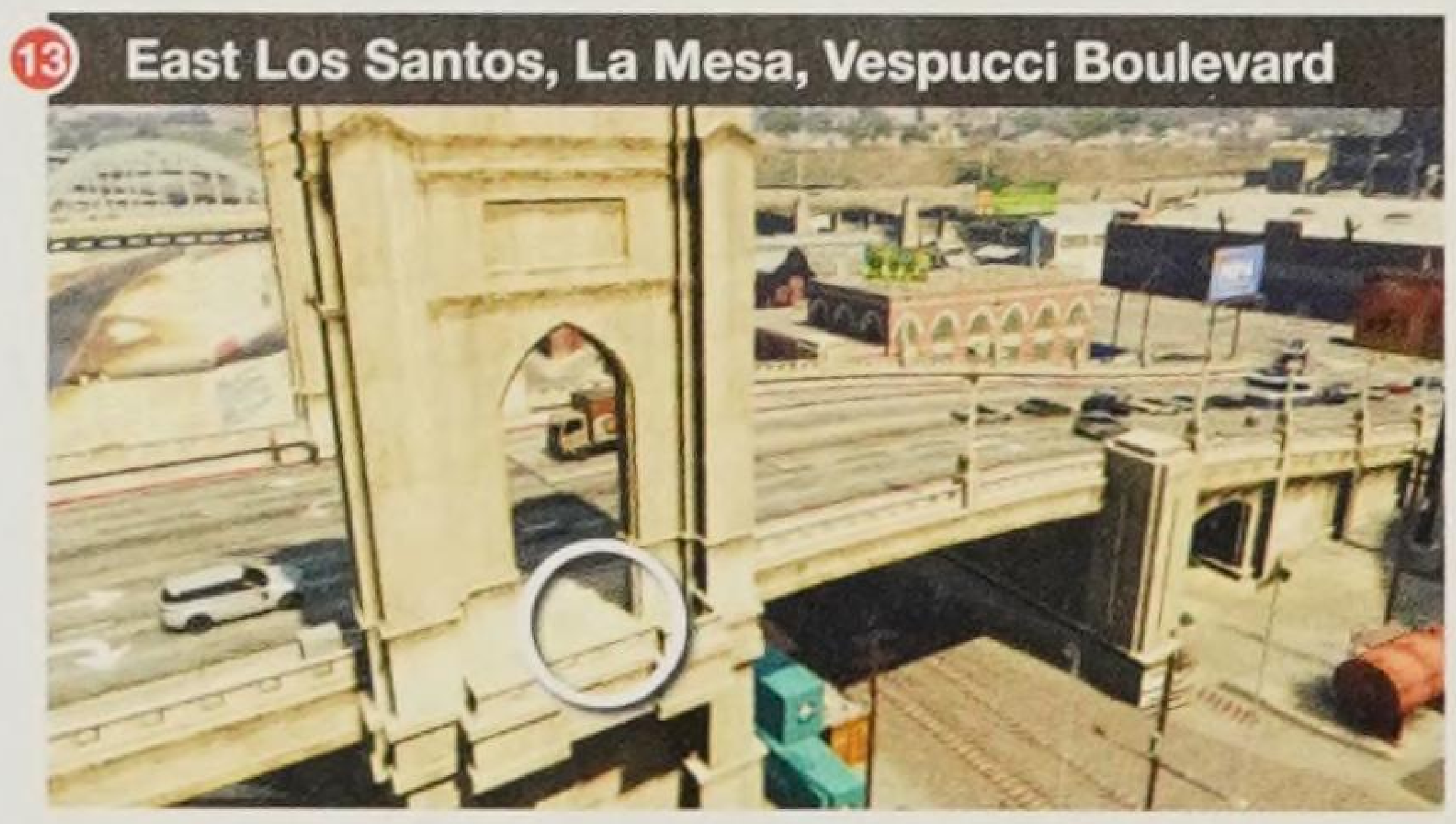
On the median inside this canal tunnel under Palomino Avenue.

⑫ Del Perro Pier, restaurant balcony



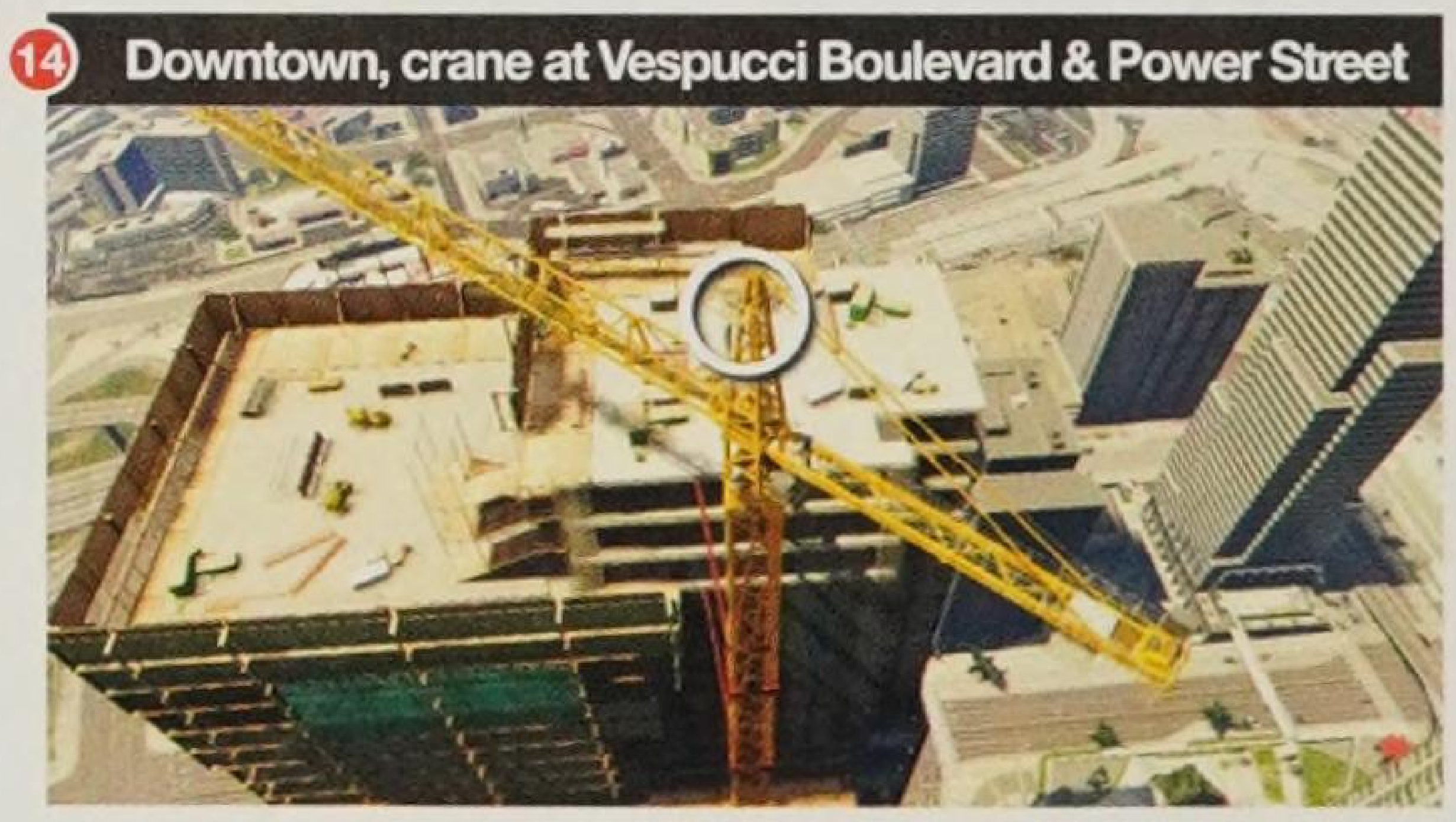
On the second floor balcony of Pearls restaurant on the fairground pier.

⑬ East Los Santos, La Mesa, Vespucci Boulevard



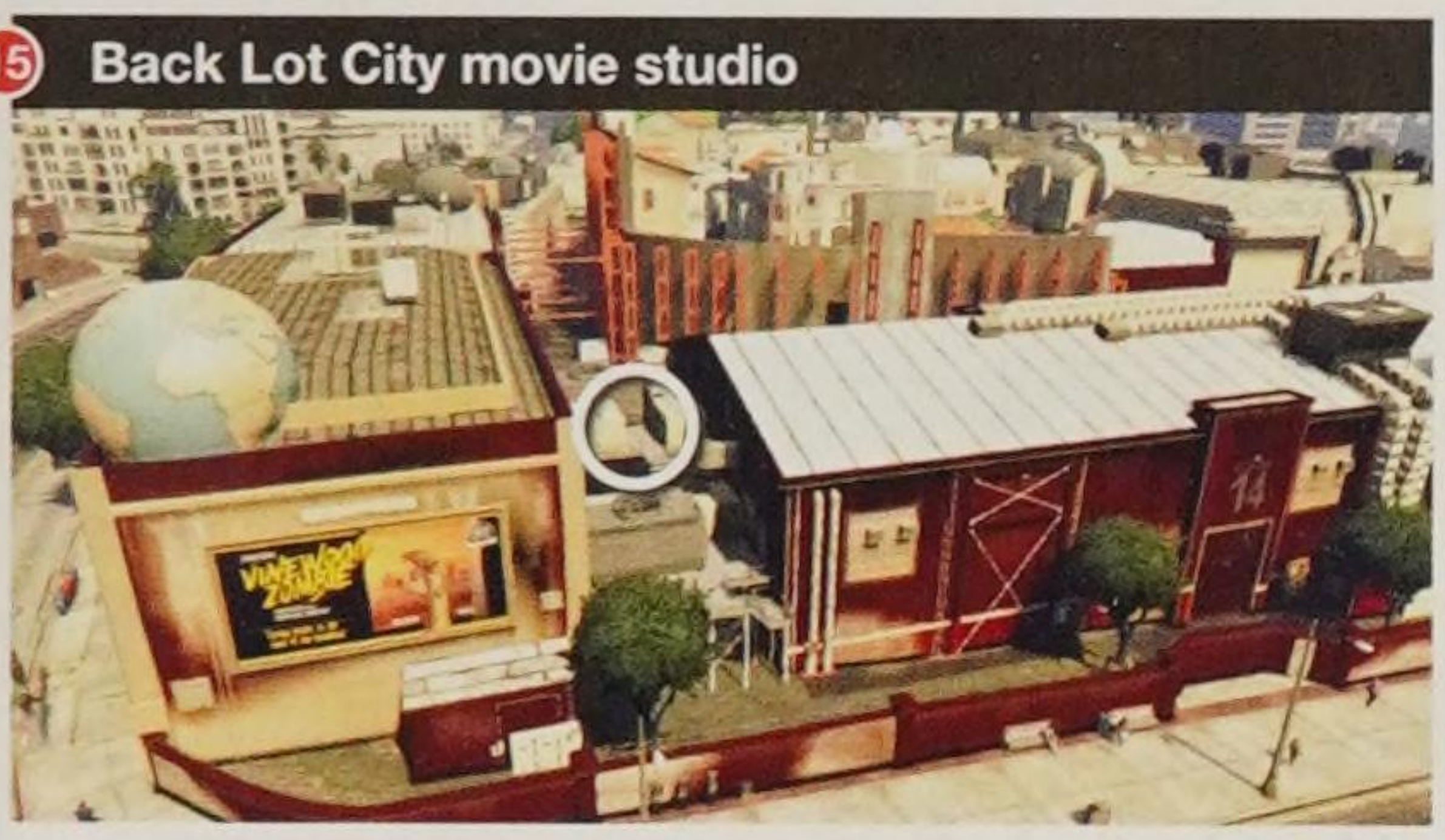
On the Vespucci Boulevard bridge in La Mesa.

⑭ Downtown, crane at Vespucci Boulevard & Power Street



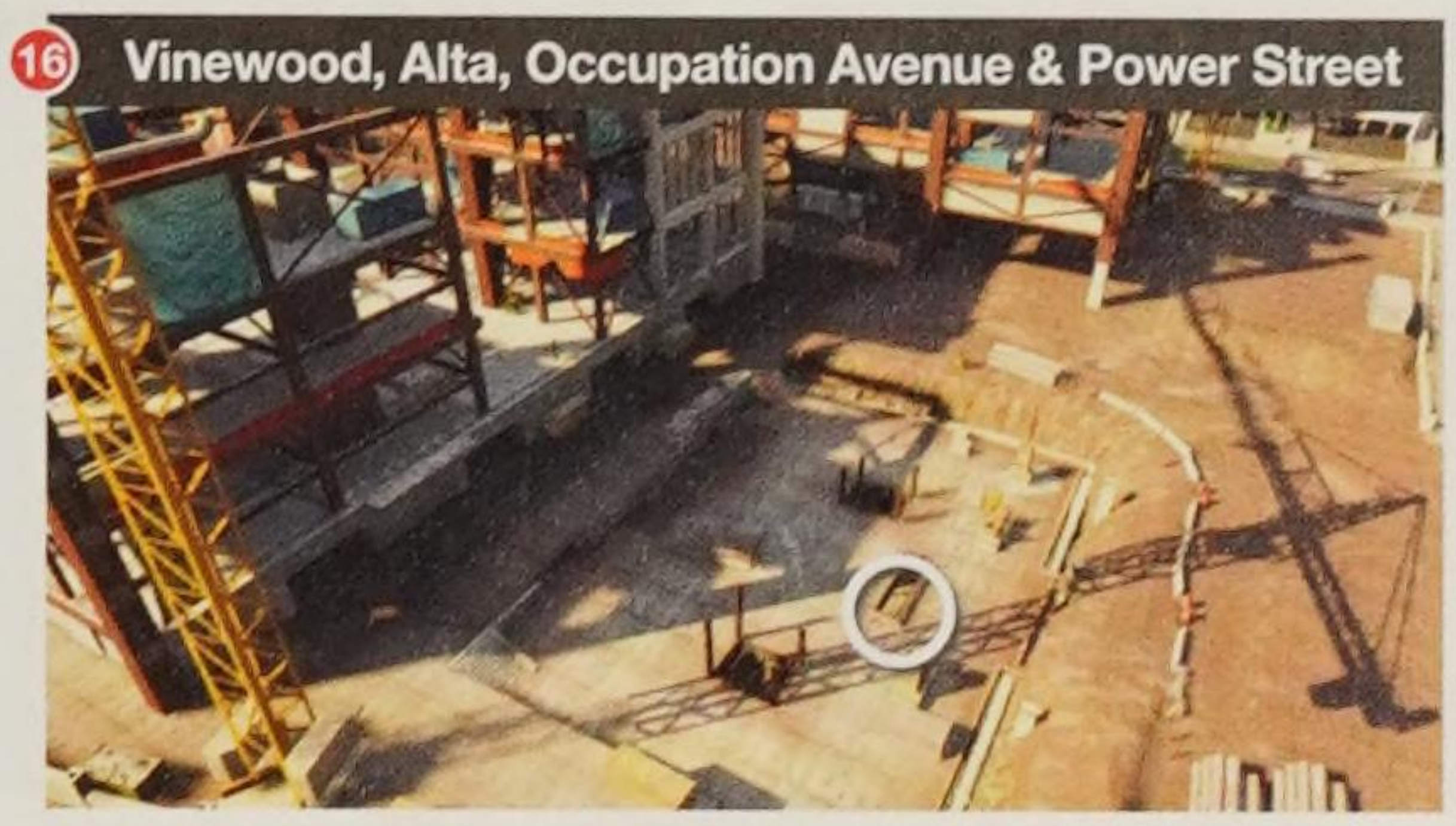
On the topmost platform of the construction crane on Vespucci Boulevard and Power Street. Climb from the bottom or try to parachute land on it. There's a parachute on the crane for a quick exit.

⑮ Back Lot City movie studio



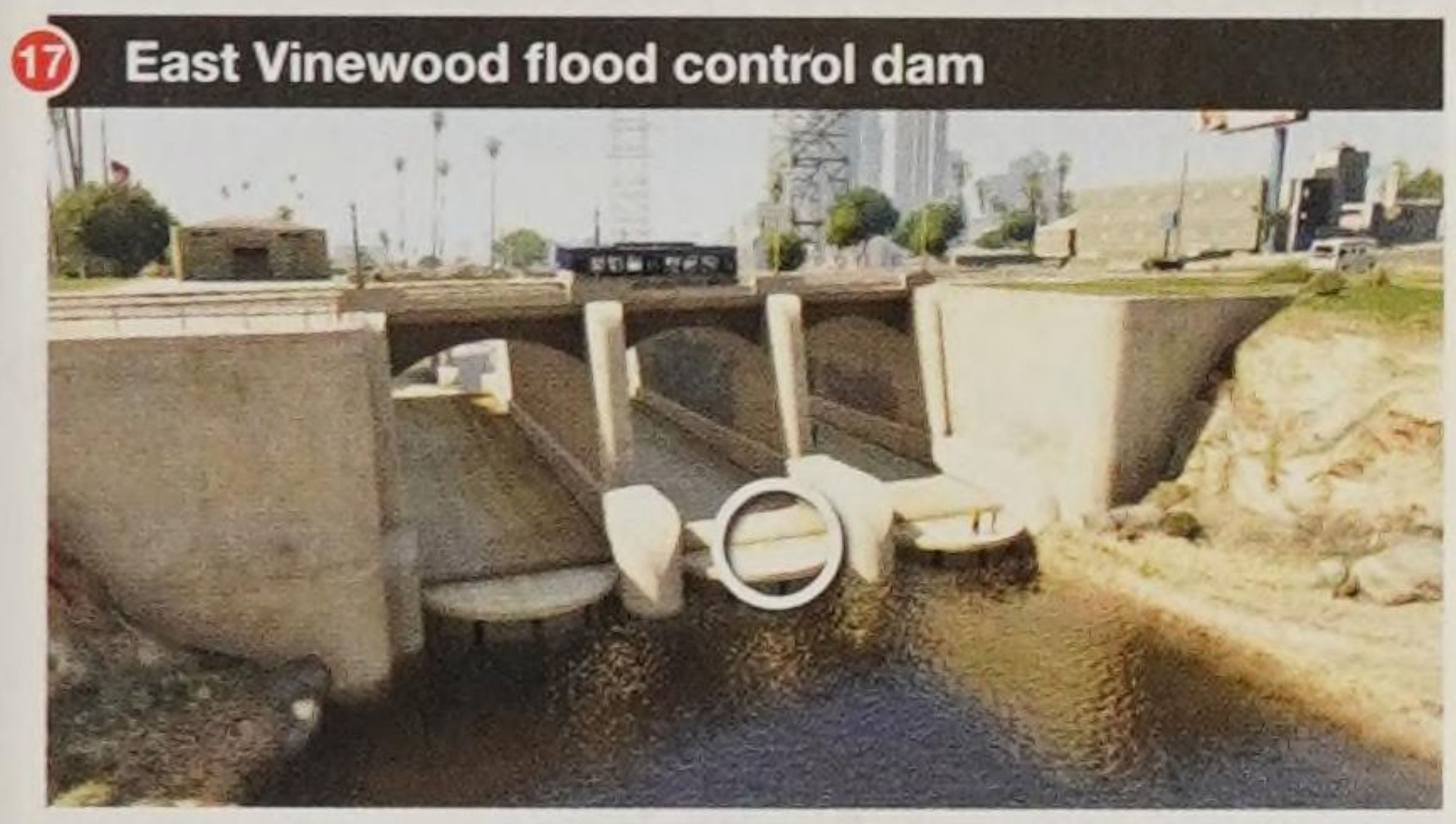
In Back Lot City movie studio. A two-star Wanted Level is earned for entering the studio grounds (except Michael after starting the Solomon missions). Crash through the gate and take the left alley to this stairwell.

⑯ Vinewood, Alta, Occupation Avenue & Power Street



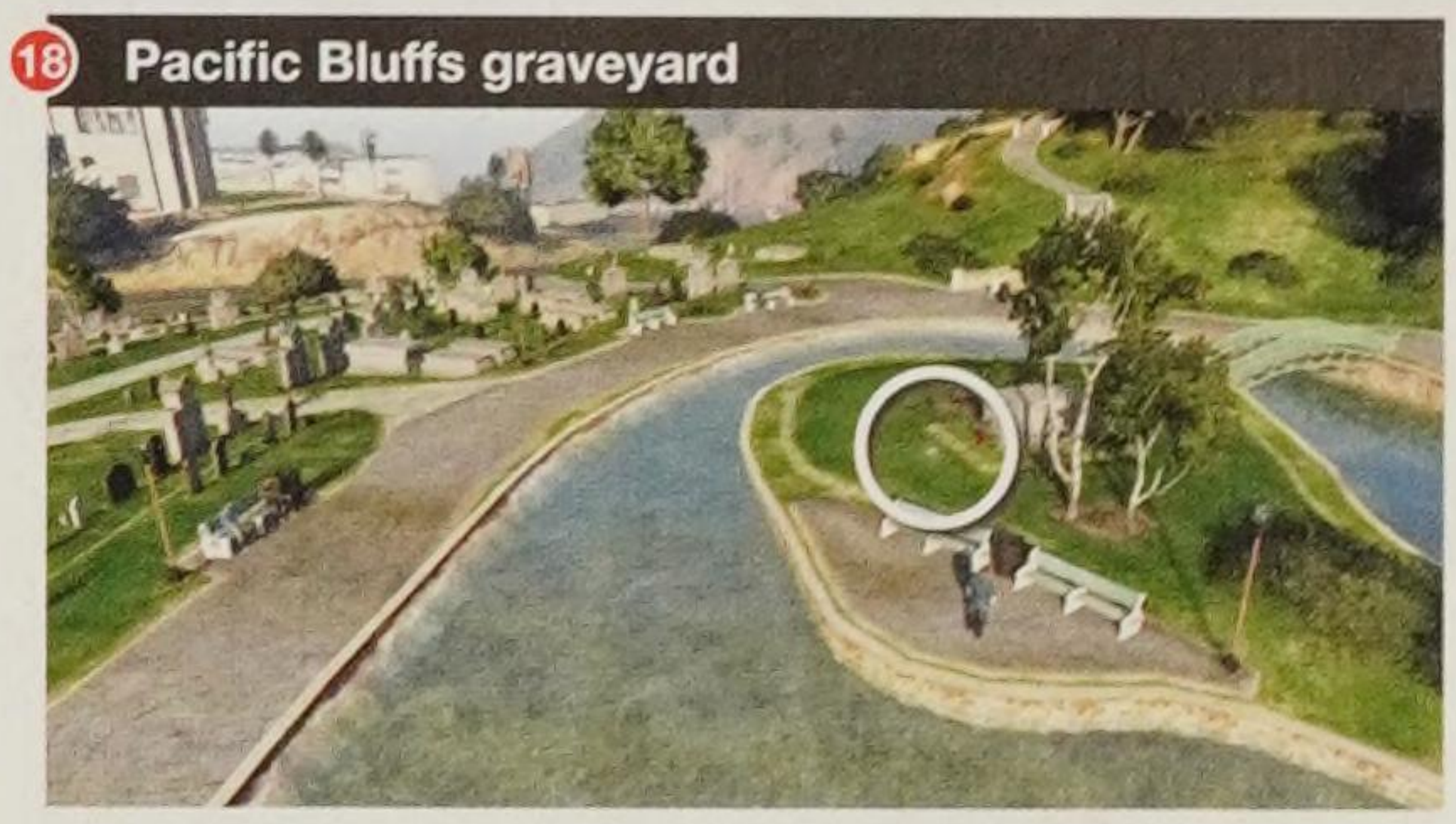
Inside this barricaded pit in the foundation at the construction site in Alta on Occupation Avenue and Power Street.

⑰ East Vinewood flood control dam



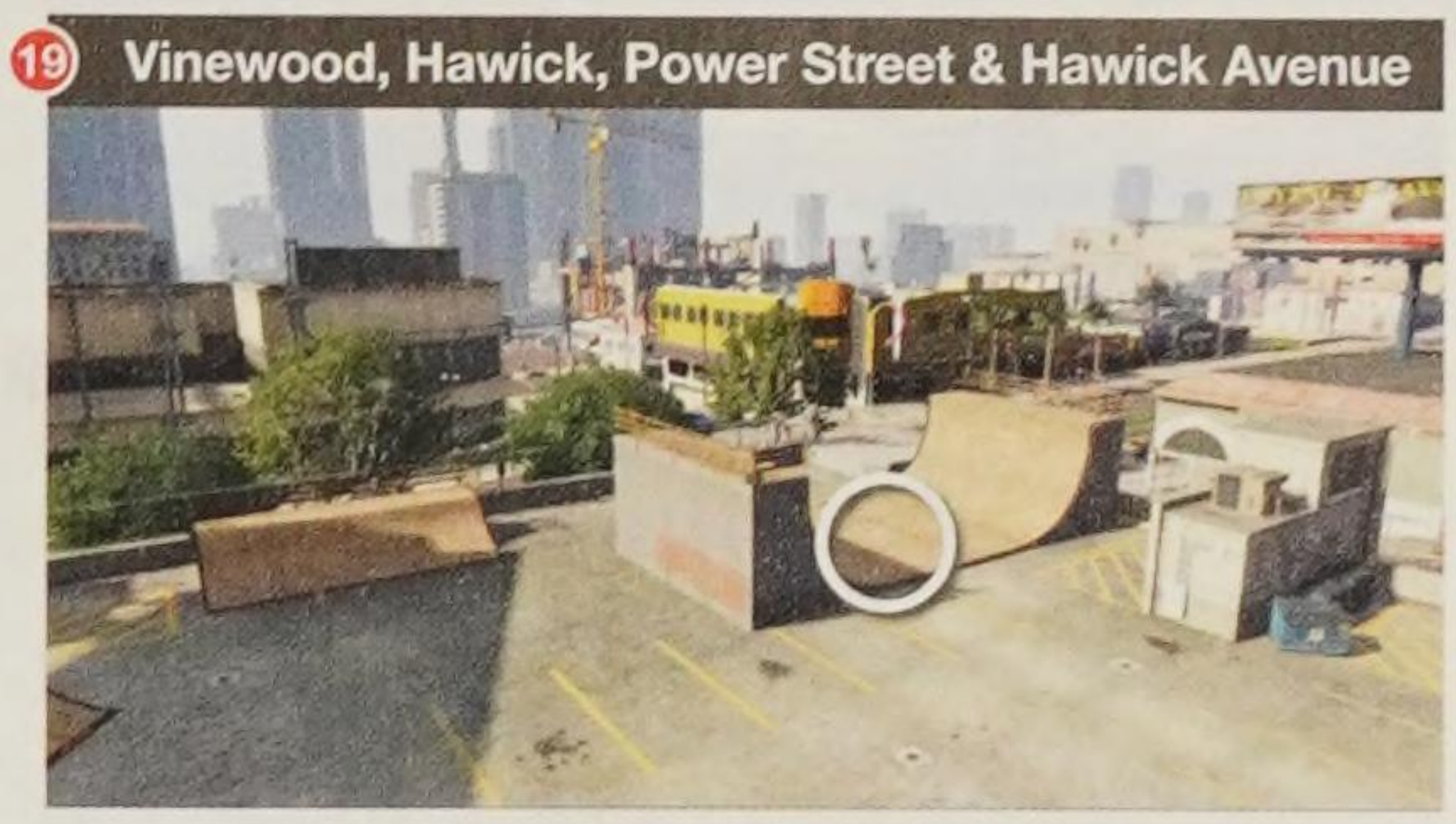
On the middle platform on the flood control dam in East Vinewood.

⑱ Pacific Bluffs graveyard



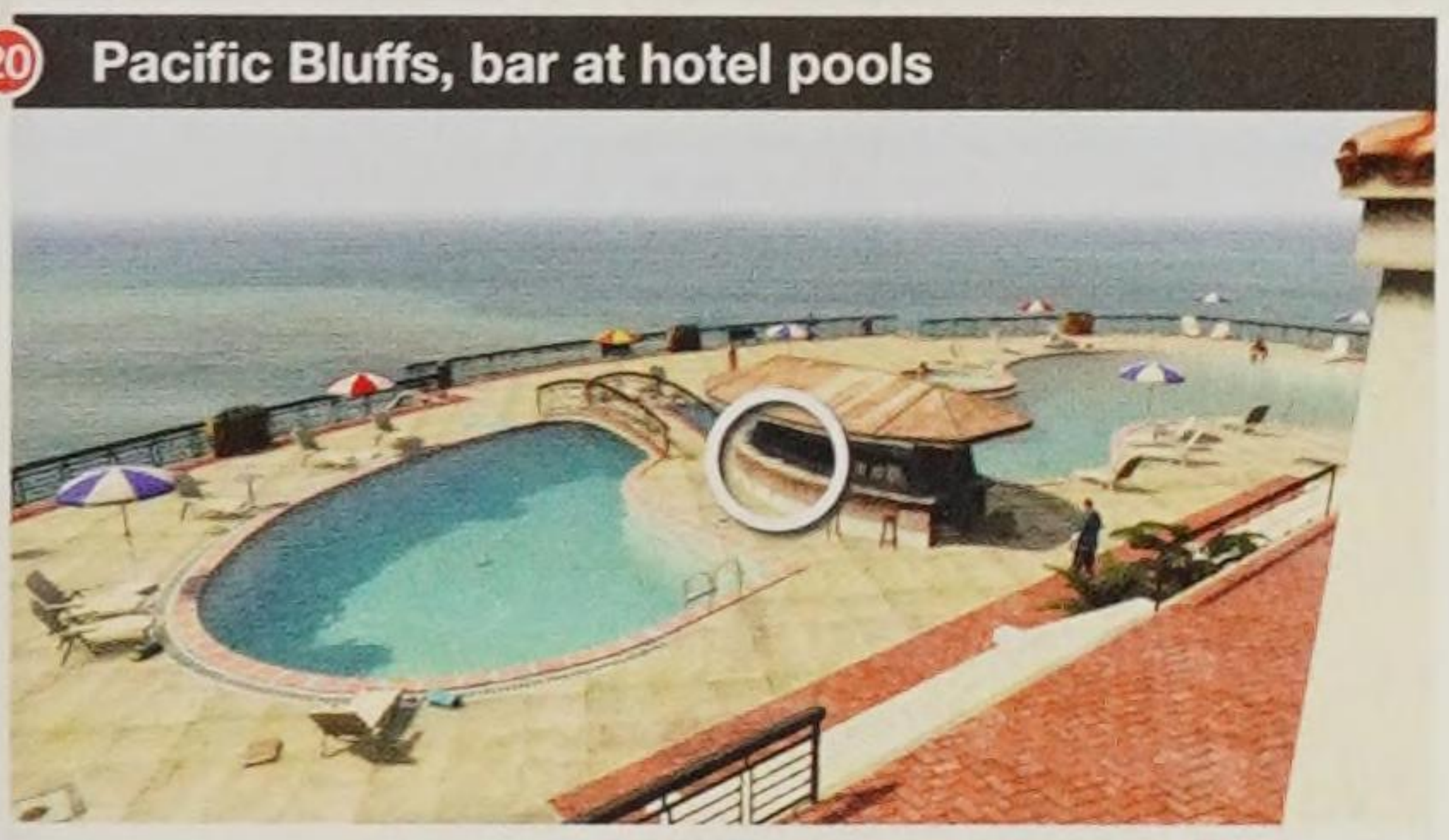
In front of a bench on a small island plot at the graveyard in Pacific Bluffs.

⑲ Vinewood, Hawick, Power Street & Hawick Avenue



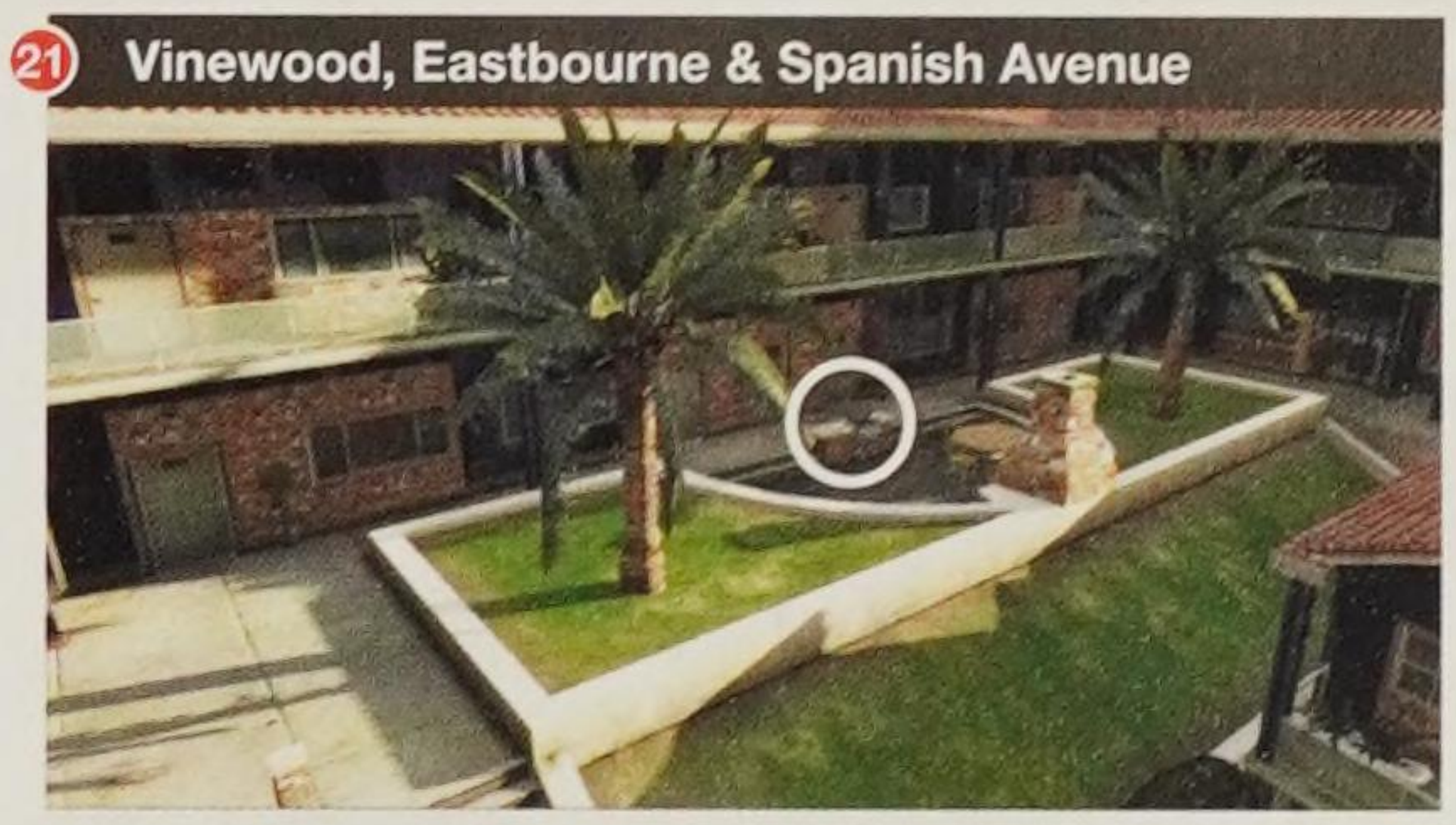
On the skateboard half-pipe in Hawick on Power Street and Hawick Avenue.

⑳ Pacific Bluffs, bar at hotel pools



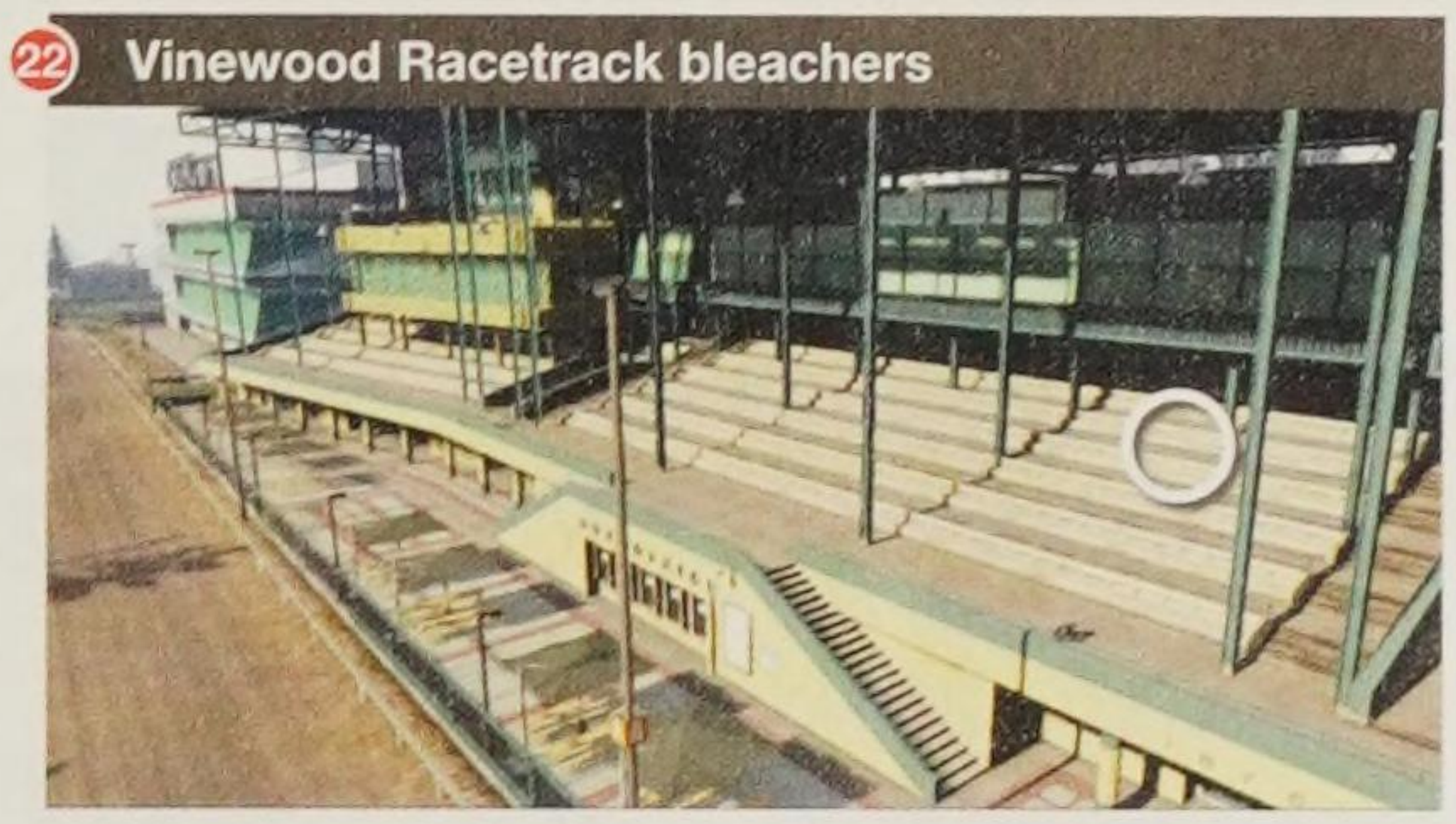
On the outside bar at the hotel pools in Pacific Bluffs.

㉑ Vinewood, Eastbourne & Spanish Avenue



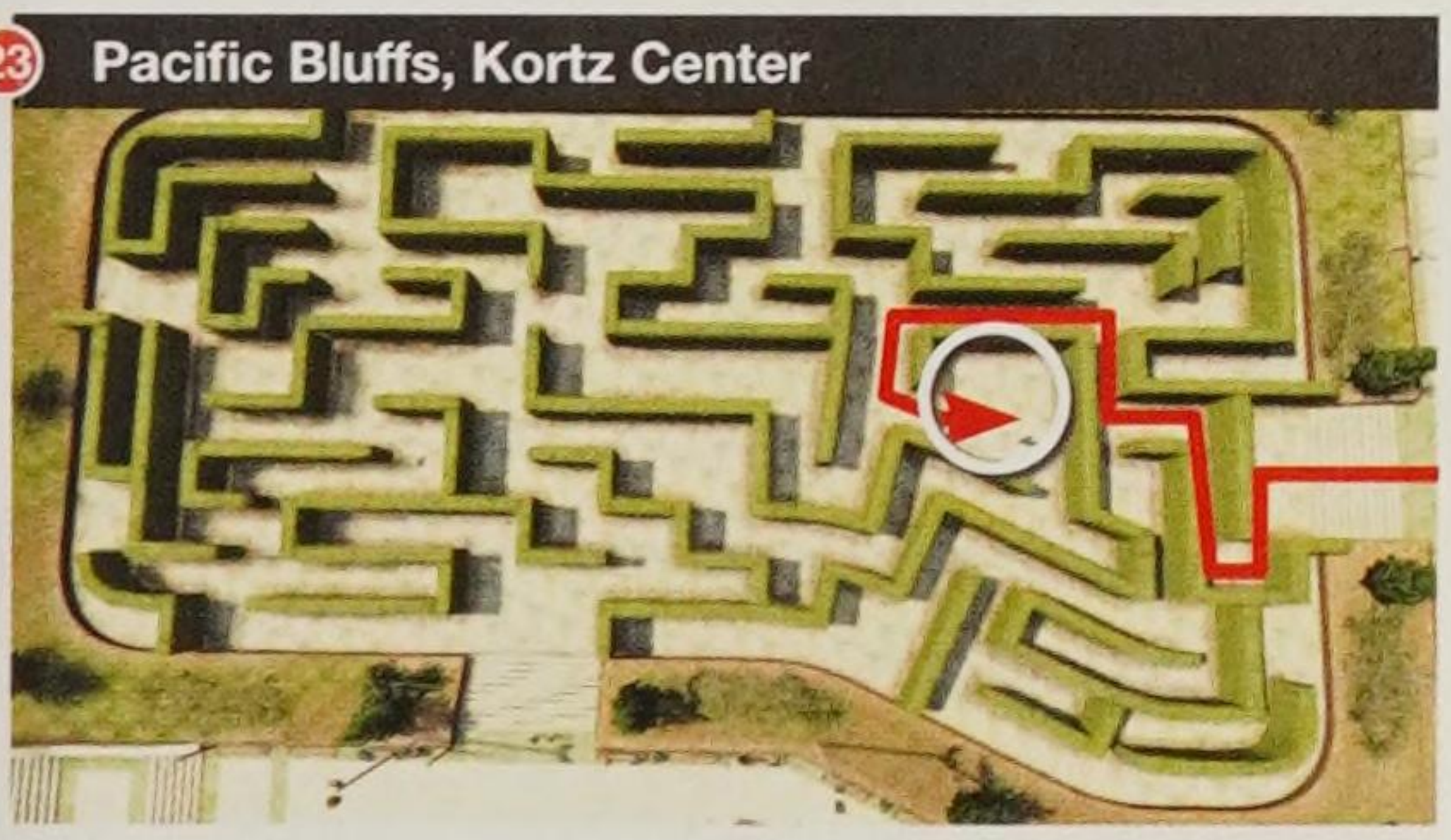
At this apartment building community BBQ area in West Vinewood on Eastbourne and Spanish Avenue.

㉒ Vinewood Racetrack bleachers



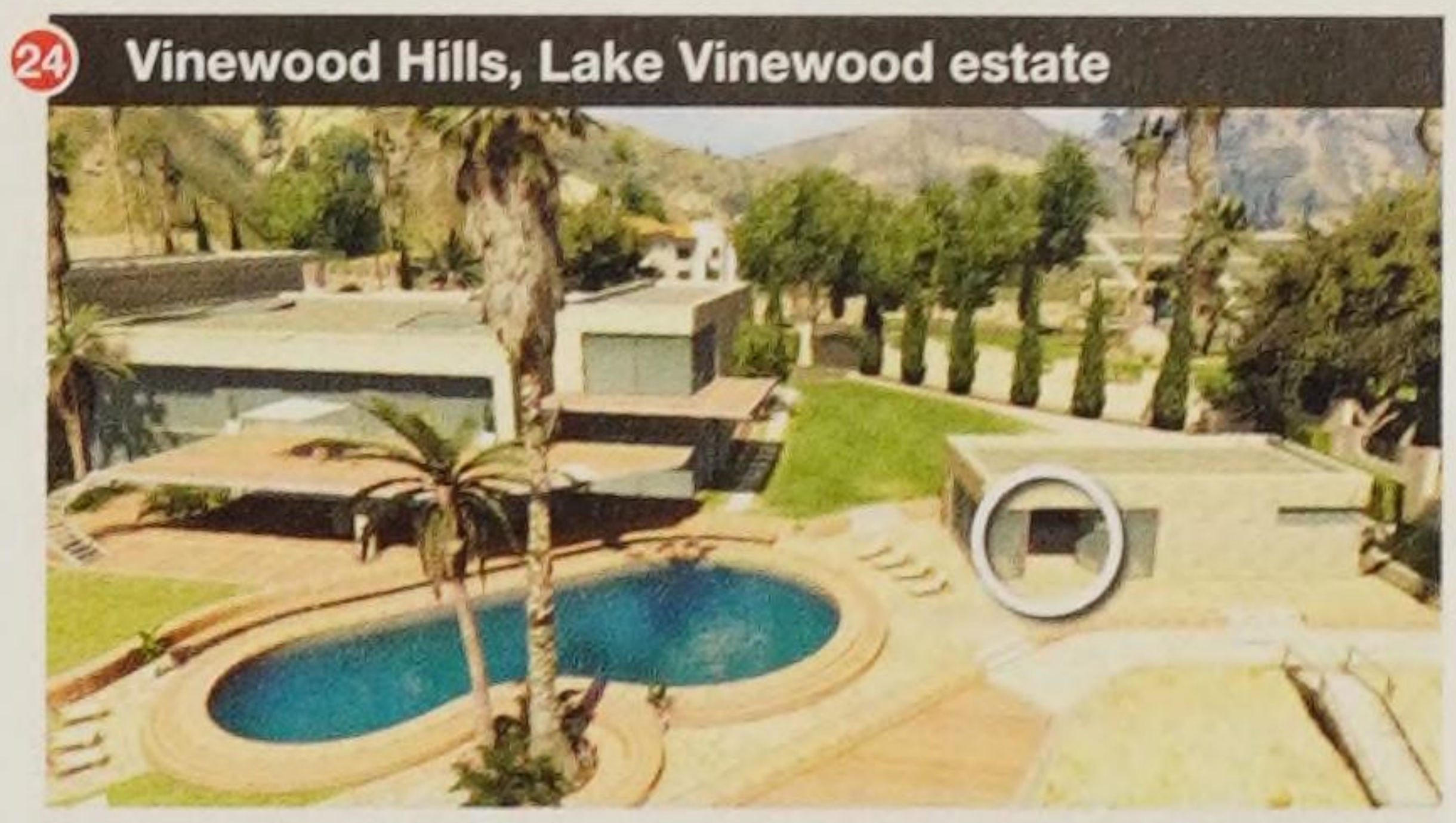
On the bleachers at Vinewood Racetrack.

㉓ Pacific Bluffs, Kortz Center



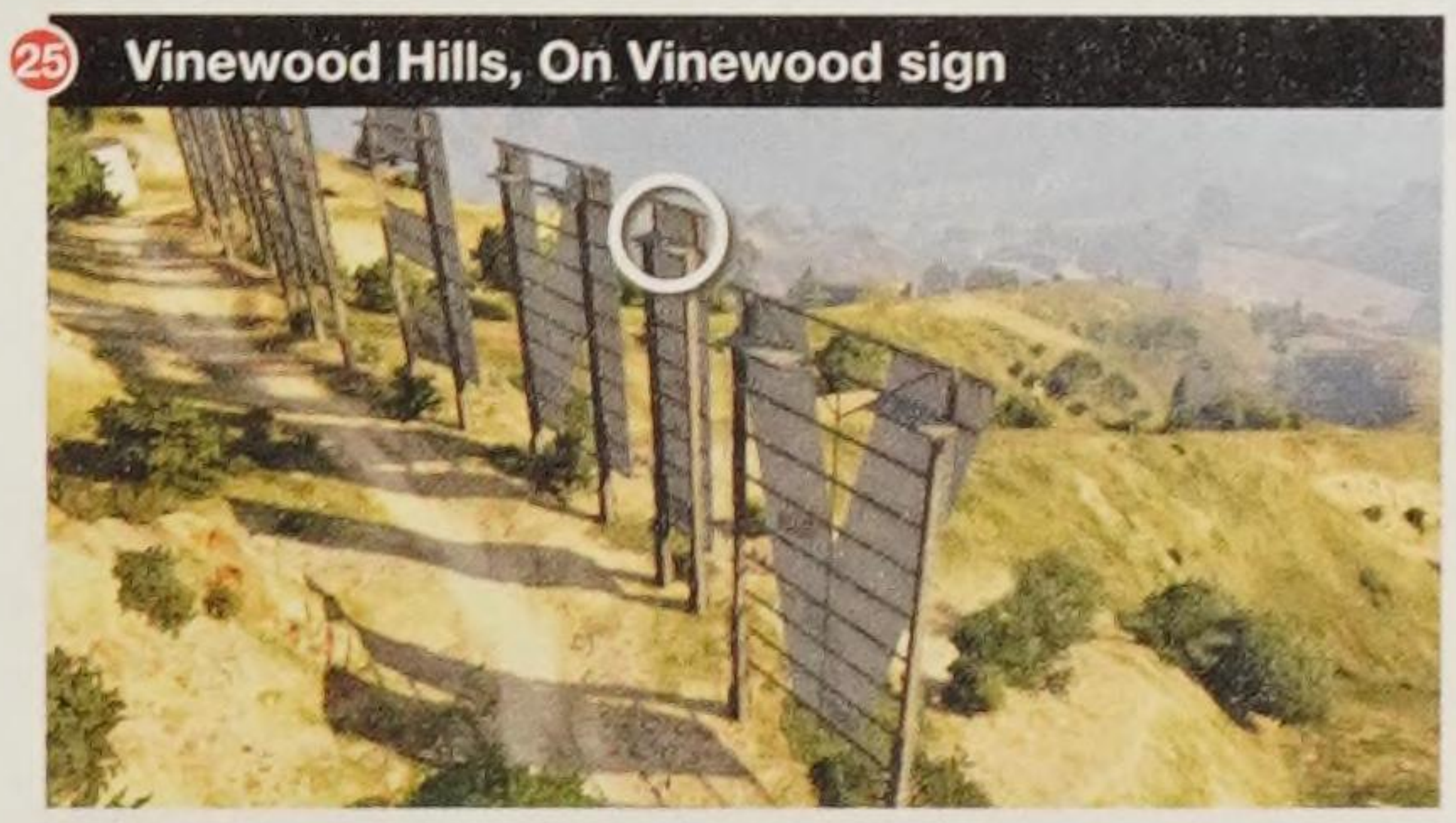
In the hedge maze at the Kortz Center between the Moseley Building and the Biranda Building. Enter the maze from the north entrance and follow the route marked on this picture.

㉔ Vinewood Hills, Lake Vinewood estate



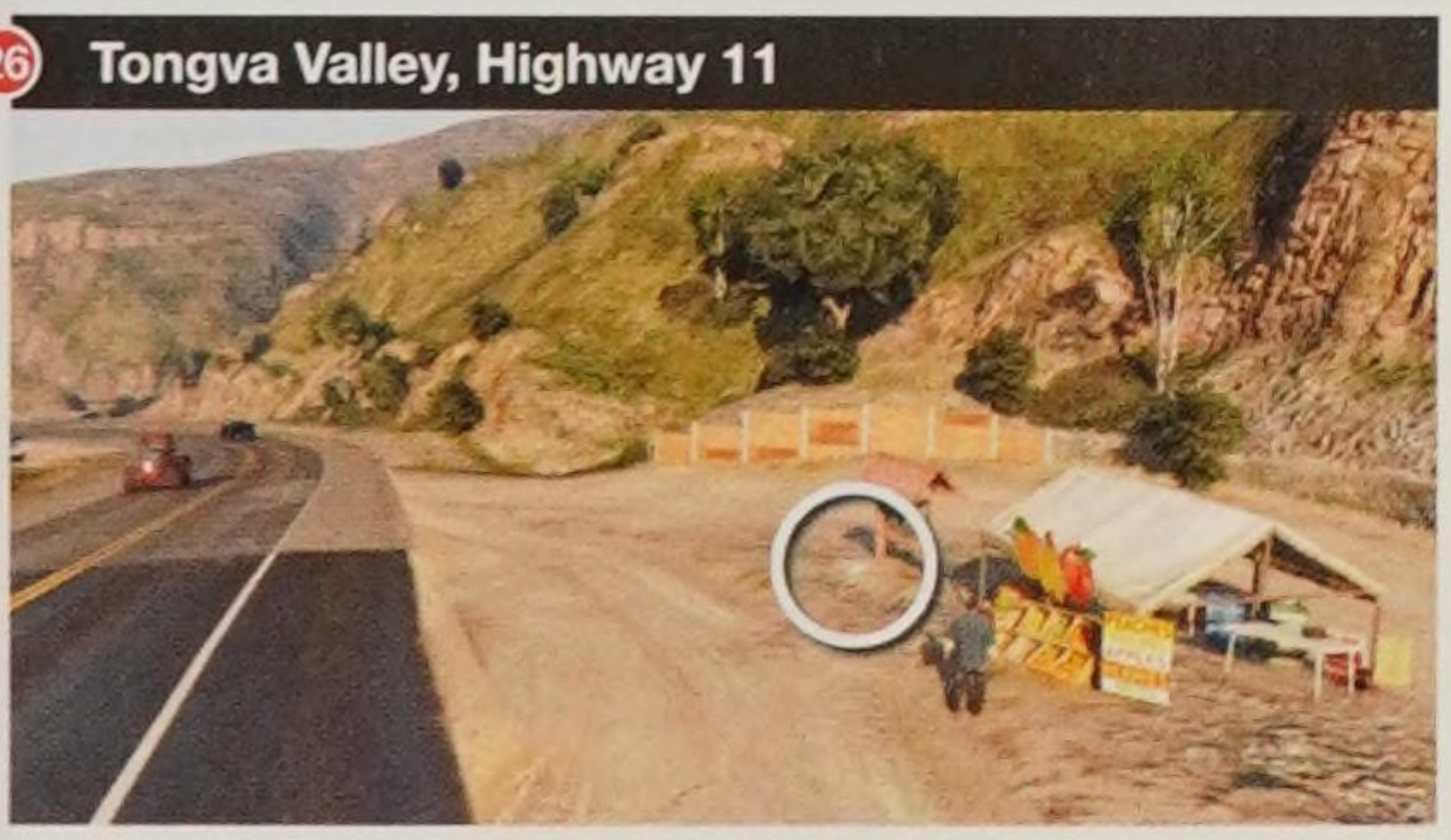
On the floor just inside the outdoor game room at this posh Lake Vinewood Estate property.

㉕ Vinewood Hills, On Vinewood sign



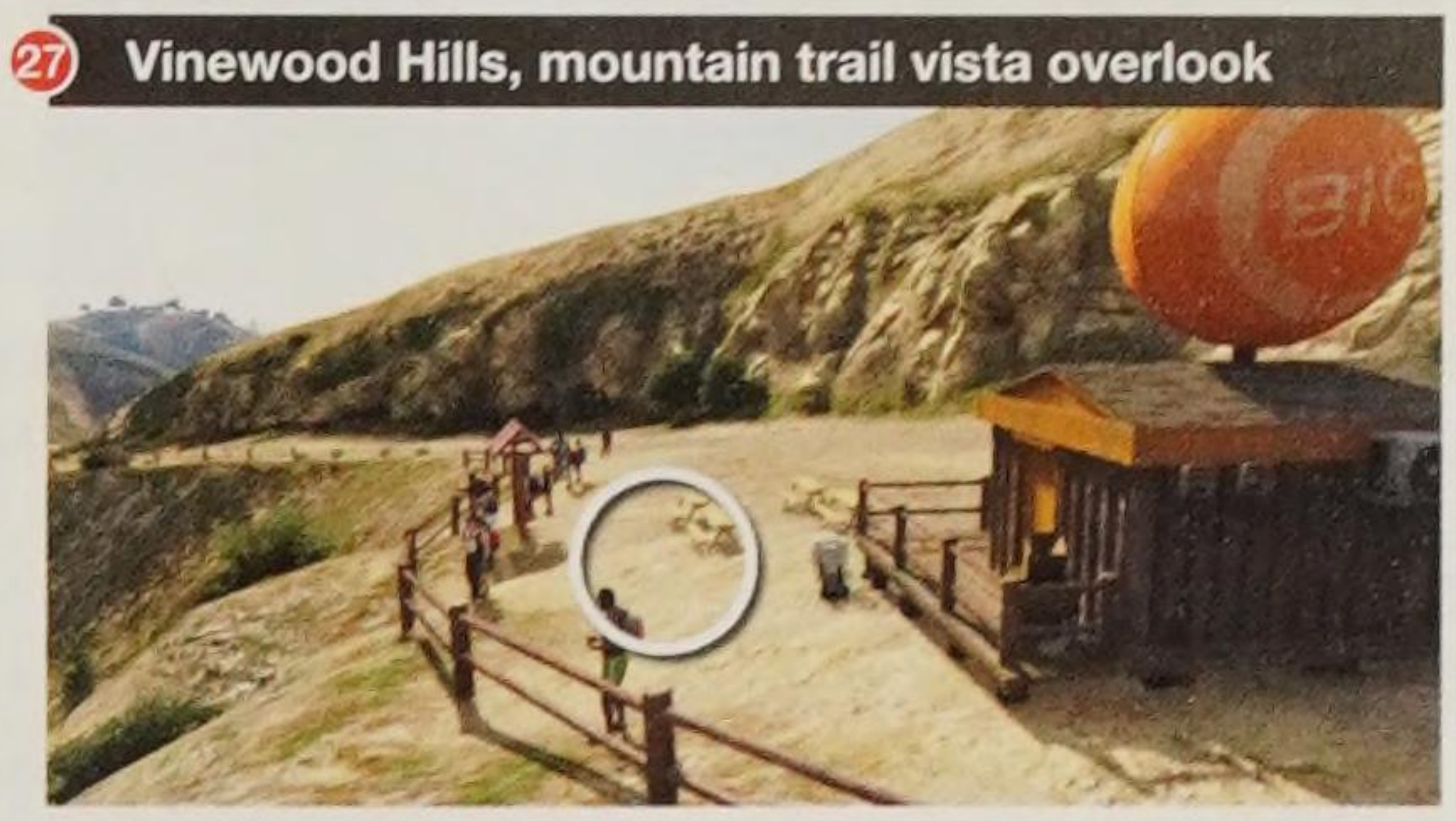
On top of the "I" in the Vinewood sign in Vinewood Hills. Climb to the top platform using the ladder on the backside.

㉖ Tongva Valley, Highway 11



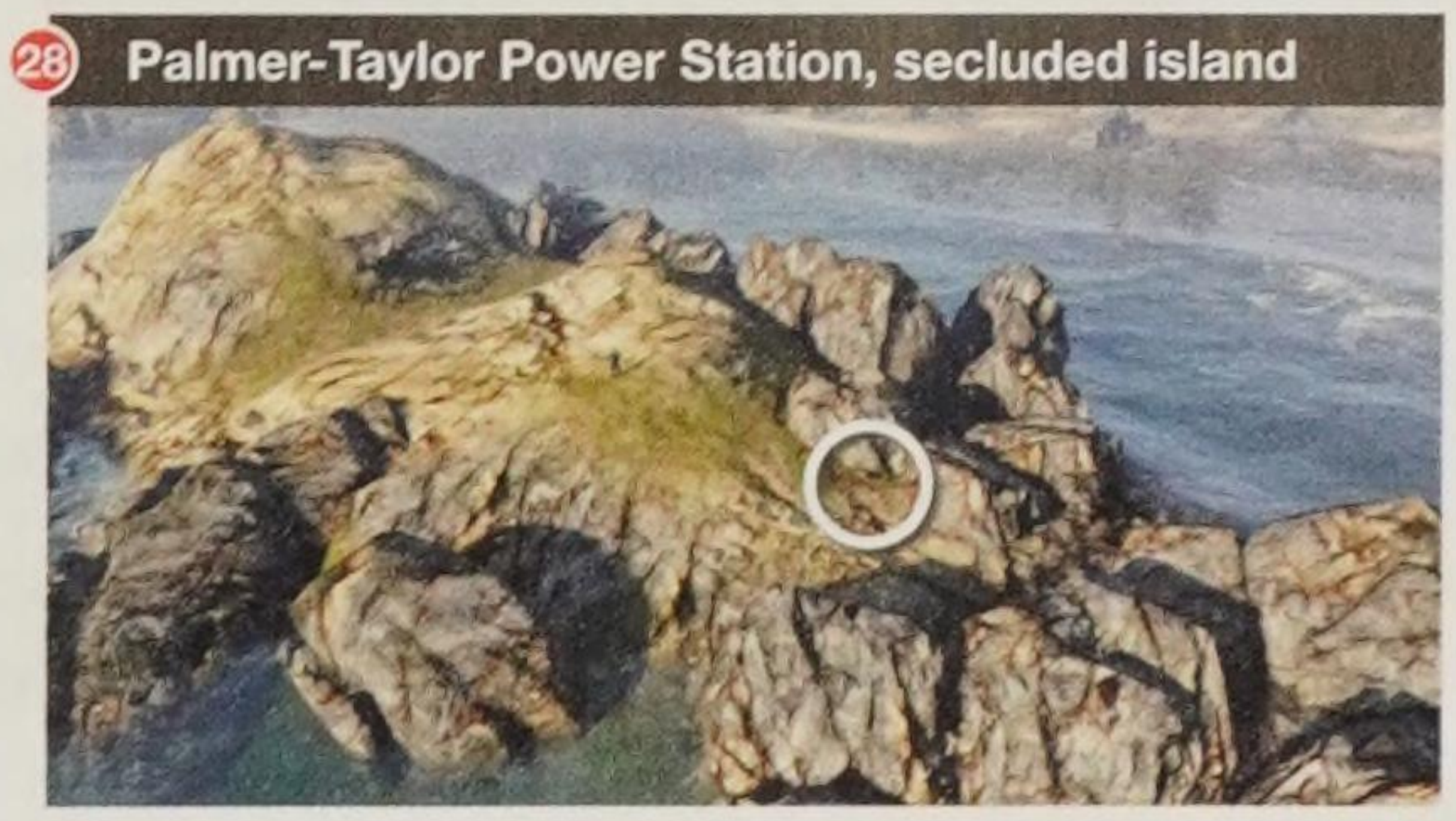
Below the highway 11 roadside tourist information sign (Topanga Walkers Map East) in Tongva Valley.

㉗ Vinewood Hills, mountain trail vista overlook



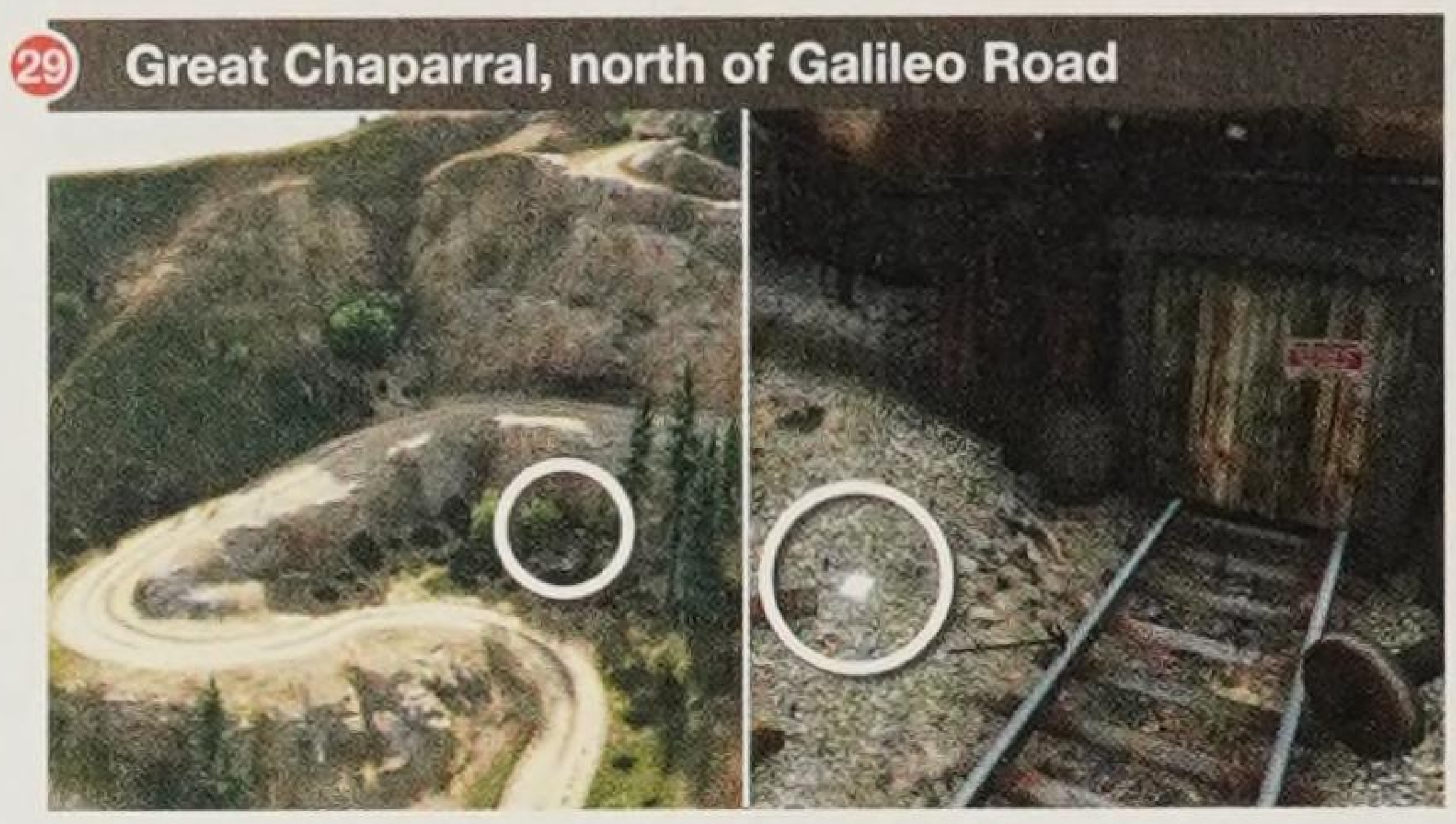
In front of the picnic tables at the Big Orange Juice Stand at a Vinewood Hills mountain trail vista overlook.

㉘ Palmer-Taylor Power Station, secluded island



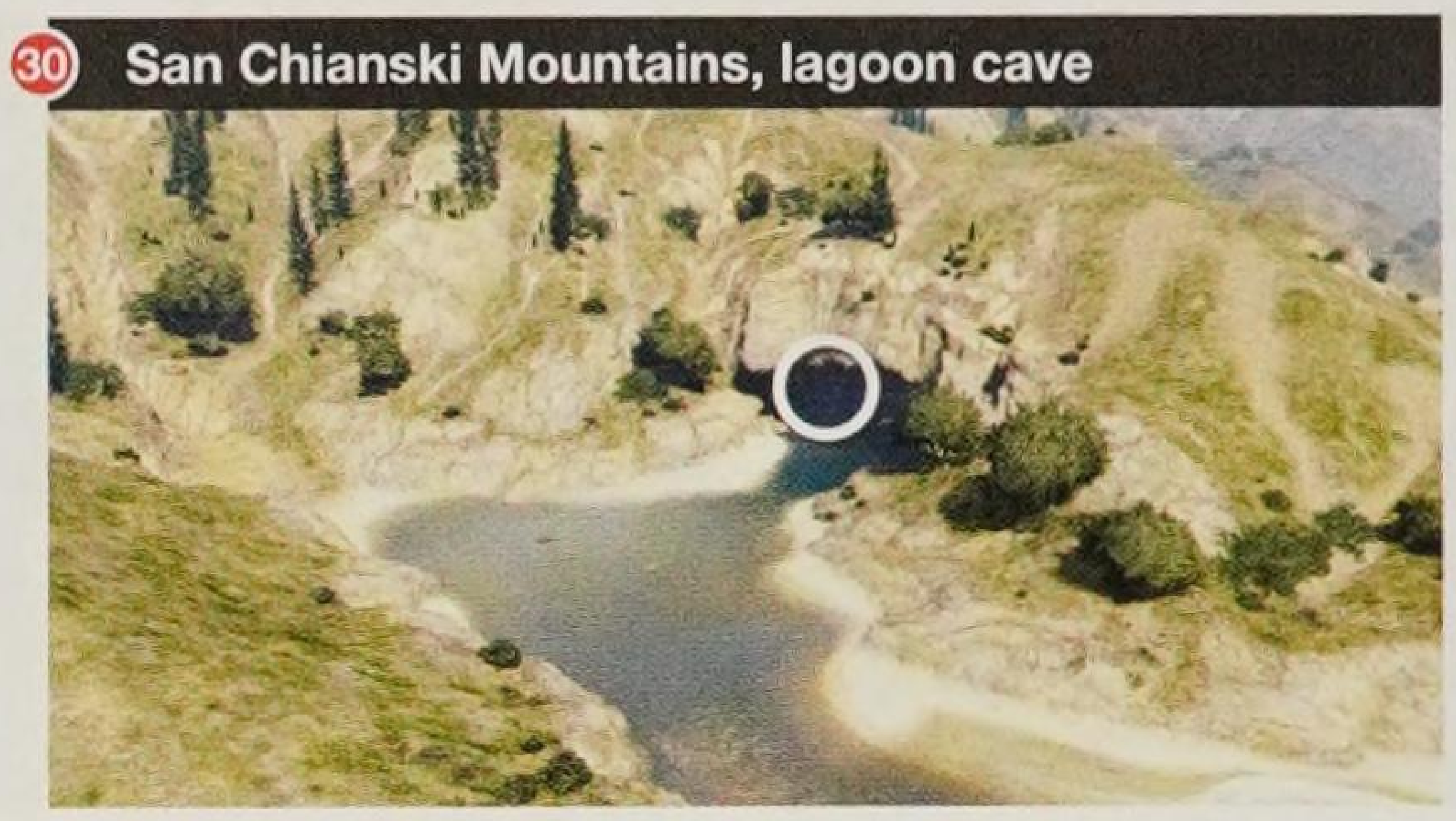
On this secluded island off the coast, east of the Palmer-Taylor Power Station.

㉙ Great Chaparral, north of Galileo Road



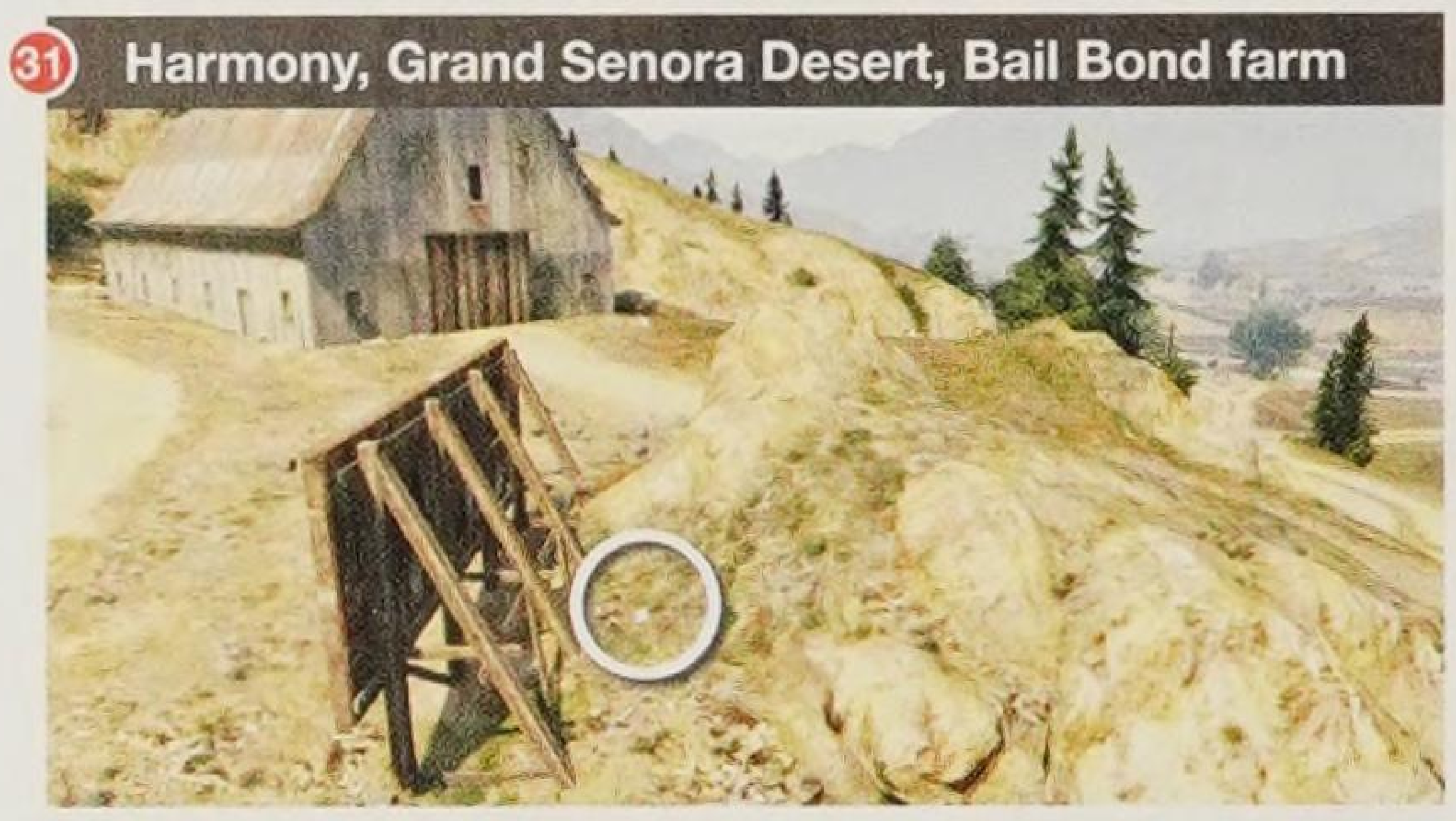
Near this door in the mountain in Great Chaparral. On a winding road that branches off northward from Galileo Road.

㉚ San Chianski Mountains, lagoon cave



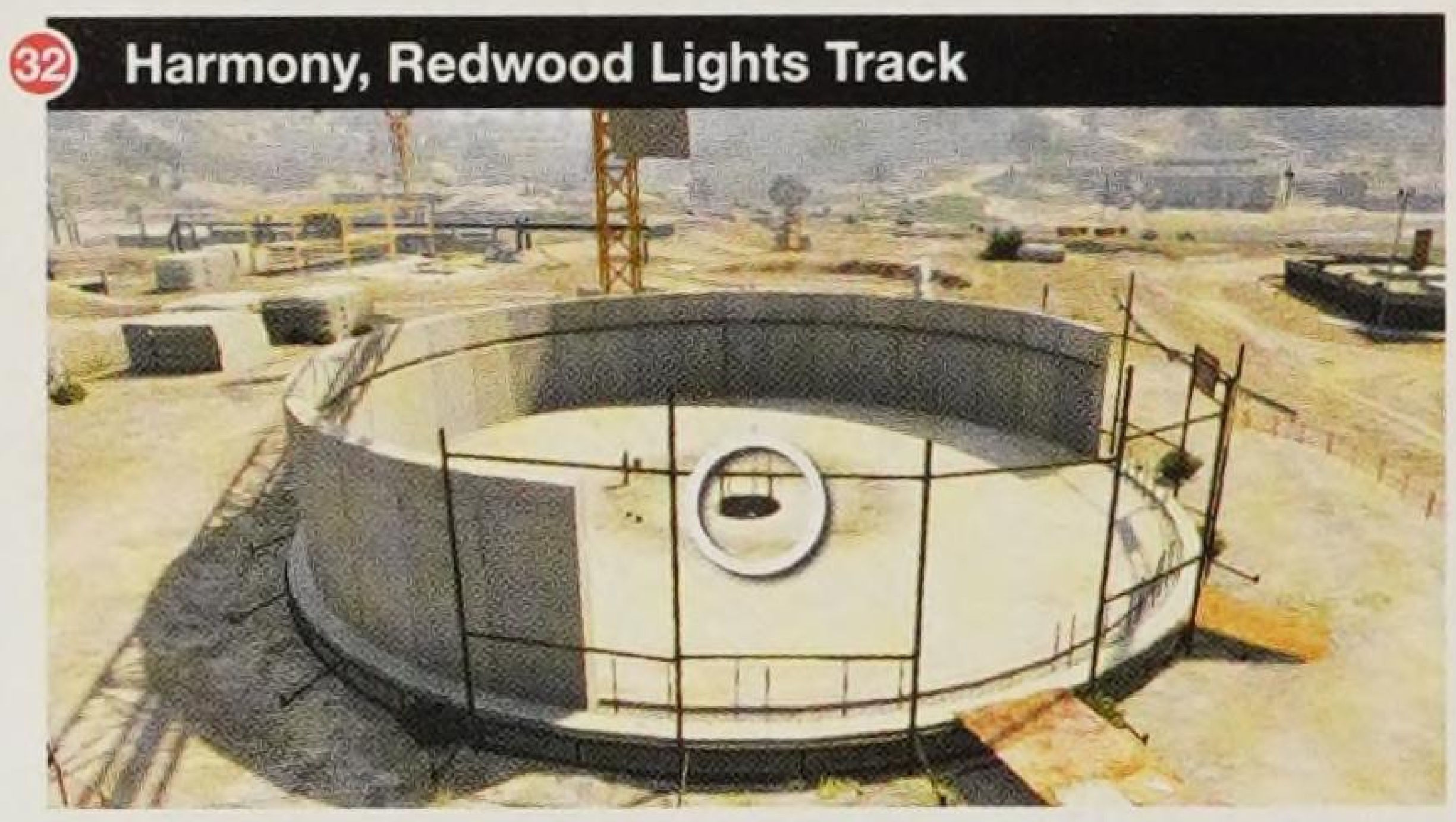
Inside this lagoon cave on a sandbar on the left. This is also a great place to obtain a free Jetmax (there's one parked inside the cave) or to nab an unattended jet ski.

㉛ Harmony, Grand Senora Desert, Bail Bond farm



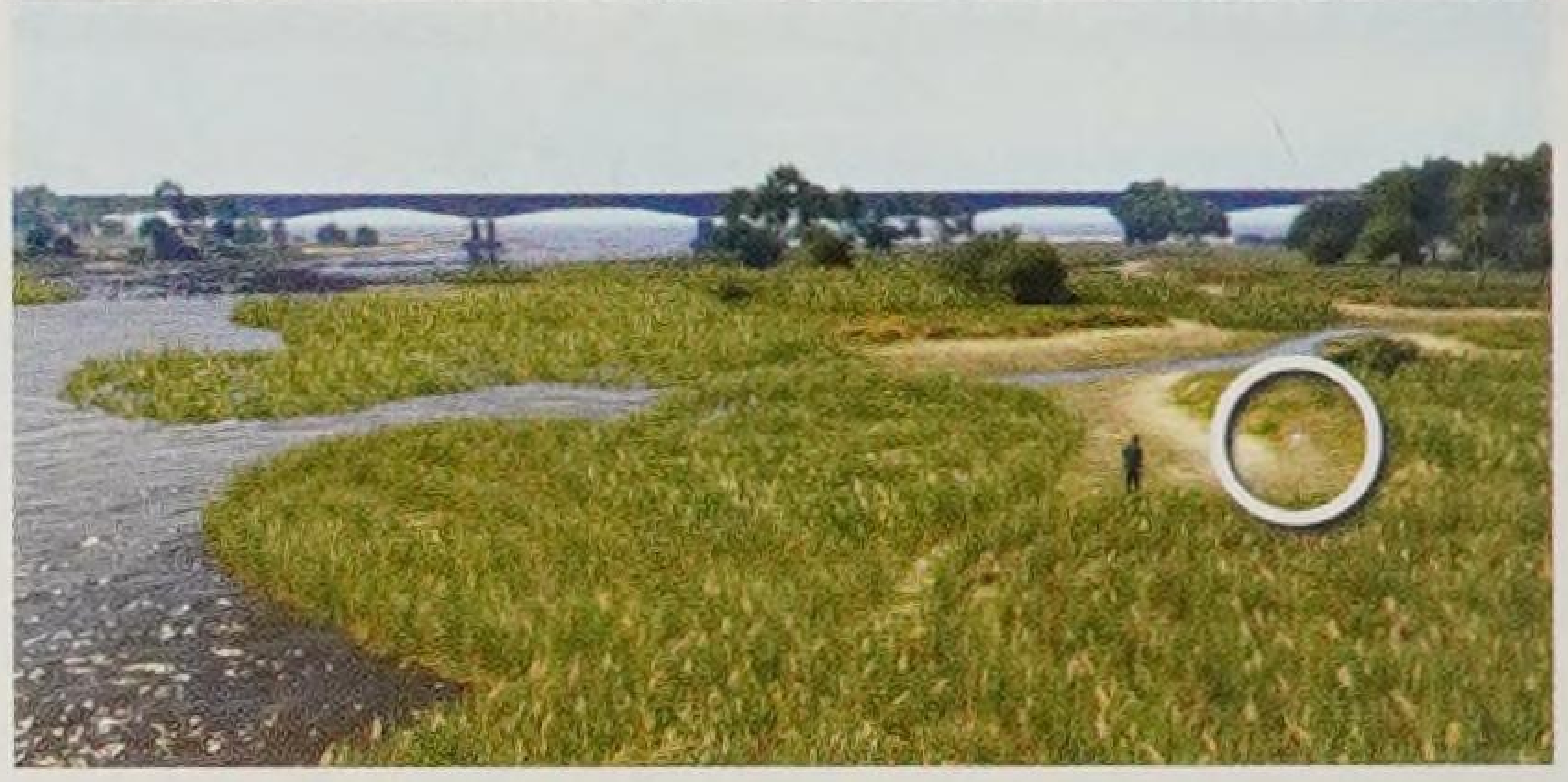
Behind this old billboard at a Grand Senora Desert farm where a Bail Bond job is located. There's also a spaceship part on the back porch of the nearby shack.

㉜ Harmony, Redwood Lights Track



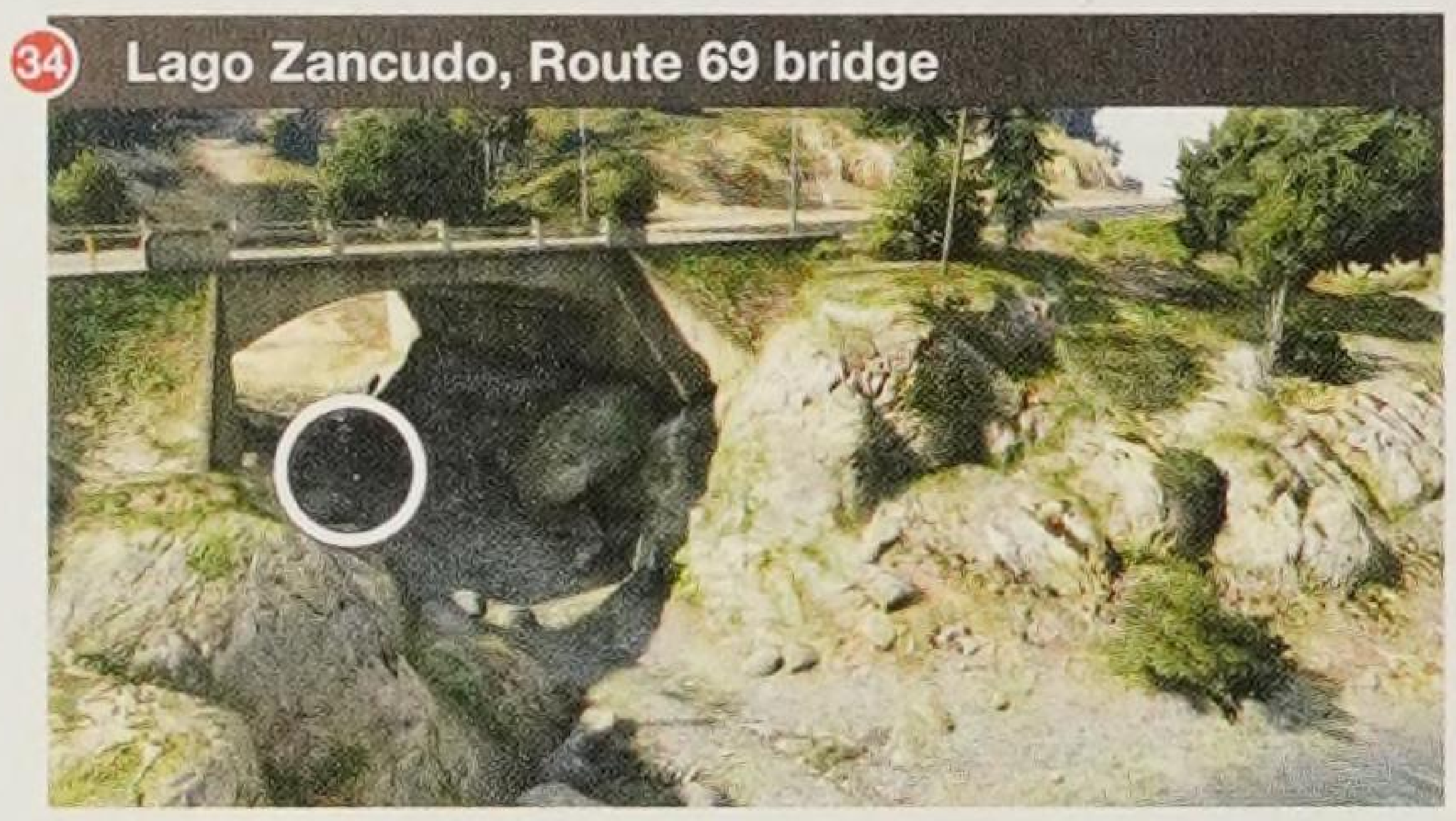
In the hole in the middle of this construction project at the Redwood Lights Track.

㉝ Lago Zancudo, south of Fort Zancudo



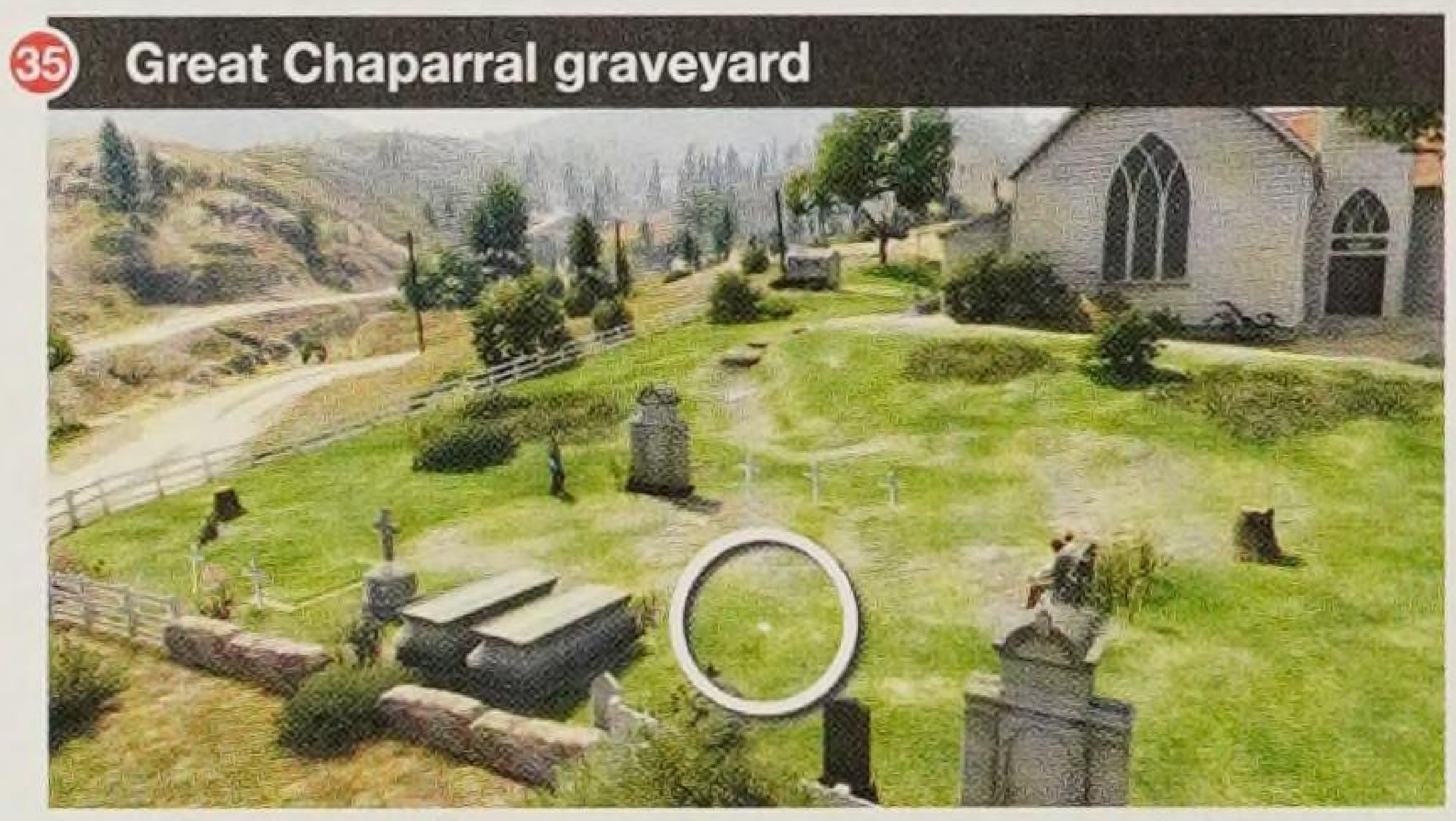
In a clearing in the marshes of Lago Zancudo, just south of Fort Zancudo.

㉞ Lago Zancudo, Route 69 bridge



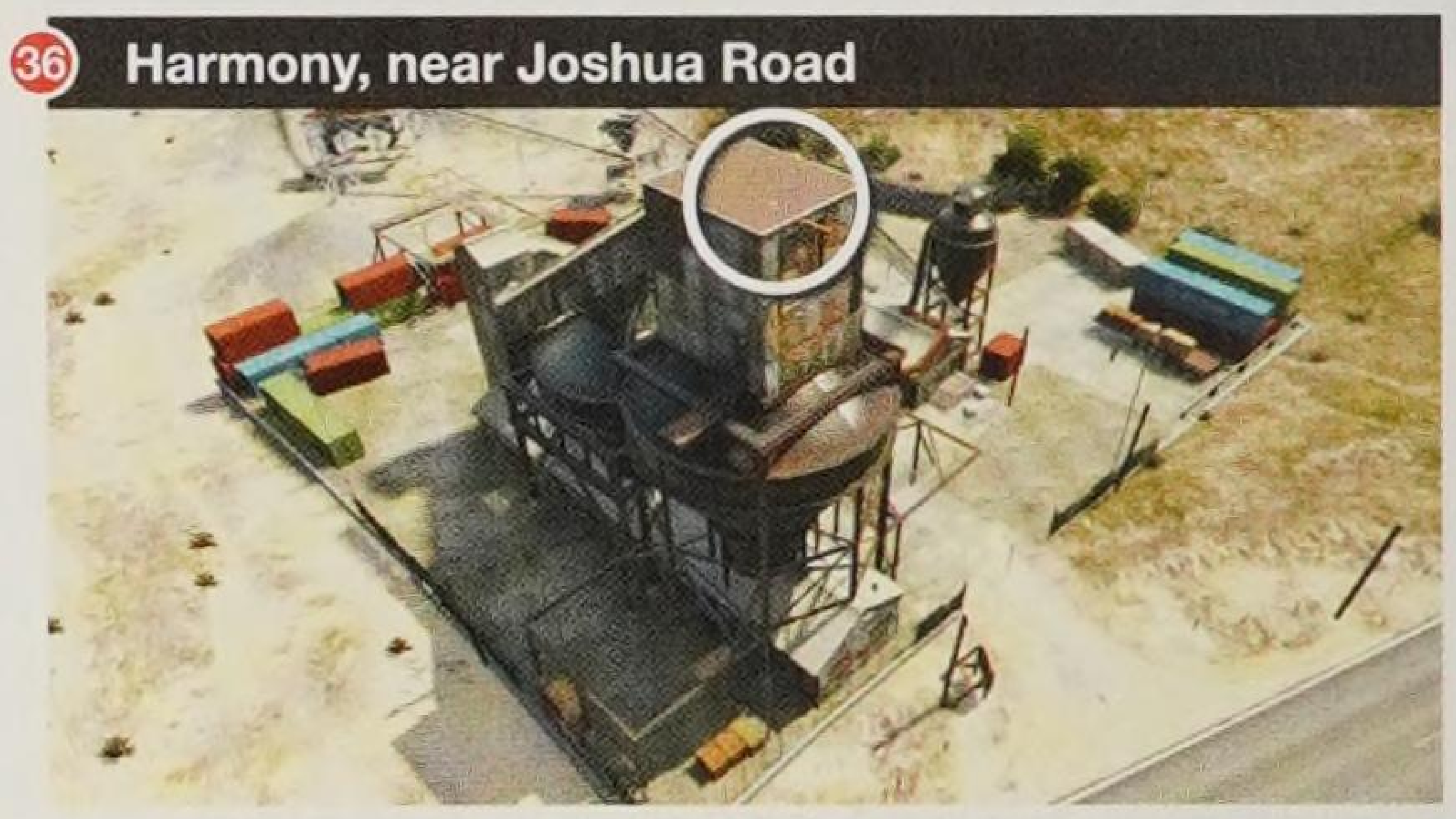
Under this dry Route 69 bridge, next to the Zancudo River.

㉟ Great Chaparral graveyard



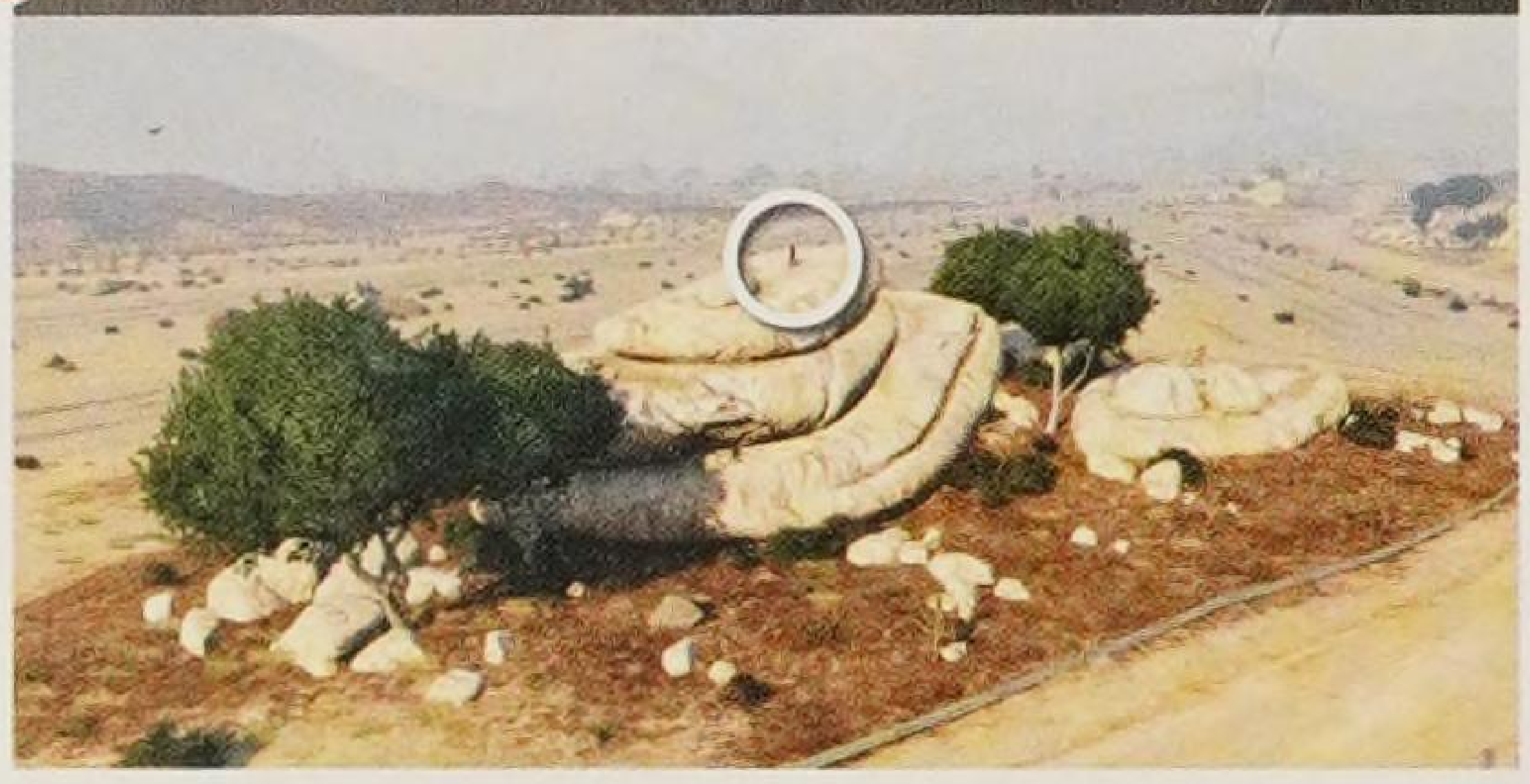
In a graveyard in Great Chaparral.

㊱ Harmony, near Joshua Road



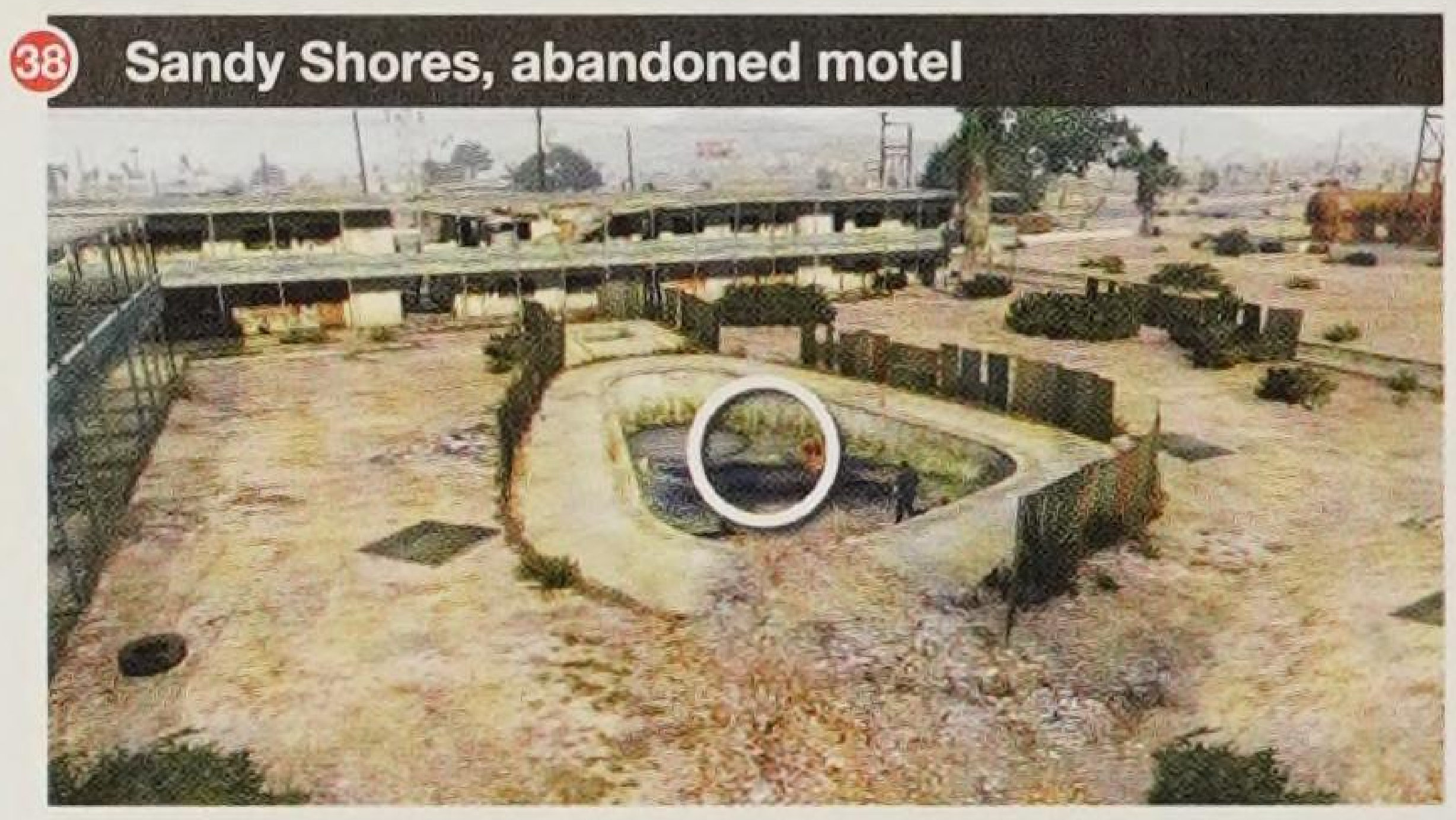
On the porch of the men's side of the rest stop at Procopio Beach.

㊲ Grand Senora Desert, near airstrip



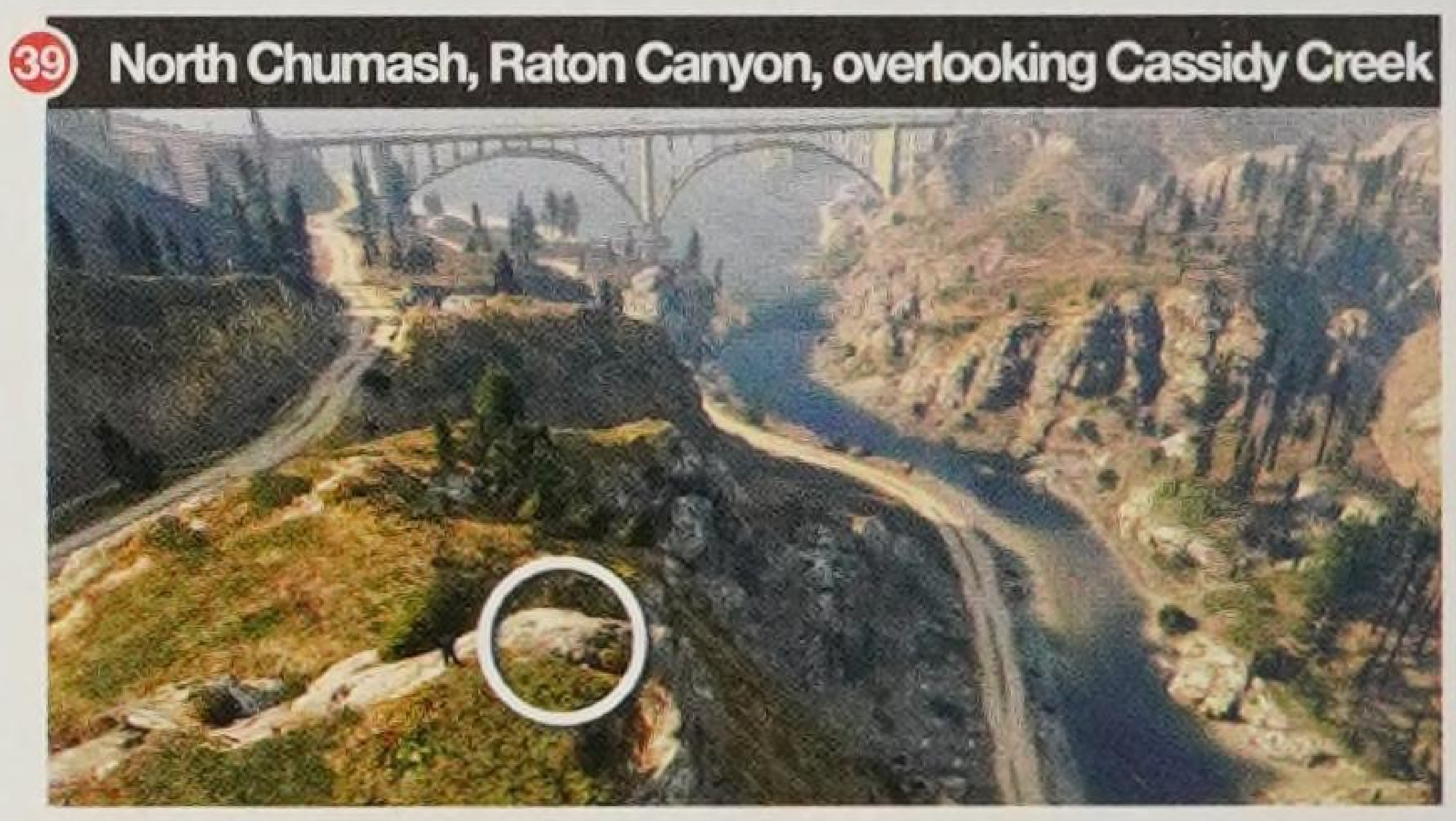
On top of the rock formation near the airstrip south of Sandy Shores.

㊳ Sandy Shores, abandoned motel



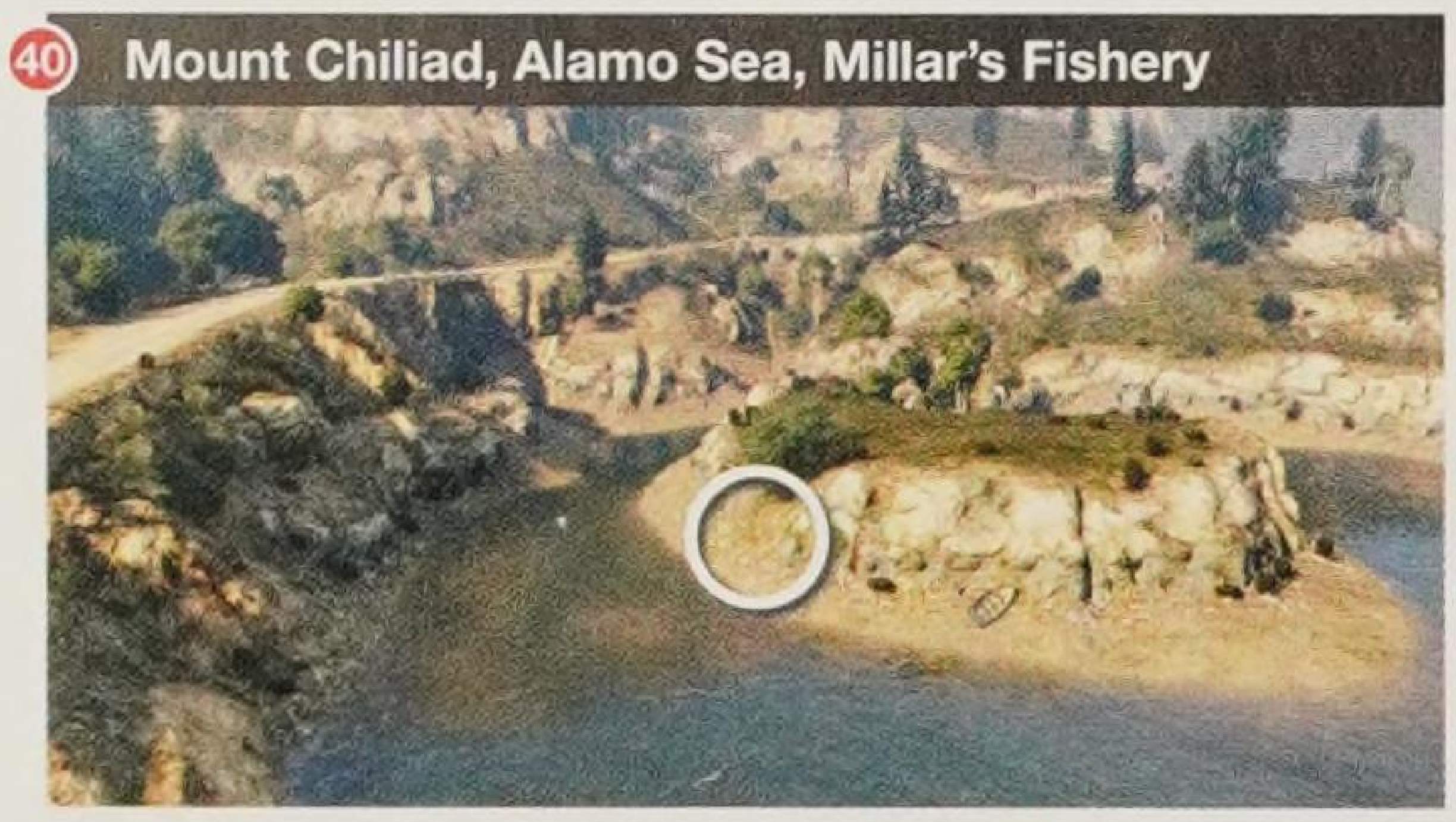
In the trashy dry pool at the abandoned motel in Sandy Shores.

㊴ North Chumash, Raton Canyon, overlooking Cassidy Creek



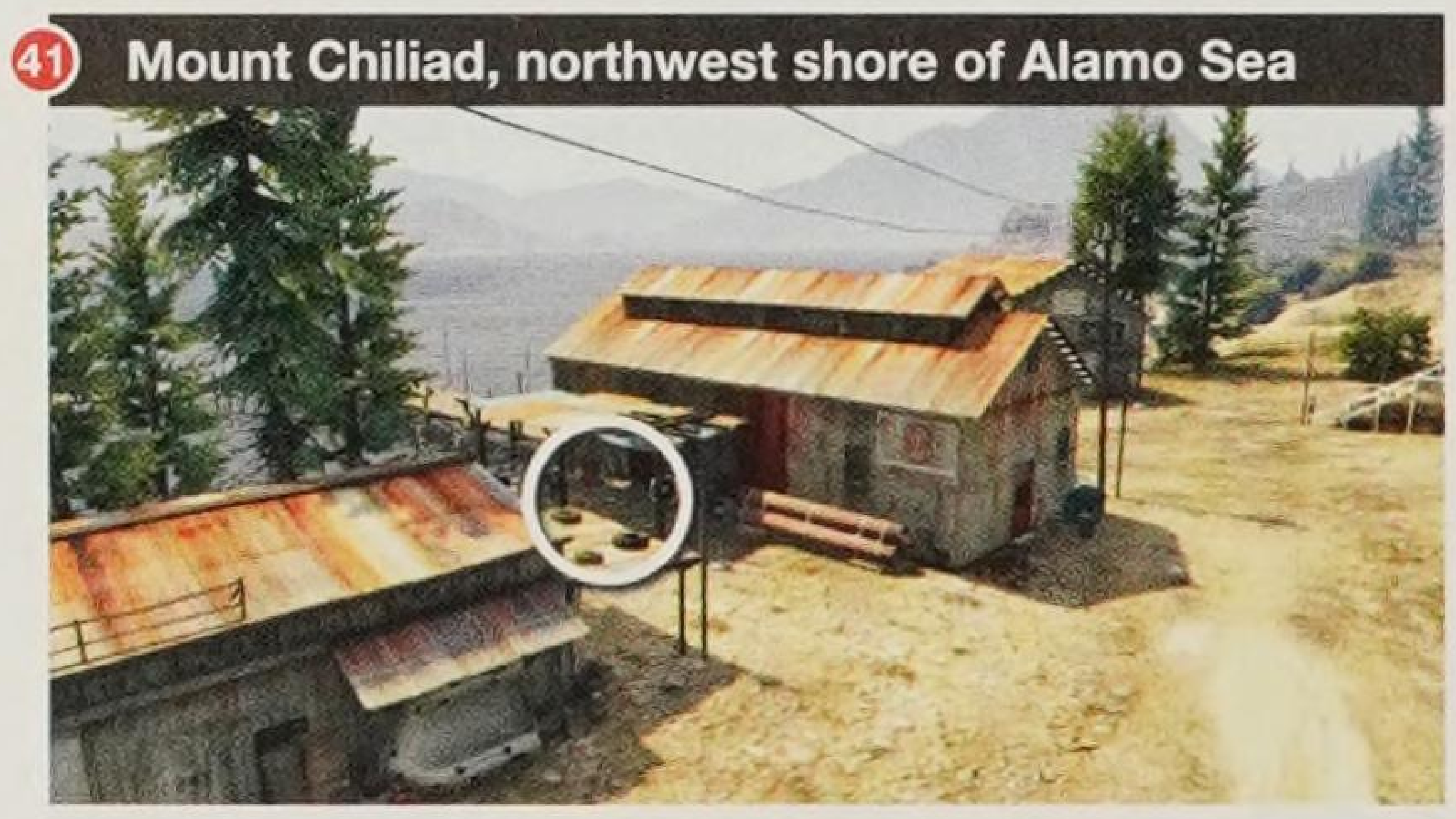
On this cliff edge vista in Raton Canyon, overlooking Cassidy Creek.

㊵ Mount Chiliad, Alamo Sea, Millar's Fishery



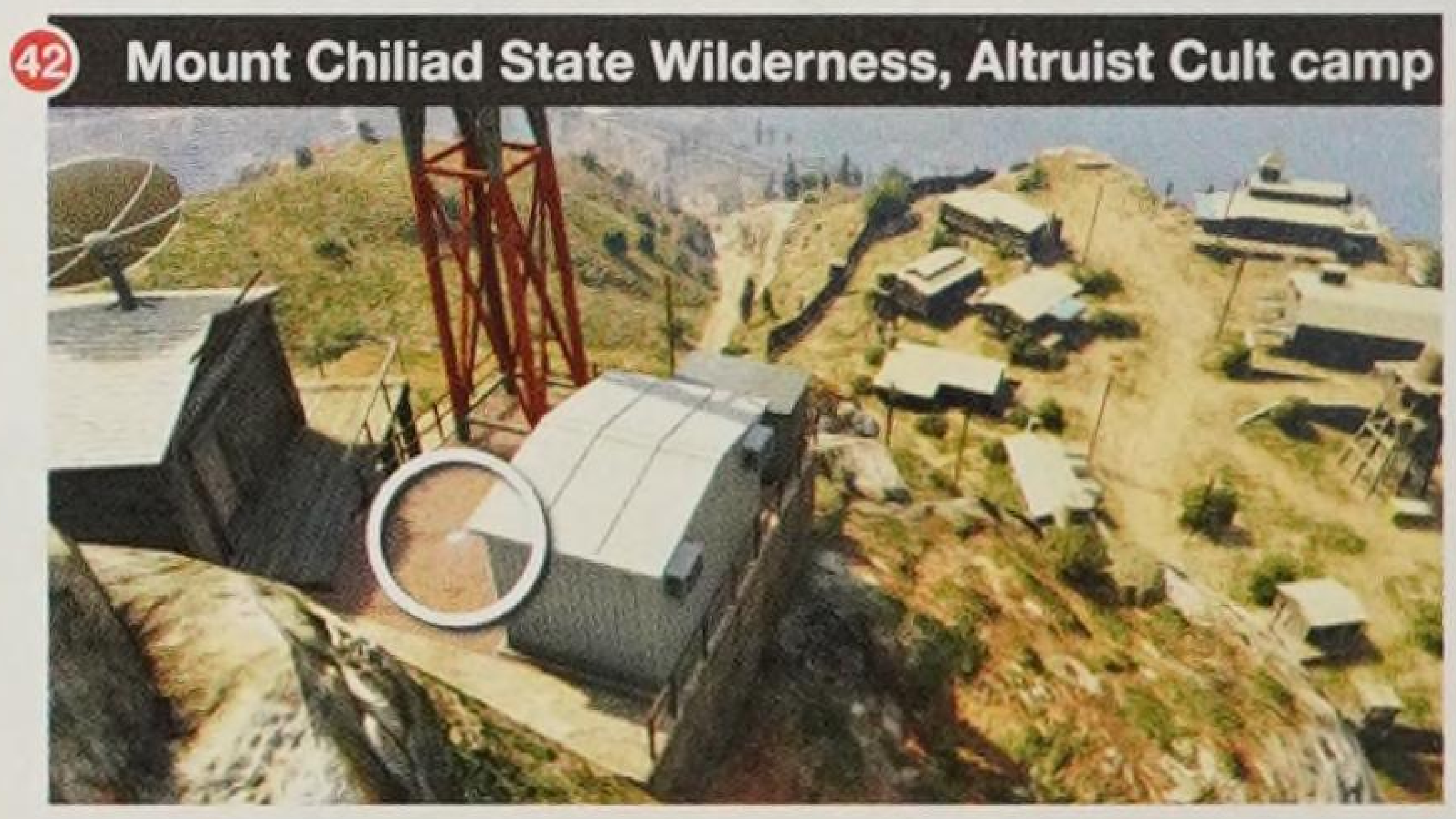
On the Alamo Sea shore of this small peninsula near an old wooden boat in the Mount Chiliad area.

㊶ Mount Chiliad, northwest shore of Alamo Sea



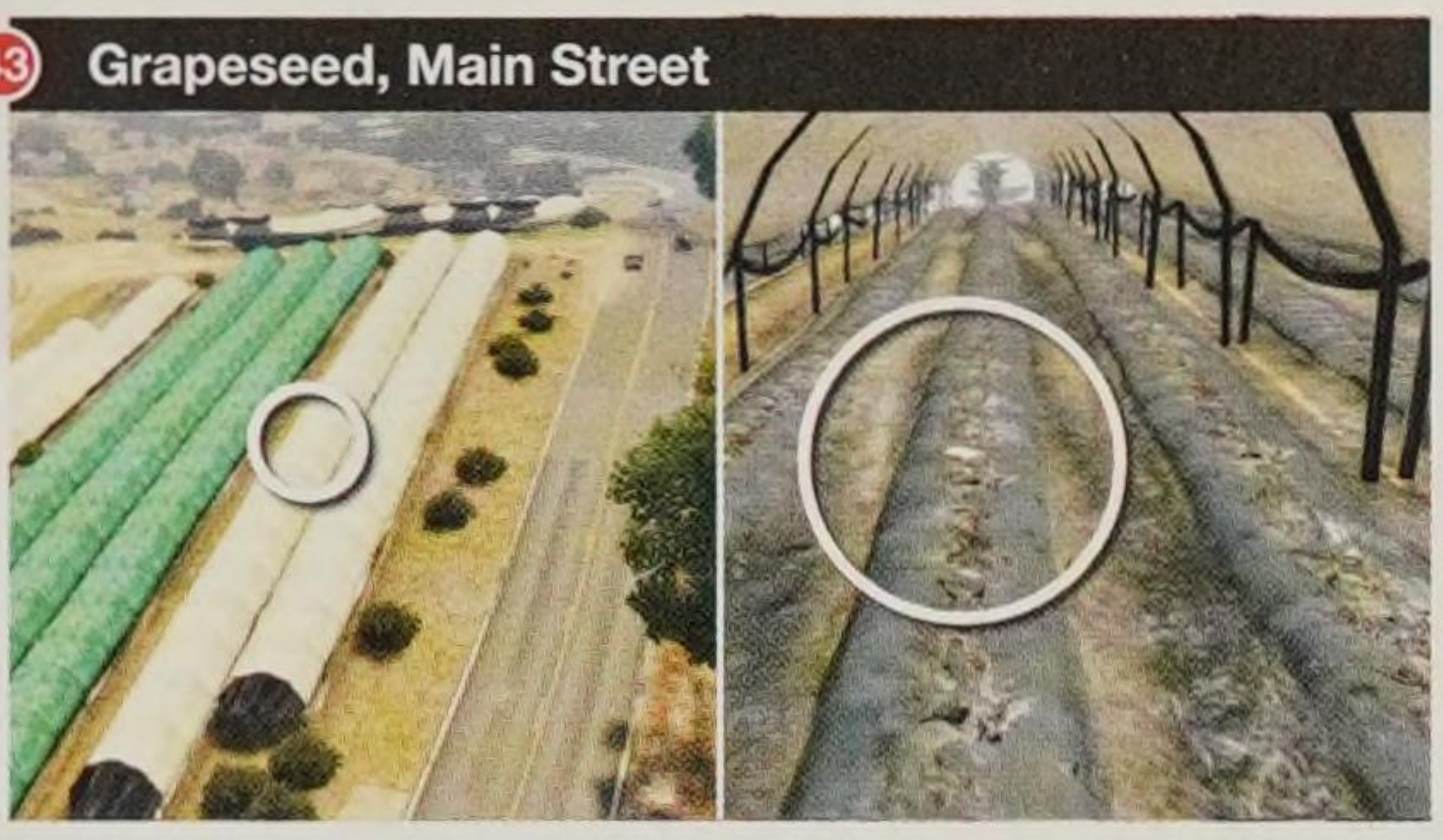
Under the boat workshop shelter at Millar's Fishery Company in Galilee.

㊷ Mount Chiliad State Wilderness, Altruist Cult camp



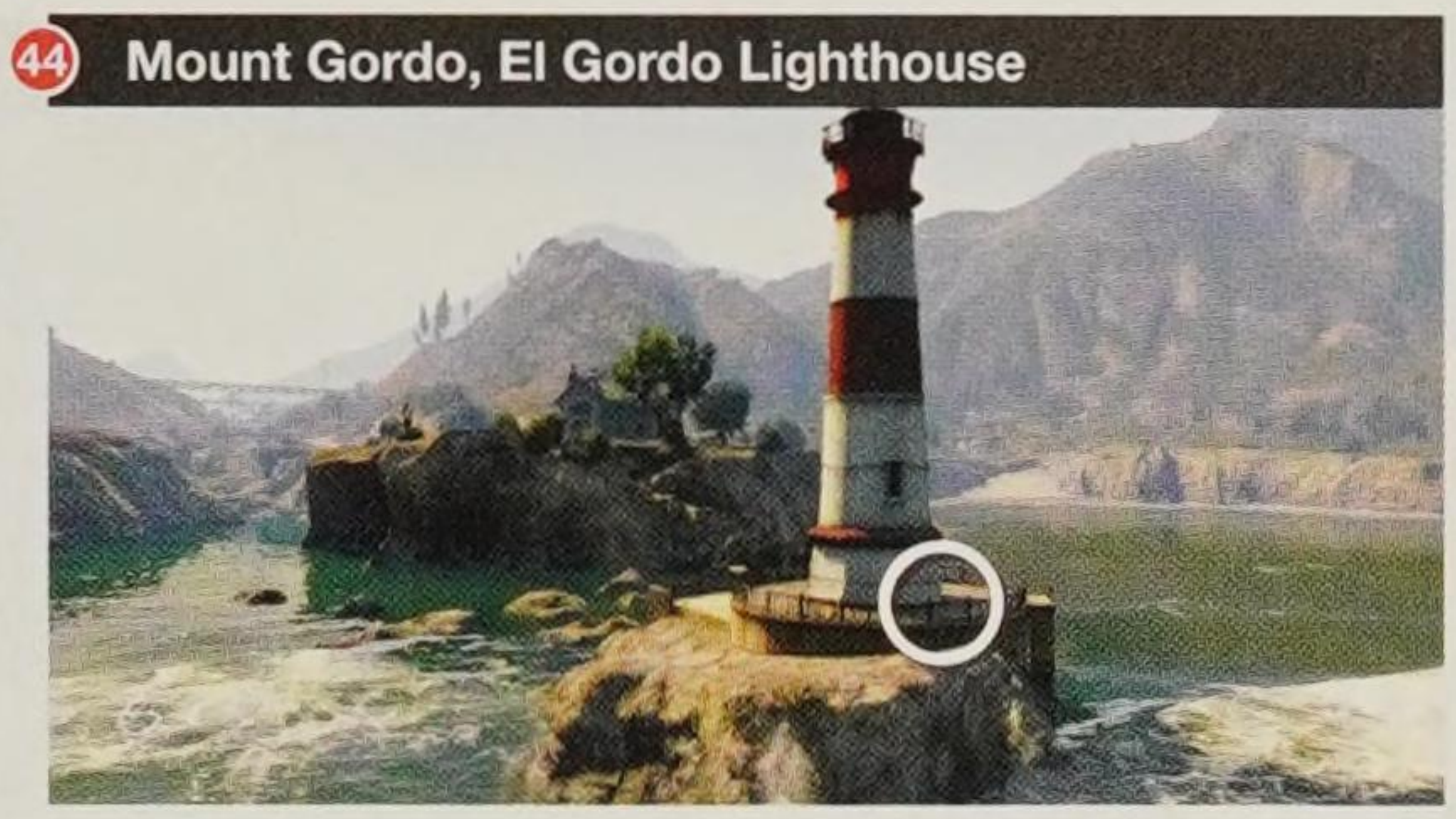
On the communications balcony at the Altruist Cult camp in Chiliad Mountain State Wilderness.

㊸ Grapeseed, Main Street



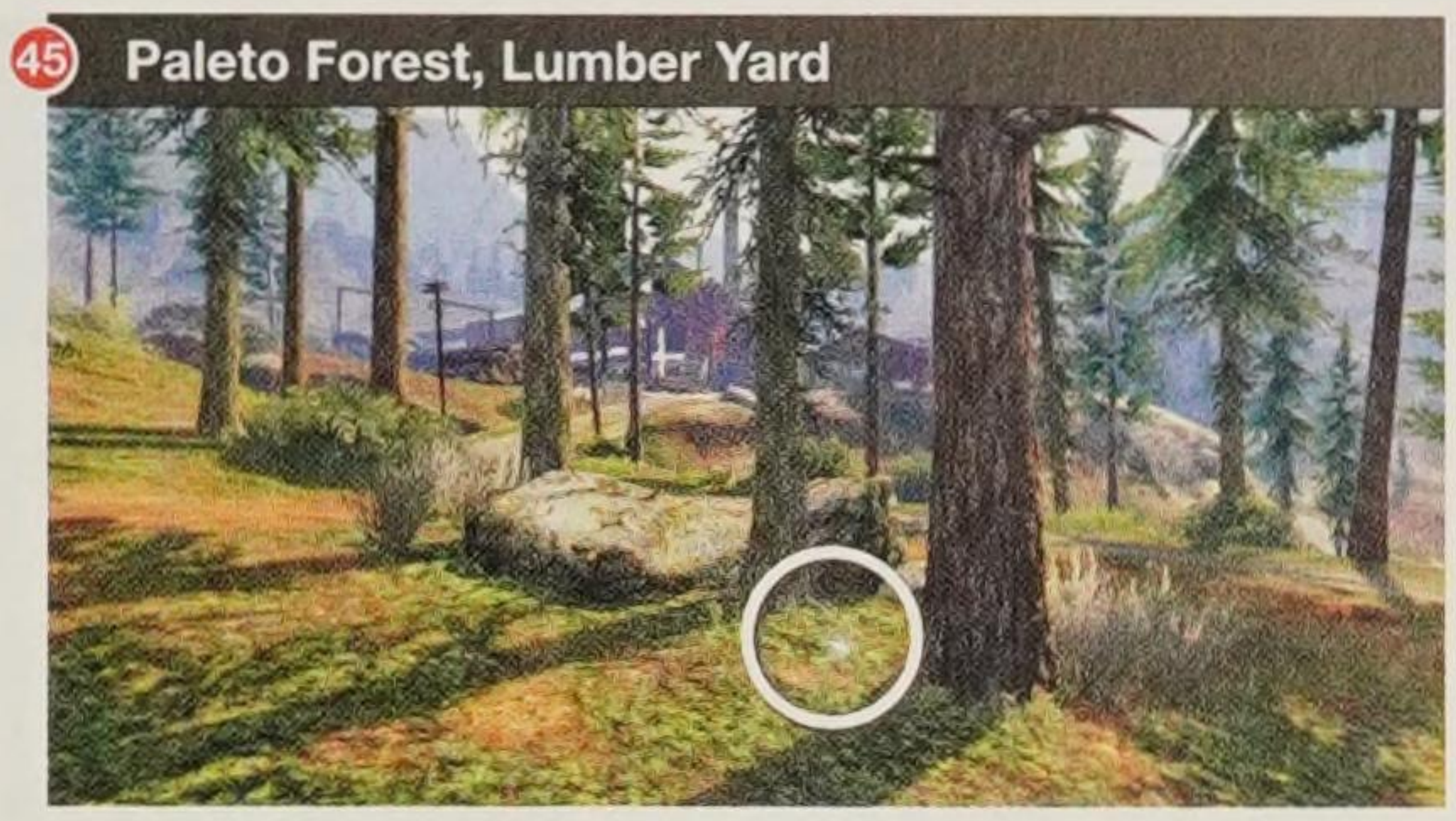
Under the second floating row cover south of Grapeseed Main Street in Grapeseed.

㊹ Mount Gordo, El Gordo Lighthouse



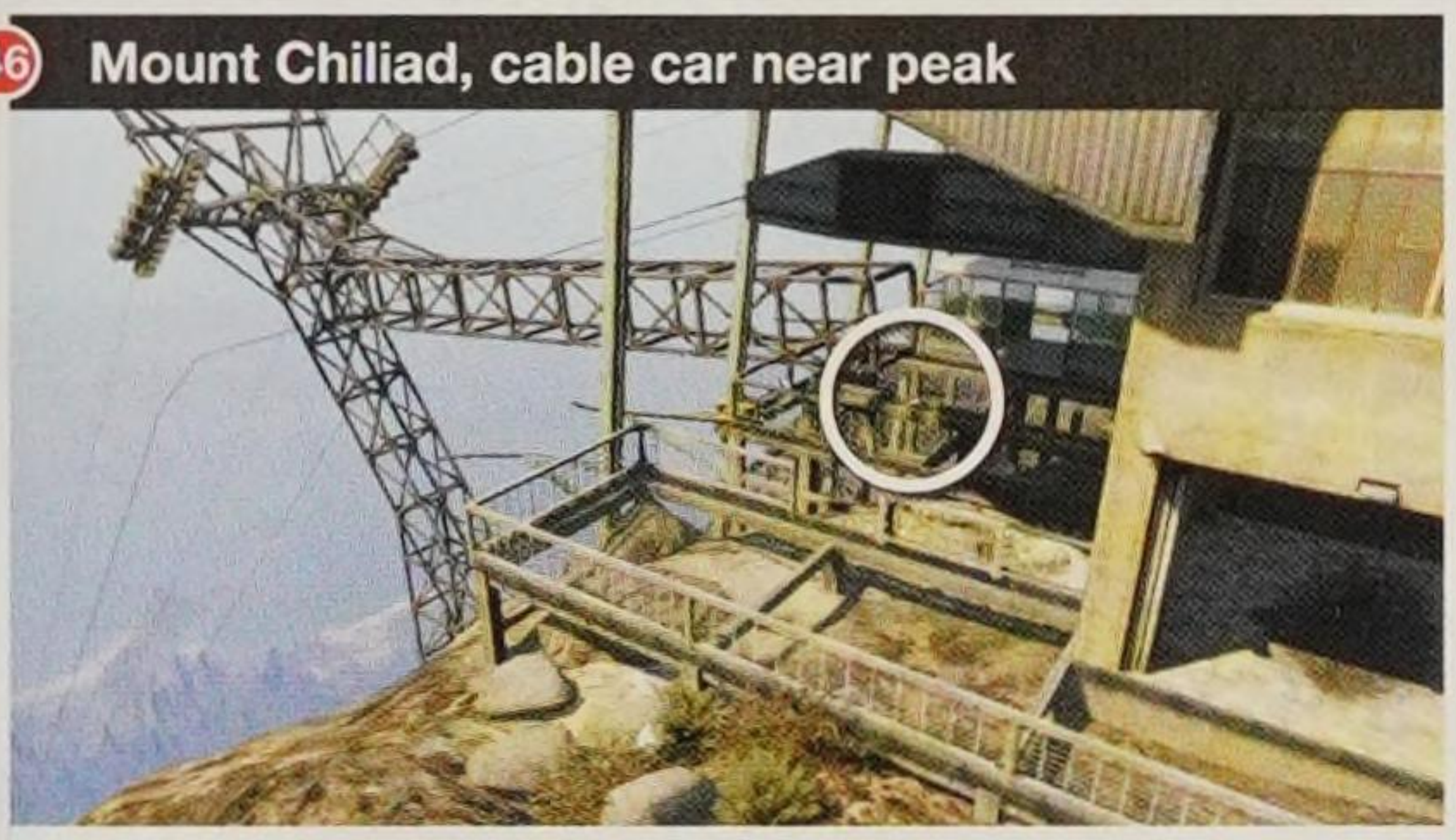
On El Gordo Lighthouse island, behind the lighthouse on the base platform.

㊺ Paleto Forest, Lumber Yard



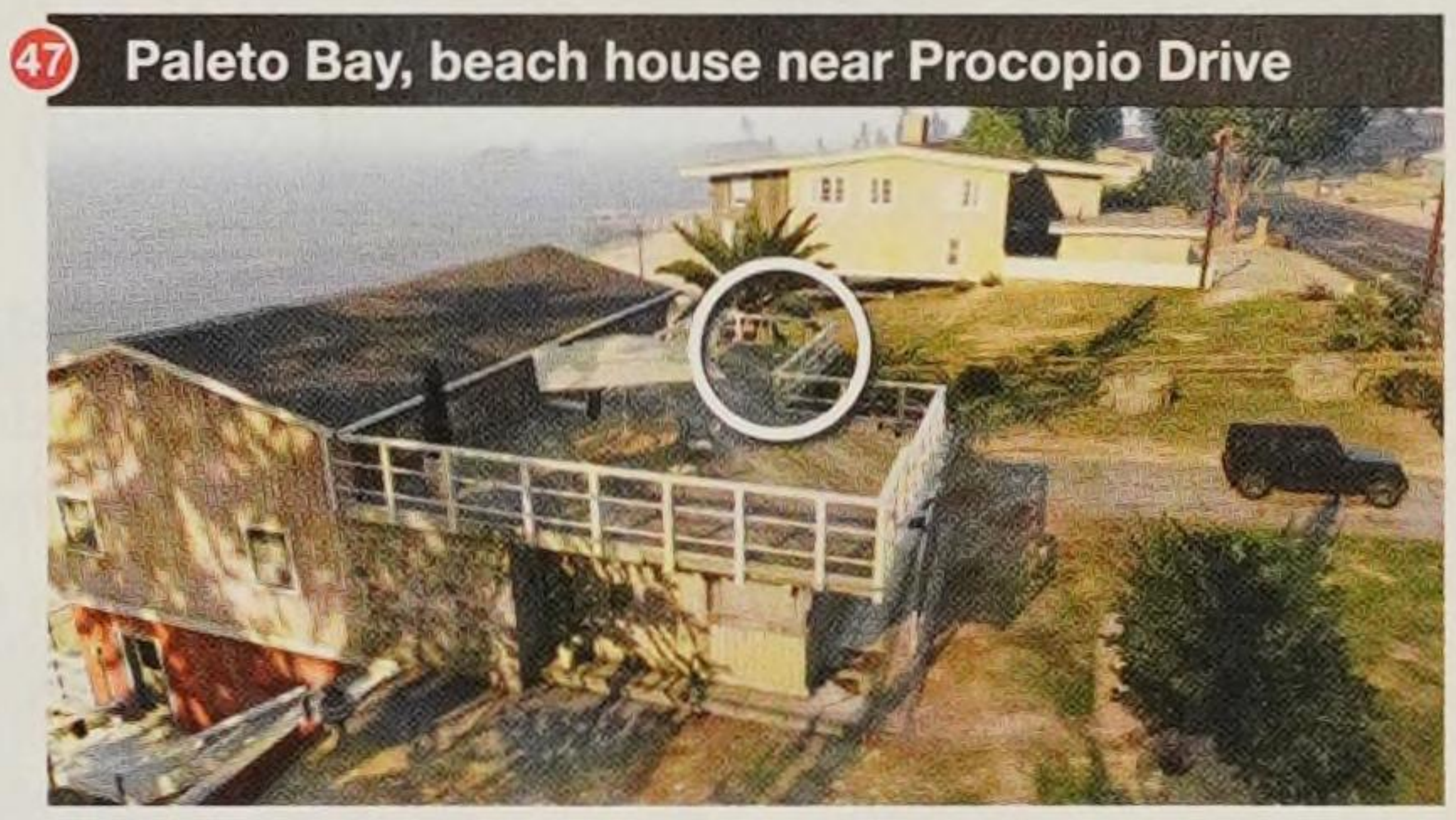
In the woods near the Lumber Yard in Paleto Forest.

㊻ Mount Chiliad, cable car near peak



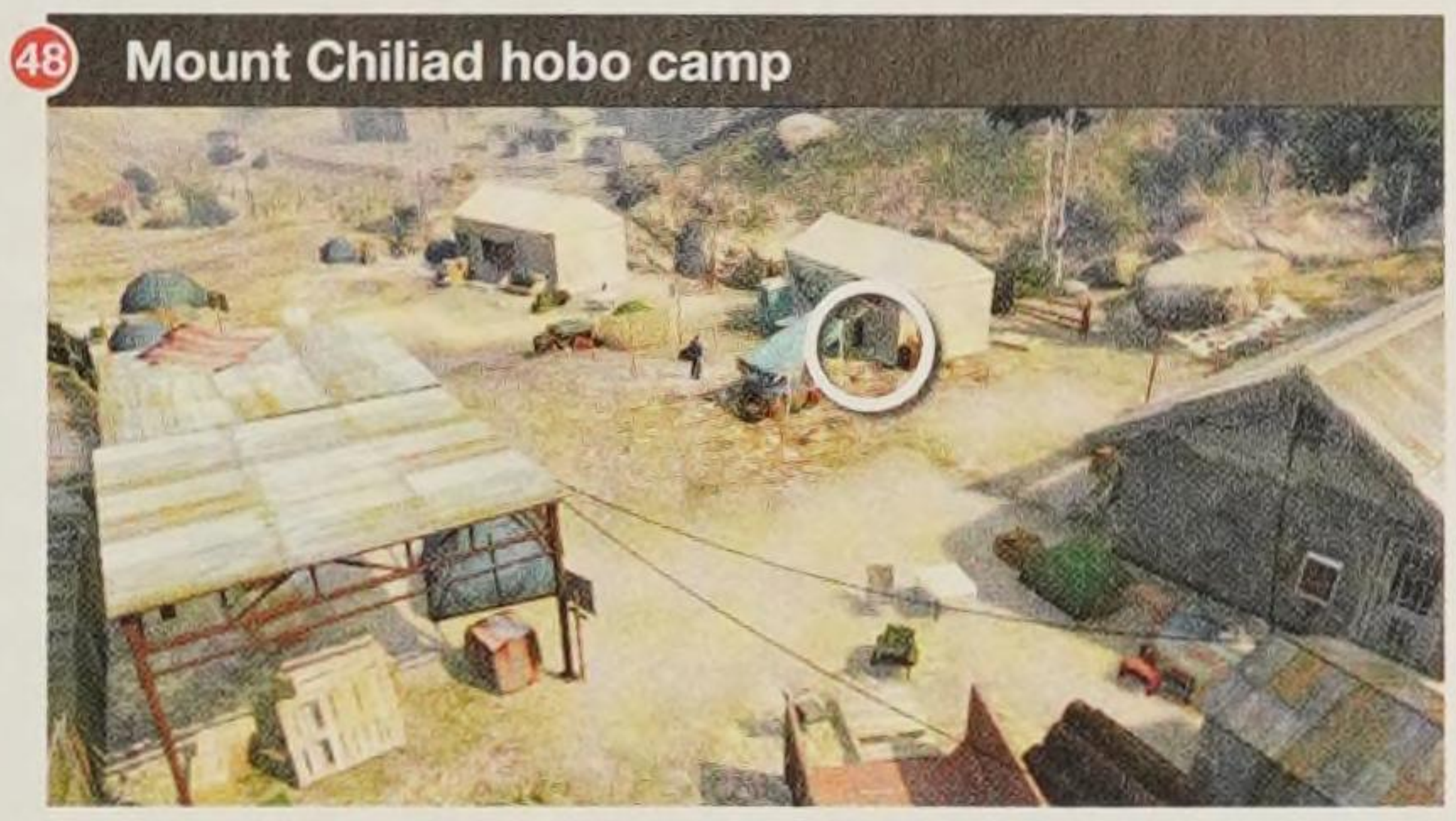
On the cable car platform near a parachute pick-up at the top of Mount Chiliad.

㊼ Paleto Bay, beach house near Procopio Drive



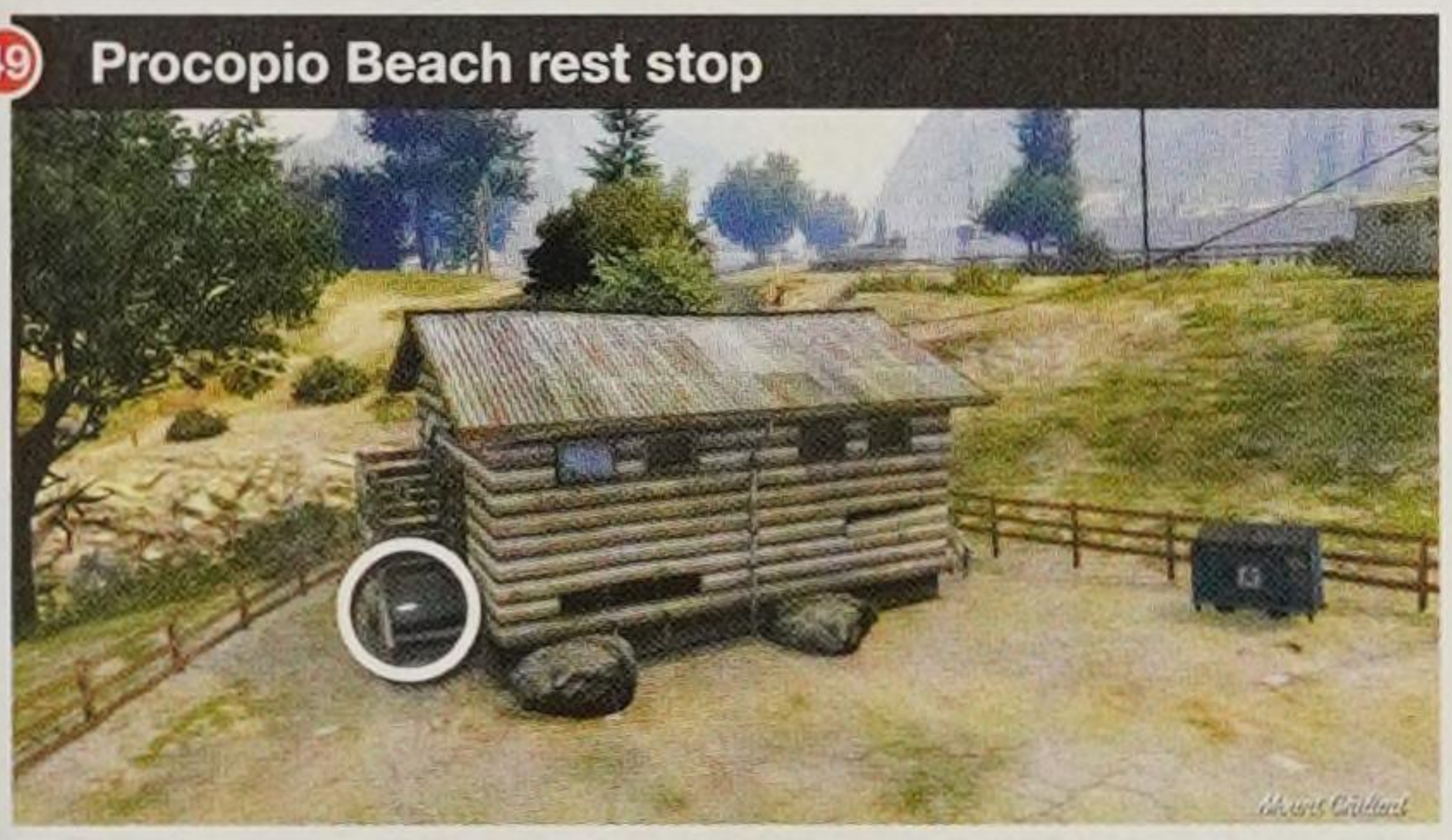
On the back balcony of this beachfront property off of Procopio Drive in Paleto Bay.

㊽ Mount Chiliad hobo camp



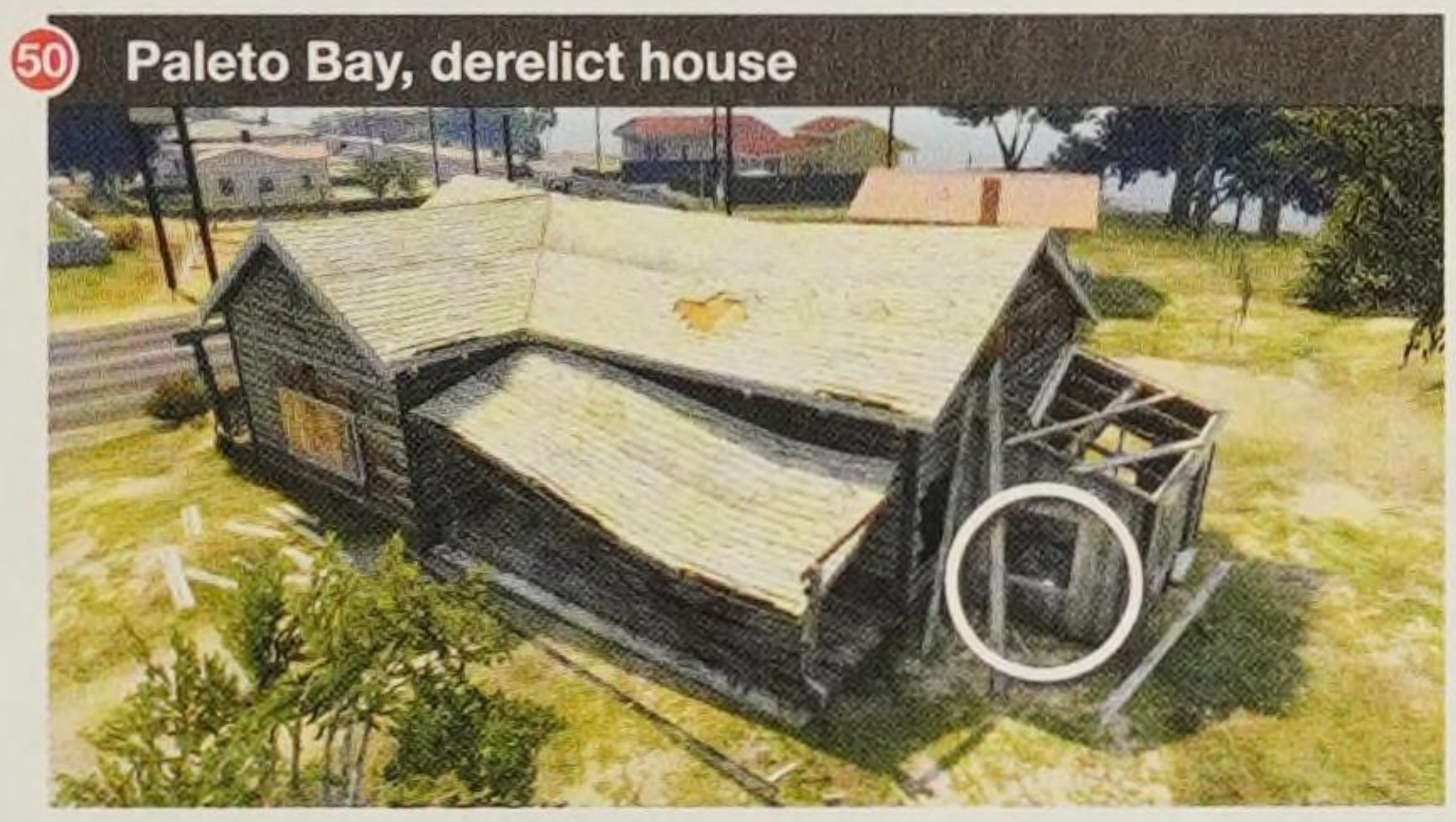
In the doorway of this building in the Mount Chiliad hobo camp. There's also a health kit inside this building.

㊾ Procopio Beach rest stop



On the porch of the men's side of the rest stop at Procopio Beach.

㊿ Paleto Bay, derelict house



On the back covered porch of the derelict house in Paleto Bay.

▶ STARLET IN VINEWOOD

Mission Available to: Any character that finds the final Letter Scrap

After collecting the 50th Letter Scrap, the fully assembled letter appears on screen. Flip through the pages using the D-pad. After reading the full confession note, a message indicates that the killer's identity and location have been revealed. Follow the **(?)** icon to Dreyfuss in the GWC and Golfing Society district.

Find the murderer meditating in his backyard. When confronted with a picture on your phone of the girl he tortured and murdered, Dreyfuss takes off running.

You have the objective and option to kill Dreyfuss or let him go. We suggest the former. He sprints out of his backyard and jumps into his SUV parked in the driveway. There's just enough time to select a weapon and shoot him (which is the Gold Medal request). Unless you sprinted hard from the backyard, it's necessary to chase him in your waiting vehicle. Pursue the killer as he burns away from his house.

It's fun to chase this creep while behind the wheel of a stolen exotic racing vehicle. Attach a Sticky Bomb to his rear window and detonate it at the precise time of your choosing.

MISSION COMPLETION STATS: A STARLET IN VINEWOOD	
Cut!	**Kill Dreyfuss**

Aerial Challenges KNIFE FLIGHTS

100% Completion
8/15 Knife Flights

There are 15 Knife Flight challenge locations. Only 8 need to be completed to go toward 100% completion of the game.

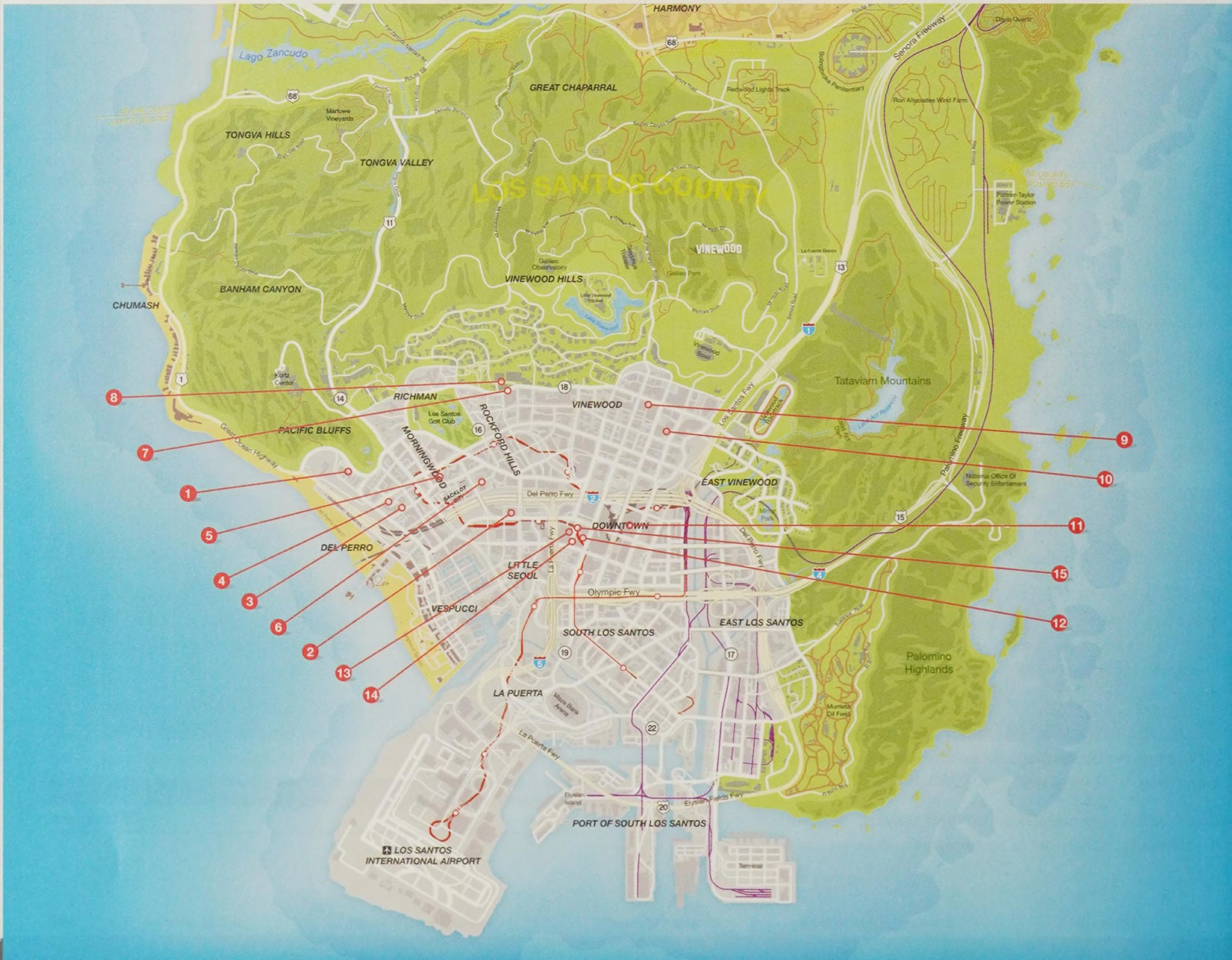
There are two categories of Aerial Challenges that contribute to 100% completion of the game. The categories are Under the Bridge and Knife Flight. There are 53 Under the Bridge challenges, but only 25 of these must be completed to go toward the 100% goal. And only 8 of the 15 Knife Flights need to be completed. Continue reading to find locations and tips for completing all the Aerial Challenges.

If you've explored the Flight School challenge, you may already be familiar with what a knife is and how to pull one off. If not, a knife is when you roll the plane on its side so the wings are vertical with the horizon. To maintain altitude while in a knife position, activate the opposite rudder to keep the plane from losing altitude. If you rolled to the left and are trying to maintain a left knife, apply the right rudder. The opposite is true for a right knife.

Perform these Knife Flight challenges while in a slow plane such as the stunt plane or a biplane like a crop duster, which can be stolen by watching Trevor's McKenzie Field air strip (they often land there). Jets require more room for small direction changes and are not suited for some of these more difficult Knife Flight challenges.

KNIFE FLIGHTS

① **Pacific Bluffs, Beach Hotel**
② **LomBank, Little Seoul**
③ **Corporate Office Buildings, Del Perro**
④ **Crastenburg Hotel and LomBank, Del Perro**
⑤ **ULSA Annex Parking Garage and adjacent Apartment Building, Morningwood**
⑥ **Richards Majestic and adjacent Skyscraper, Rockford Hills**
⑦ **Schlongberg Sachs Building and adjacent (south) Tower, West Vinewood**
⑧ **Schlongberg Sachs building and adjacent (north) Tower, West Vinewood**
⑨ **Whirligig Theater and Vinewood Videos, Vinewood**
⑩ **The Vinewood Gardens Hotel and Galileo House, Hawick**
⑪ **IAA Twin Towers, Pillbox Hill**
⑫ **Multi-story Parking Garage Buildings, Pillbox Hill**
⑬ **Multi-story Parking Garage with Stunt Jump, Pillbox Hill**
⑭ **Go Postal and adjacent Multi-story Parking Garage, Pillbox Hill**
⑮ **Slaughter, Slaughter & Schlongberg Sachs, Pillbox Hill**


HARMONY
Lago Zancudo
GREAT CHAPARRAL
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
Tataviam Mountains
RICHMAN
PACIFIC BLUFFS
MORNINGWOOD
ROCKFORD HILLS
EAST VINEWOOD
DOWNTOWN
DEL PERRO
LITTLE SEOUL
VESPUCCI
SOUTH LOS SANTOS
EAST LOS SANTOS
Palomino Highlands
LA PUERTA
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
Sonora Freeway
Del Perro Fwy
Olympic Fwy
La Puerta Fwy
Elysian Fields Fwy
Great Ocean Highway
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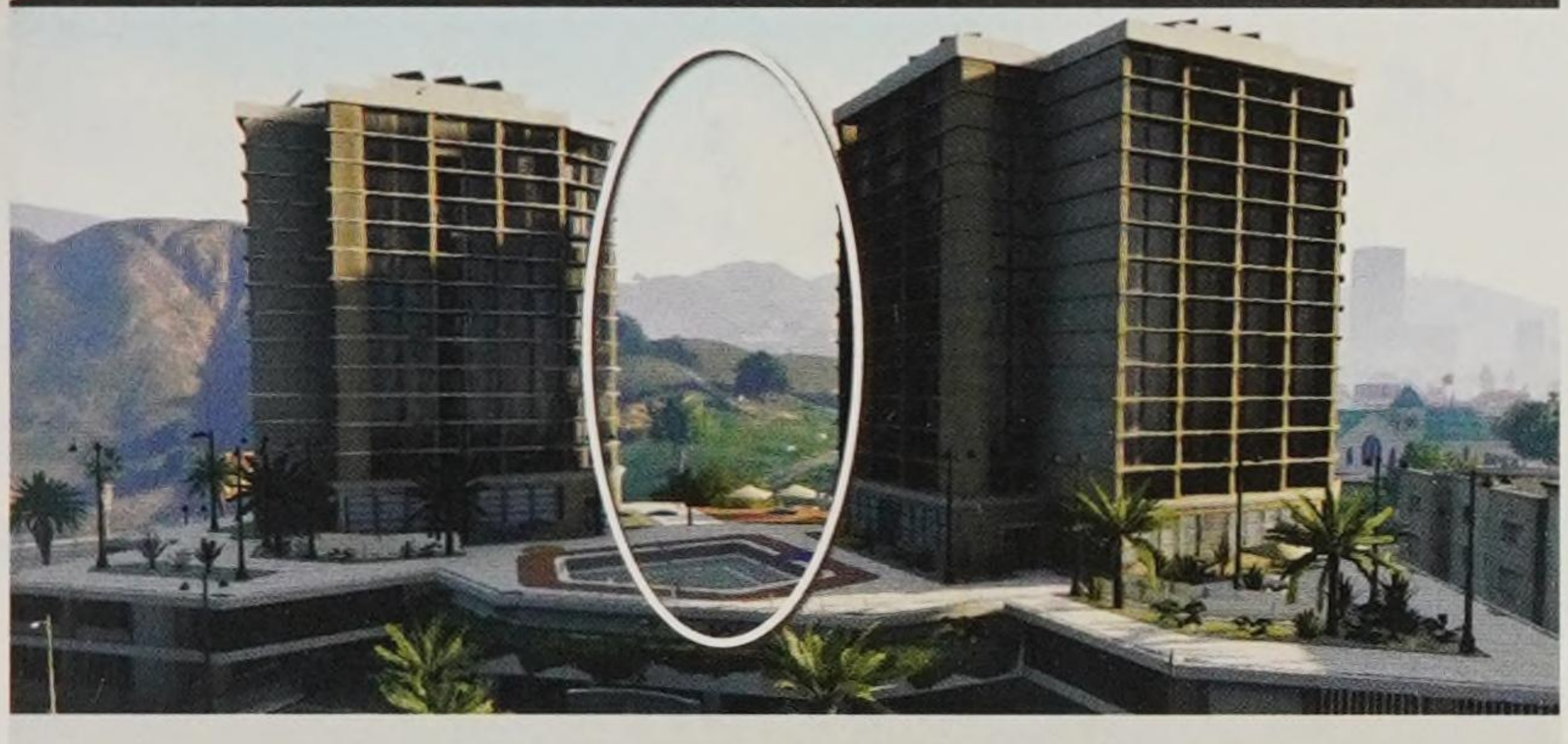
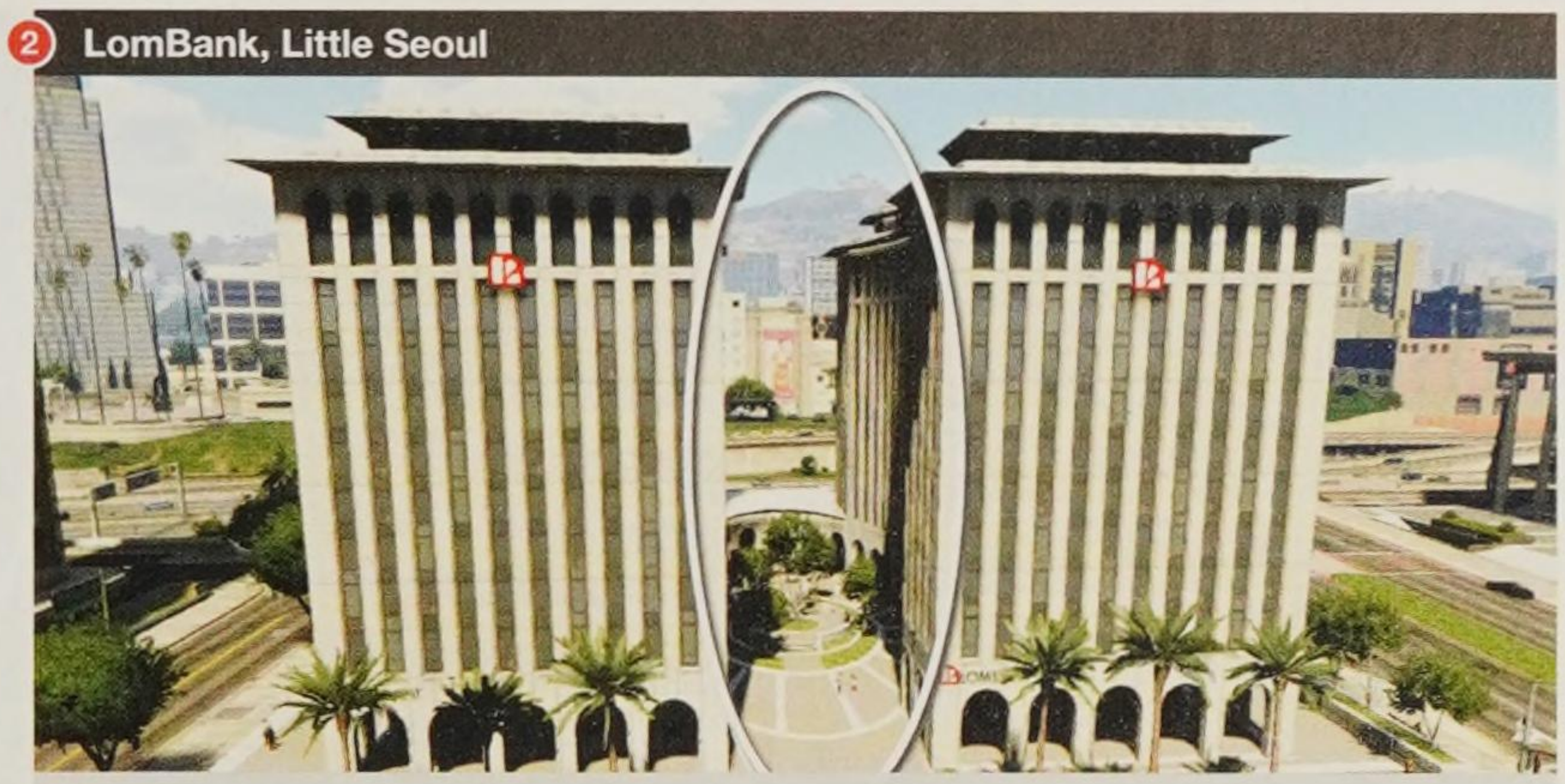
① Beach Hotel, Pacific Bluffs



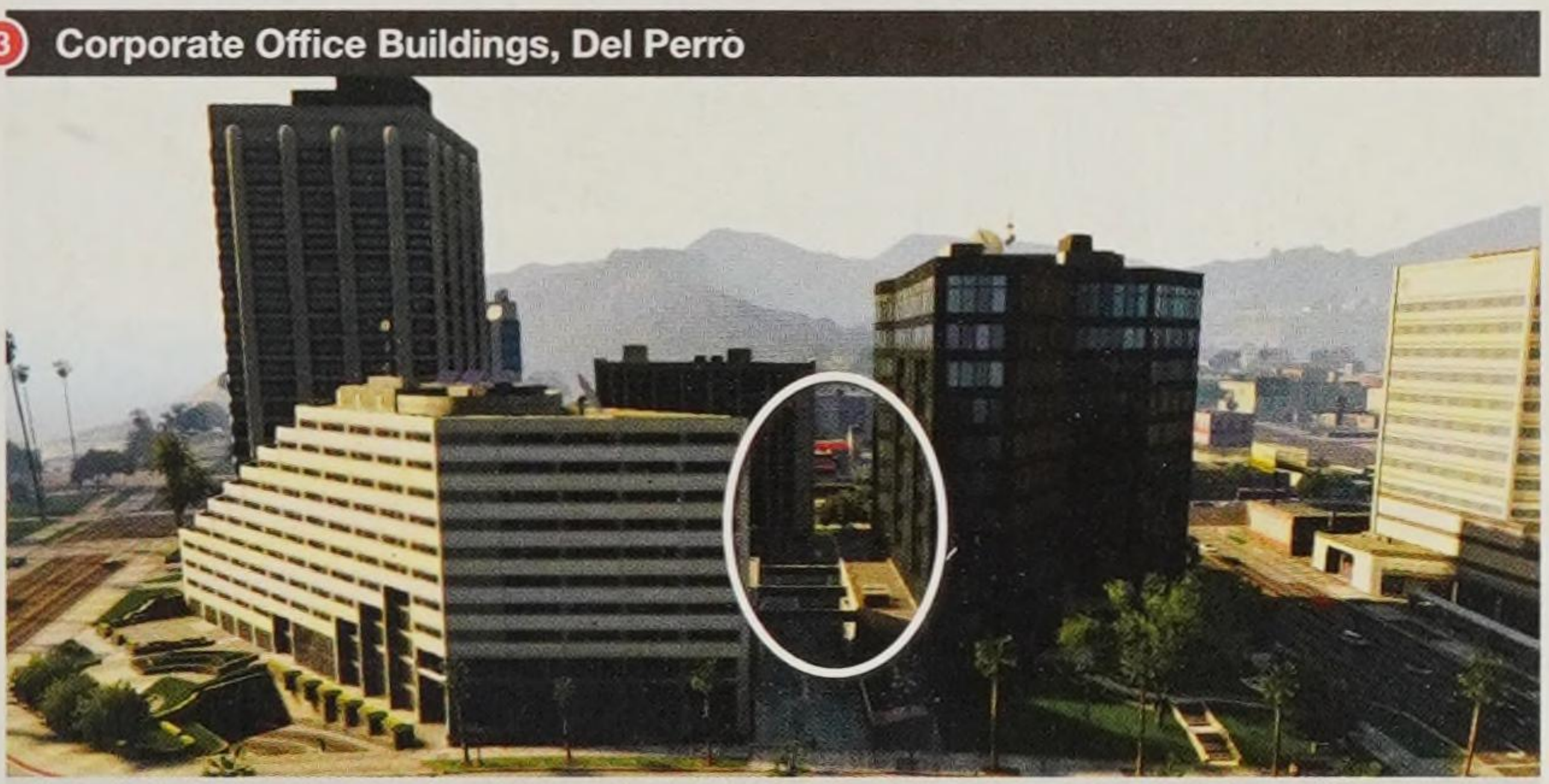
Knife between these two large beach hotel towers.

② LomBank, Little Seoul



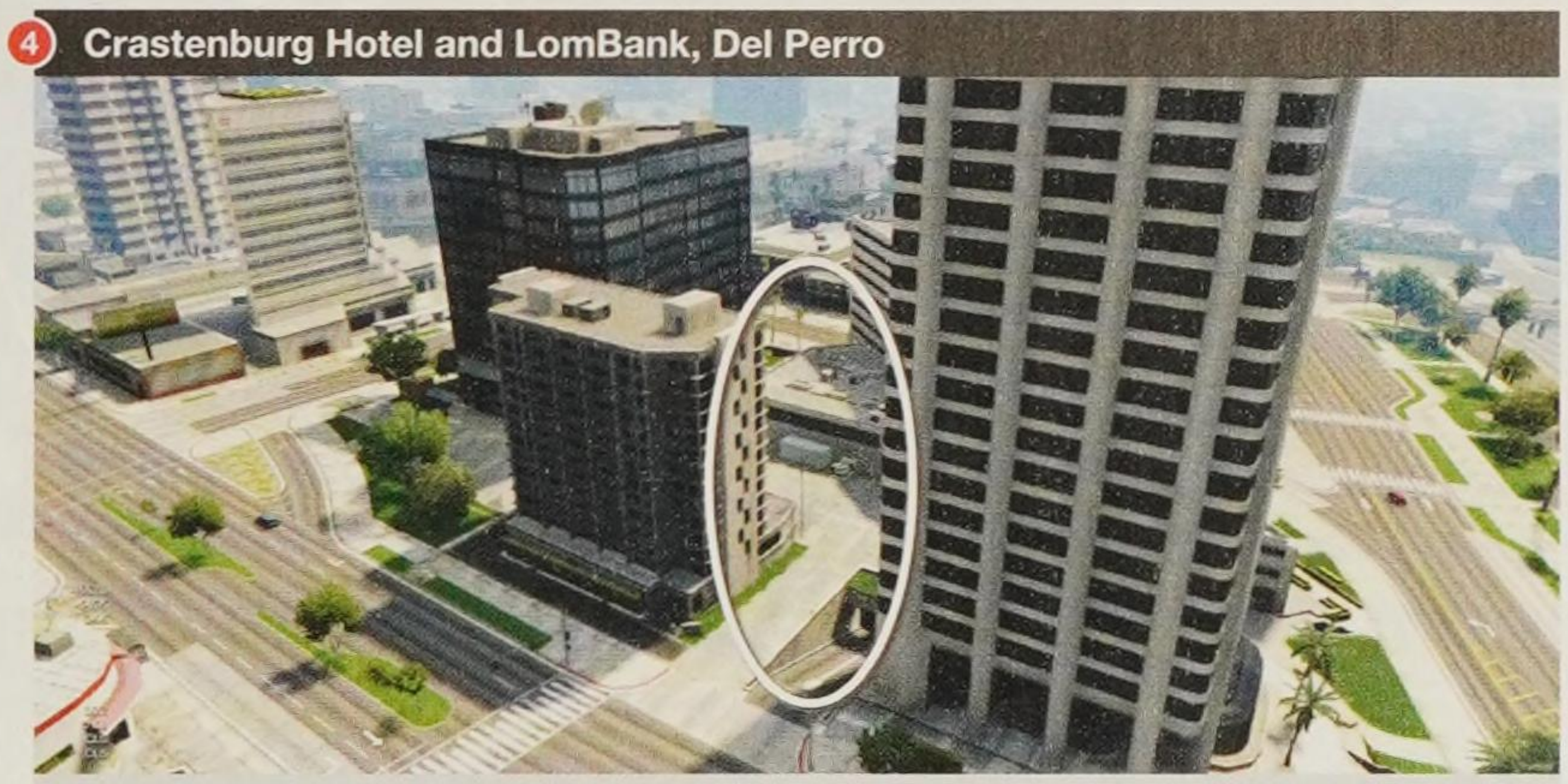
A south to north direction through the two LomBank buildings is the best approach. Flying in from the north could be hazardous to your health with the very close building across the street—after the knife is complete.

③ Corporate Office Buildings, Del Perro



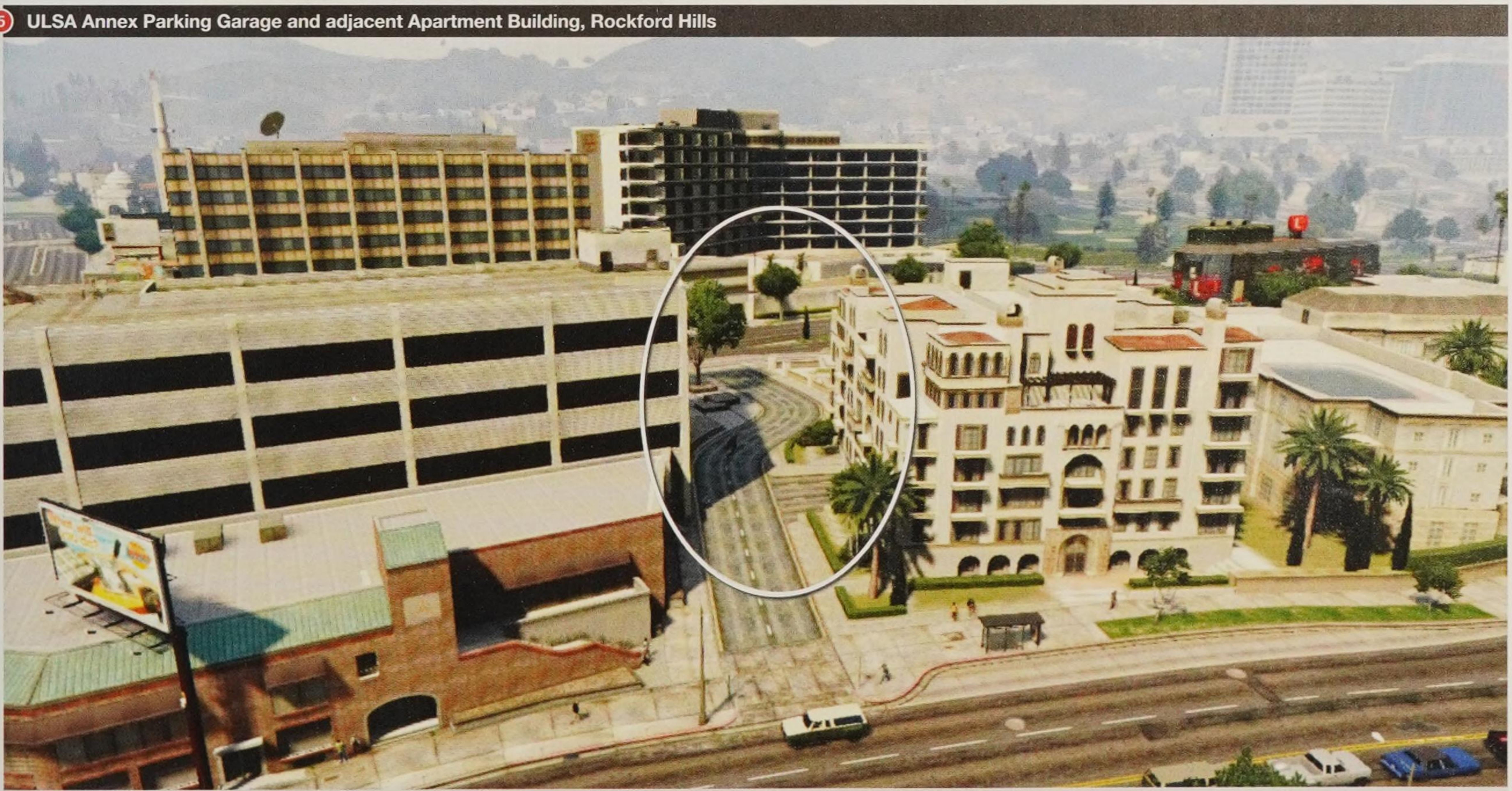
This Knife Flight is completed when you fly between this white corner building (Bluff Tower Office Complex) and the dark 11-story building to the east (Simpson, Cochrane & Bailey LLP). Flying northward through the gap is easier when attempting a single knife challenge, but see Knife Flight **(4)** to knock out two at once.

④ Crastenburg Hotel and LomBank, Del Perro



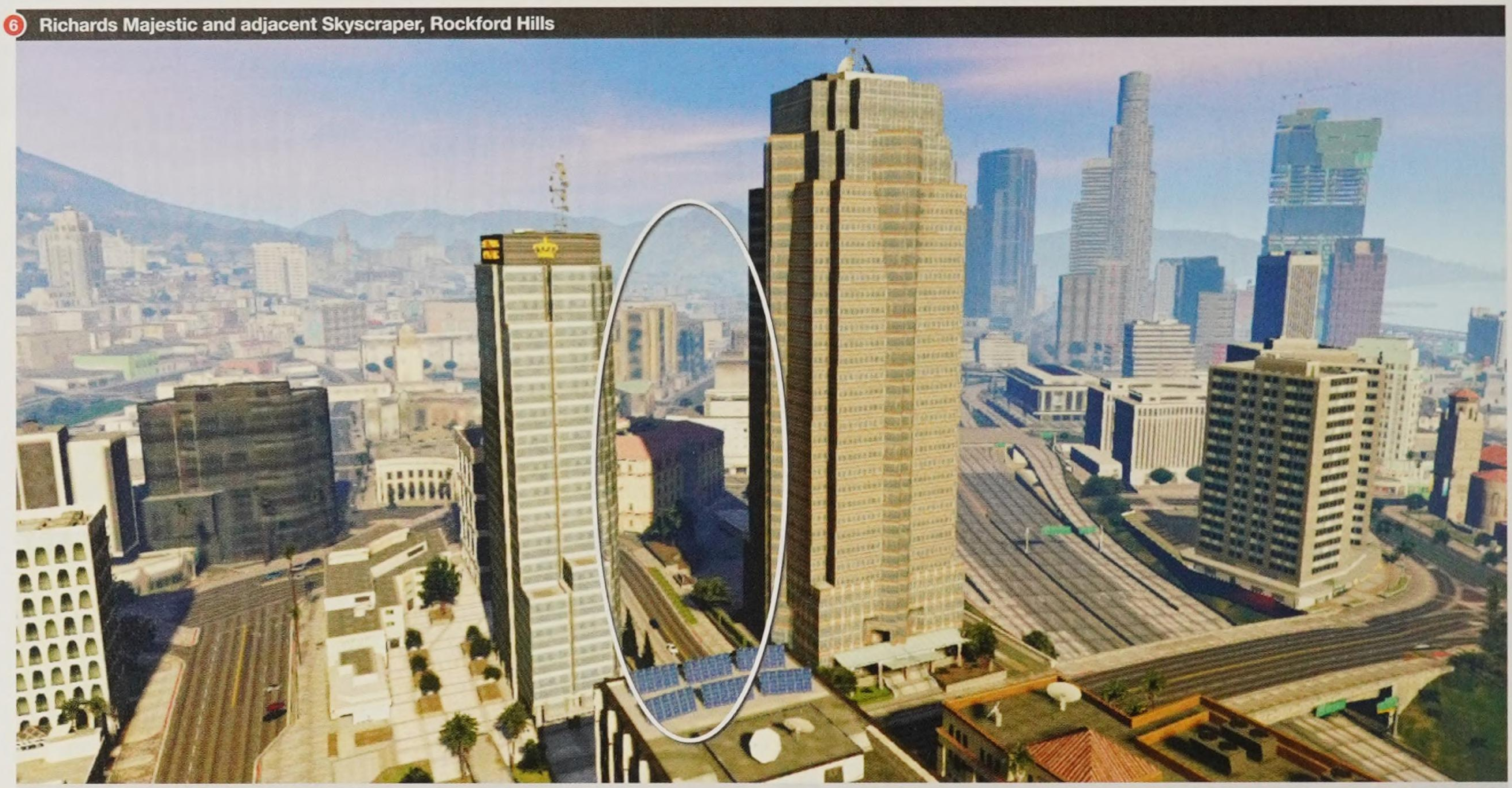
Perform a left roll knife when approaching this alley from the north while heading south. Once you make it between the Crastenburg and LomBank, follow the alley and also complete Knife Flight **(3)** by exiting through the gap between the Bluff Tower Office Complex and the dark 11-story building.

⑤ ULSA Annex Parking Garage and adjacent Apartment Building, Rockford Hills



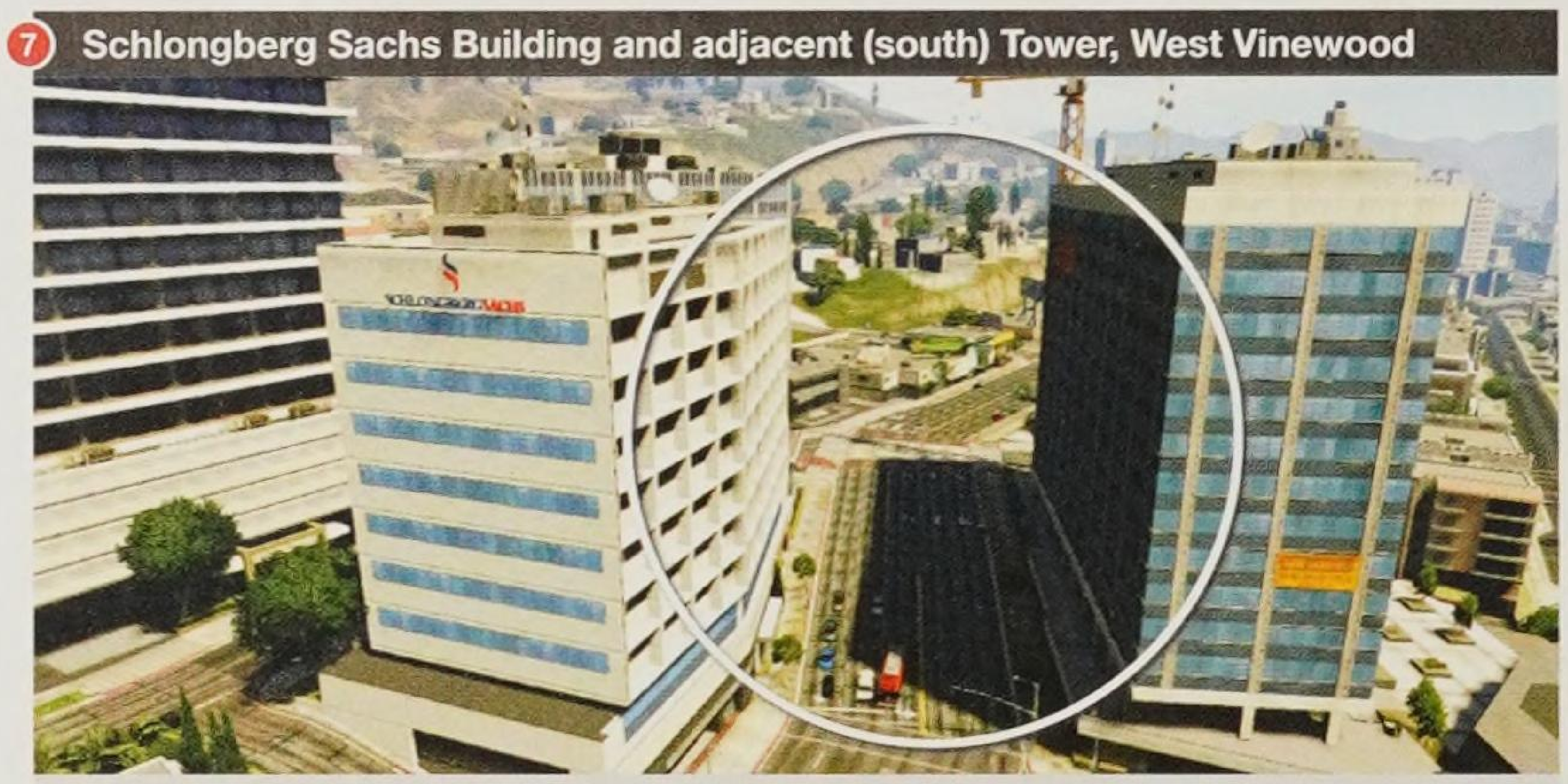
Fly sideways through the alley between this multi-level parking garage and the white six-story apartment building beside it. The best approach is from the south, flying over the movie studio and knifing through the alley. Quickly level off and steer over the tall building across the street—the same one that makes it difficult for a north to south approach.

⑥ Richards Majestic and adjacent Skyscraper, Rockford Hills



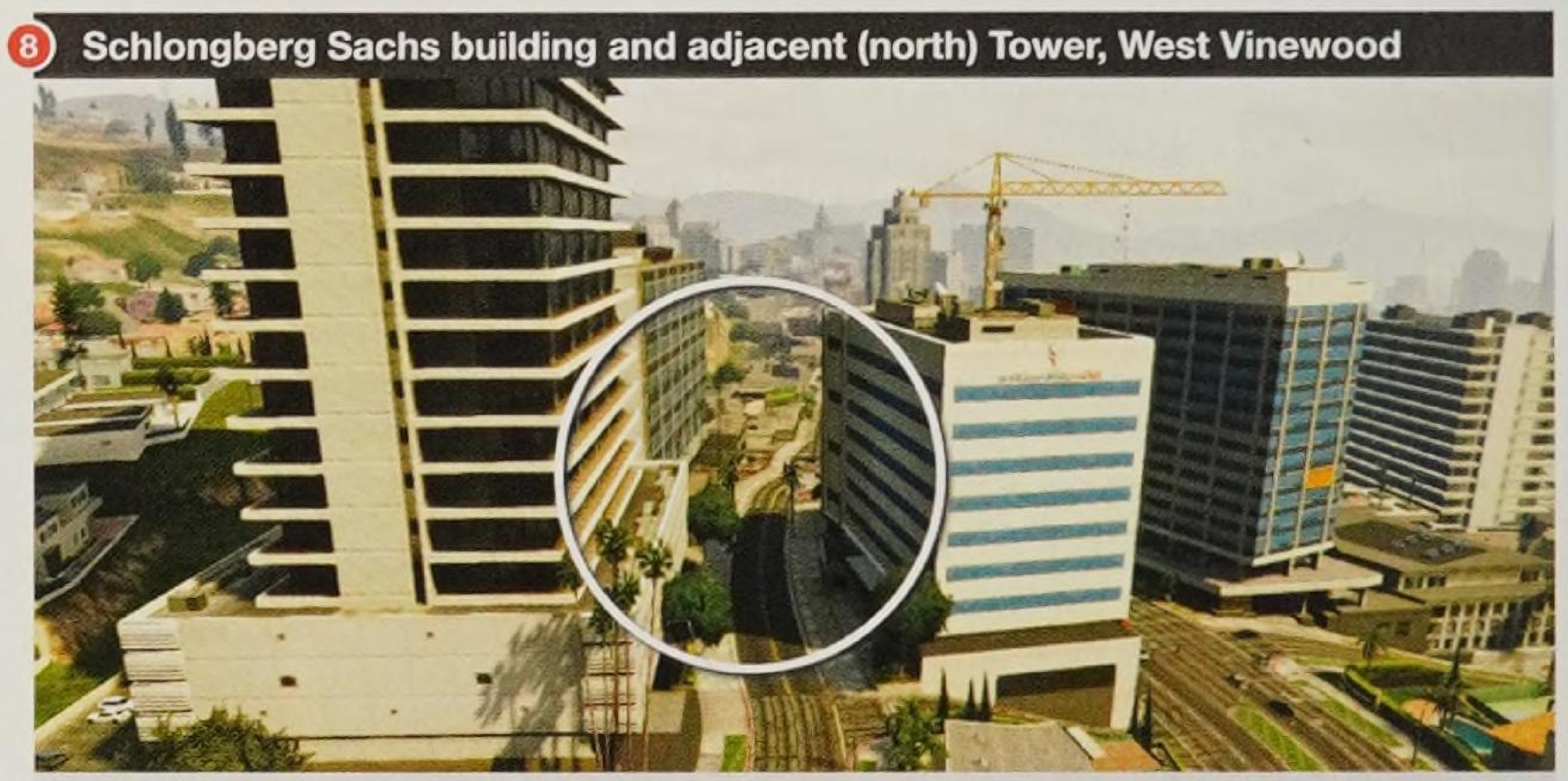
Fly through the large gap between the Richards Majestic high-rise and the adjacent and taller brown skyscraper. There's a clear approach and exit from either the east or west.

⑦ Schlongberg Sachs Building and adjacent (south) Tower, West Vinewood



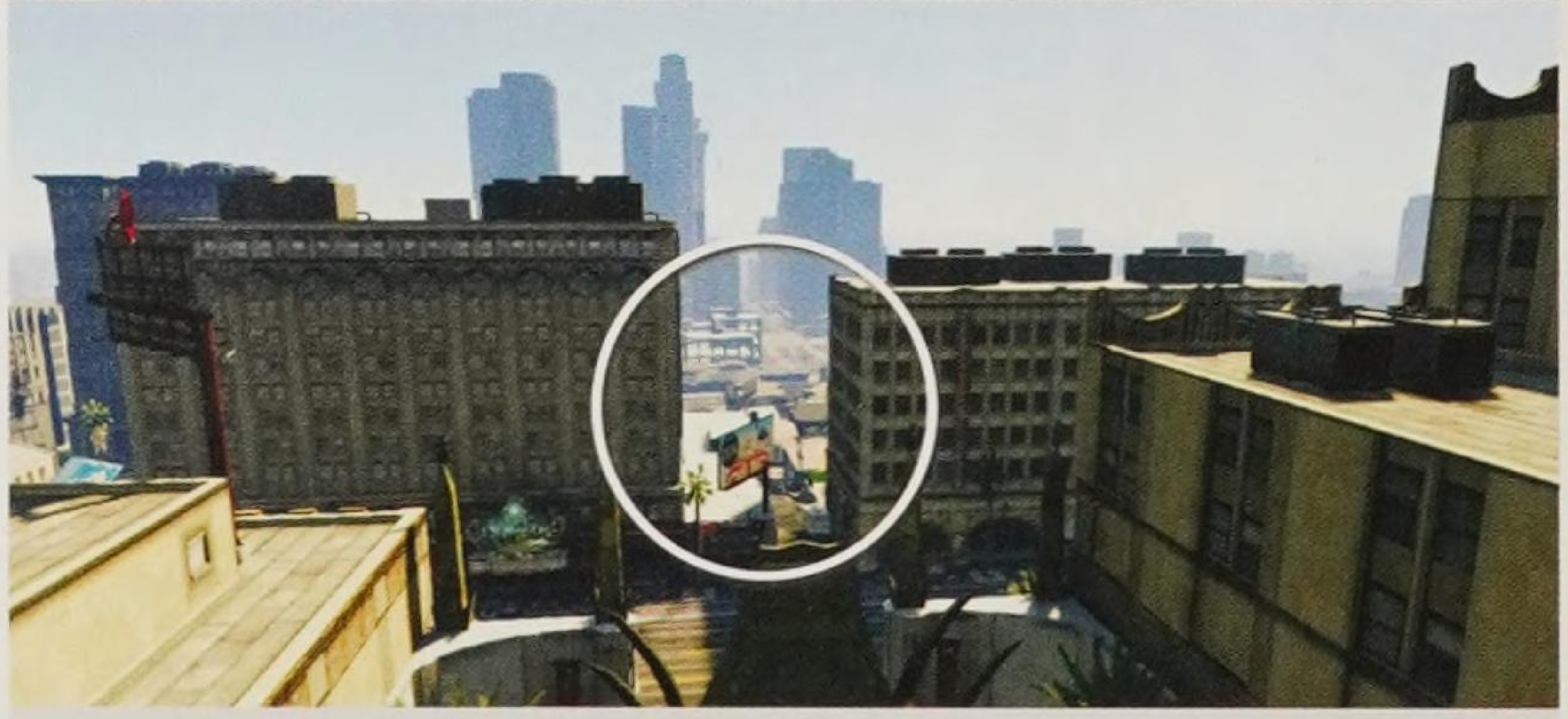
There are two Knife Flights very close to each other on this block. One is on the south side of the Schlongberg Sachs building and the other is on its north side. This one is the south-side knife between it and the leasable tower to the south. Approach from the west or east; each is obstacle-free.

⑧ Schlongberg Sachs building and adjacent (north) Tower, West Vinewood



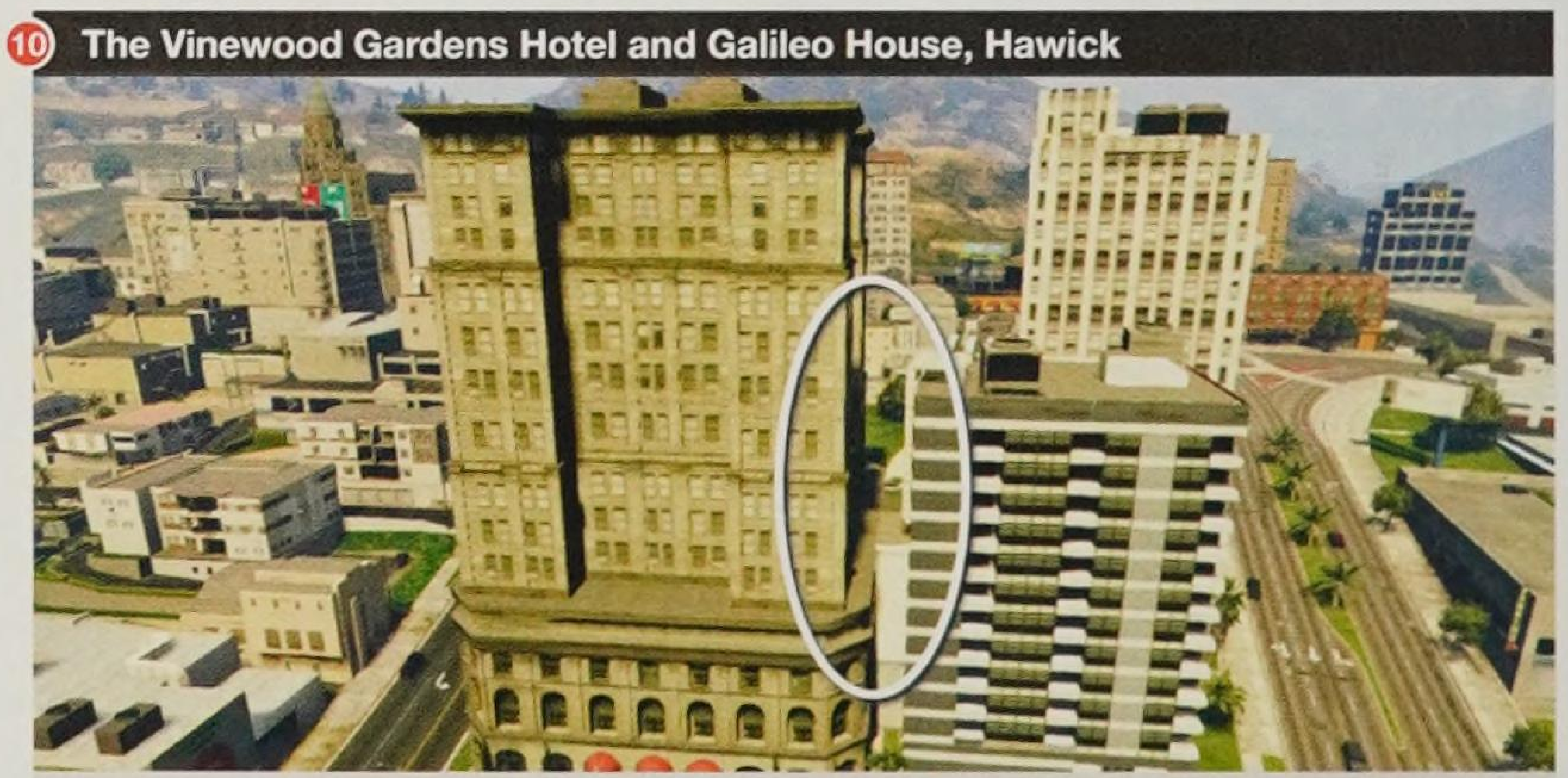
There are two Knife Flights very close to each other on this block. One is on the south side of the Schlongberg Sachs building and the other is on its north side. This one is the north-side knife between it and the high-rise further up the hill. Approach from the west or east—each is obstacle-free.

⑨ Whirligig Theater and Vinewood Videos, Vinewood



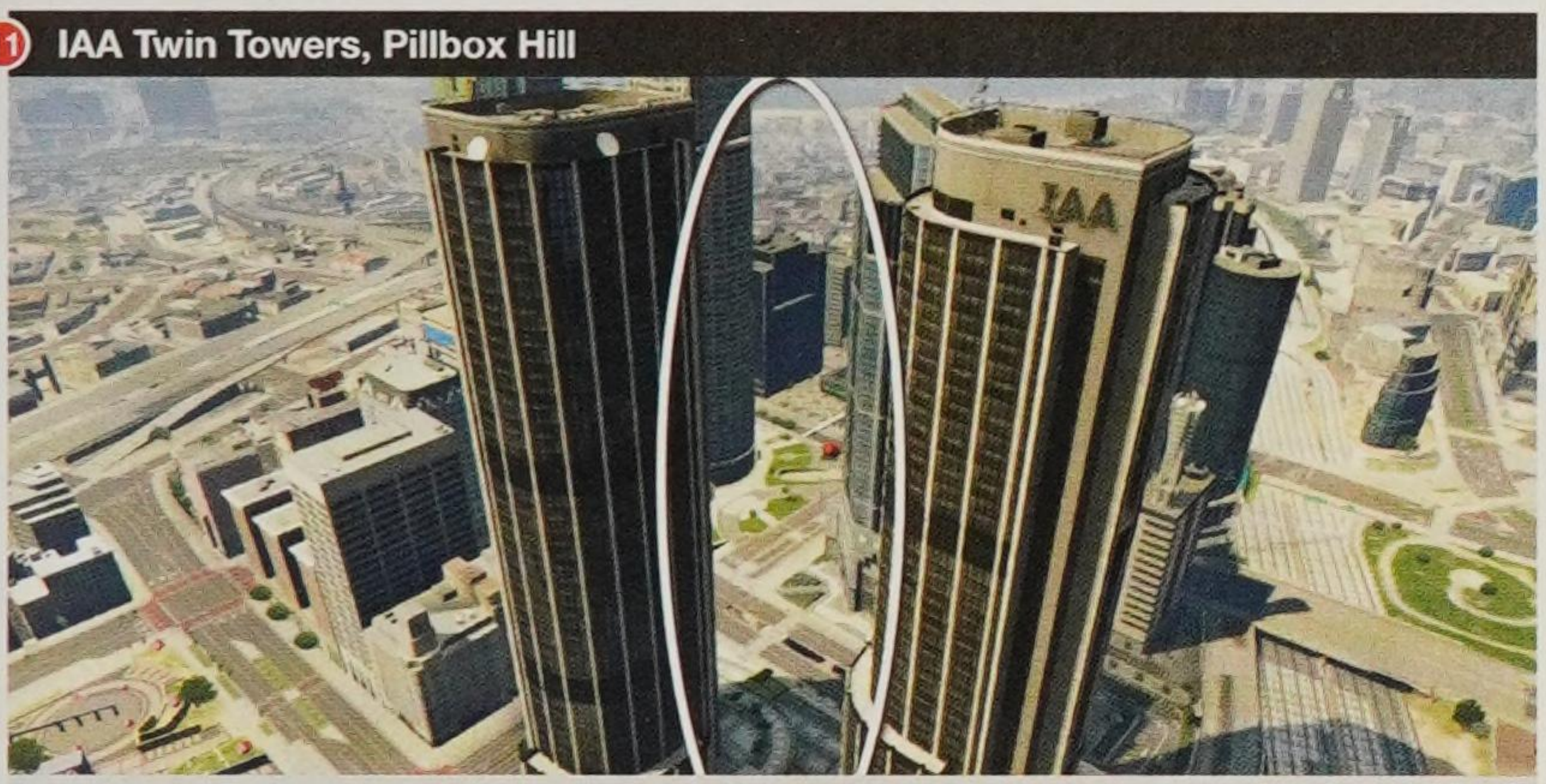
Fly over the one-story T-Shirt store between the Whirligig Theater and Vinewood Videos. The best approach is from the north over the Chinese theater. If you attempt a southern approach, you risk hitting the same theater.

⑩ The Vinewood Gardens Hotel and Galileo House, Hawick



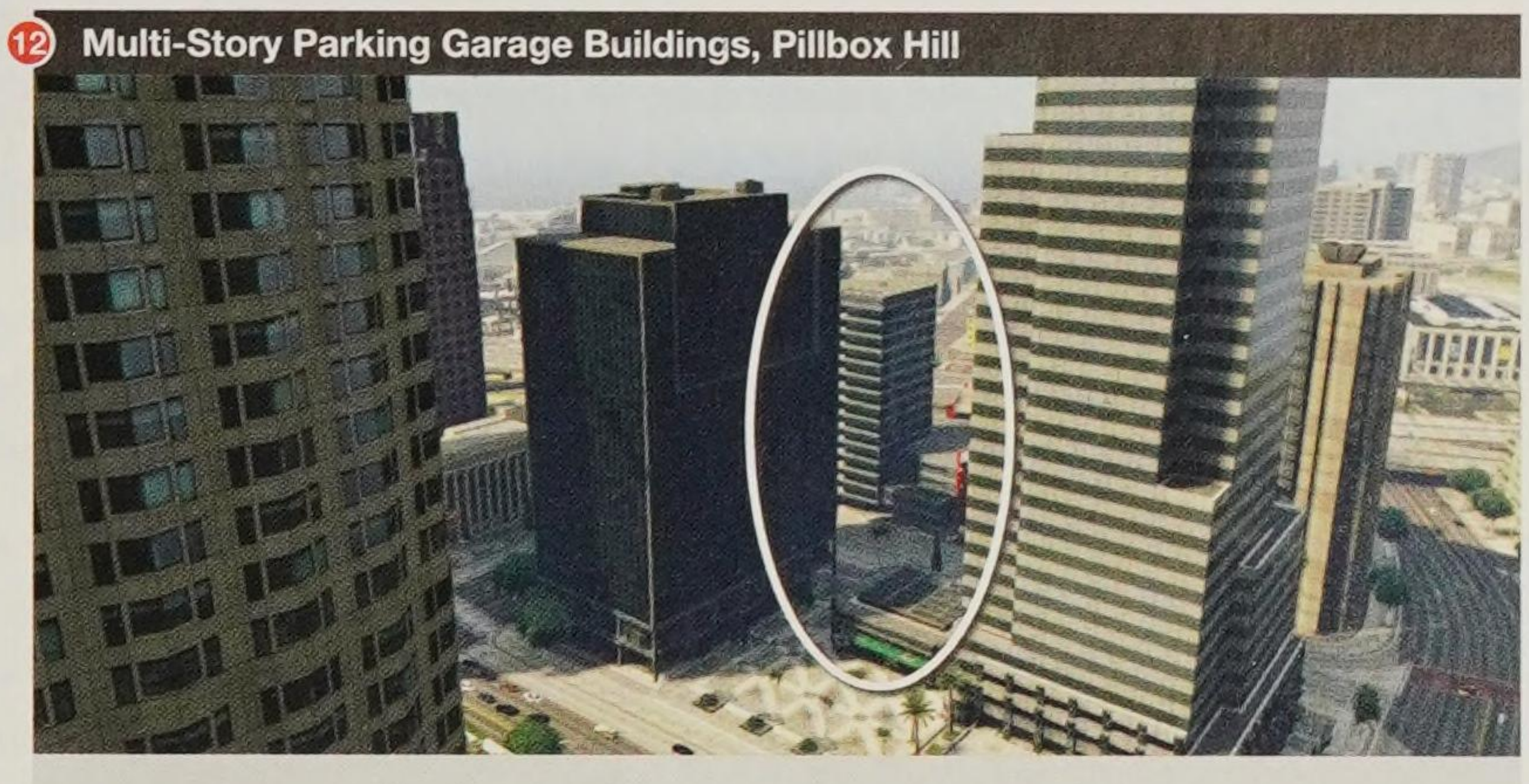
This is one of the more difficult Knife Flights; the gap between the hotel and the Galileo House is very narrow. The best approach is from the south heading north. Make sure to get between the buildings and through the small gap and not just through the larger gap between the hotel and the larger building behind the Galileo House.

⑪ IAA Twin Towers, Pillbox Hill



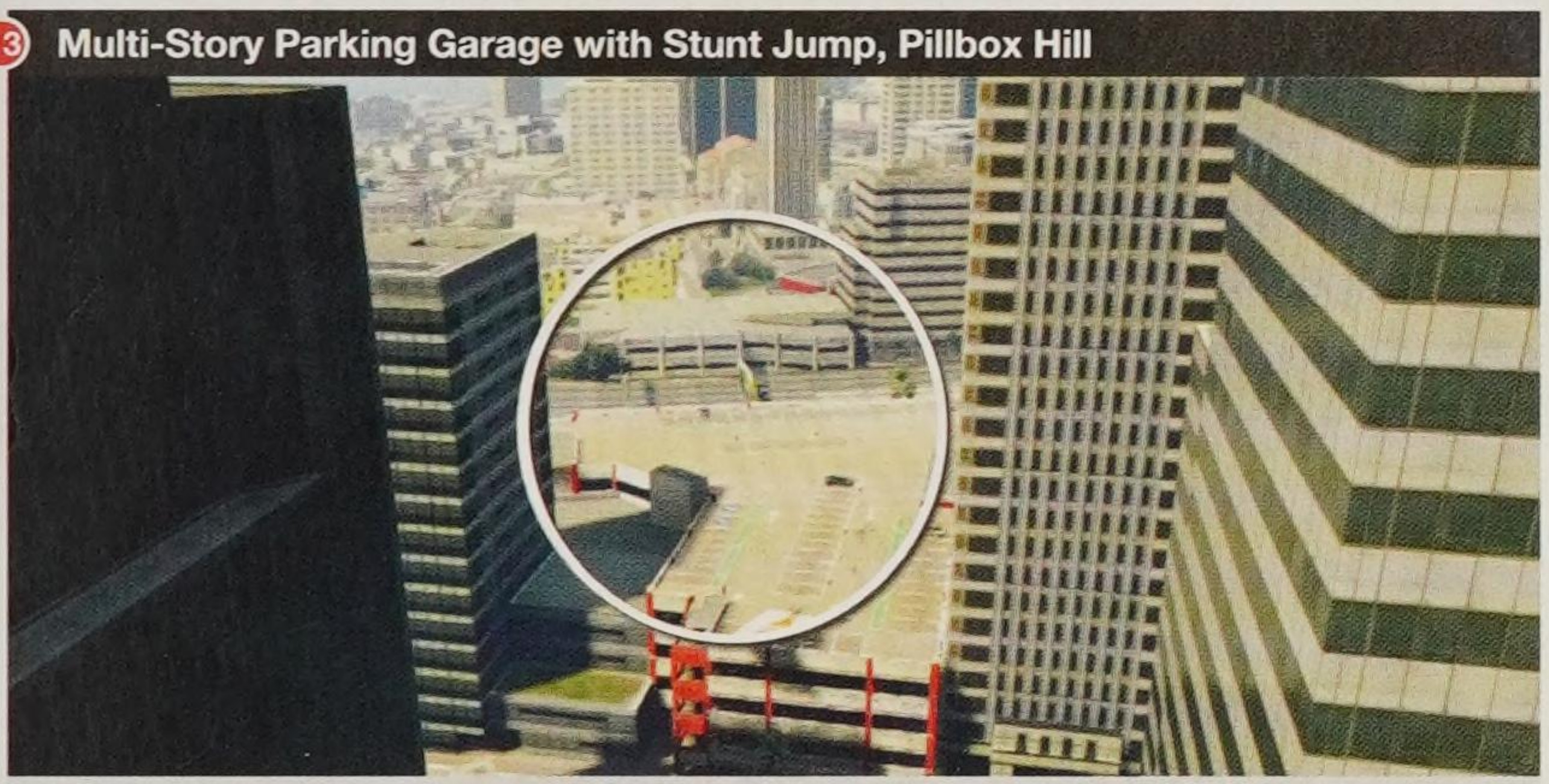
You can knock out three Knife Flights **(11, 12, & 13)** by approaching them from the perfect angle. Knife between the IAA buildings (pictured) from a northeast direction heading southwest. Once completed, continue in the knife position, heading southwest to complete Knife Flight **(12)** and **(13)**.

⑫ Multi-Story Parking Garage Buildings, Pillbox Hill



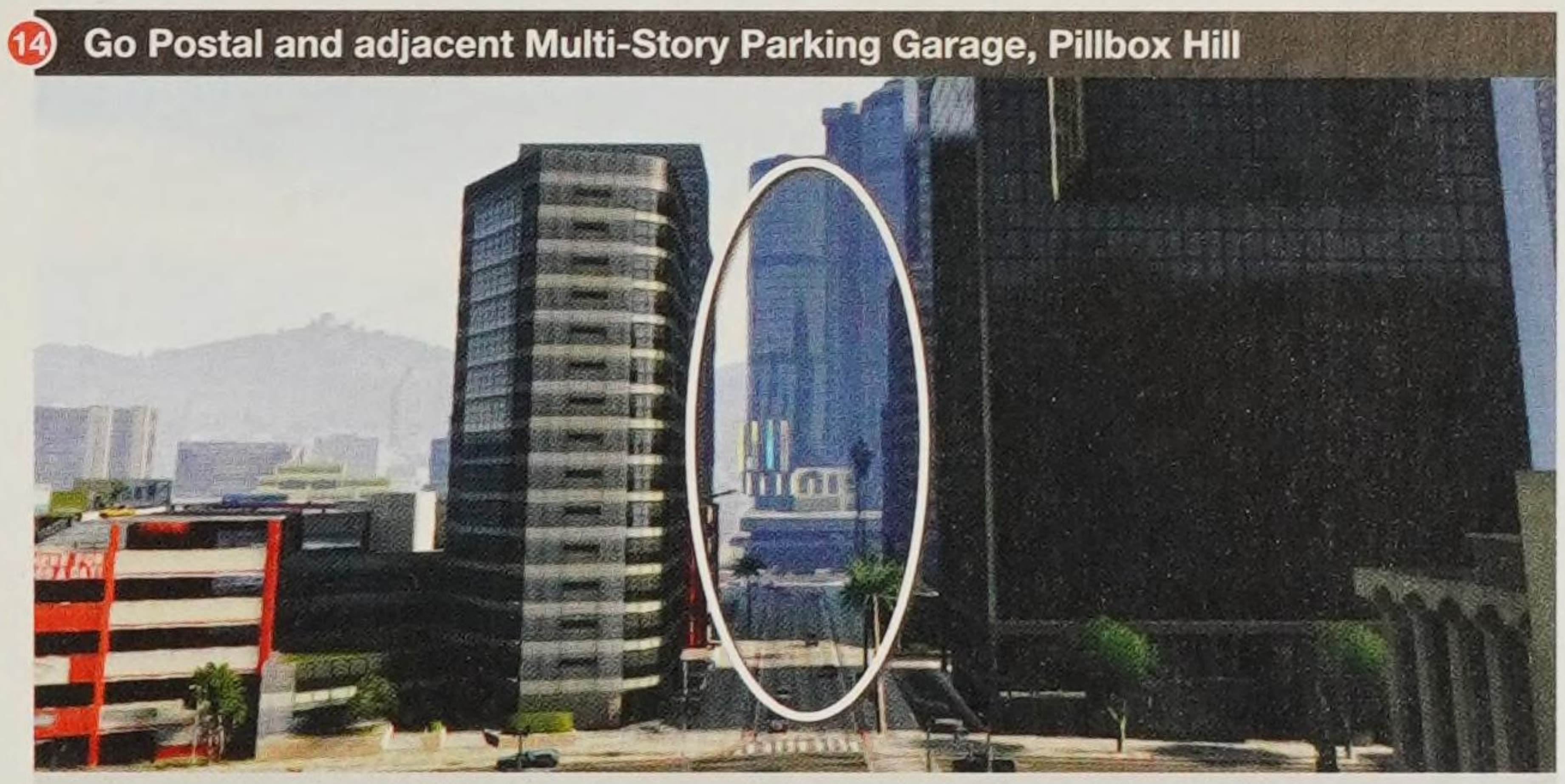
After passing through the IAA twin towers **(11)** on a northeast to southwest trajectory, continue past the Maze Bank and the Union Depository. Knife Flight **(12)** is between the next two buildings. Once you pass between these and secure the Knife Flight notice, continue through Knife Flight **(13)**, heading in the same direction.

⑬ Multi-Story Parking Garage with Stunt Jump, Pillbox Hill



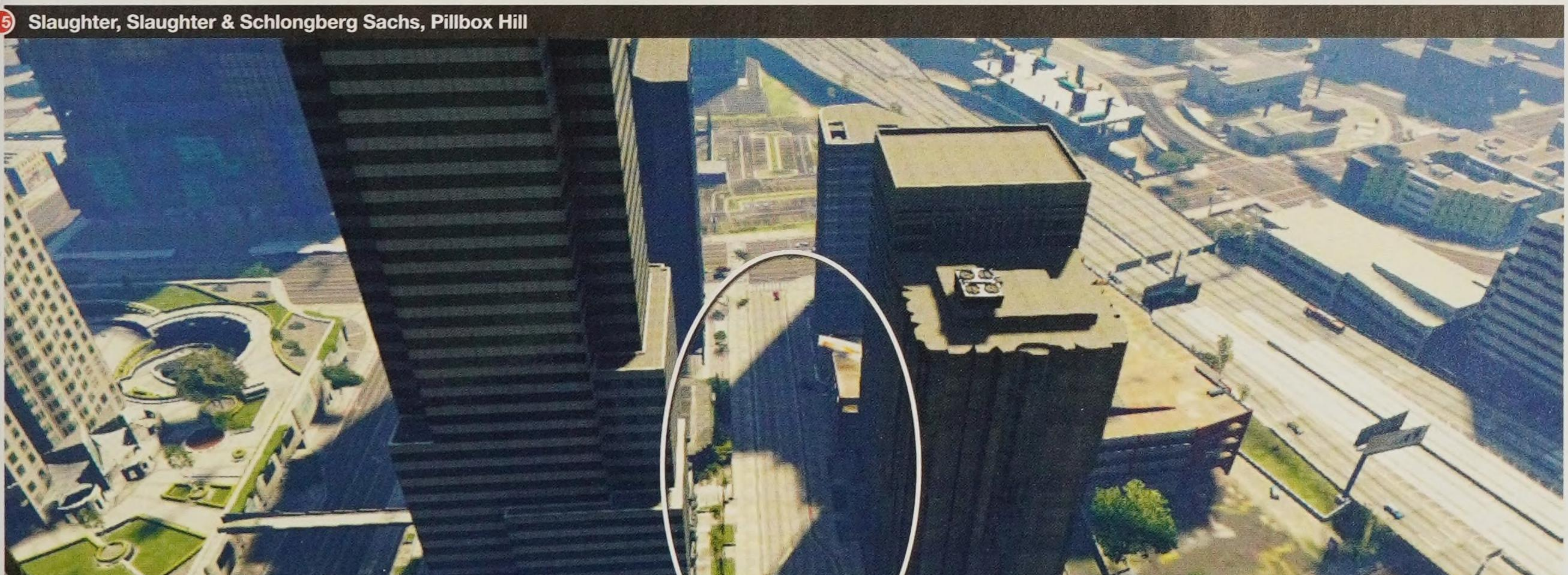
If you can maintain the long Knife Flight from **(11)** and **(12)**, try to keep the knife going by flying low between the two buildings on either side of (and connected to) the multi-story parking garage with the rooftop Stunt Jump. The knife is successful when you pass between the two buildings on either side of the multi-story parking garage rooftop. You have to fly low to make it count—make sure your wing is no higher than the shortest building.

⑭ Go Postal and adjacent Multi-Story Parking Garage, Pillbox Hill



Complete two Knife Flights in a row by approaching Knife Flight **(14)** and **(15)** from the north or south. For example, if you approach the Go Postal knife from the south, continue past the parking garage and the next two buildings (Slaughter & Schlongberg Sachs) to complete **(14)** and **(15)** in one quick pass.

⑮ Slaughter, Slaughter & Schlongberg Sachs, Pillbox Hill



Complete two Knife Flights in a row by approaching **(15)** and **(14)** from the north or south. For example, if you approach the Go Postal knife from the south, continue past the parking garage and the next two buildings (Slaughter & Schlongberg Sachs) to complete **(14)** and **(15)** in one quick pass.

Aerial Challenges

UNDER THE BRIDGES

100% Completion
25/50 Under the Bridges

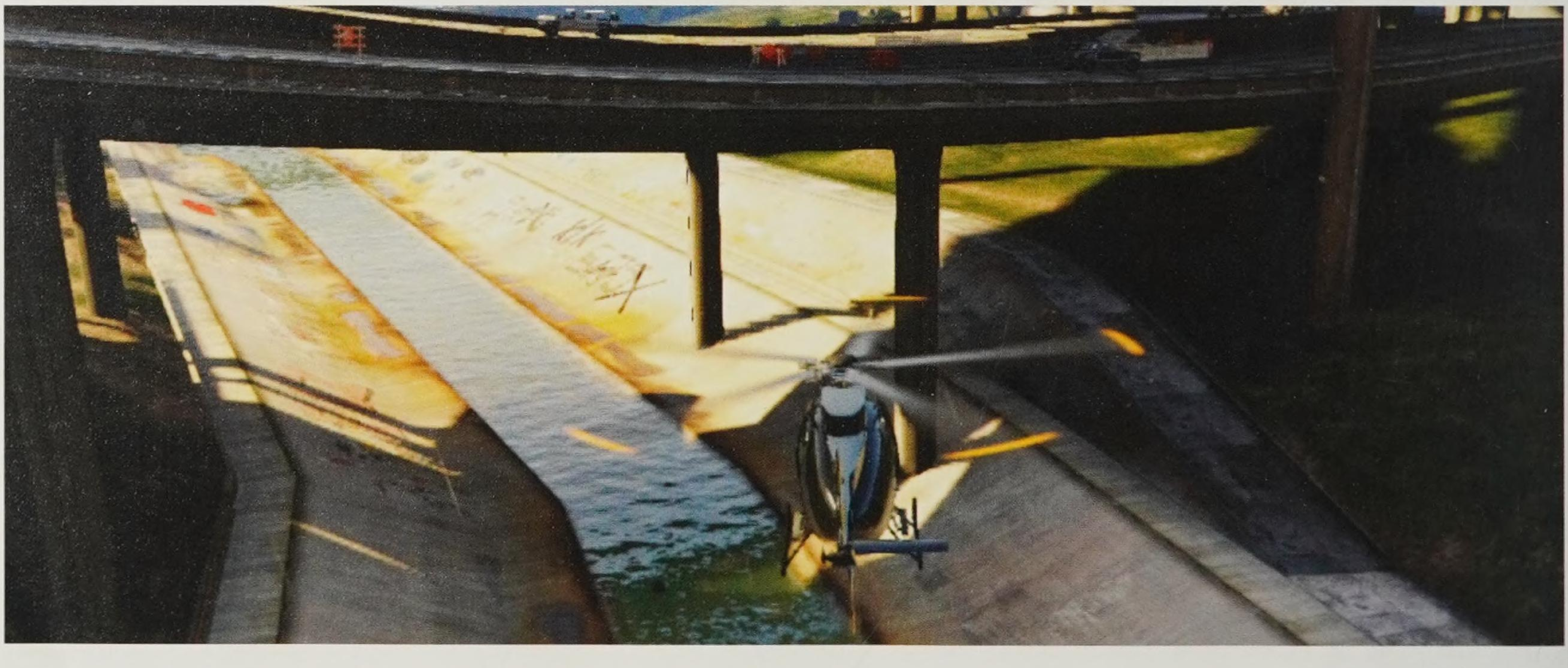
There are 50 Under the Bridge challenge locations. Only 25 need to be completed to go toward 100% completion of the game.

Under the Bridge challenges can be completed in any aircraft. However, some aircraft types are easier than others, depending on the bridge or series of bridges. This section identifies all 50 Under the Bridge challenges and provides tips. A successful Under the Bridge execution is when the ground or water beneath the bridge and the bridge itself are untouched as you pass fully underneath.

Trevor is the logical character of choice for completing these challenges since he is the best pilot and is often near a landing strip or helipad where aircraft can be found. However, any character can do them. Find helicopters taking off and landing at the purchasable helipads (in Vespucci). Find planes of all types at the airport or taking off and landing at McKenzie Field (Trevor's airstrip). You can also purchase planes and helicopters online (elitastravel.com), as well as military helicopters on warstock-cache-and-carry.com. The Buzzard Attack Chopper is a must have.

UNDER THE BRIDGE

① **Rail Bridge over Grapeseed Avenue, San Chianski Mountain Range**
② **Highway 1 Overpass, Grapeseed Avenue, Grapeseed**
③ **Rail Bridge over Highway 1, Northeast Blaine County**
④ **Calafia Road Bridge, over Cassidy Creek**
⑤ **Calafia Bridge, over Cassidy Creek**
⑥ **Pacific Coast Highway 1 Bridge, North Chumash**
⑦ **Mountain Bridge near Altruist Camp, Chiliad Mountain State Wilderness**
⑧ **Great Ocean Highway Bridge, Lago Zancudo**
⑨ **Fort Zancudo Approach Road Bridge, Lago Zancudo**
⑩ **Route 66 Bridge, Tongva Valley**
⑪ **Wooden Bridge, Zancudo River**
⑫ **Rail Bridge, East Zancudo River**
⑬ **Calafia Road Bridge, mouth of East Zancudo River**
⑭ **Route 68, Zanduco River**
⑮ **Senora Freeway Overpass, Grand Senora Desert**
⑯ **Interstate 13 Overpass, Grand Senora Desert**
⑰ **Rail Bridge Senora Way, Wind Farm**
⑱ **Rail Bridge Senora Way, South Wind Farm**
⑲ **Palomino Freeway Overpass, South Wind Farm**
⑳ **Pacific Coast Land Bridge, East Coast near Tataviam Mountains**
㉑ **Rail Bridge, near Tataviam Mountains**
㉒ **Rail Bridge over Palomino Freeway, Palomino Highlands**
㉓ **El Rancho Blvd; Palomino Freeway Overpass, Murrieta Heights**
㉔ **Del Perro Fwy; Vespucci Blvd Overpass, Murrieta Heights**
㉕ **Del Perro Fwy; San Andreas Ave Overpass, Murrieta Heights**
㉖ **Highway 18 Flood Control Overpass, East Vinewood**
㉗ **Flood Control Overpass, Mirror Park**
㉘ **Highway 17 Flood Control Overpass, East Vinewood**
㉙ **Del Perro Freeway Flood Control Overpass, East Vinewood**
㉚ **San Andreas Avenue Flood Control Overpass, La Mesa**
㉛ **Vespucci Boulevard Flood Control Overpass, La Mesa**
㉜ **Olympic Freeway Flood Control Overpass, La Mesa**
㉝ **Capital Boulevard Flood Control Overpass, La Mesa**
㉞ **Innocence Boulevard Flood Control Overpass, La Mesa**
㉟ **Dutch London Street Flood Control Overpass, La Mesa**
㊱ **Chum Street Bridge, Cypress Flats**
㊲ **Rail Bridge, Cypress Flats**
㊳ **Buccaneer Way Bridge, Cypress Flats**
㊴ **Elysian Fields Freeway Overpass, Cypress Flats**
㊵ **Signal Street Bridge, Banning**
㊶ **Canal Rail Bridge, Banning**
㊷ **Mariam Turner Overpass, Banning**
㊸ **Dutch London Street Canal Bridge**
㊹ **Strawberry Avenue Canal Bridge, Maze Bank Arena**
㊺ **Alta Street Canal Bridge, La Puerta**
㊻ **Interstate 5 Canal Bridge, La Puerta**
㊼ **Rail Bridge, La Puerta**
㊽ **Dutch London Street Overpass, La Puerta**
㊾ **Greenwich Parkway Overpass, La Puerta**
㊿ **Highway 1 Pedestrian Bridge, Chumash**



PALETO BAY
Great Ocean Highway
Procopio Beach
Paleto Bay State Beach
Paleto Cove
Paleto Forest
Lumber Yard
Mount Chiliad
BLAINE COUNTY
Mount Gordo
Braddock Pass
Braddock Tunnel
Chiliad Mountain State Wilderness
GRAPESEED
Galilee
NORTH CHUMASH
Raton Canyon
Cassidy Creek
San Chianski Mountain Range
Humane Labs and Research
ALAMO SEA
Stab City
Mount Josiah
SANDY SHORES
Grand Senora Desert
Fort Zancudo
HARMONY
Thomson Scrapyard
Davis Quartz
Route 68
Senora Freeway
Lago Zancudo
Zancudo River
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
Ron Alternates Wind Farm
TONGVA HILLS
Marlowe Vineyards
TONGVA VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
VINEWOOD
La Fuente Blanca
Galileo Observatory
Galileo Park
VINEWOOD HILLS
Lake Vinewood Estates
BANHAM CANYON
CHUMASH
Vinewood Bowl
Tataviam Mountains
Kortz Center
RICHMAN
Los Santos Golf Club
ROCKFORD HILLS
MORNINGWOOD
VINEWOOD
Los Santos Fwy
Vinewood Racetrack
Land Act Reservoir
Land Act Dam
PACIFIC BLUFFS
Great Ocean Highway
Palomino Freeway
National Office of Security Enforcement
EAST VINEWOOD
BACKLOT CITY
Del Perro Fwy
DOWNTOWN
Del Perro Beach
DEL PERRO
LITTLE SEOUL
La Puerta Fwy
Olympic Fwy
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
Palomino Highlands
LA PUERTA
Maze Bank Arena
Murrieta Oil Field
La Puerta Fwy
Elysian Island
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
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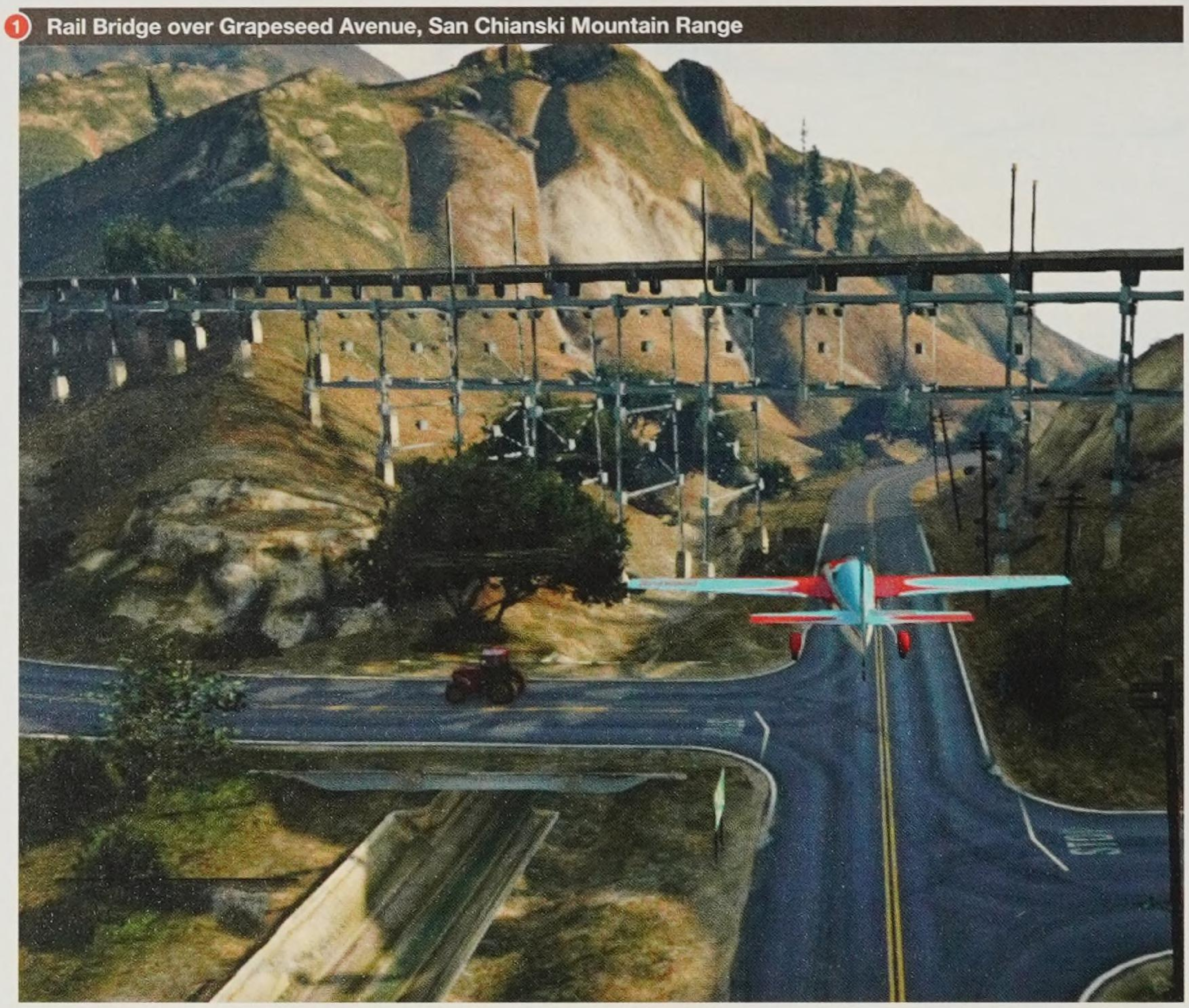
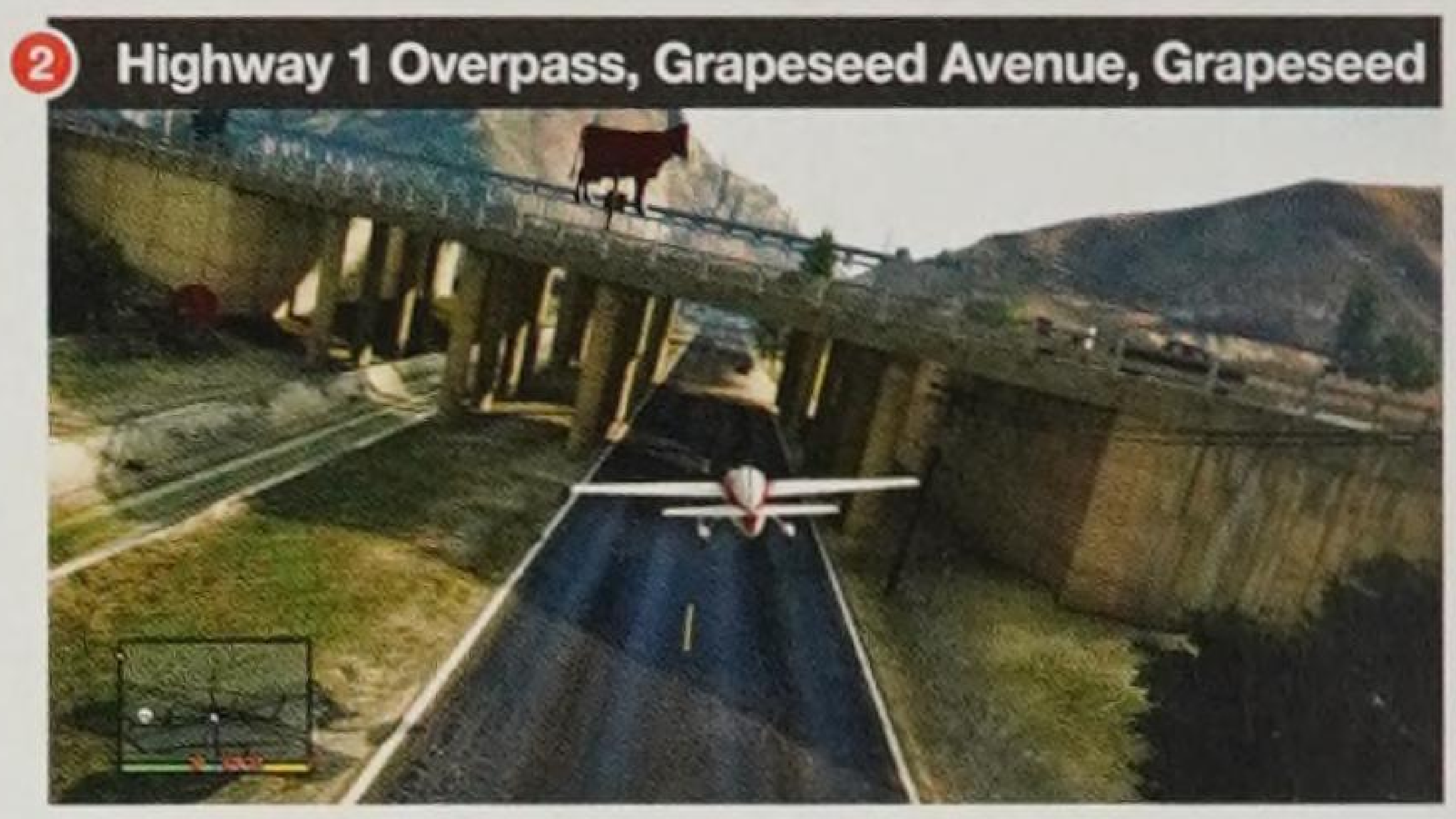
① Rail Bridge over Grapeseed Avenue, San Chianski Mountain Range



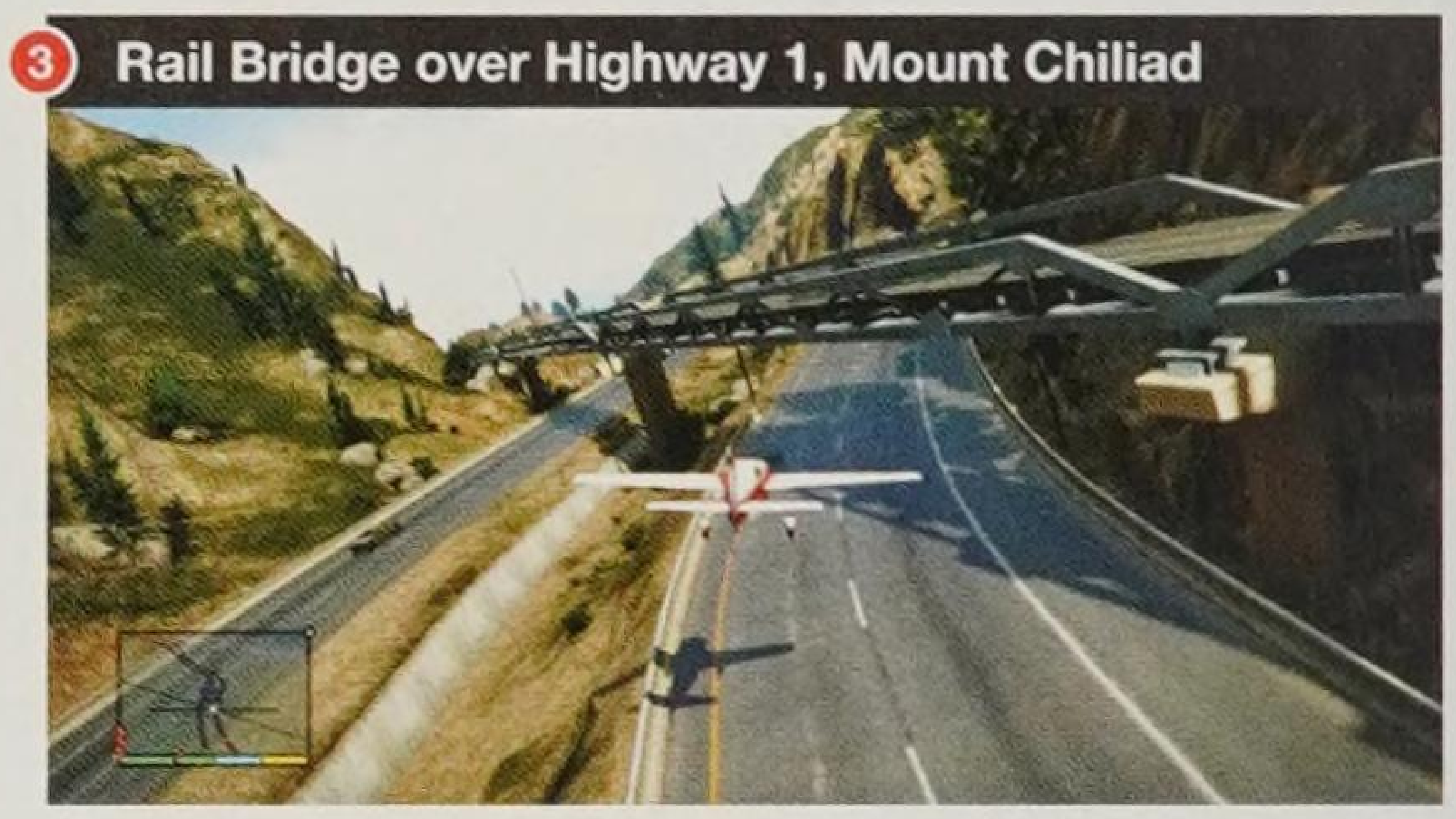
Fly under the bridge and between the bridge supports on either side of Grapeseed Avenue. Most any aircraft can easily make it; just watch out for the telephone poles on the road's south side.

② Highway 1 Overpass, Grapeseed Avenue, Grapeseed



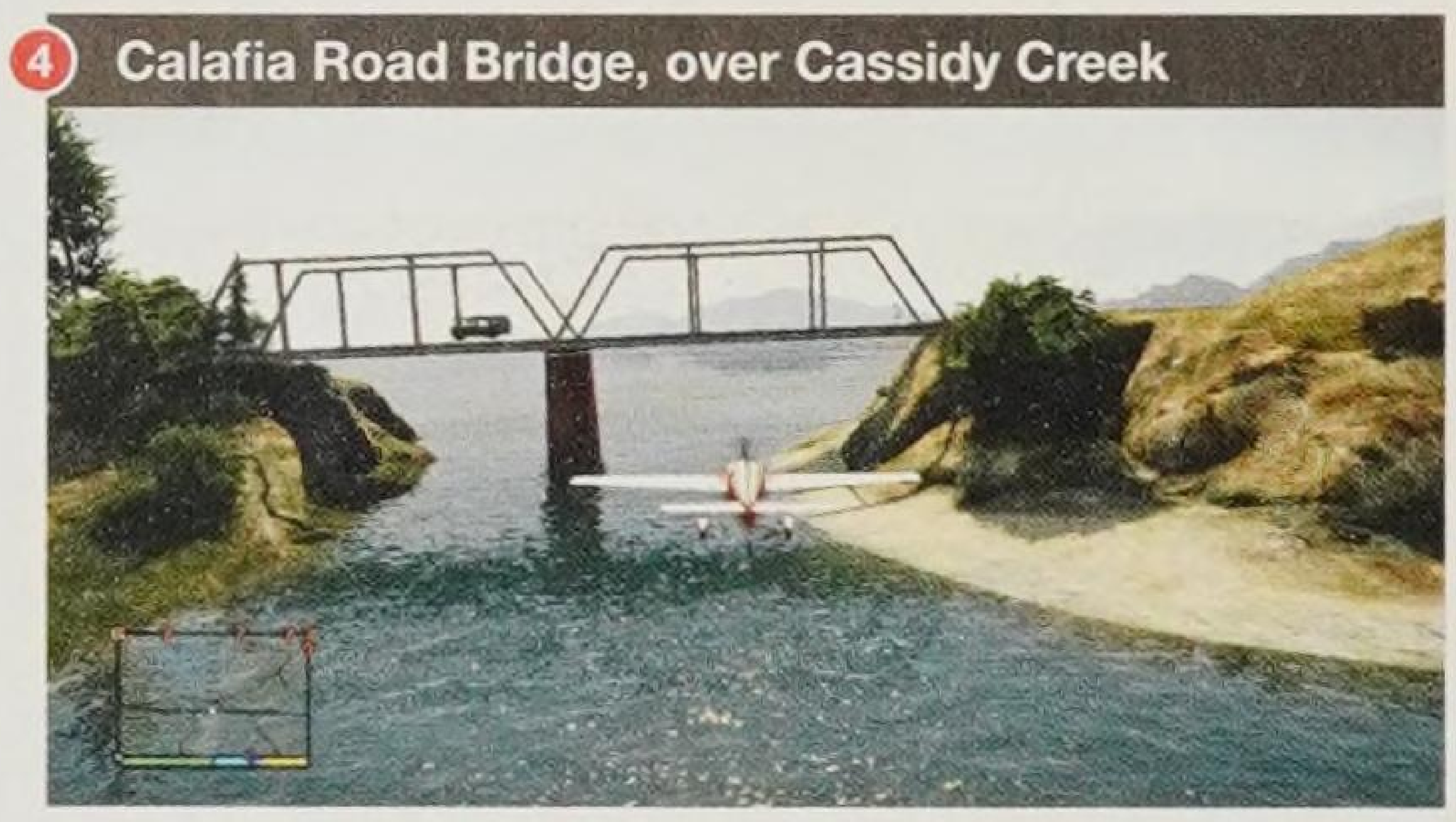
Fly under the twin Highway 1 overpass following Grapeseed Avenue while heading northeast or southwest; either way is no simpler than the other. The twin overpass creates a long tunnel, so remain even with the road to avoid bridge columns. It is easiest to use a slow plane such as the Stunt or Cuban 800 for this challenge.

③ Rail Bridge over Highway 1, Mount Chiliad



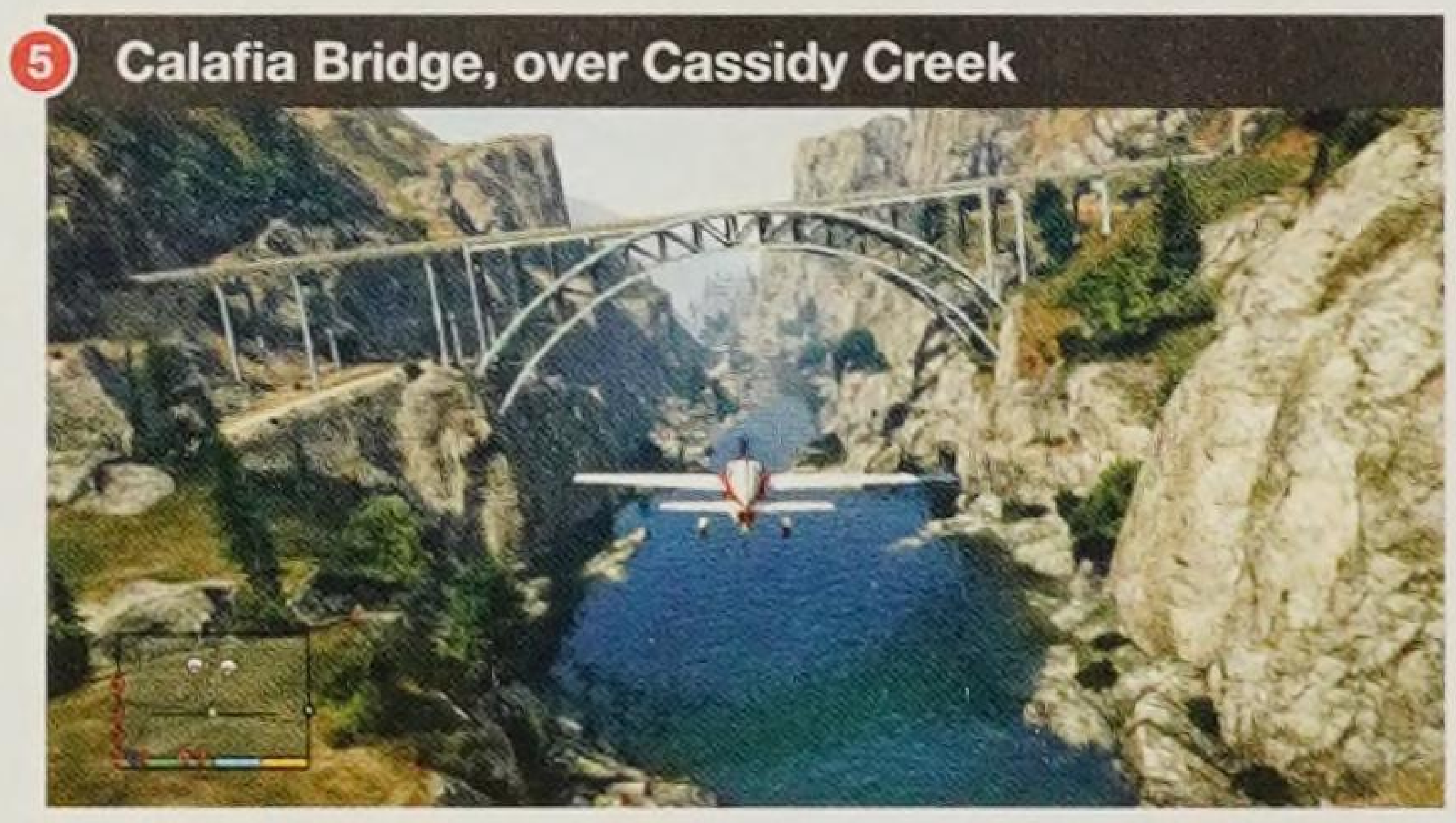
Follow Highway 1, heading northwest or southeast, and pass under the rail bridge on either side of the four-lane. A slow, lightweight plane is a good choice.

④ Calafia Road Bridge, over Cassidy Creek



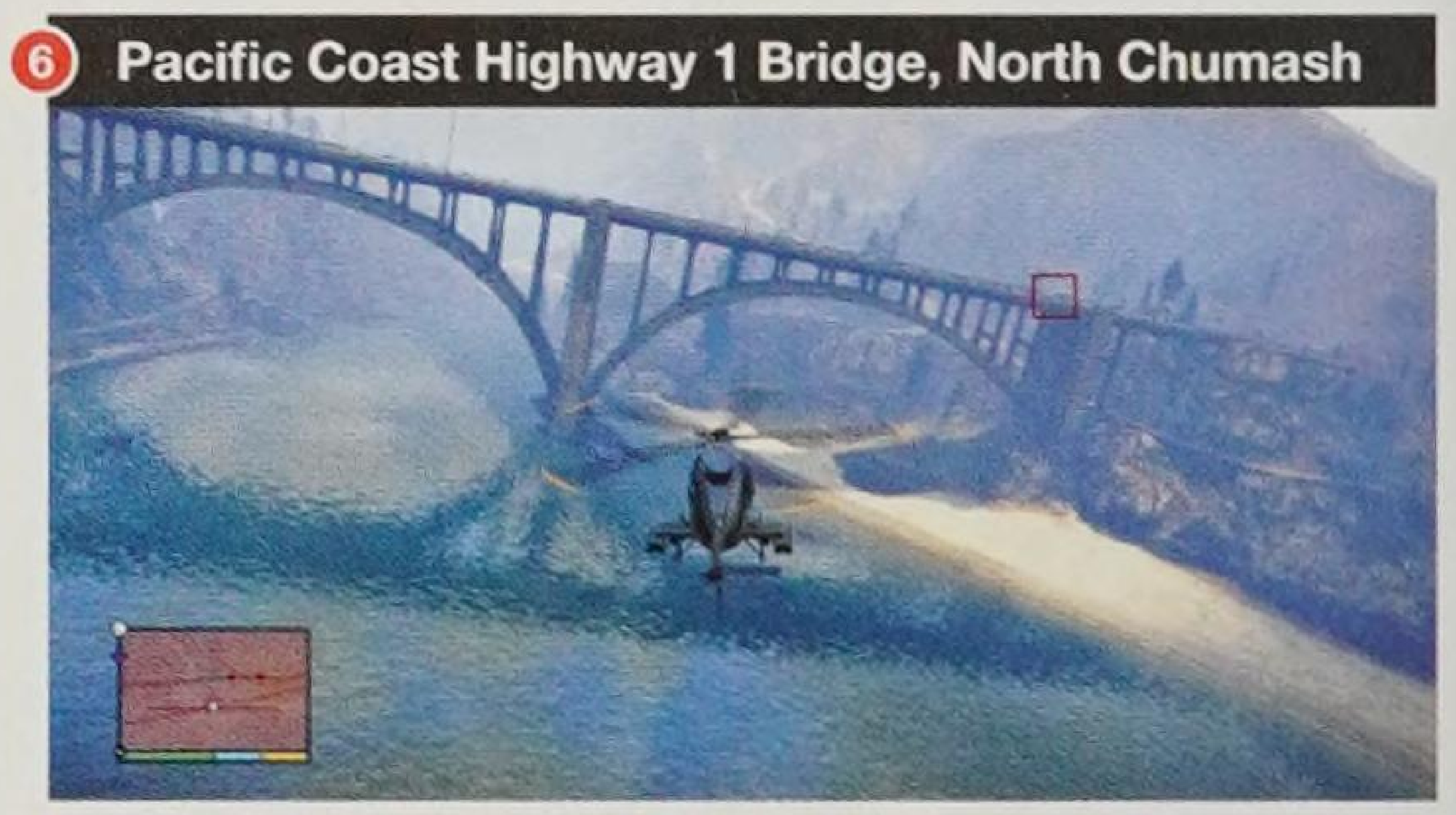
This is the first in a series of three Cassidy Creek Under the Bridge challenges. Head west from the Alamo Sea or east from the Pacific. Pass carefully under the bridge using most any aircraft.

⑤ Calafia Bridge, over Cassidy Creek



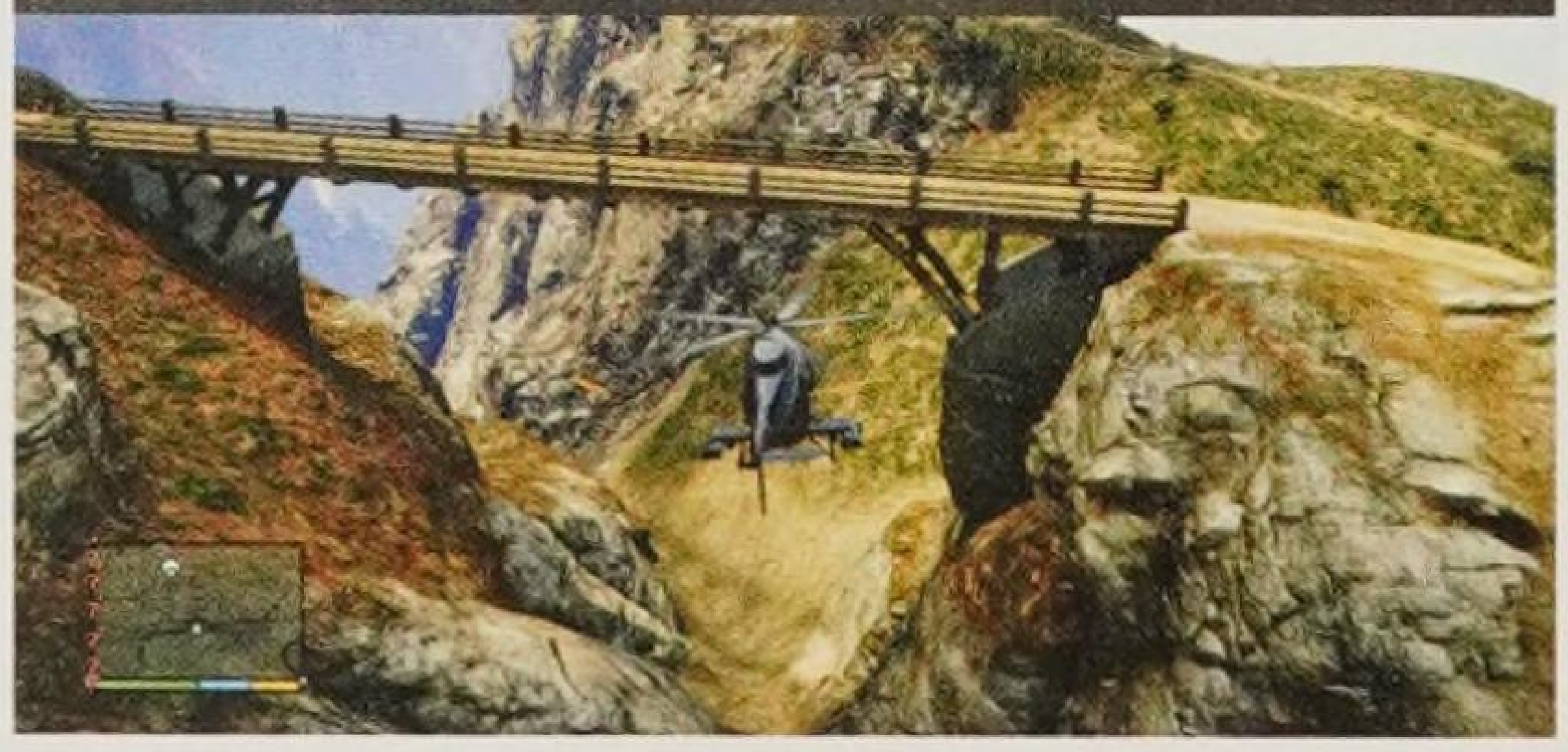
The Calafia Bridge is a very large rail variety with plenty of room to fit a cargo plane below it. Use any aircraft to fly under this one.

⑥ Pacific Coast Highway 1 Bridge, North Chumash



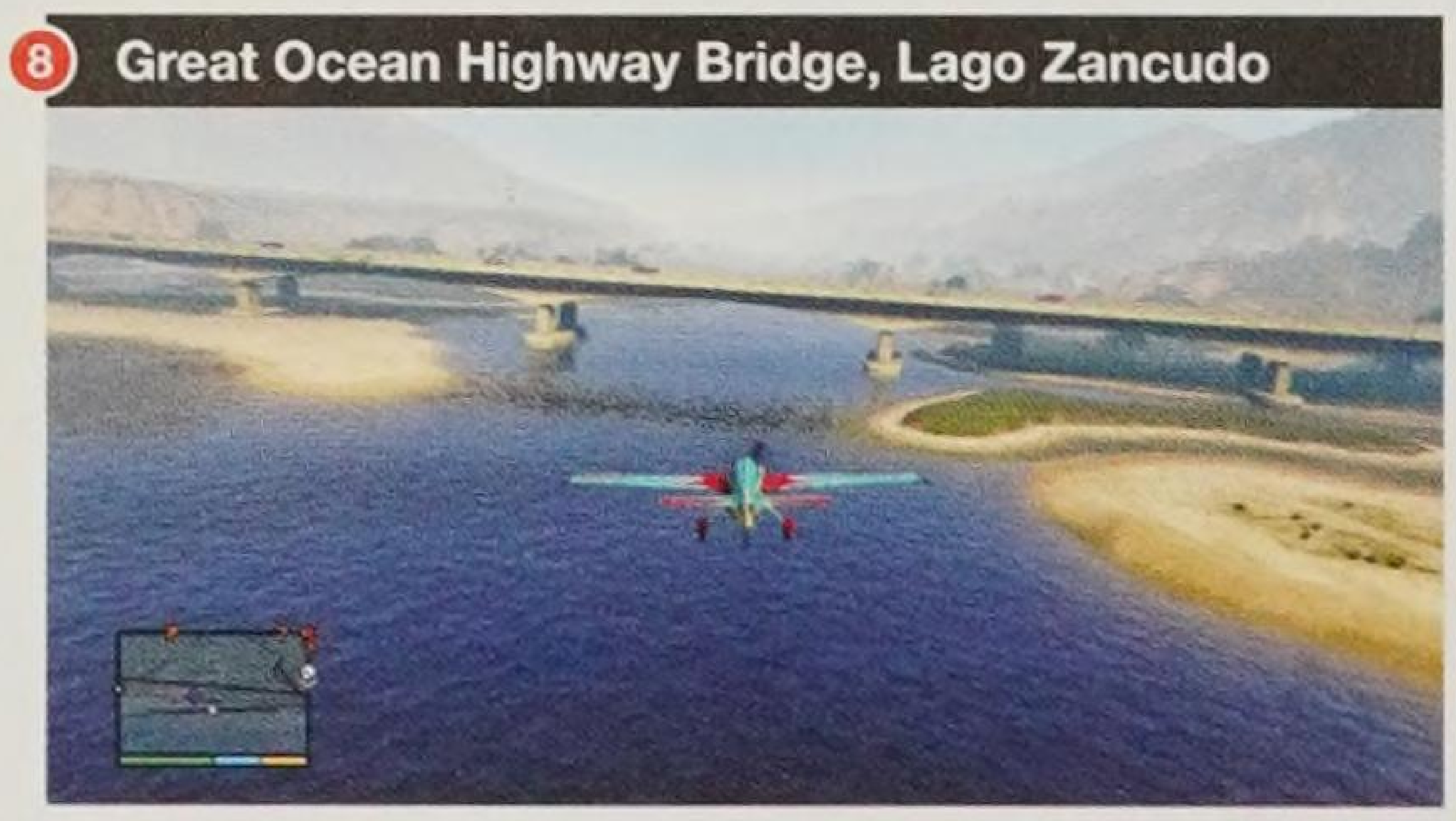
Use any aircraft to fly below this large, double-arched highway bridge.

⑦ Mountain Bridge near Altruist Camp, Chiliad Mountain State Wilderness



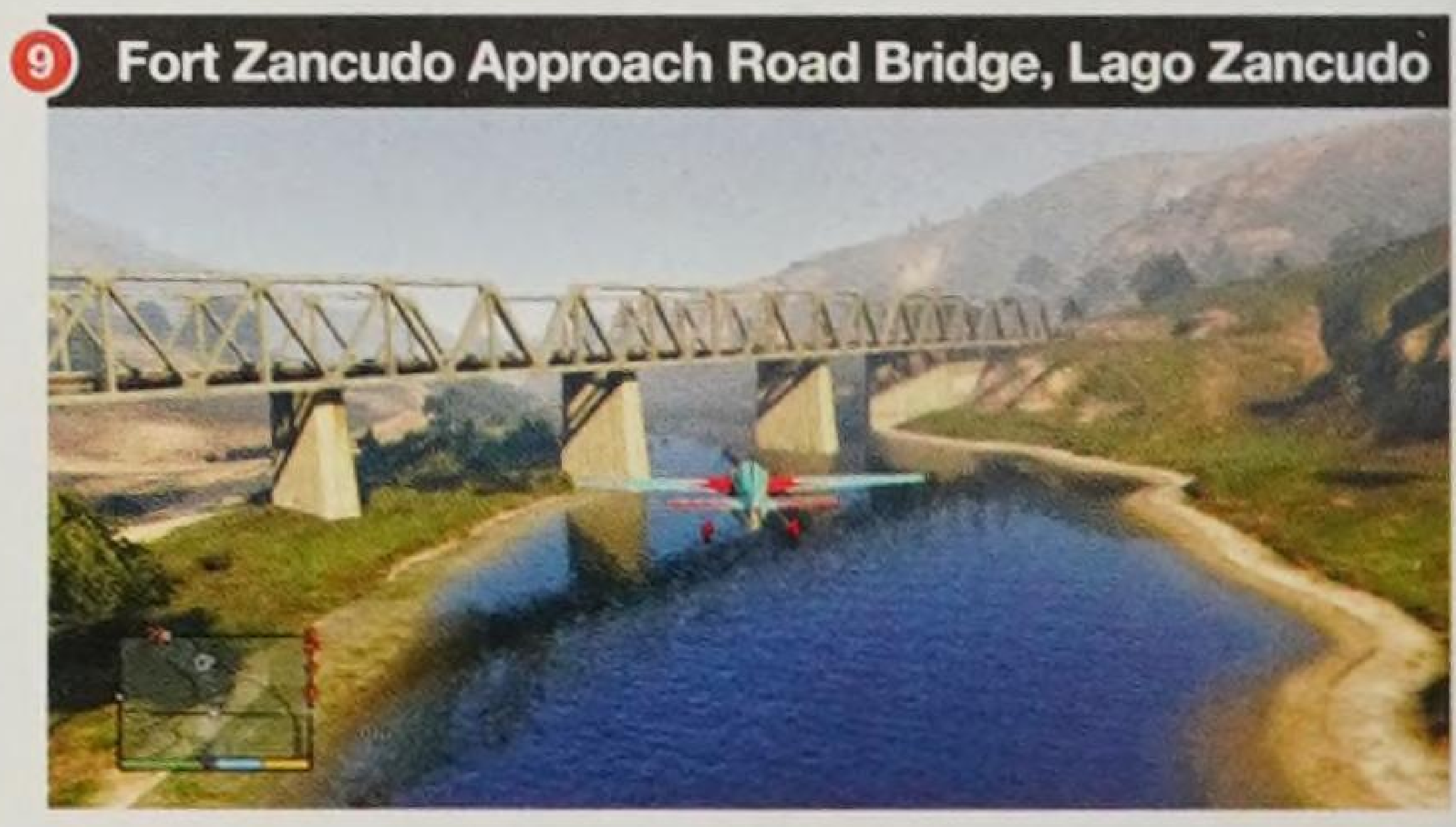
This mountain road bridge is best conquered while piloting a helicopter from a northern approach (flying downhill).

⑧ Great Ocean Highway Bridge, Lago Zancudo



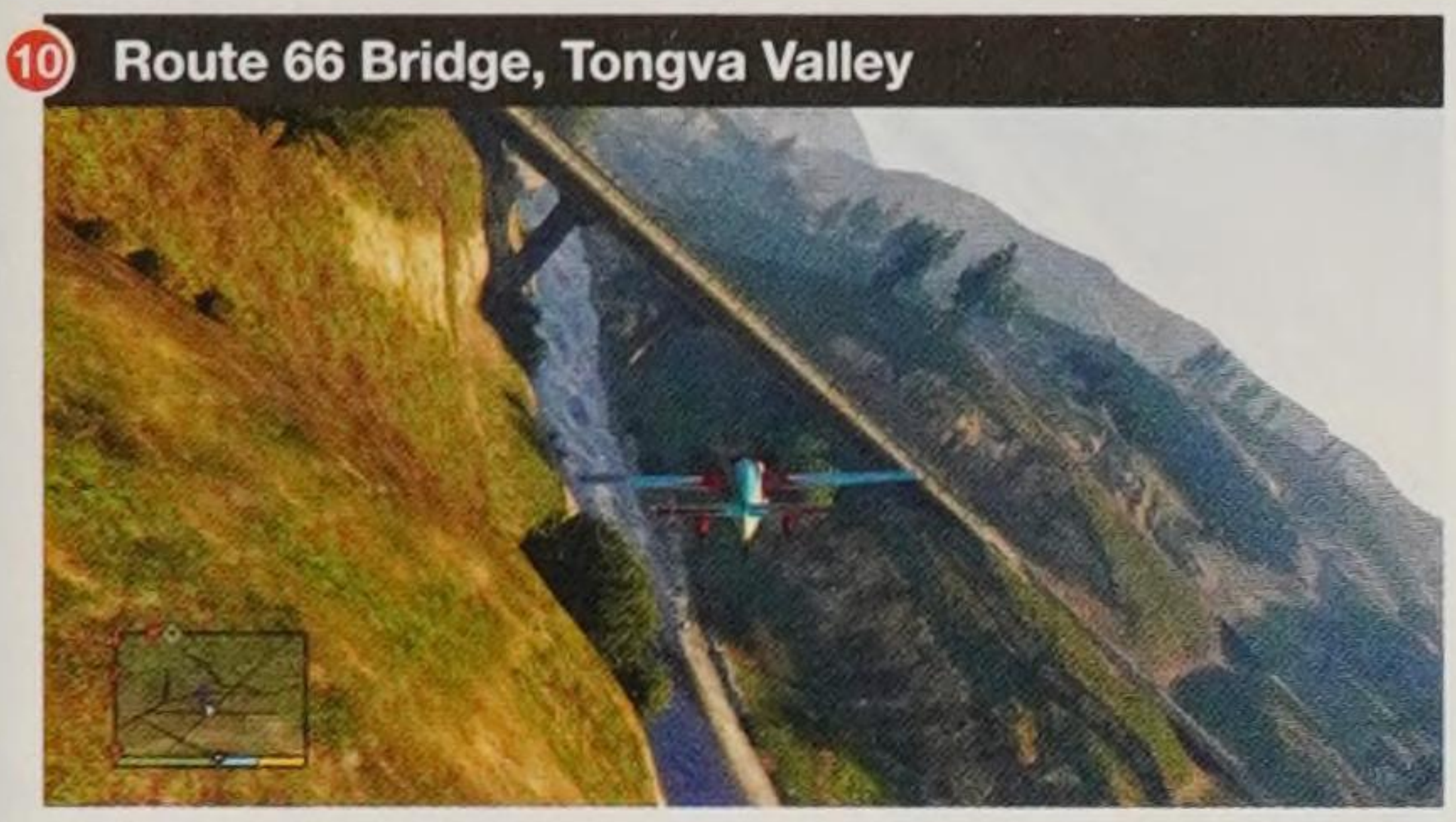
This bridge challenge is much easier while piloting a light aircraft as opposed to a helicopter.

⑨ Fort Zancudo Approach Road Bridge, Lago Zancudo



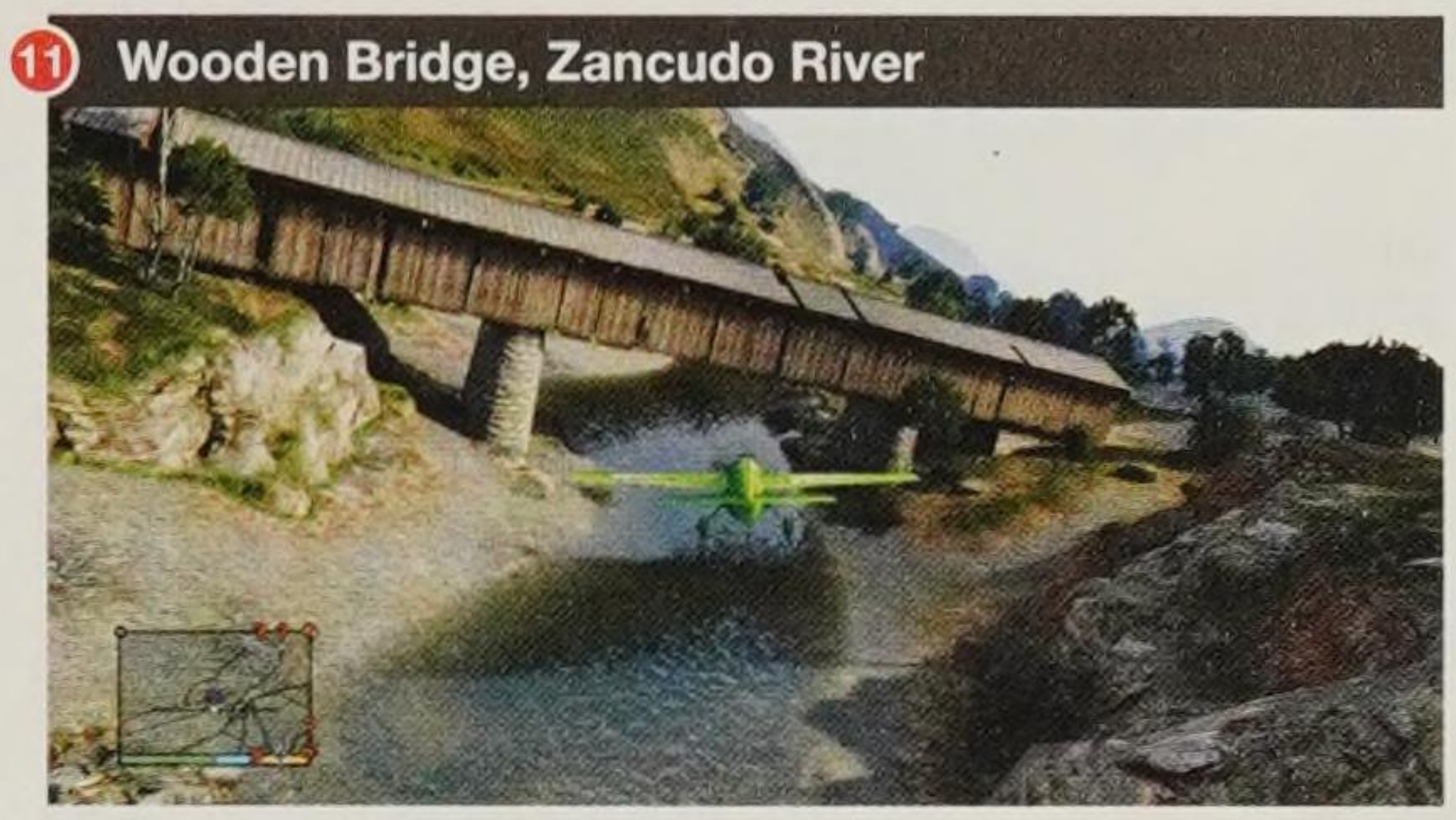
Fly under the road bridge that leads to Fort Zancudo. There's plenty of room, so the maneuver can be executed from either direction in most any aircraft.

⑩ Route 66 Bridge, Tongva Valley



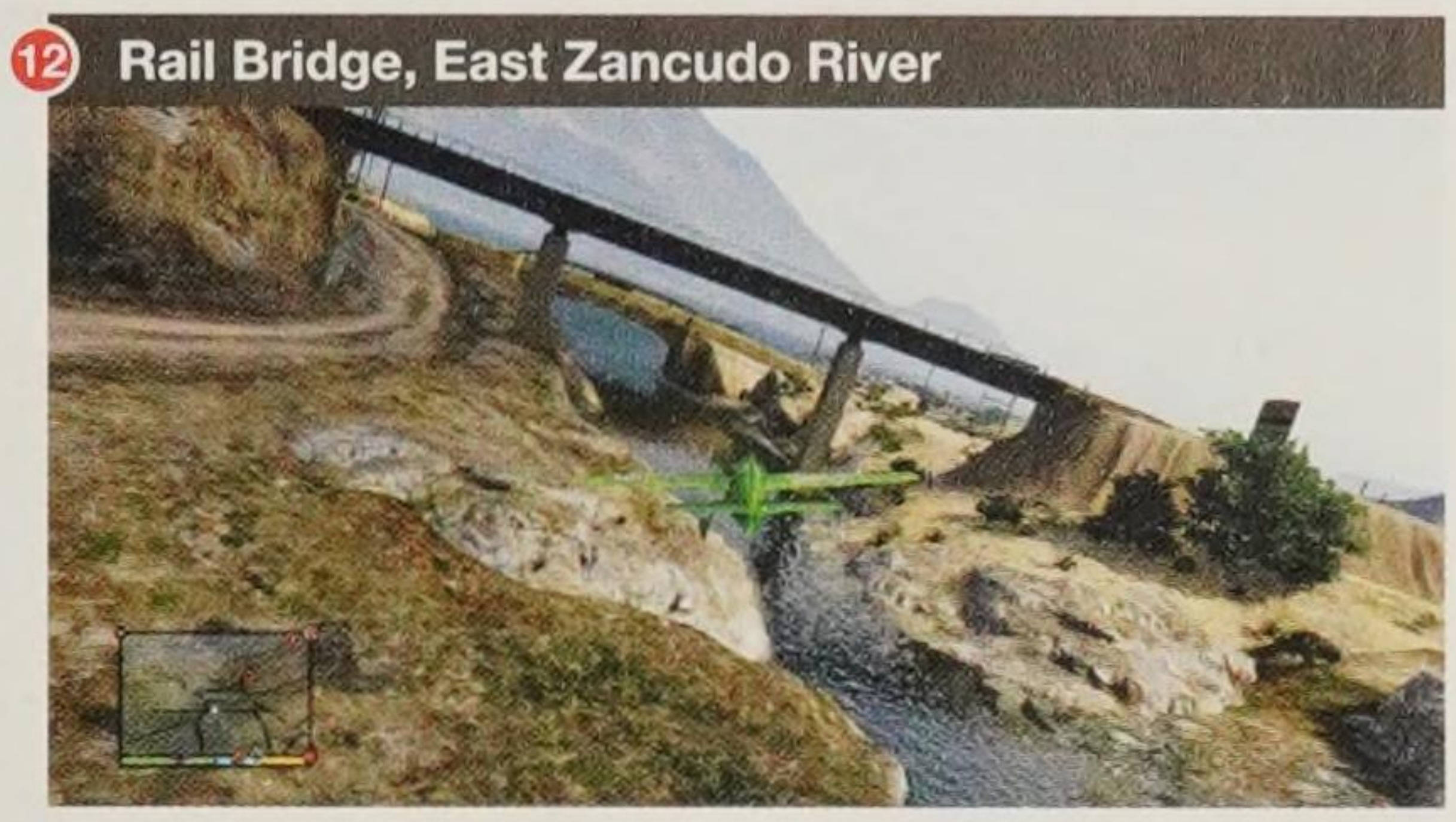
Approach this bridge north from the Zancudo River, flying toward a second bridge near the waterfall (that does not trigger an Under the Bridge challenge). The Route 66 Bridge is tall enough to be flown under in most any aircraft.

⑪ Wooden Bridge, Zancudo River



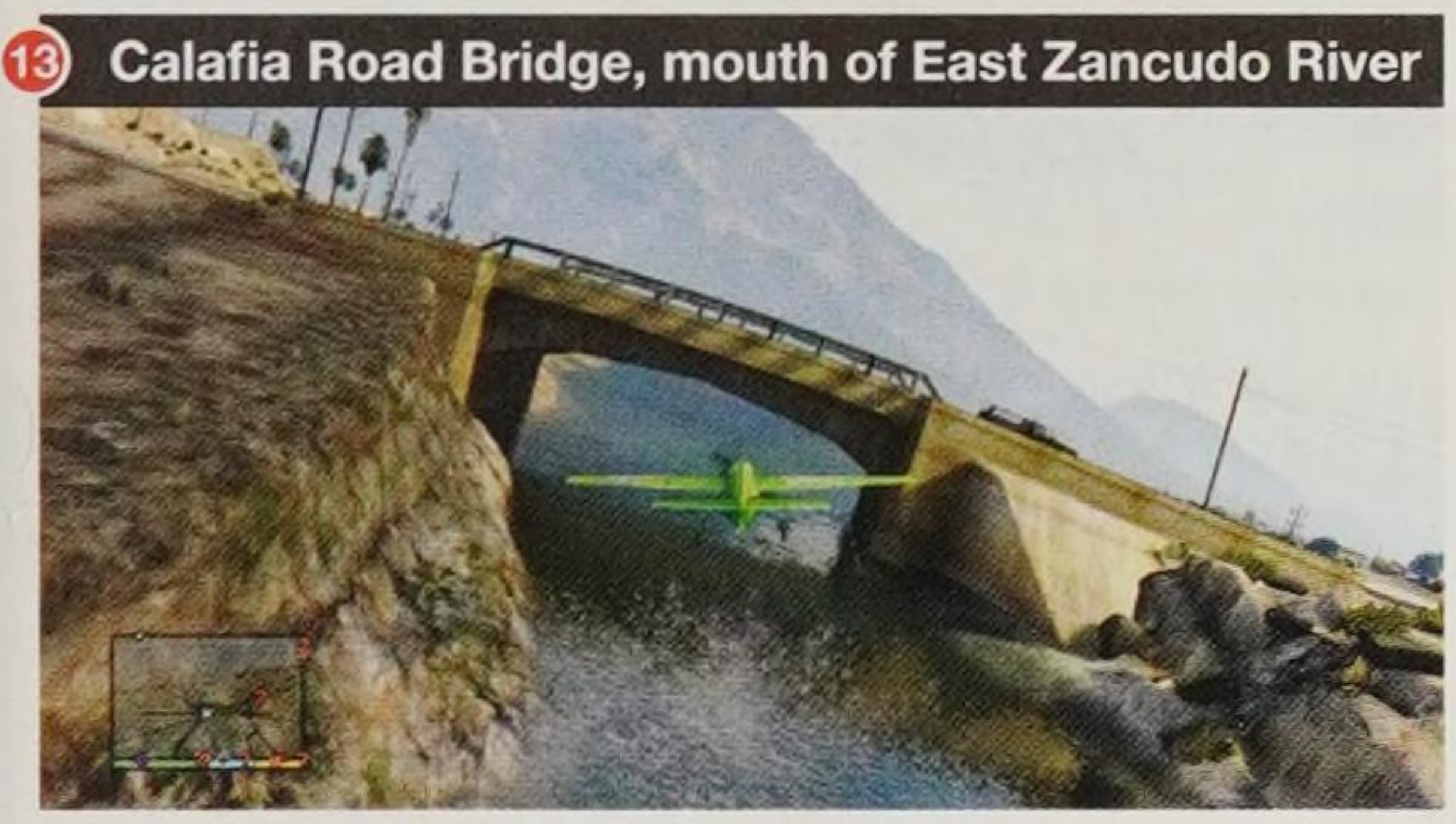
The wooden bridge is low to the river and at an angle from the approach clearing. Use a light aircraft and come at it from the west. When you pass under it, quickly pull up to avoid running into the hill on the other side. Continue to follow the river, heading east to knock out two more challenges in a row.

⑫ Rail Bridge, East Zancudo River



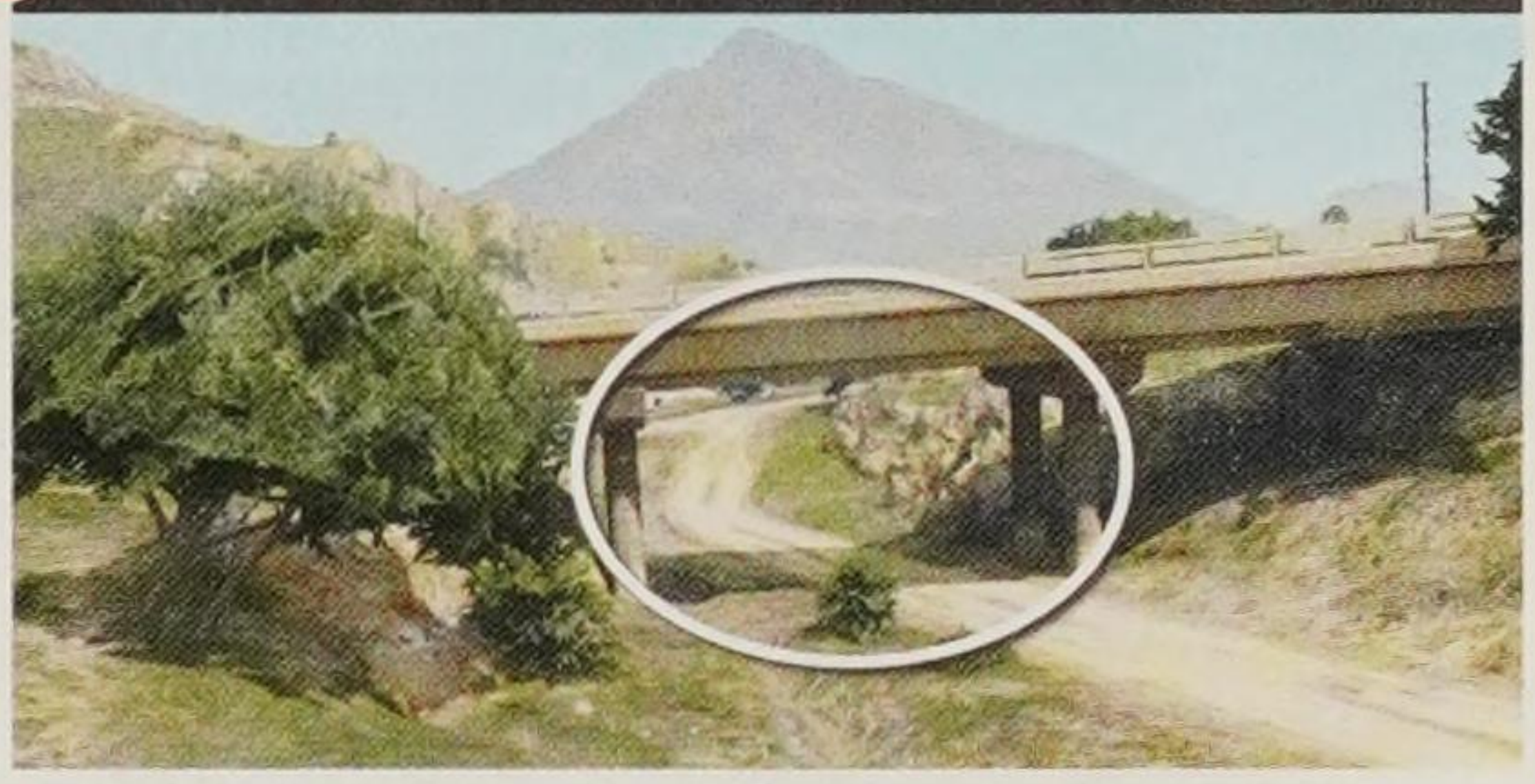
On a southern approach following the Zancudo northward, pass under the tall rail bridge near Stab City with a light aircraft. Then continue (slightly descending) to pass through the nearby Calafia Road bridge **(13)** to knock out two challenges in one pass.

⑬ Calafia Road Bridge, mouth of East Zancudo River



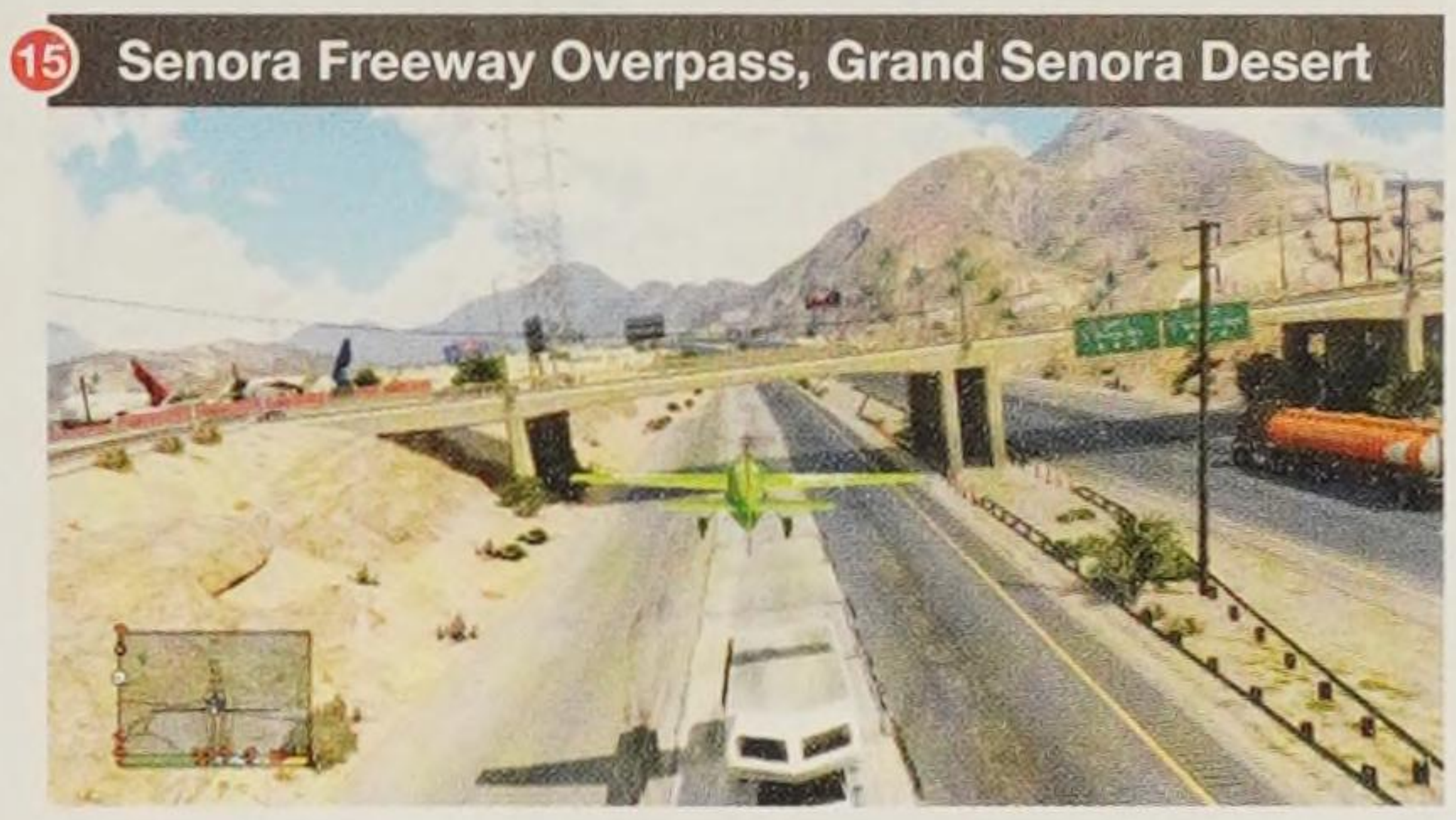
Pass under the tall rail bridge **(12)** near Stab City with a light aircraft, and then continue to descend to pass through the nearby Calafia Road Bridge to knock out two challenges in one pass. This can just as easily be done from a north to south approach, as well.

⑭ Route 68, Zanduco River



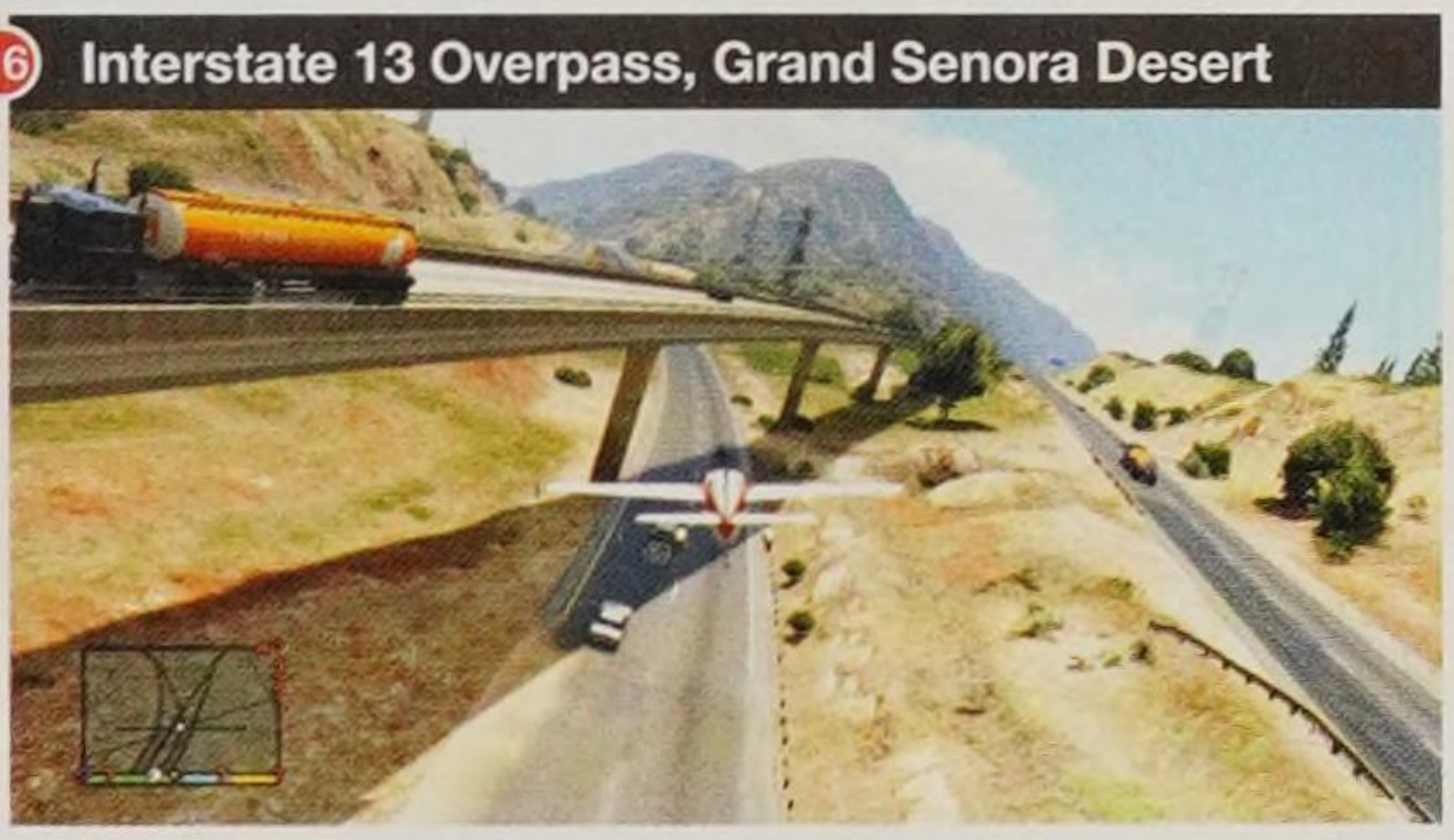
Pass under the Route 68 overpass near the Zancudo River. Using a helicopter may prove to be more easy than flying a plane under.

⑮ Senora Freeway Overpass, Grand Senora Desert



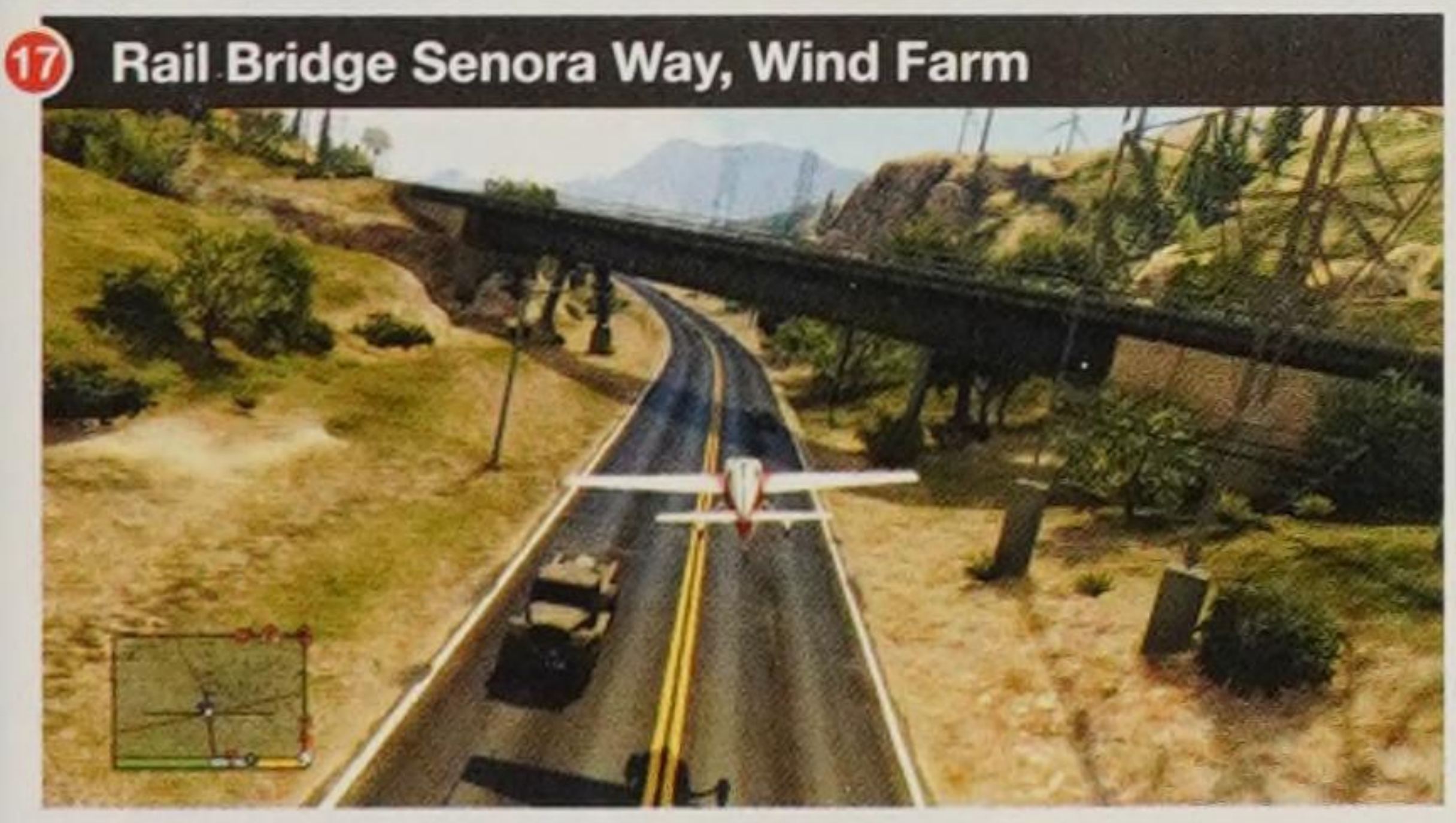
This overpass is low and there's usually a lot of traffic on the Senora Freeway, making it very hazardous. We suggest using a light plane. Choose the side of the road you wish to follow under the bridge, based on which side has the least amount of vehicles or which side has no tall trucks passing under at the same time.

⑯ Interstate 13 Overpass, Grand Senora Desert



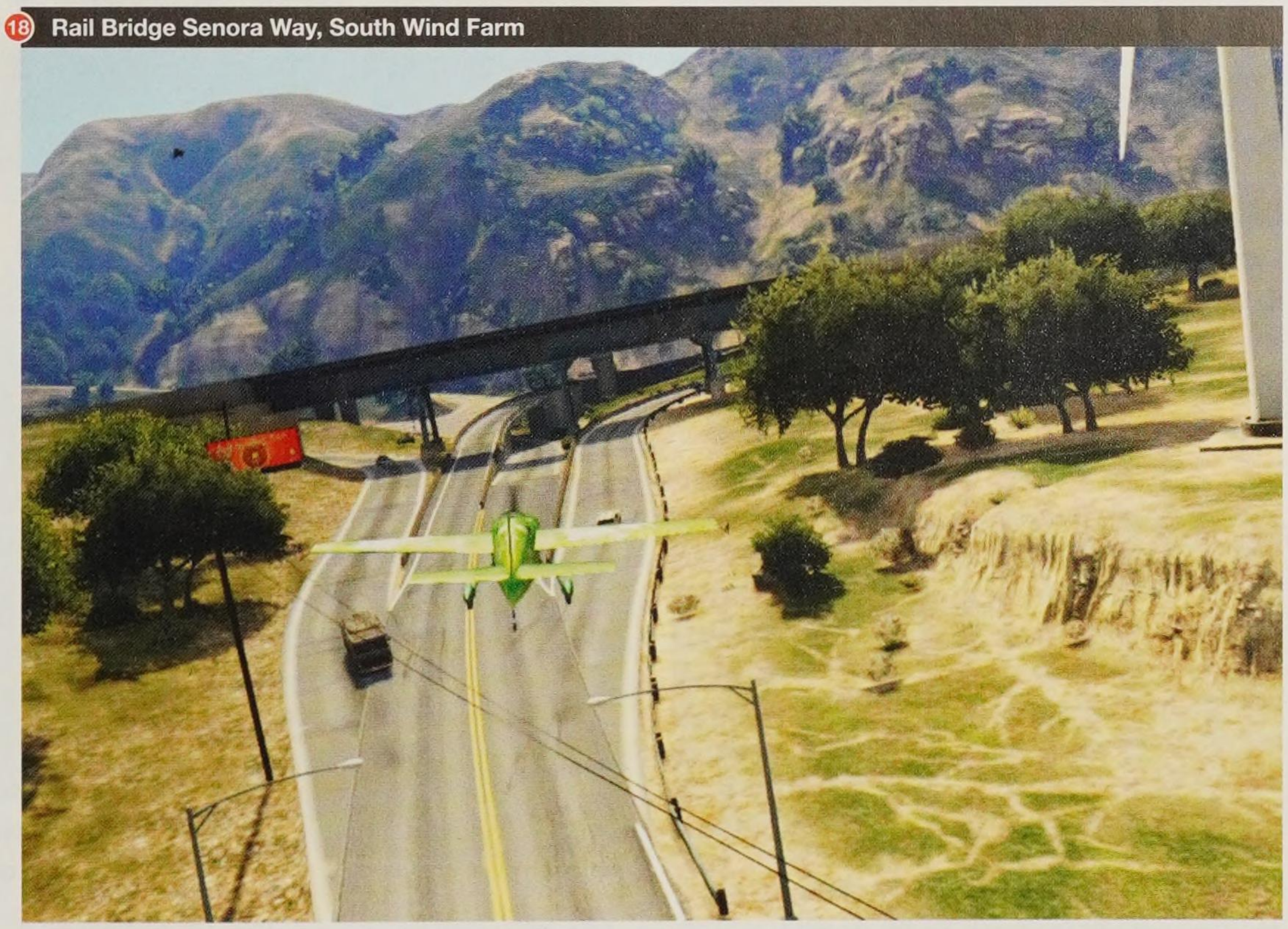
Follow the Senora Freeway north or south under the Interstate 13 overpass. This is a very tall overpass with distant columns; any aircraft can easily pass underneath.

⑰ Rail Bridge Senora Way, Wind Farm



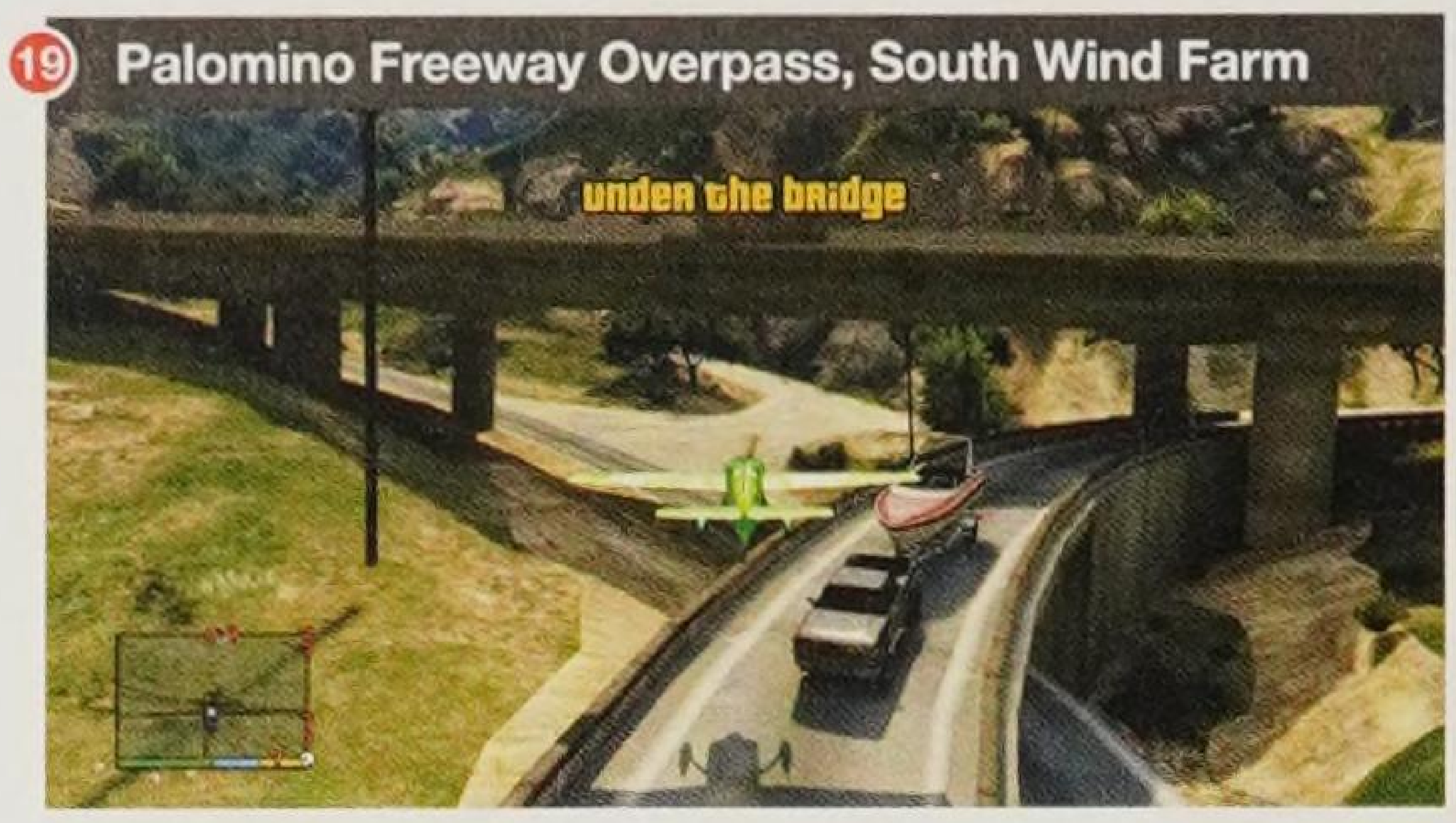
This rail bridge is best conquered with a light plane approaching from the north. Continue to follow Senora Way southward to knock out two more in one pass.

⑱ Rail Bridge Senora Way, South Wind Farm



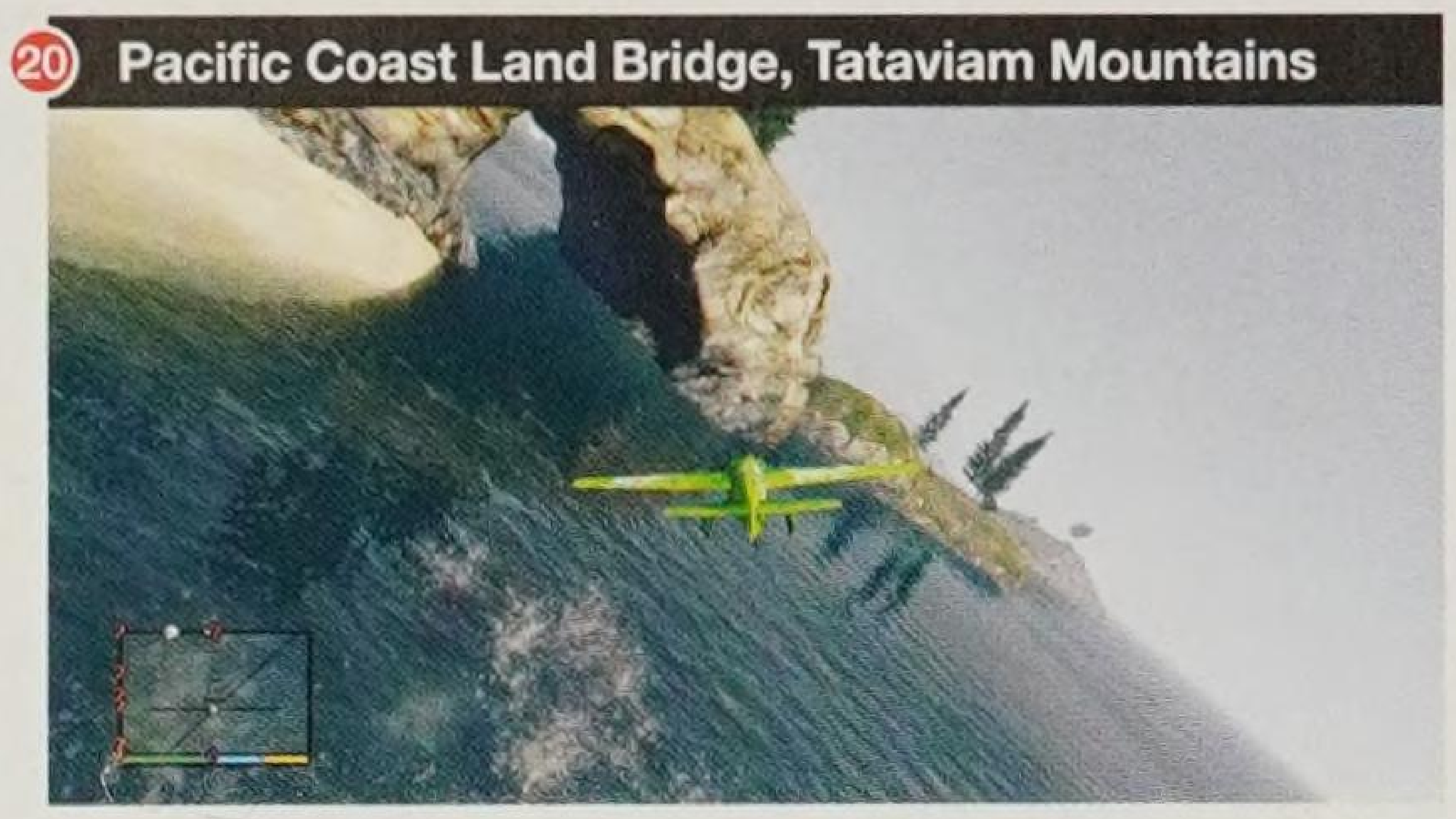
Continue to fly south over Senora Way from the previous bridge **(17)** and fly above the telephone poles near the target rail bridge **(18)**. Then dip down to clear them and even out to fly under the tall bridge. Keep the plane level and pass under the following overpass **(19)** to knock out two challenges in one pass.

⑲ Palomino Freeway Overpass, South Wind Farm



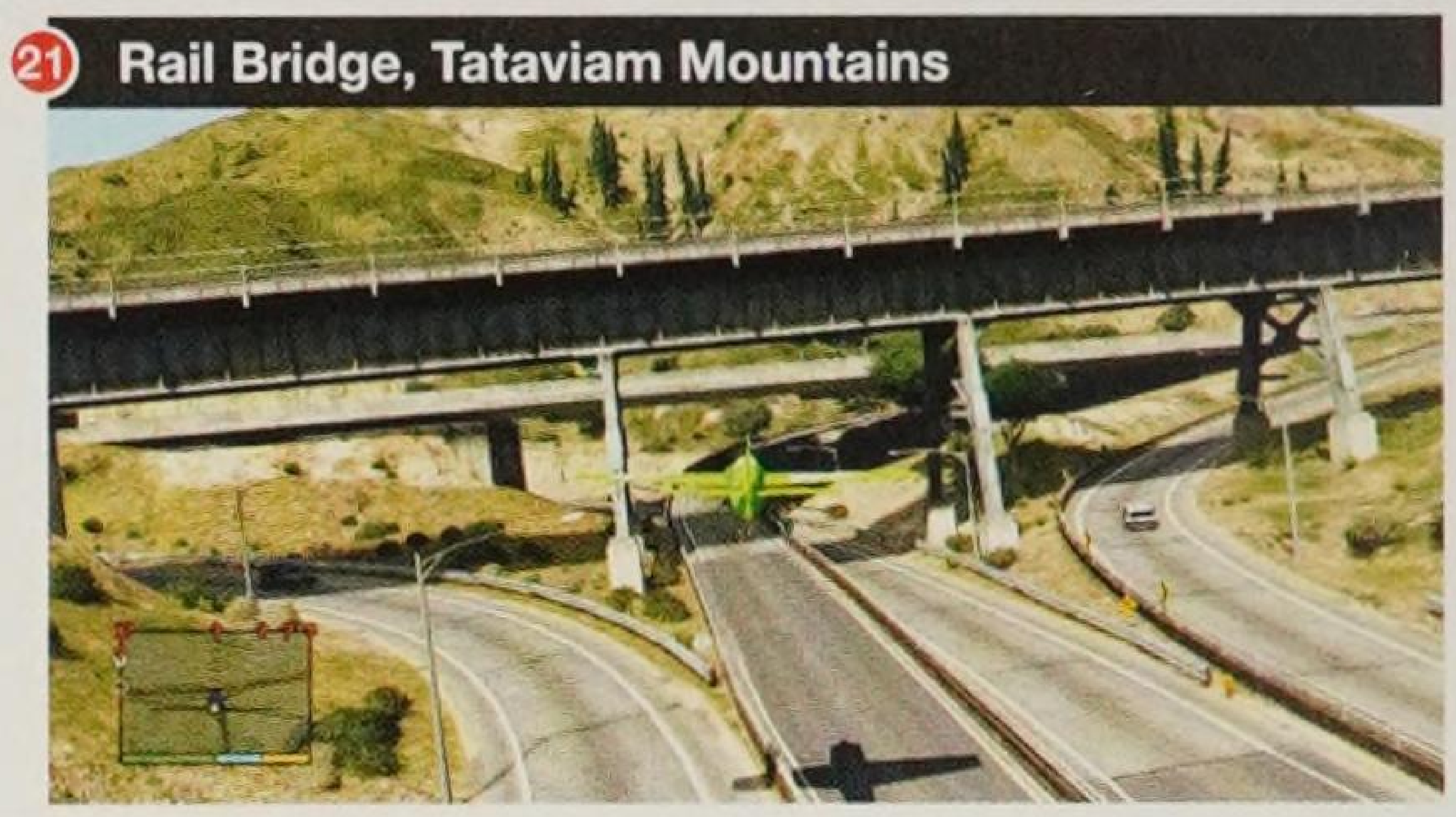
Continue to fly south over Senora Way from the previous bridge **(17)** and fly above the telephone poles near the target rail bridge **(18).** Then dip down to clear them and even out to fly under the rail bridge. Keep the plane level and pass under this Palomino Freeway overpass **(19)**, knocking out two challenges at once.

⑳ Pacific Coast Land Bridge, Tataviam Mountains



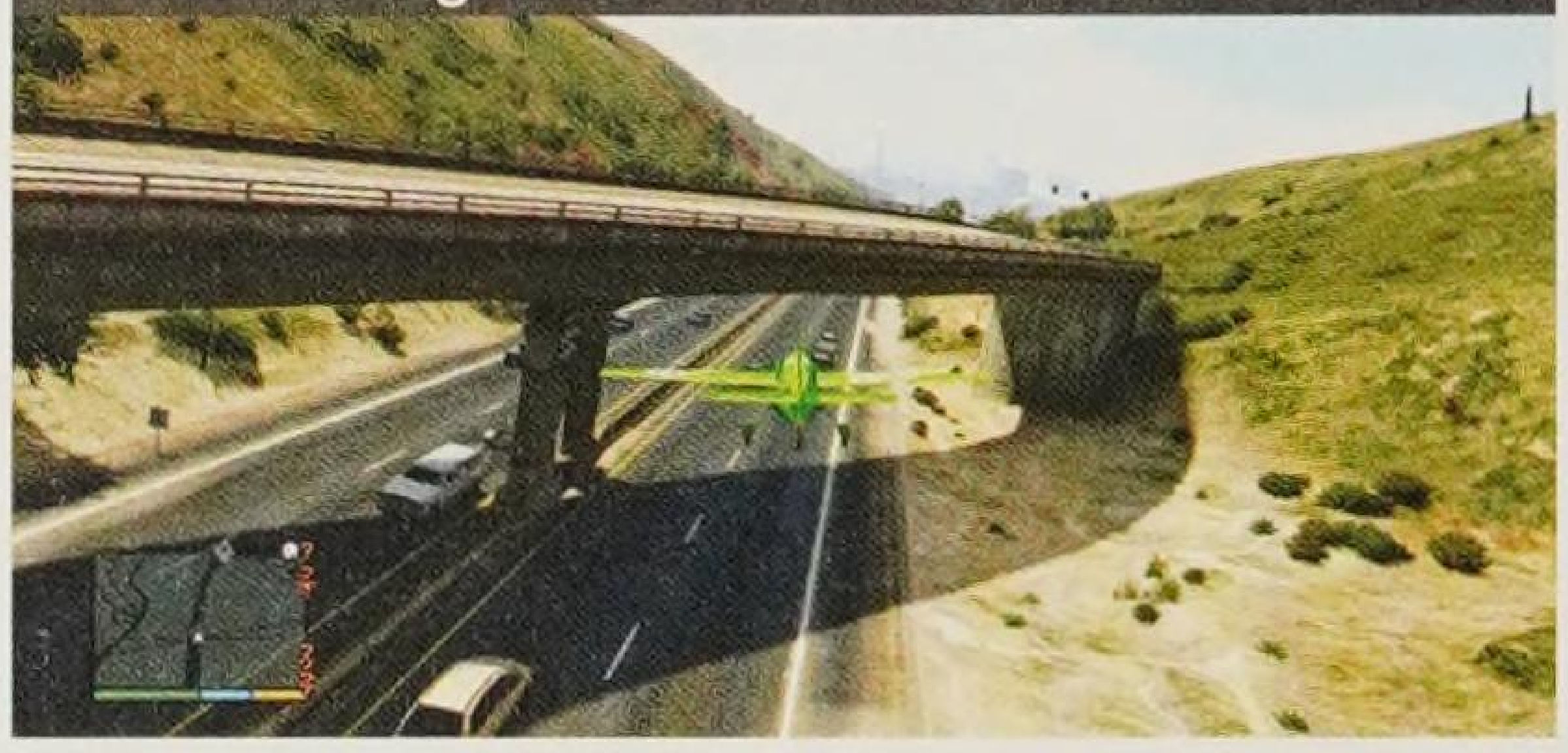
Approach from the south or the north in a light plane and fly through this land bridge on the east coast. The trick is to not fly so low that you go for a swim. The game has awesome water spray effects that increase the closer you get to the water. Use these to help judge your distance from the water.

㉑ Rail Bridge, Tataviam Mountains



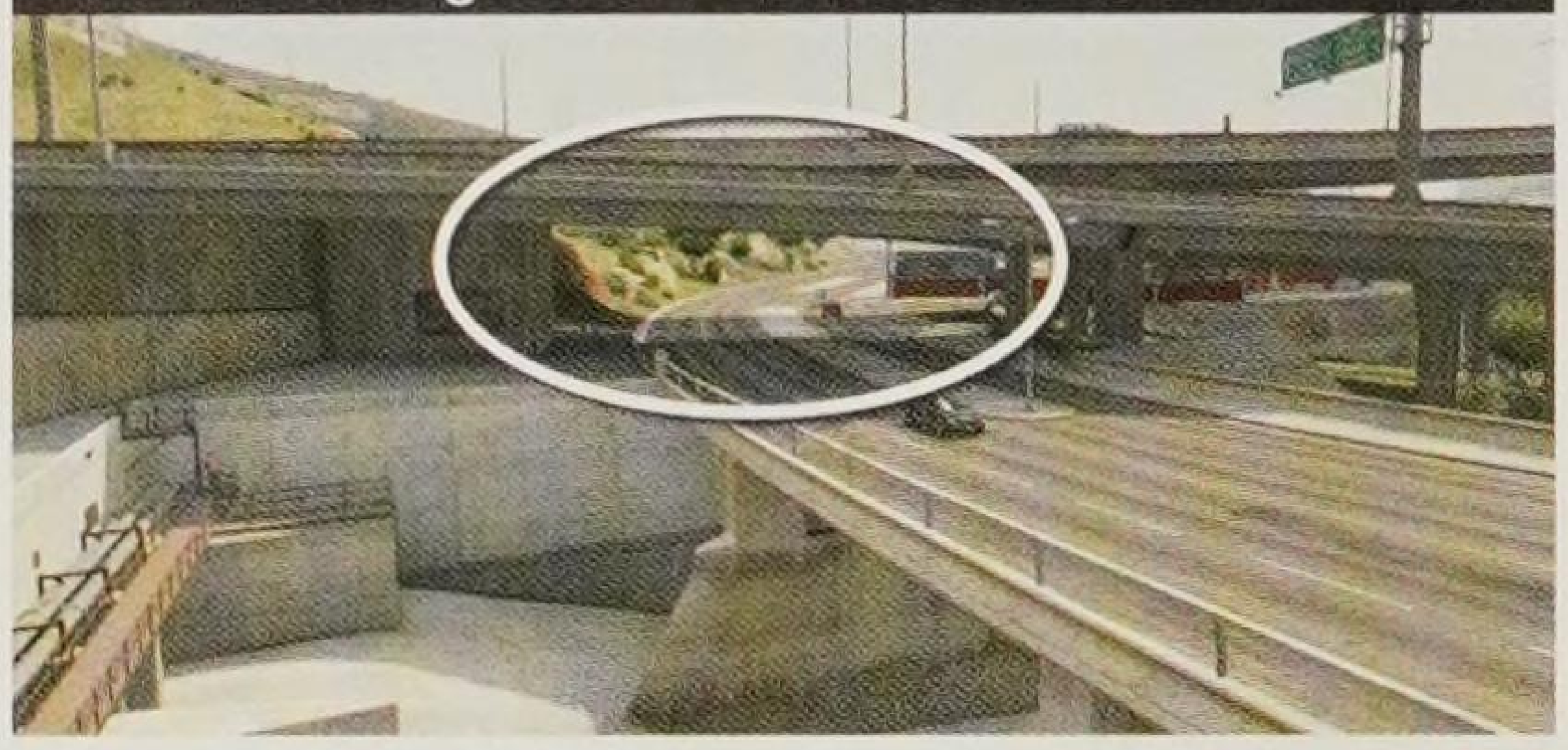
Approach this rail bridge from the southeast, heading northwest. Follow the middle of Sustancia Road to avoid hitting light poles on approach. Fly directly under the Palomino Freeway underpass for a safe exit.

㉒ Rail Bridge over Palomino Freeway, Palomino Highlands



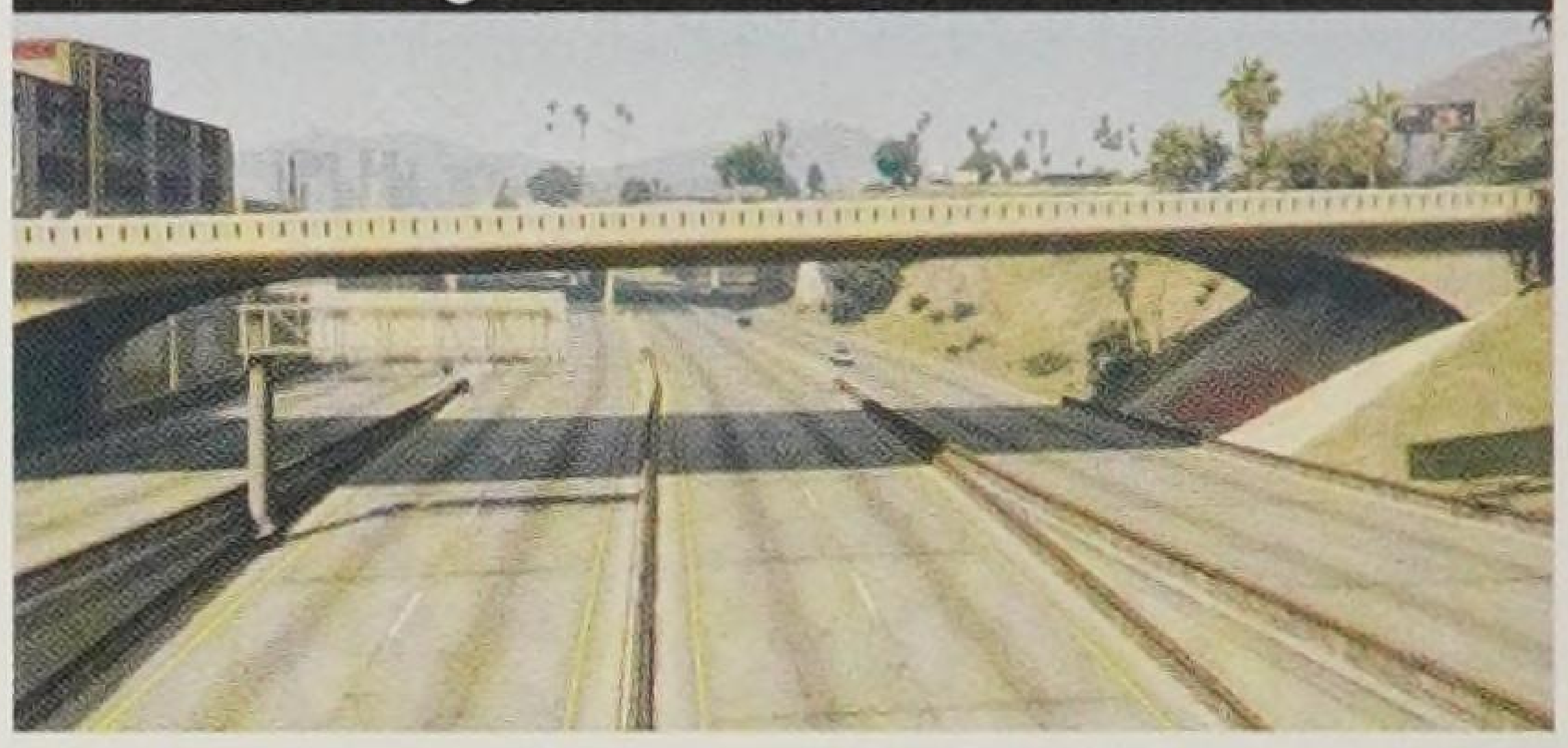
This rail bridge is tall enough that you don't need to worry about truck traffic passing underneath at the same time, unless you're in a helicopter; it's easier to glide through high above traffic in a light plane.

㉓ El Rancho Blvd; Palomino Freeway Overpass, Murrieta Heights



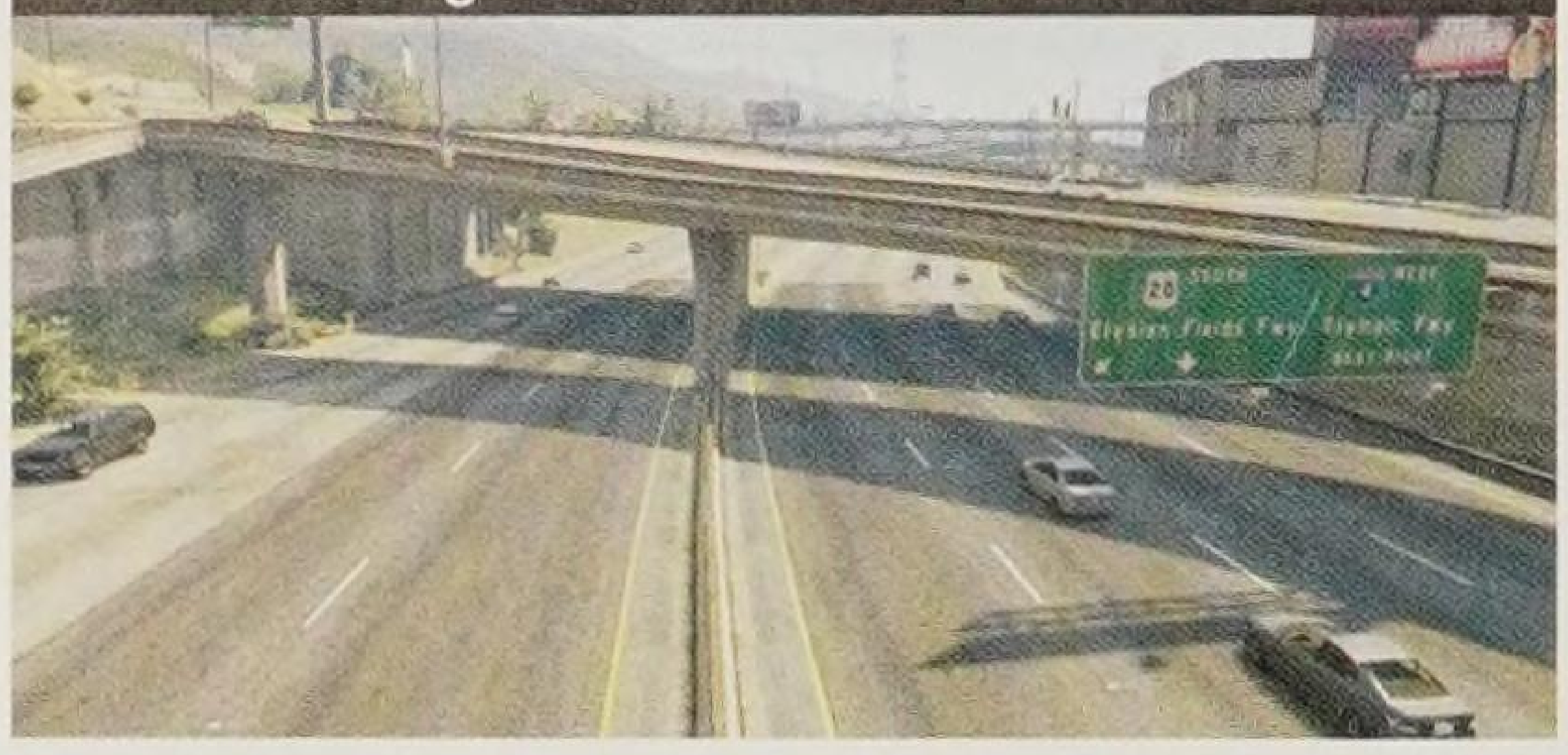
Fly either south to north or north to south under the Palomino Freeway along El Rancho Blvd near the flood control dam facility.

㉔ Del Perro Fwy; Vespucci Blvd Overpass, Murrieta Heights



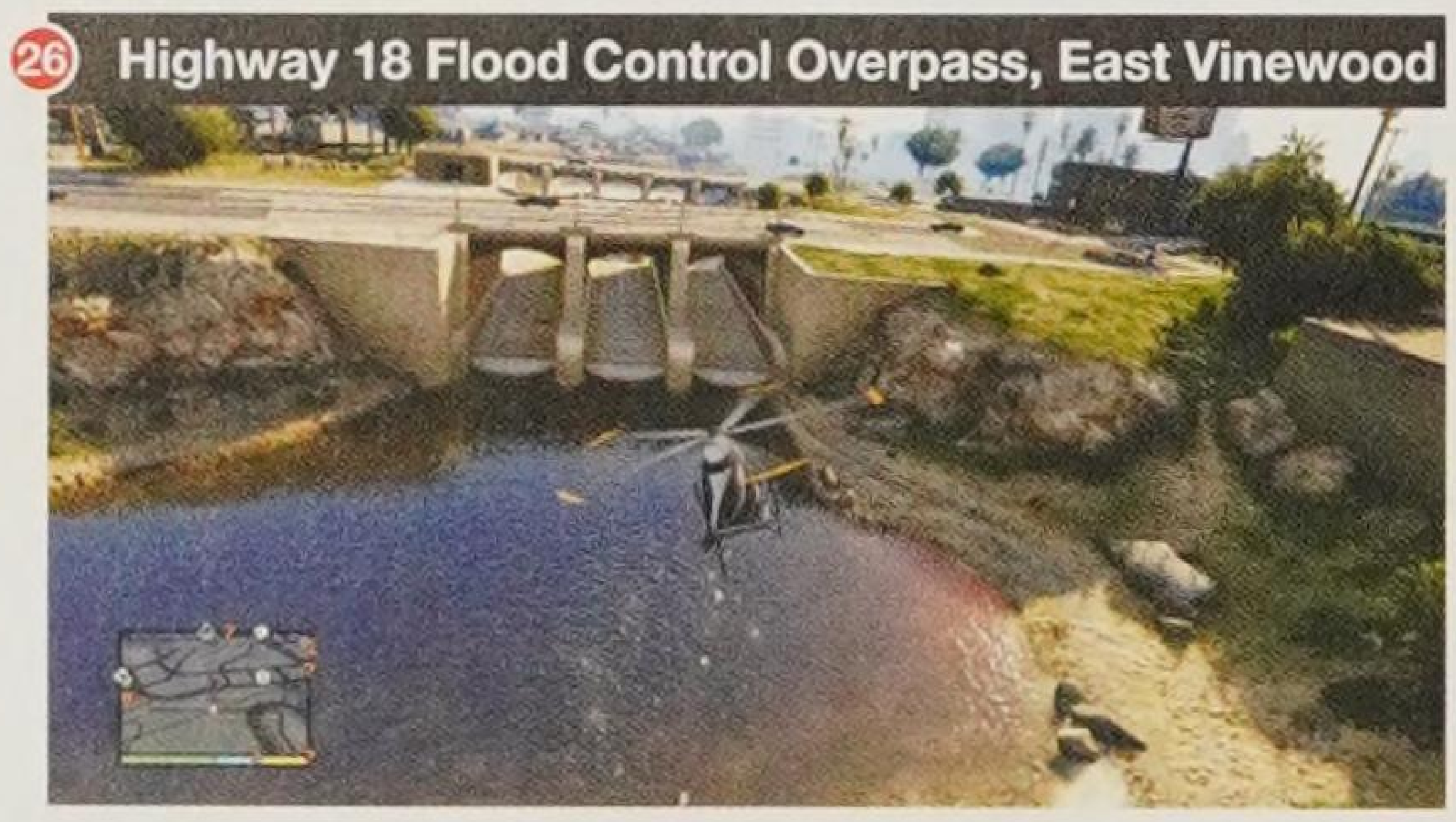
Use a helicopter to hover low along the Del Perro Fwy (in either direction) and pass under Vespucci Blvd.

㉕ Del Perro Fwy; San Andreas Ave Overpass, Murrieta Heights



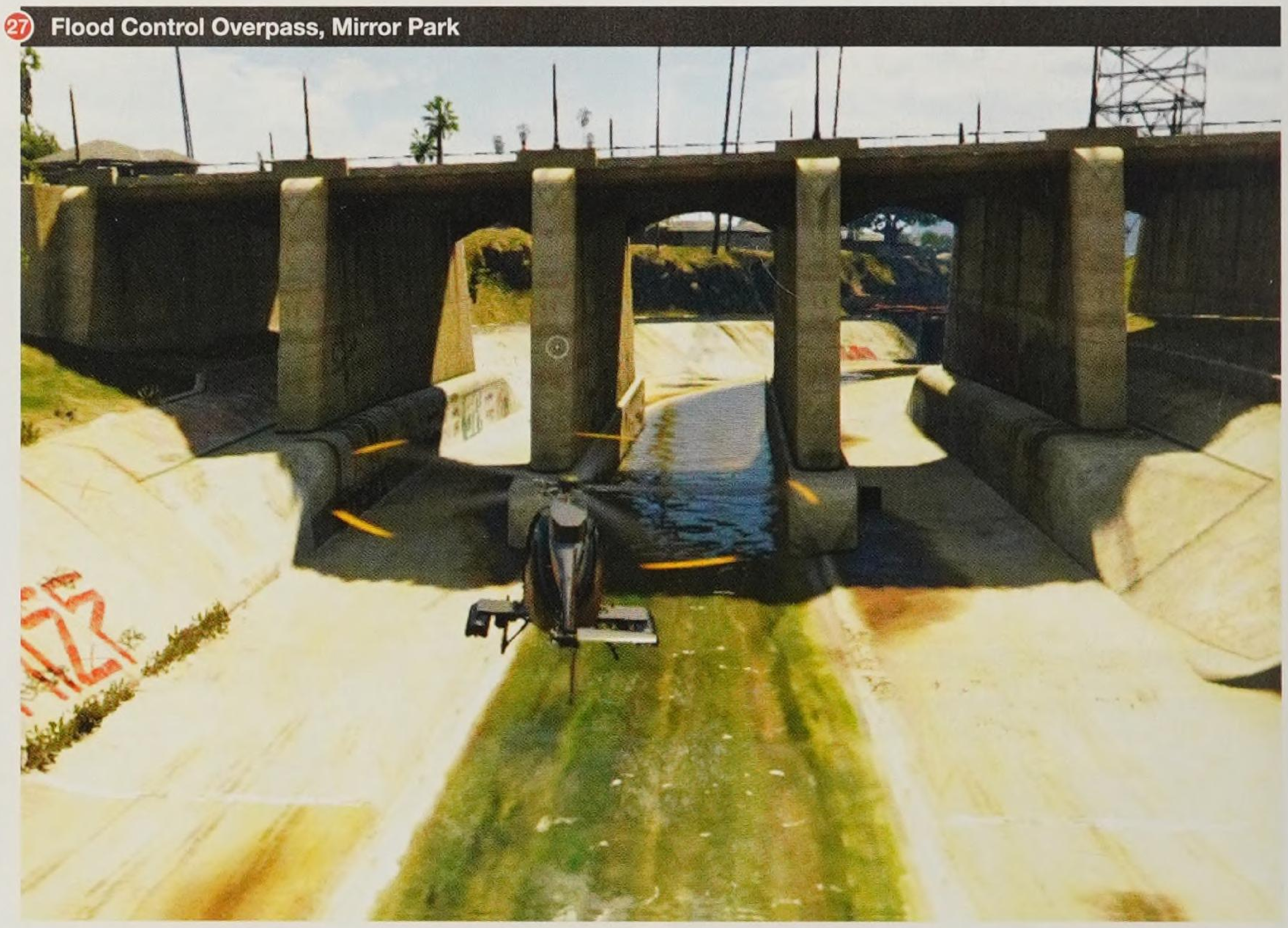
Use a helicopter to hover low along the Del Perro Fwy (in either direction) and pass under San Andreas Ave.

㉖ Highway 18 Flood Control Overpass, East Vinewood



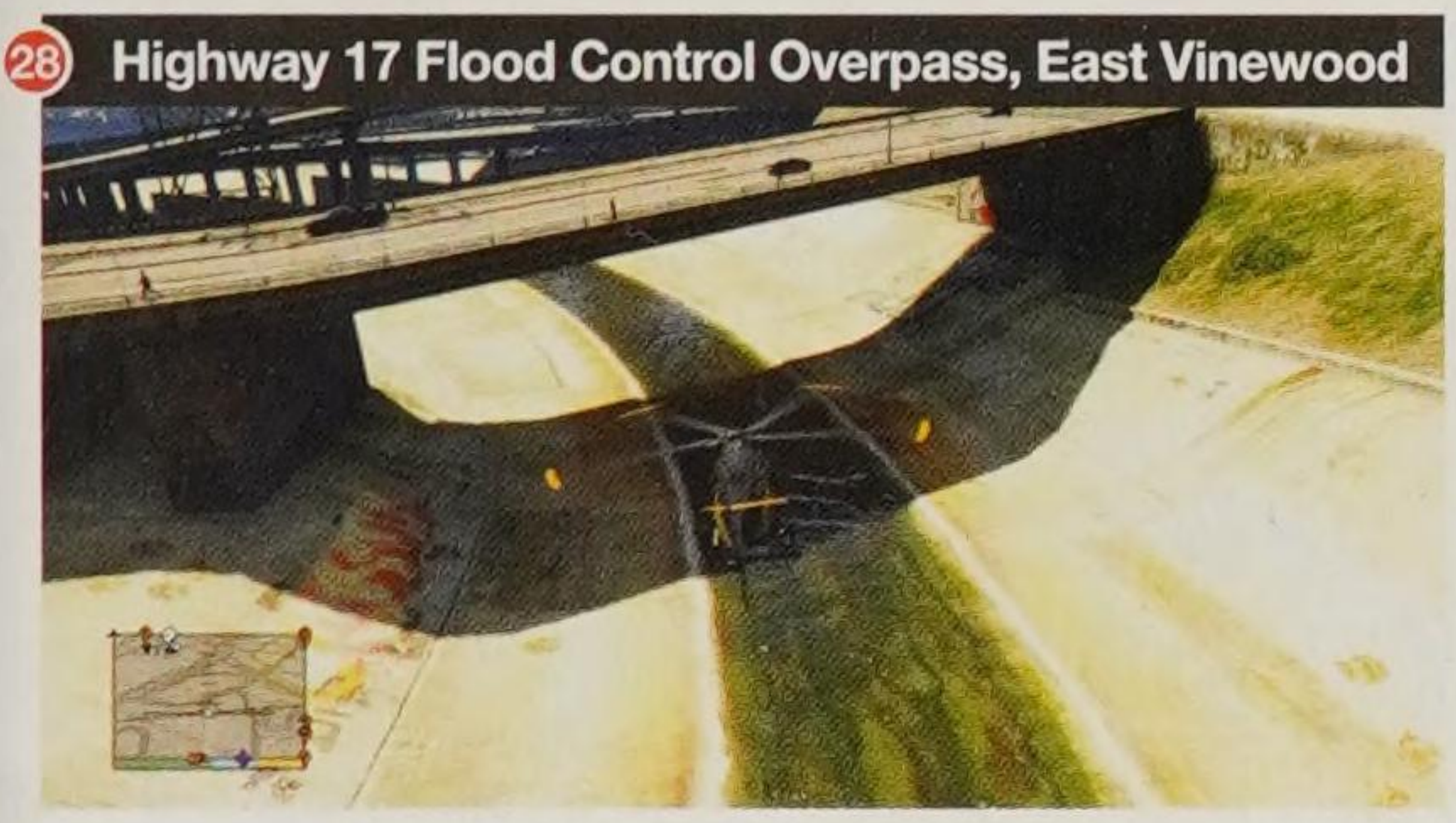
This is a very difficult challenge. Pilot a small helicopter and use a northeast approach. Do not allow the propellers to touch the bottom or the top underside of the bridge. However, you can still pass the challenge if your propellers touch the sides of the bridge supports.

㉗ Flood Control Overpass, Mirror Park



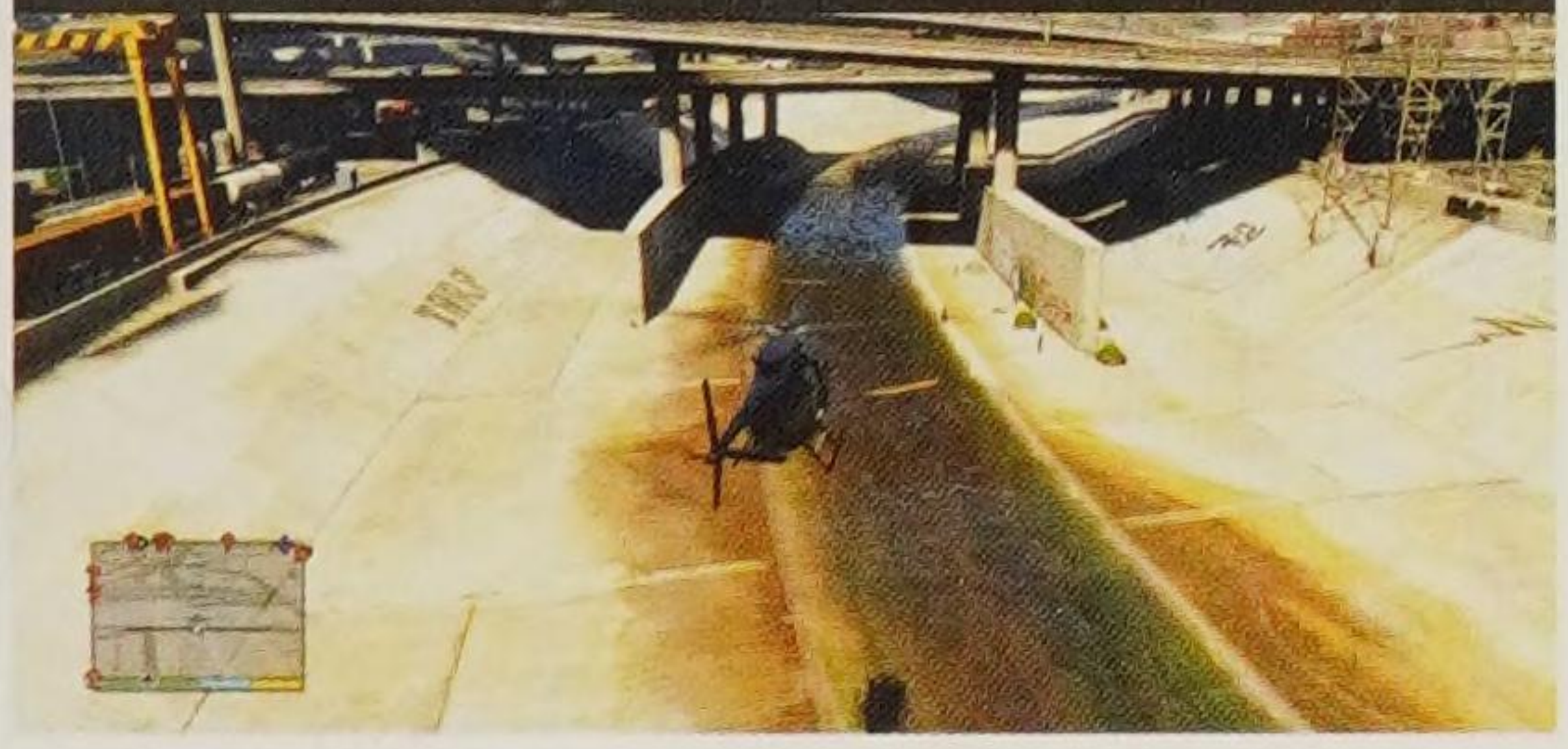
This flood control overpass is best executed in a small chopper. The bridge support beams are a little further apart from each other compared to **(23)**, so the challenge is not quite as tough.

㉘ Highway 17 Flood Control Overpass, East Vinewood



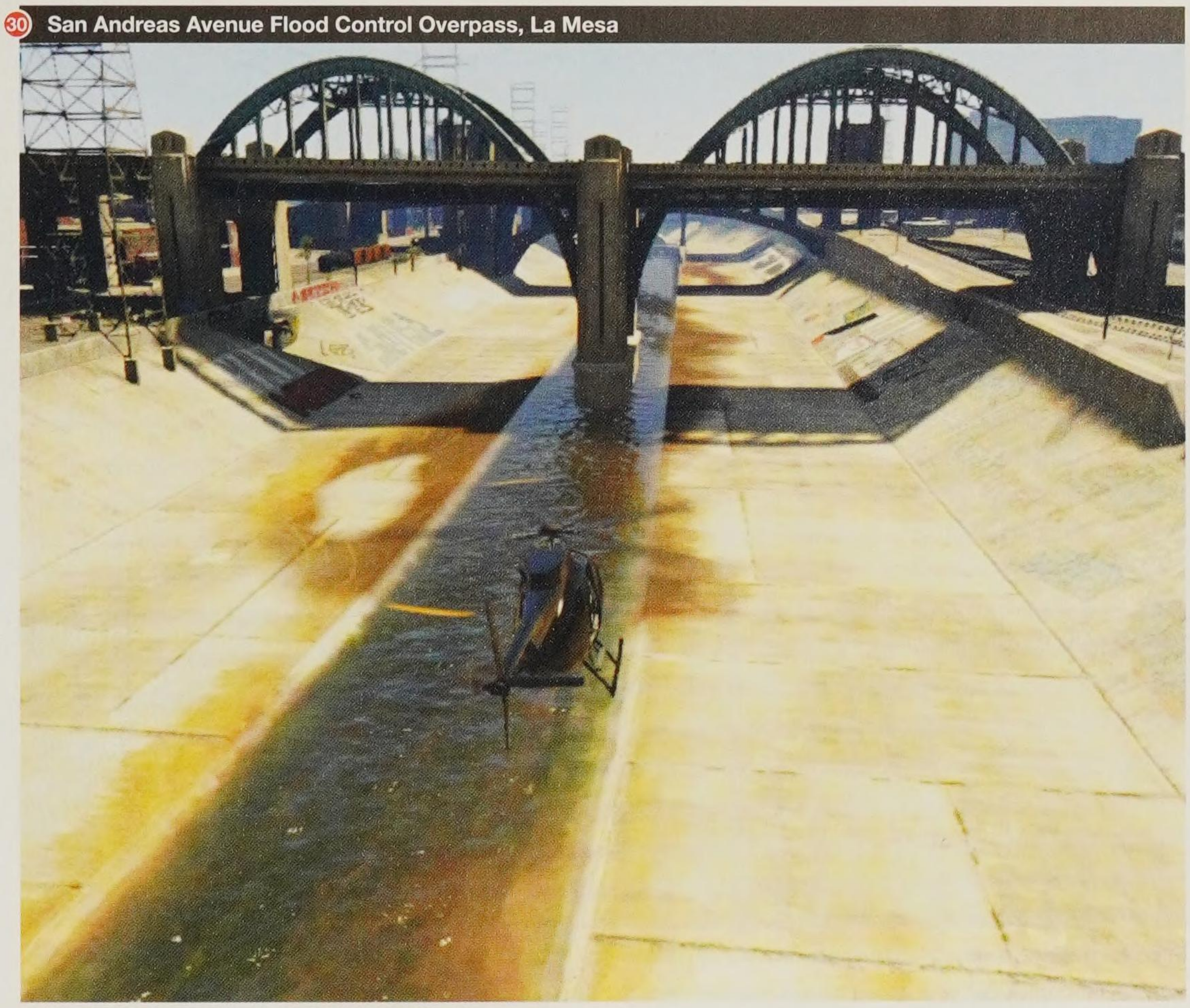
This overpass is in a curve, but there's plenty of clearance for a small airplane. However, use a helicopter, as is the case for most of the flood control bridge challenges.

㉙ Del Perro Freeway Flood Control Overpass, East Vinewood



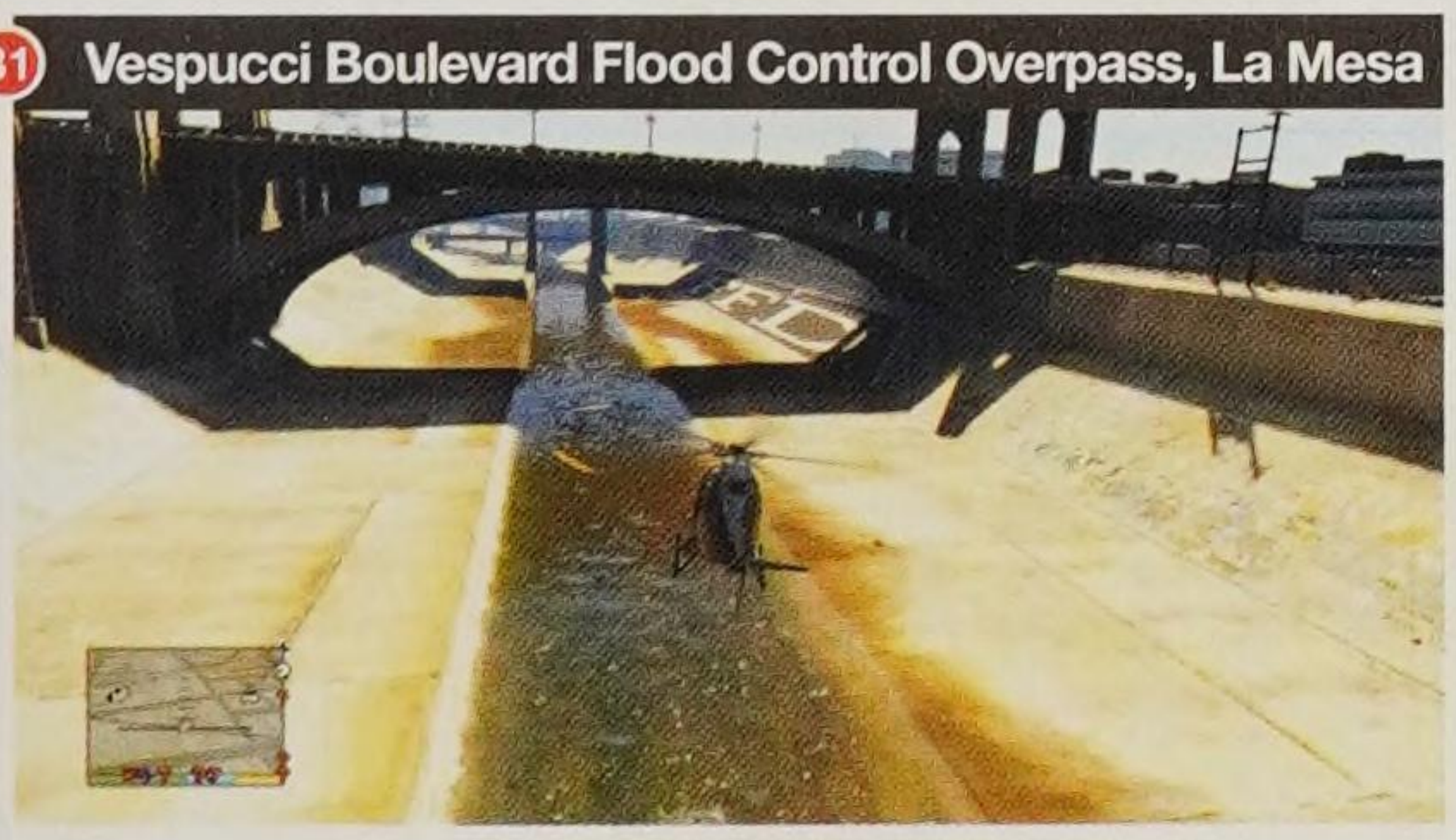
Unfortunately, this cluster of three bridges is part of one freeway so it counts as one Under the Bridge challenge. We suggest using a small helicopter, but it's wide and tall enough to get a light plane through fairly easy.

㉚ San Andreas Avenue Flood Control Overpass, La Mesa



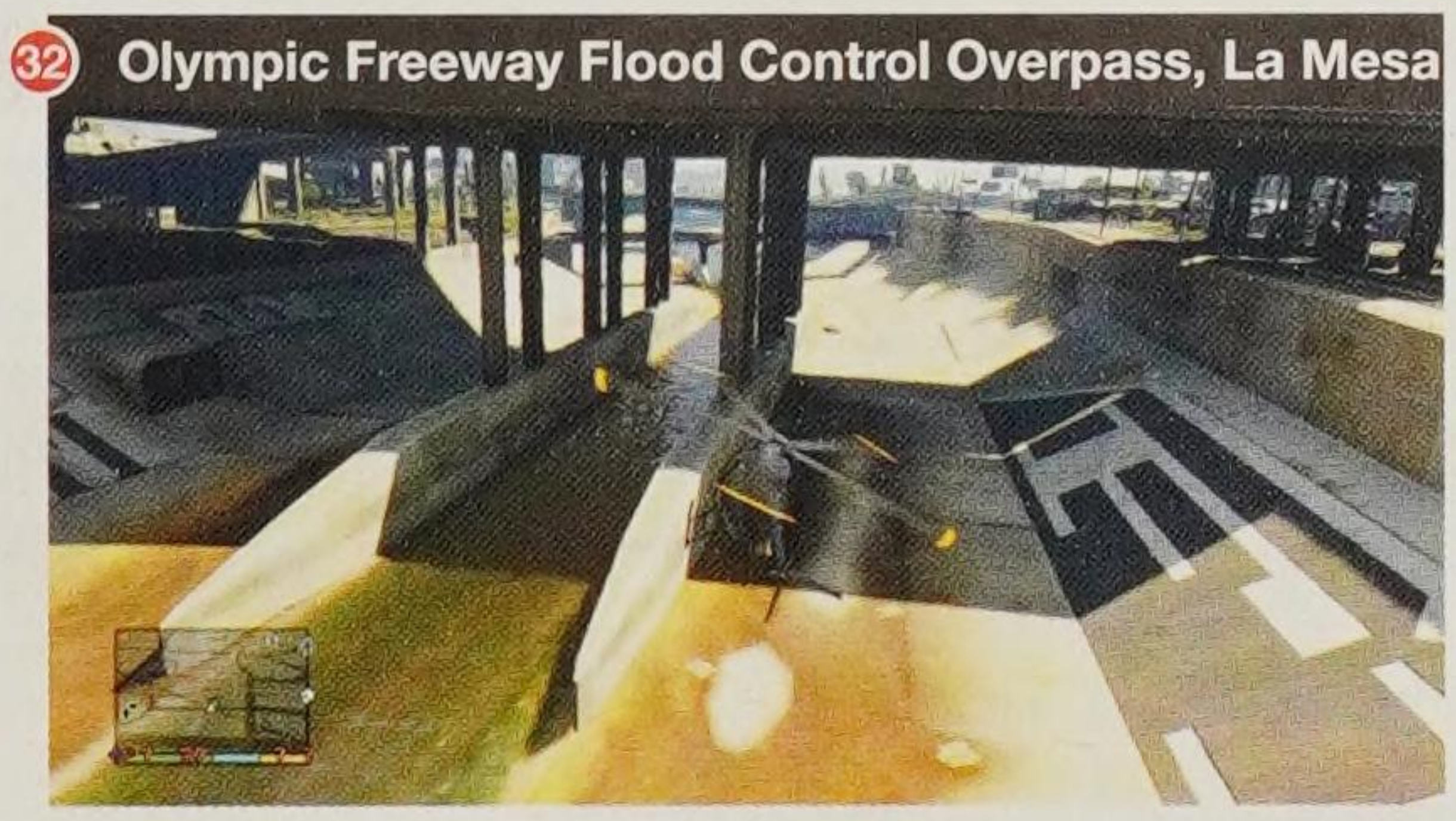
This bridge is rather tall and can be flown under in most any aircraft.

㉛ Vespucci Boulevard Flood Control Overpass, La Mesa



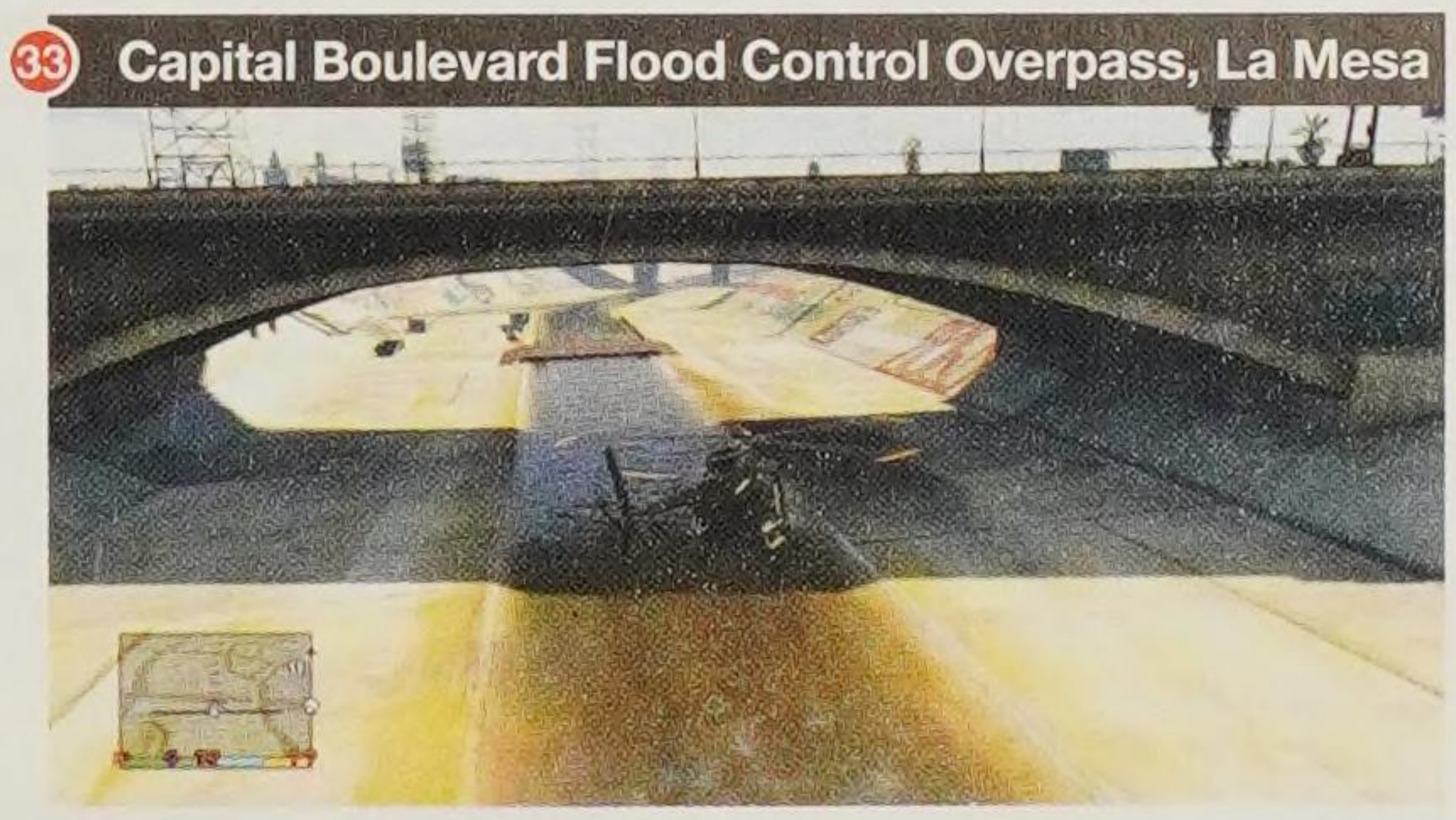
The Vespucci Boulevard Bridge is of average height. Stick with a light helicopter to pass under all the flood canal bridges in one pass.

㉜ Olympic Freeway Flood Control Overpass, La Mesa



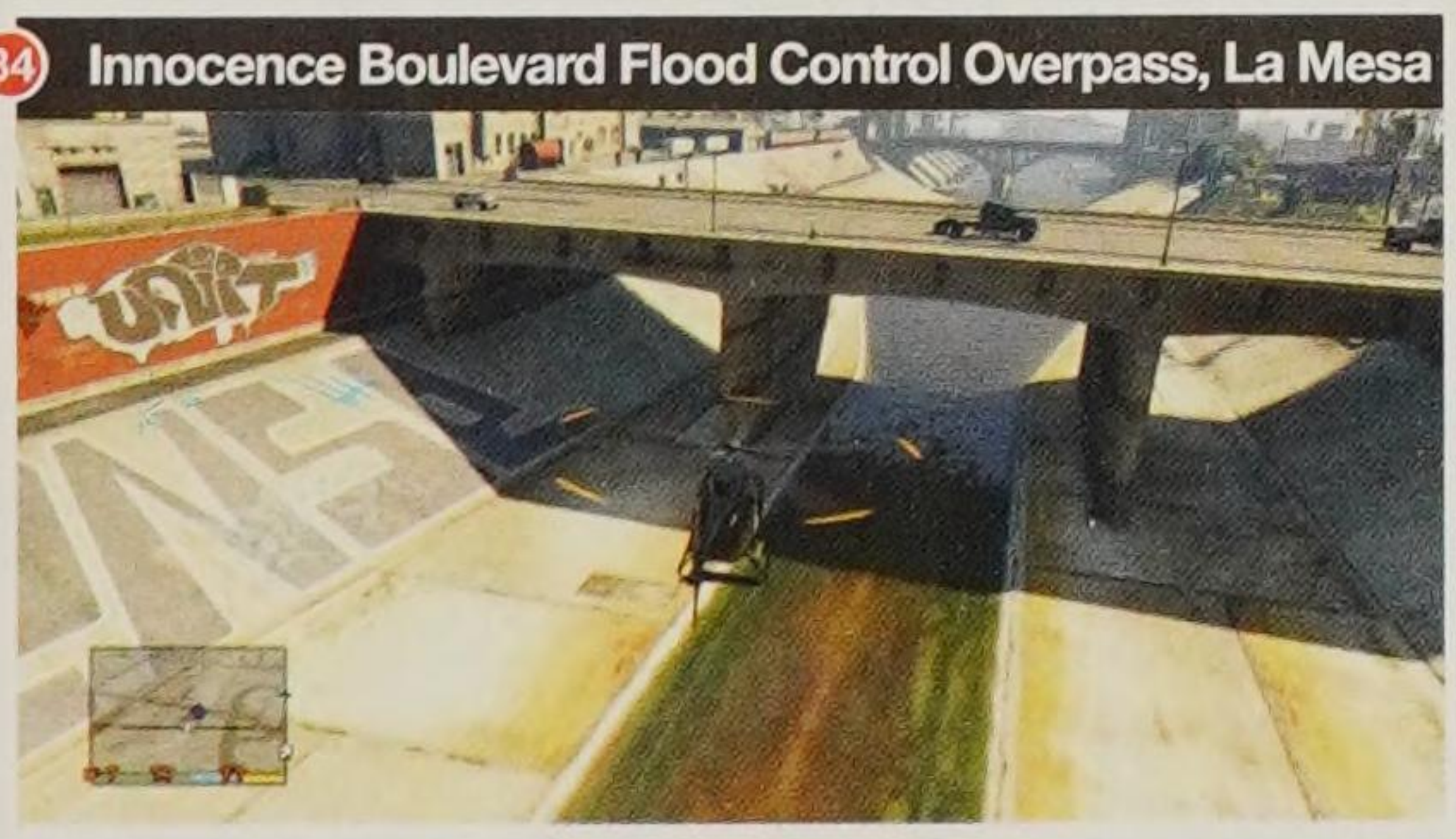
The Olympic Freeway Bridge is very tall and can be passed under using most any aircraft. We suggest flying under one of the side passages; there's more side-to-side clearance than the middle passage over the water.

㉝ Capital Boulevard Flood Control Overpass, La Mesa



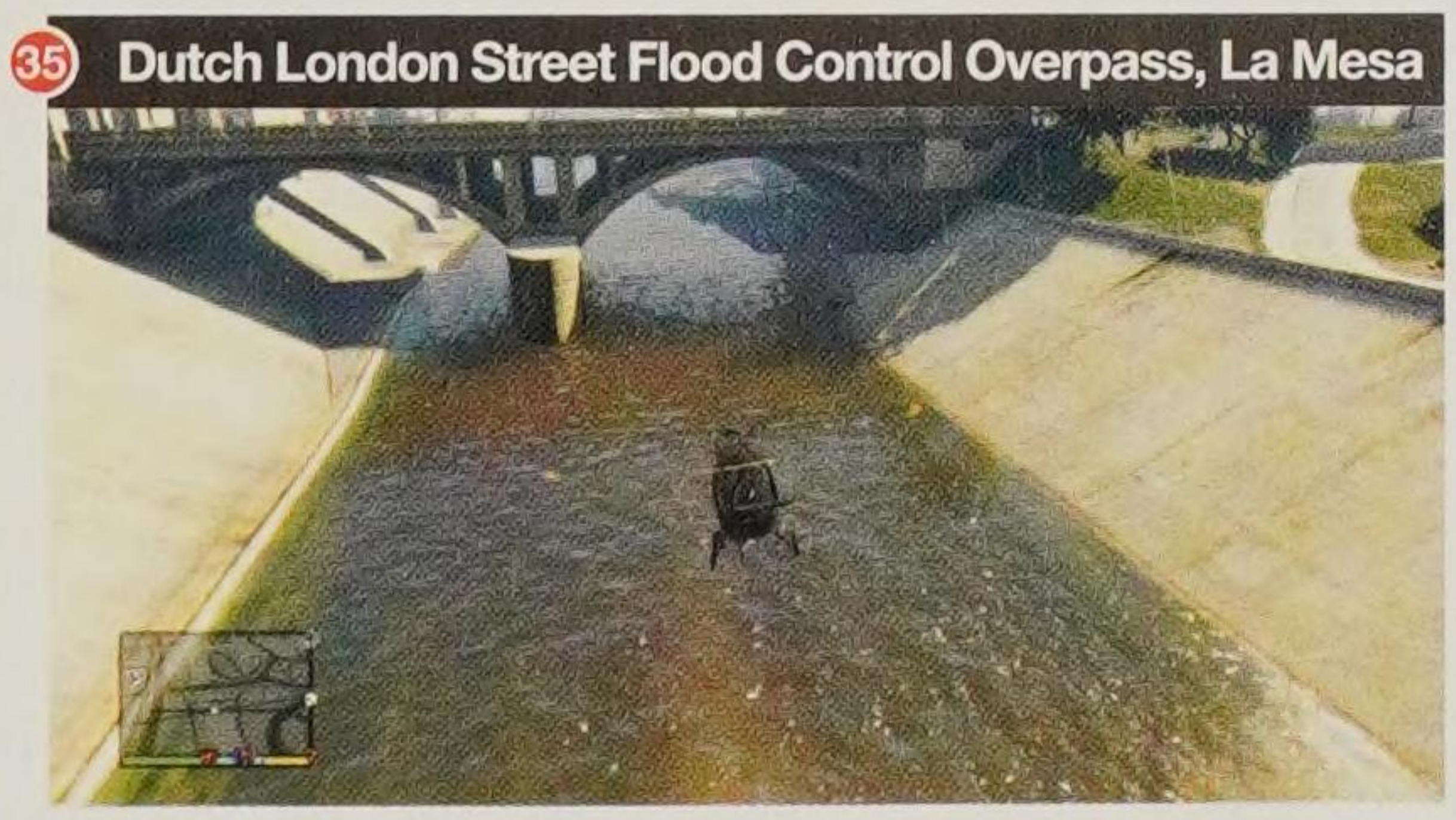
There's plenty of room under this bridge. Aim for the middle above the water where the top of the arch provides the most clearance.

㉞ Innocence Boulevard Flood Control Overpass, La Mesa



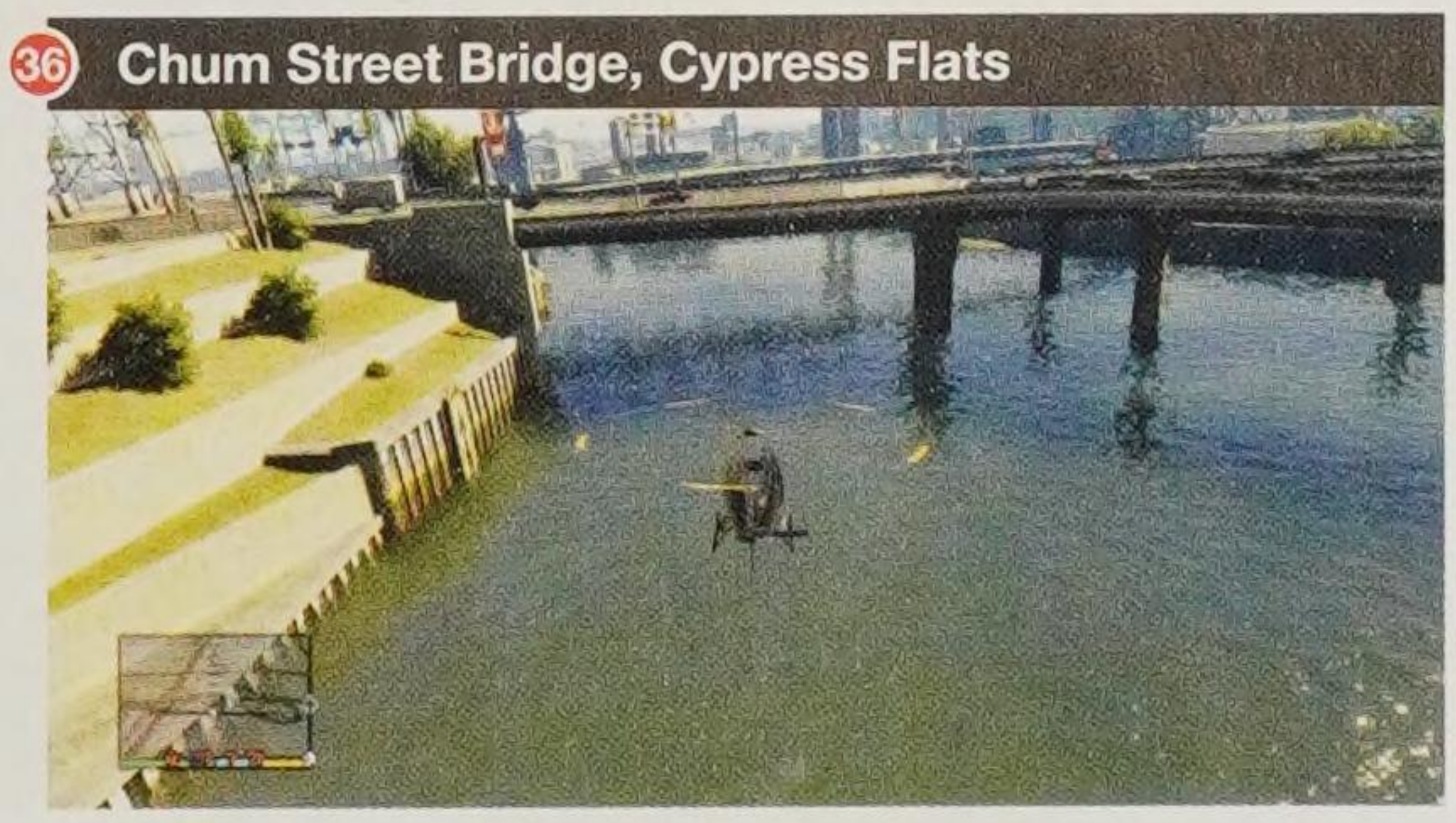
Pass through the middle section of this bridge, just over the canal water using a small helicopter.

㉟ Dutch London Street Flood Control Overpass, La Mesa



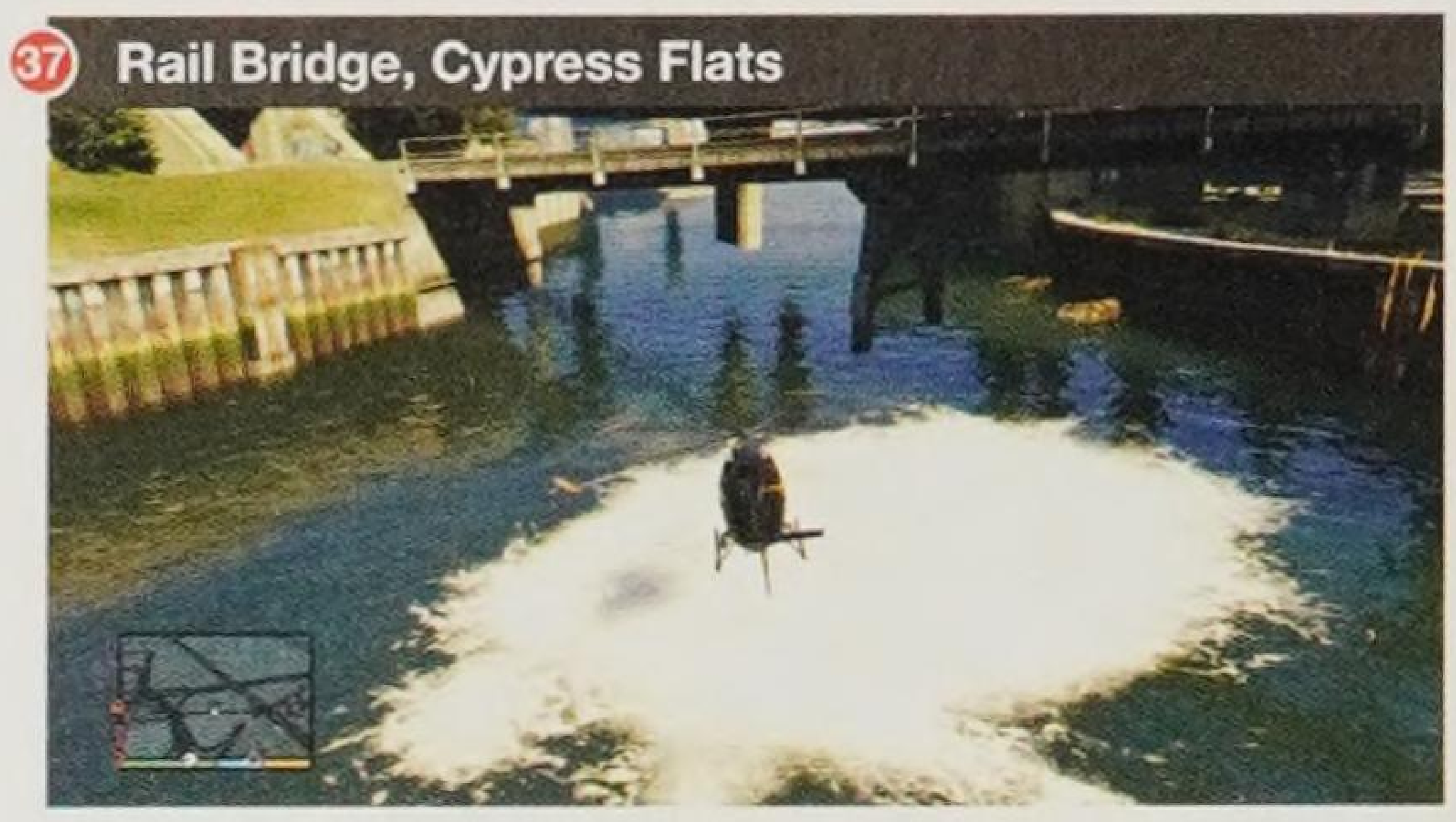
This bridge has a center support beam and there's more room on the west side to safely pass under. Use a small helicopter.

㊱ Chum Street Bridge, Cypress Flats



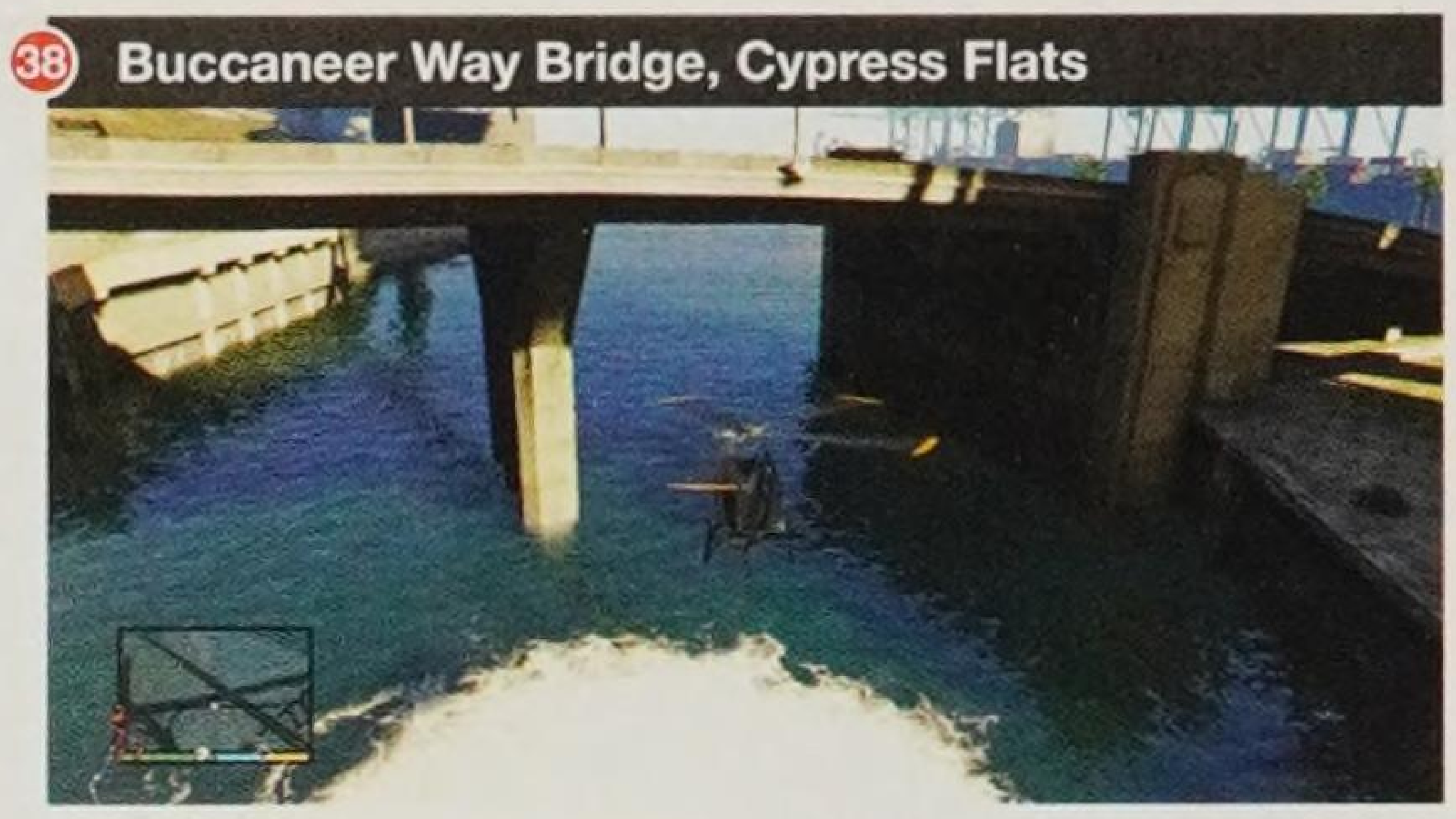
There are a few areas of the Chum Street Bridge you can pass under, but we suggest going with the largest clearing where it connects with land along the east side. This is done most easily in a helicopter.

㊲ Rail Bridge, Cypress Flats



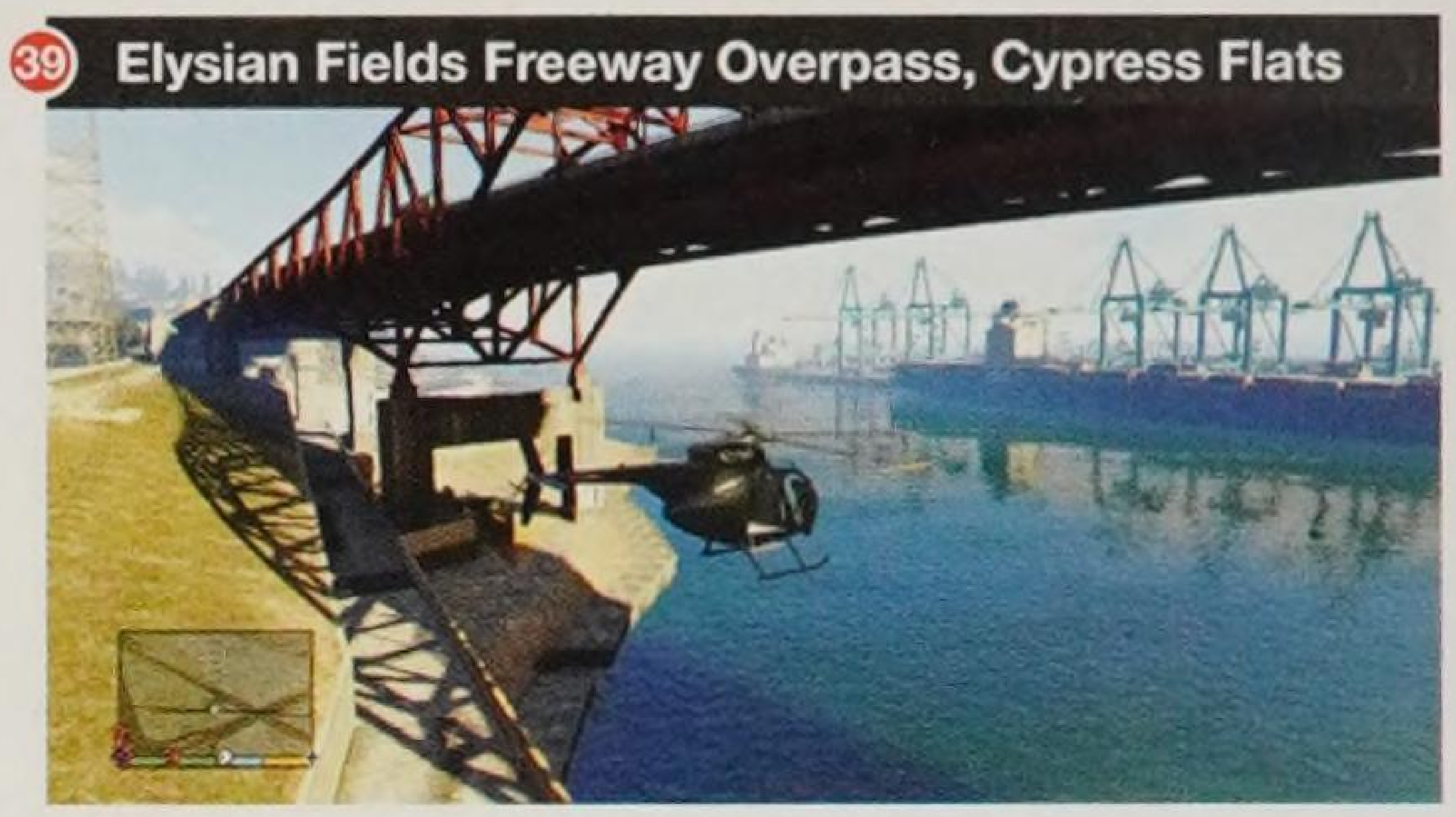
Use a small helicopter to creep under this rail bridge and continue the series of four very-close-together Under the Bridge challenges located at the mouth of the canal.

㊳ Buccaneer Way Bridge, Cypress Flats



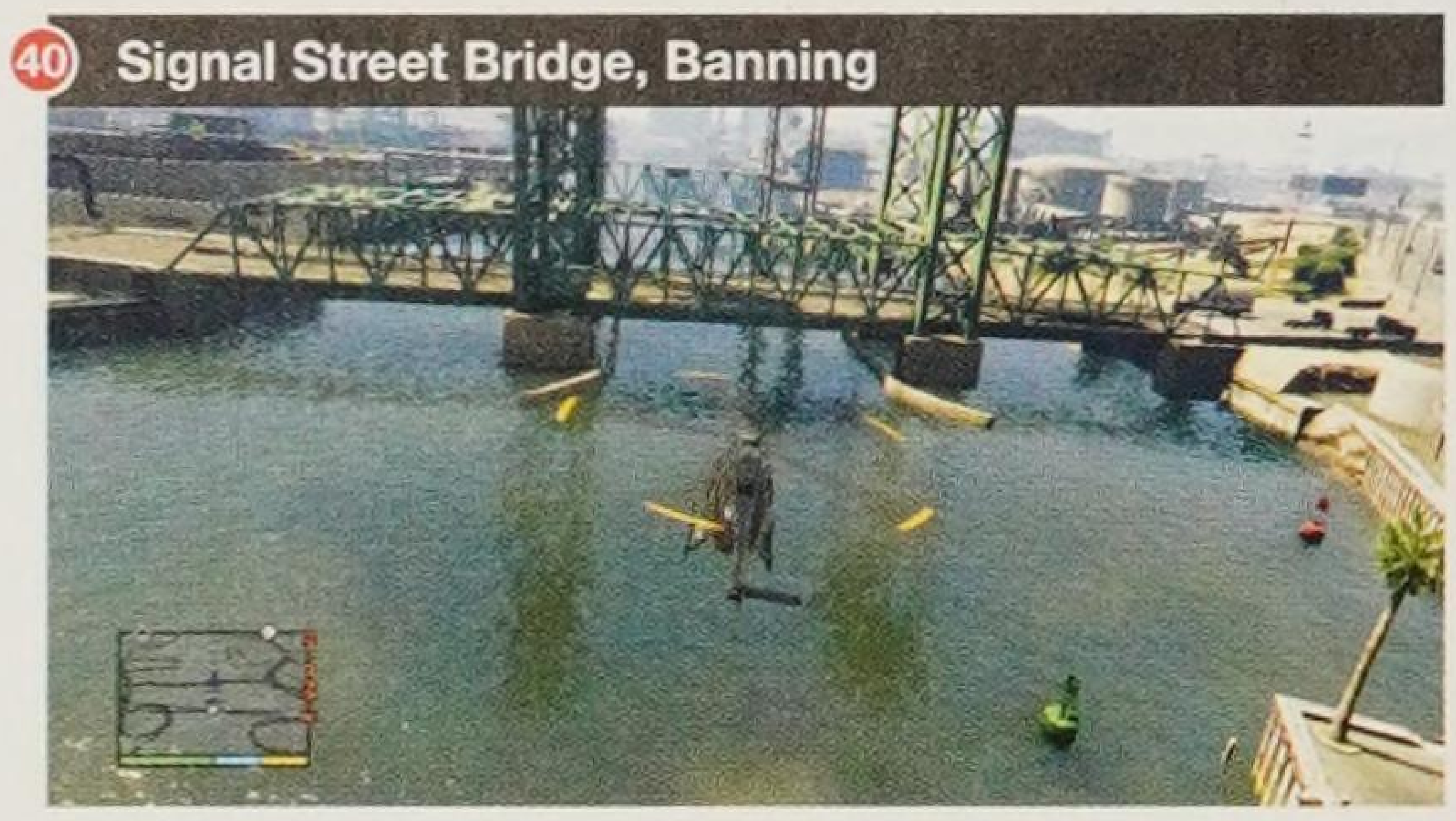
Continue through the rail bridge **(35)** and keep the momentum going as you pass under this short Buccaneer Way Bridge. Maneuvering through this obstacle-laden area is easiest in a small helicopter.

㊴ Elysian Fields Freeway Overpass, Cypress Flats



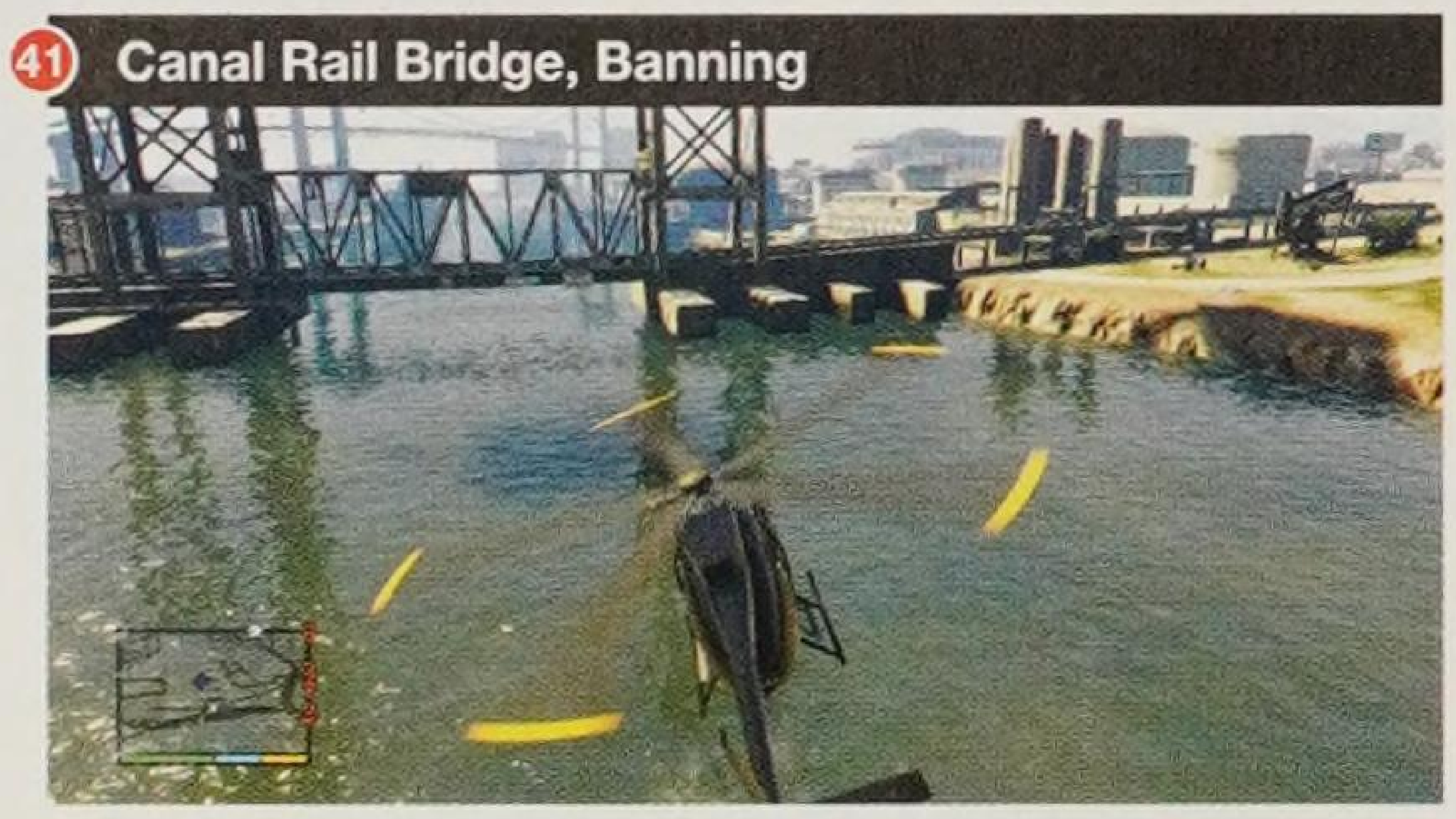
A squadron of jets could fit under this expansion bridge. No worries here. Use whatever aircraft you are flying when in the area.

㊵ Signal Street Bridge, Banning



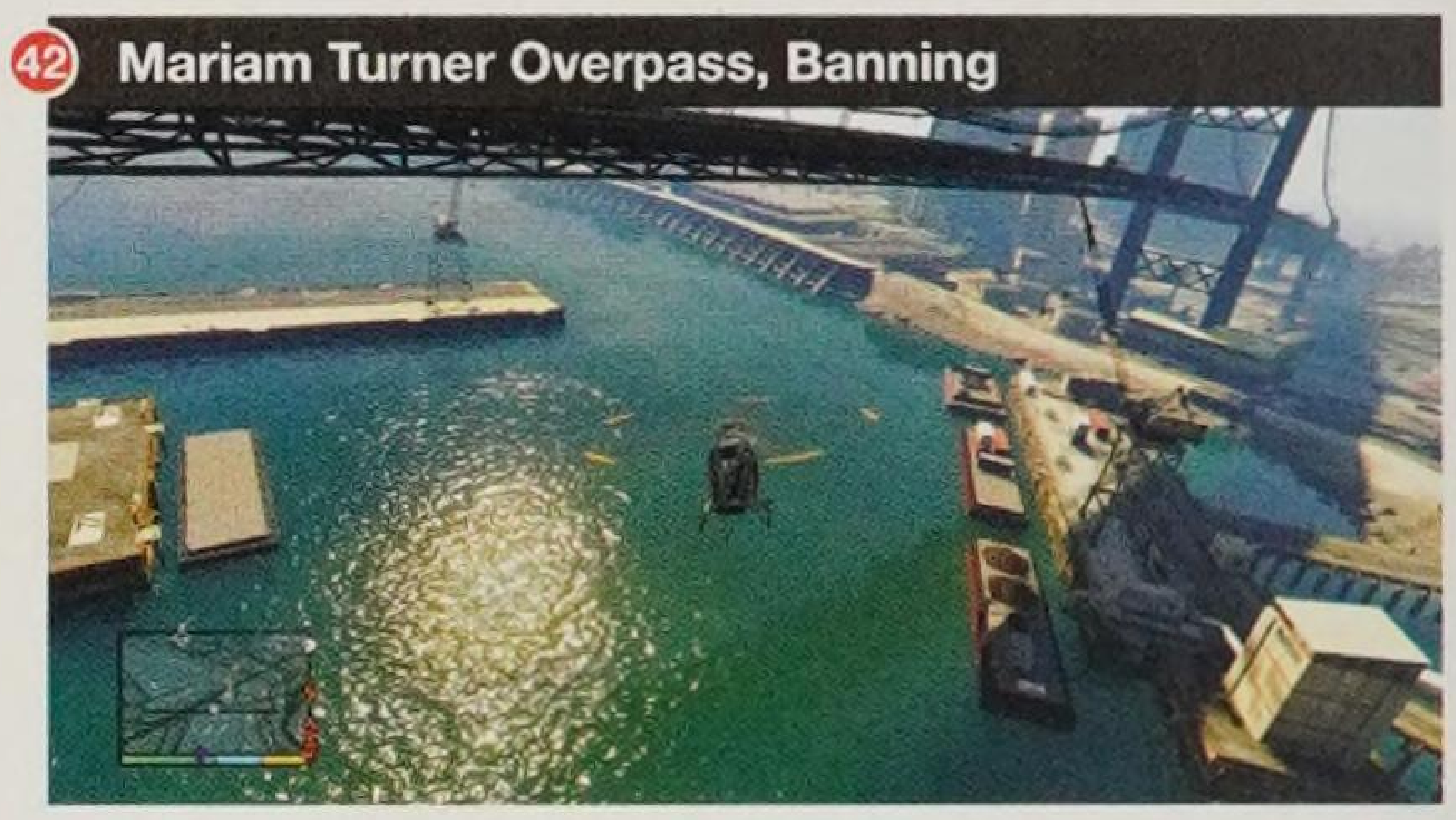
This green bridge is very low to the water. Use a light plane or small helicopter. Get your speed up and maintain level flight while all but skimming the surface of the water.

㊶ Canal Rail Bridge, Banning



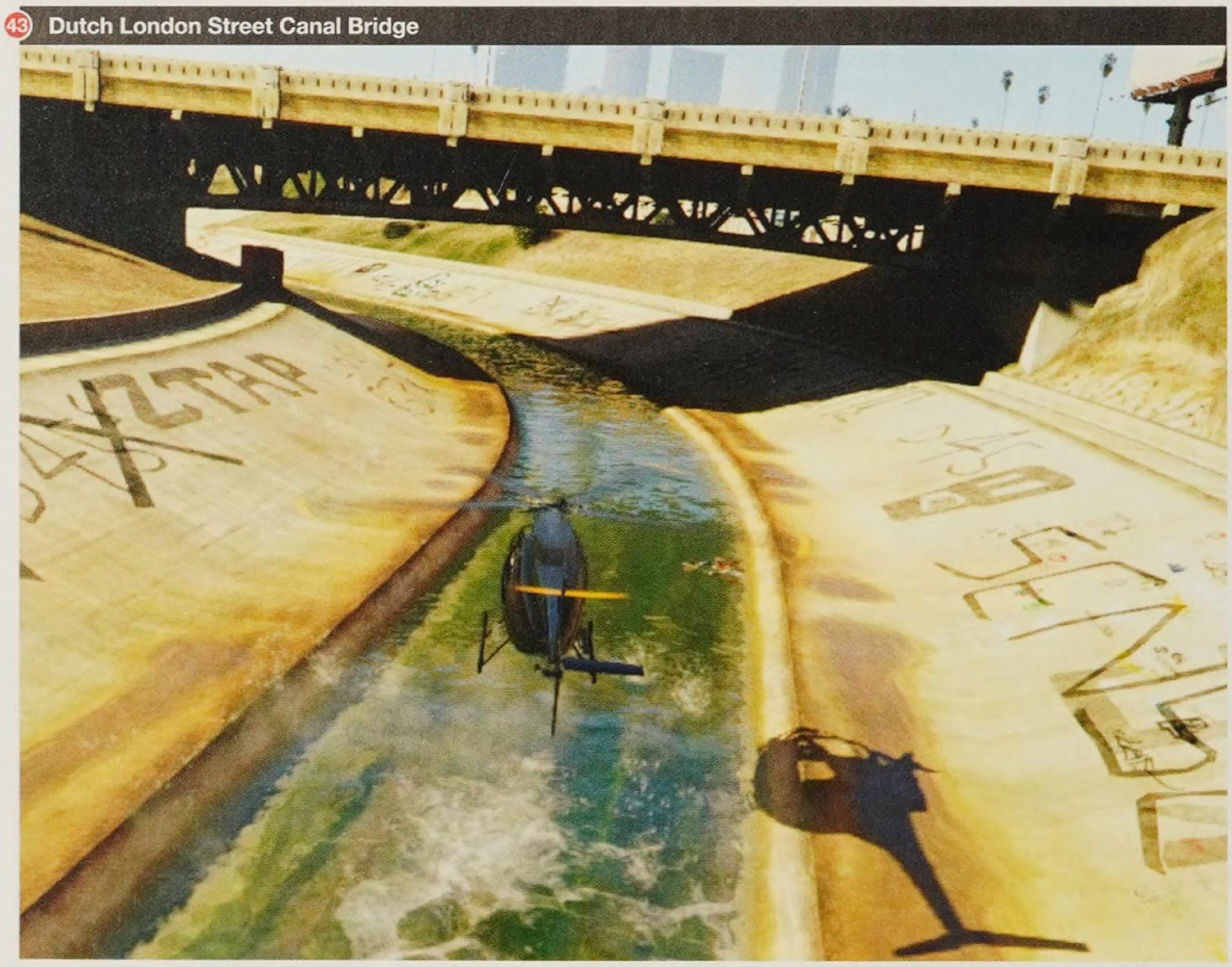
This is another extremely low bridge that should be executed while piloting a small light aircraft or helicopter. Get your speed up before passing under in a helicopter so you won't affect altitude by increasing or decreasing speed while underneath it.

㊷ Mariam Turner Overpass, Banning



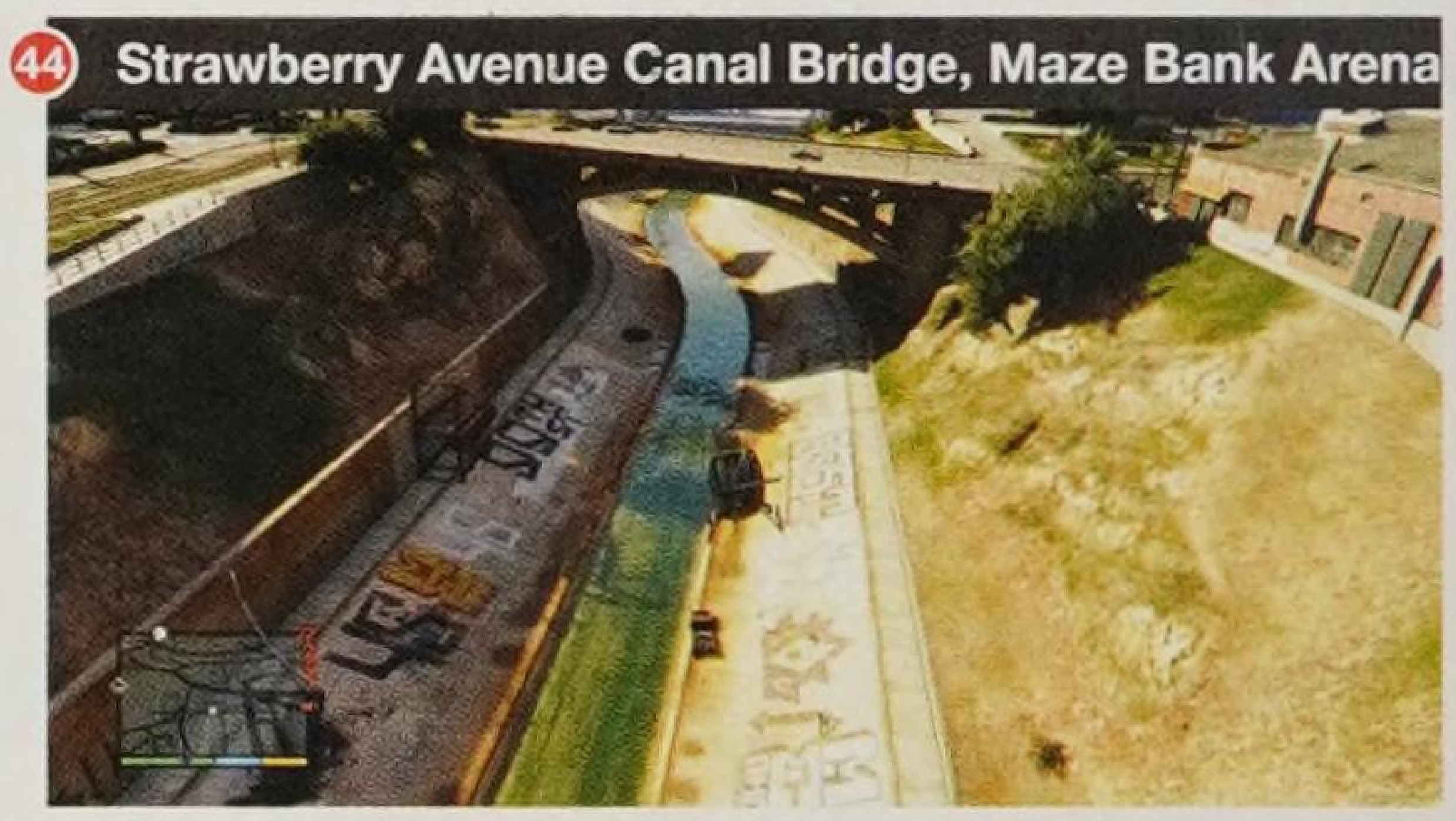
The Mariam Turner Overpass is extremely large, so there's enough clearance to get a passenger jet underneath it.

㊸ Dutch London Street Canal Bridge



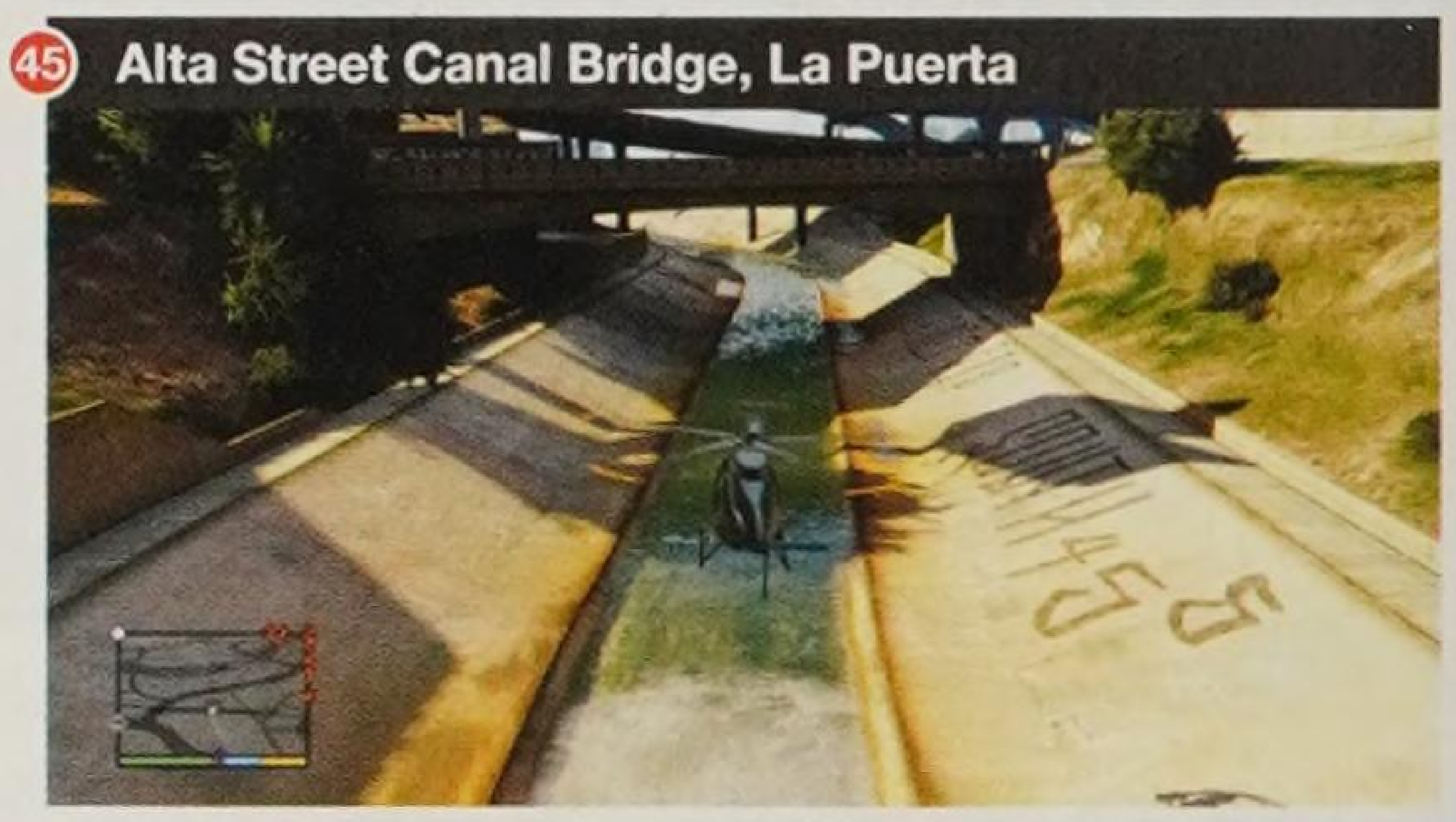
This is a low bridge over the flood control canal in a curve. Use a small helicopter to complete this challenge.

㊹ Strawberry Avenue Canal Bridge, Maze Bank Arena



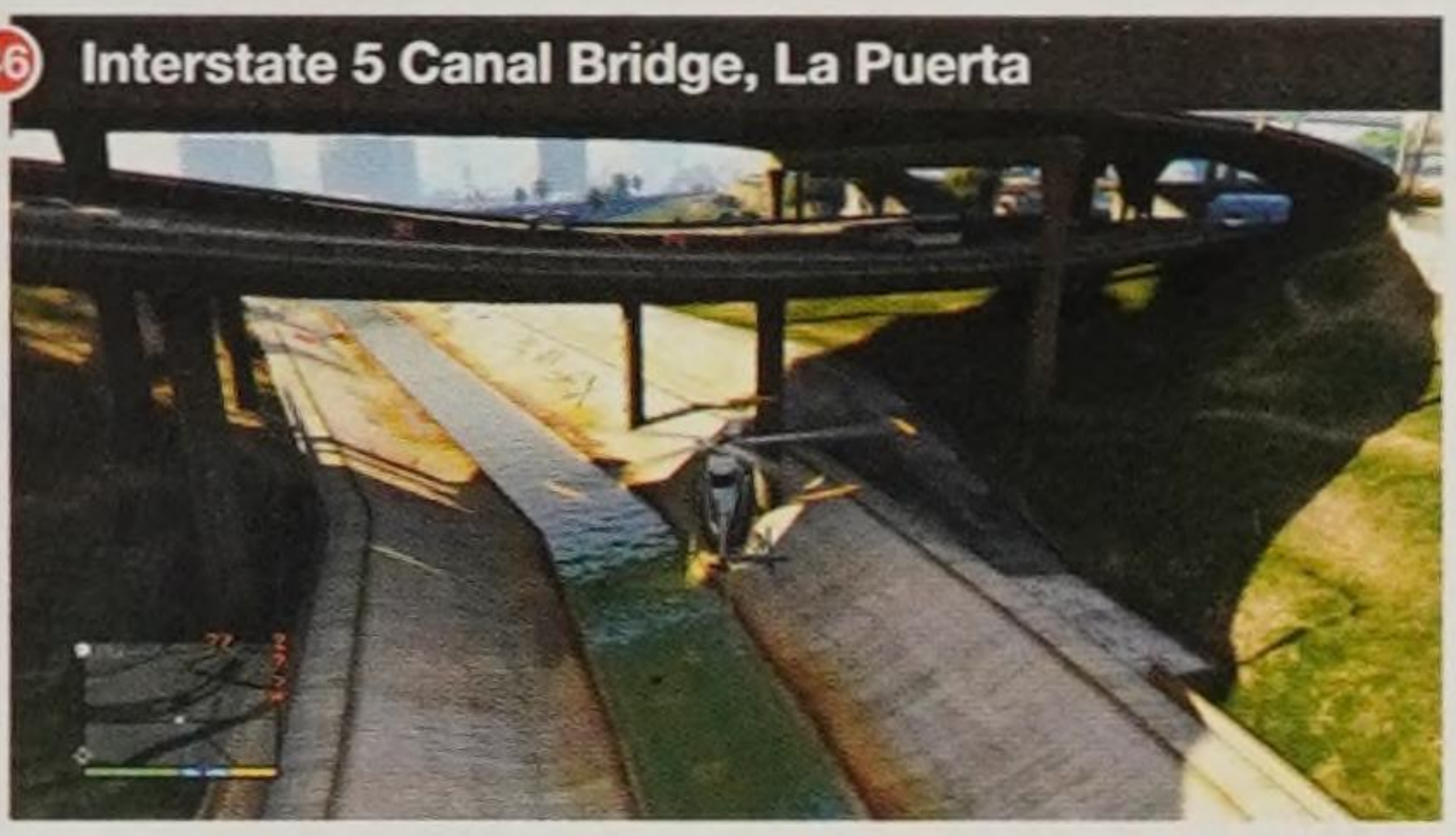
This is a very tall and wide opening below the Strawberry Avenue Bridge. The northwest side is on a curve. If you use a light plane, approach from the southeast.

㊺ Alta Street Canal Bridge, La Puerta



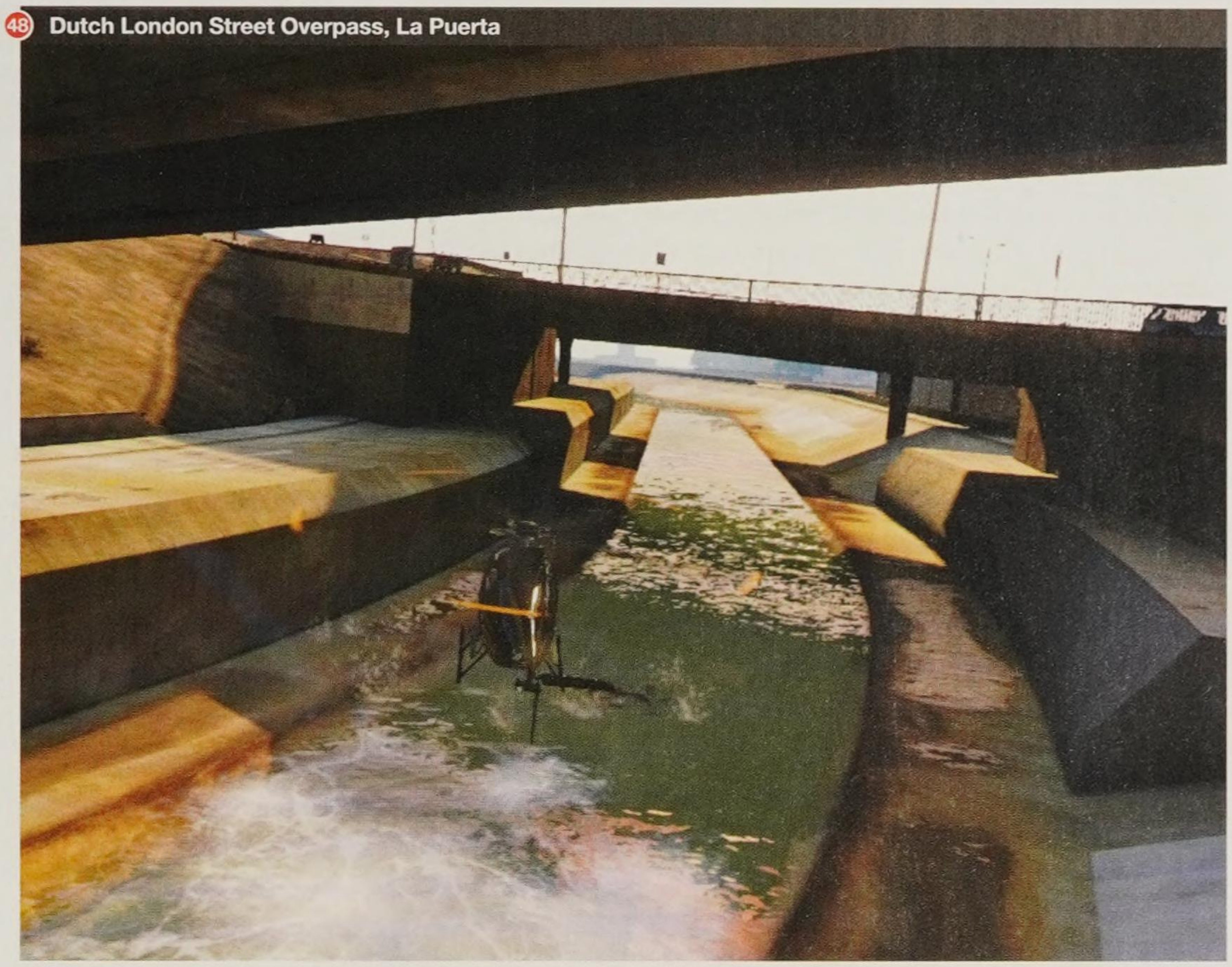
Use a small helicopter to pass under this La Puerta flood control overpass.

㊻ Interstate 5 Canal Bridge, La Puerta



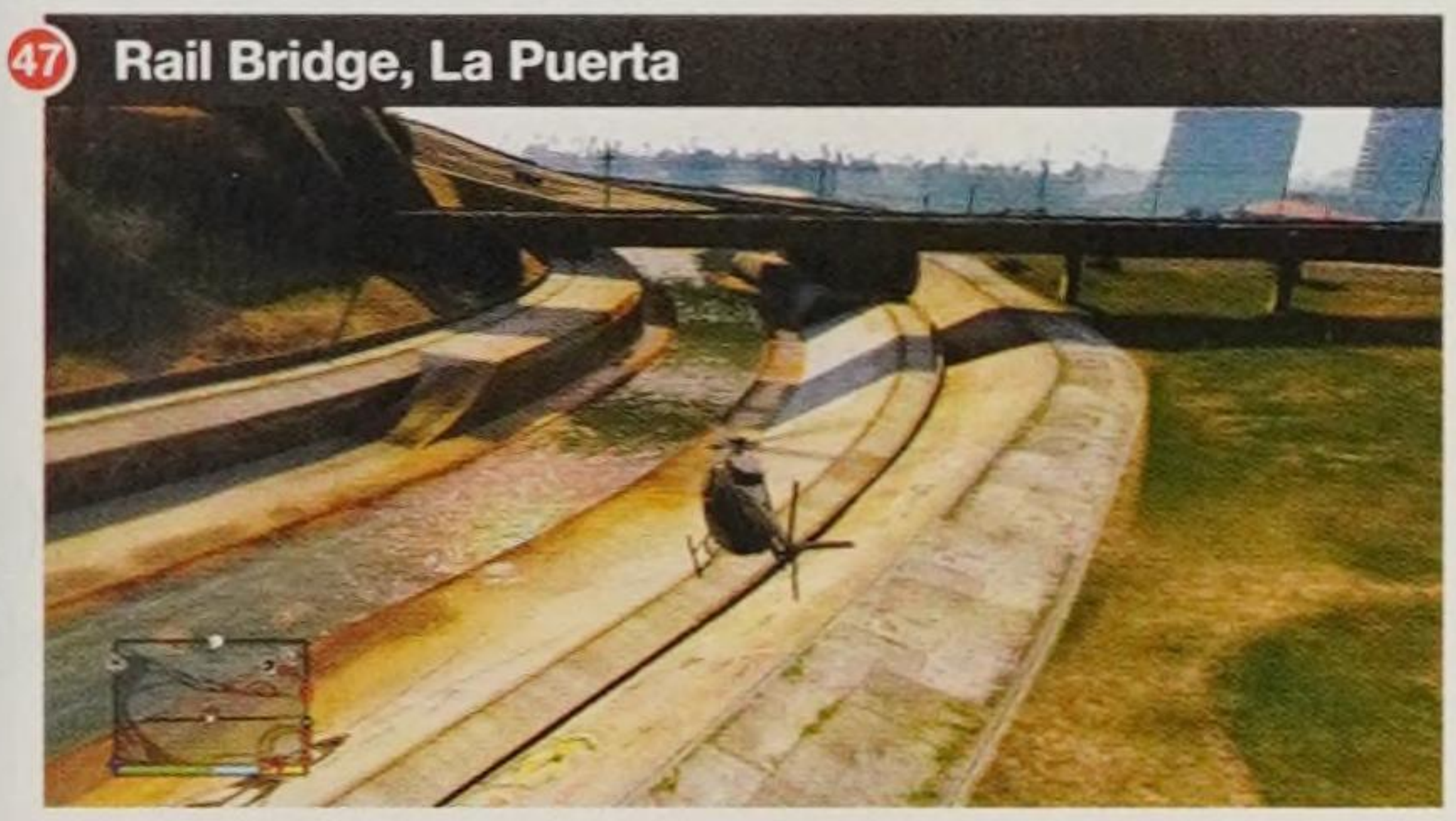
This is a very tall bridge over the flood canal. You can use most any small aircraft. These overlapping bridges only count as one challenge.

㊽ Dutch London Street Overpass, La Puerta



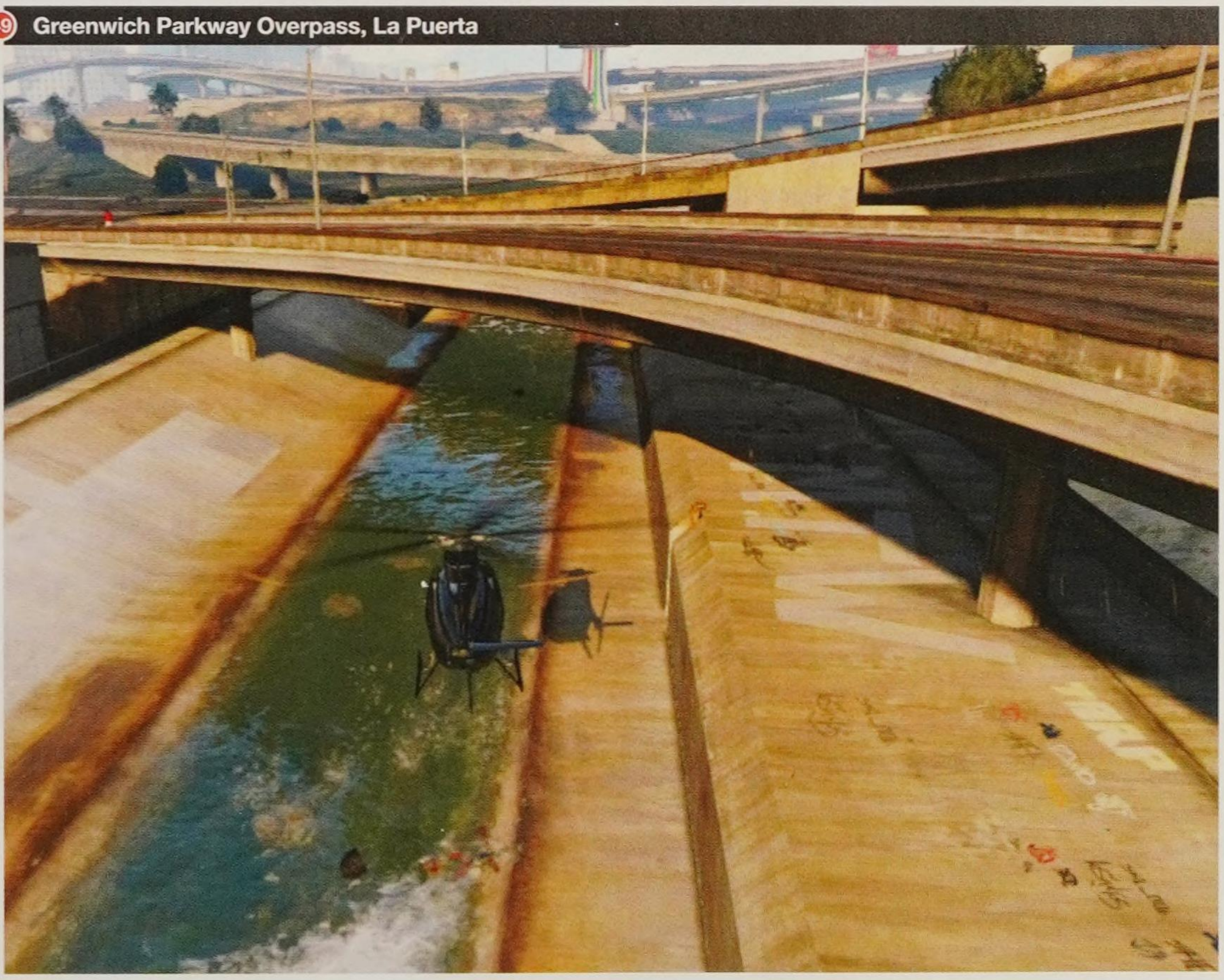
This is the second in a cluster of three Under the Bridge challenges that can all be completed in the same pass. Use a small helicopter and approach from the east.

㊼ Rail Bridge, La Puerta



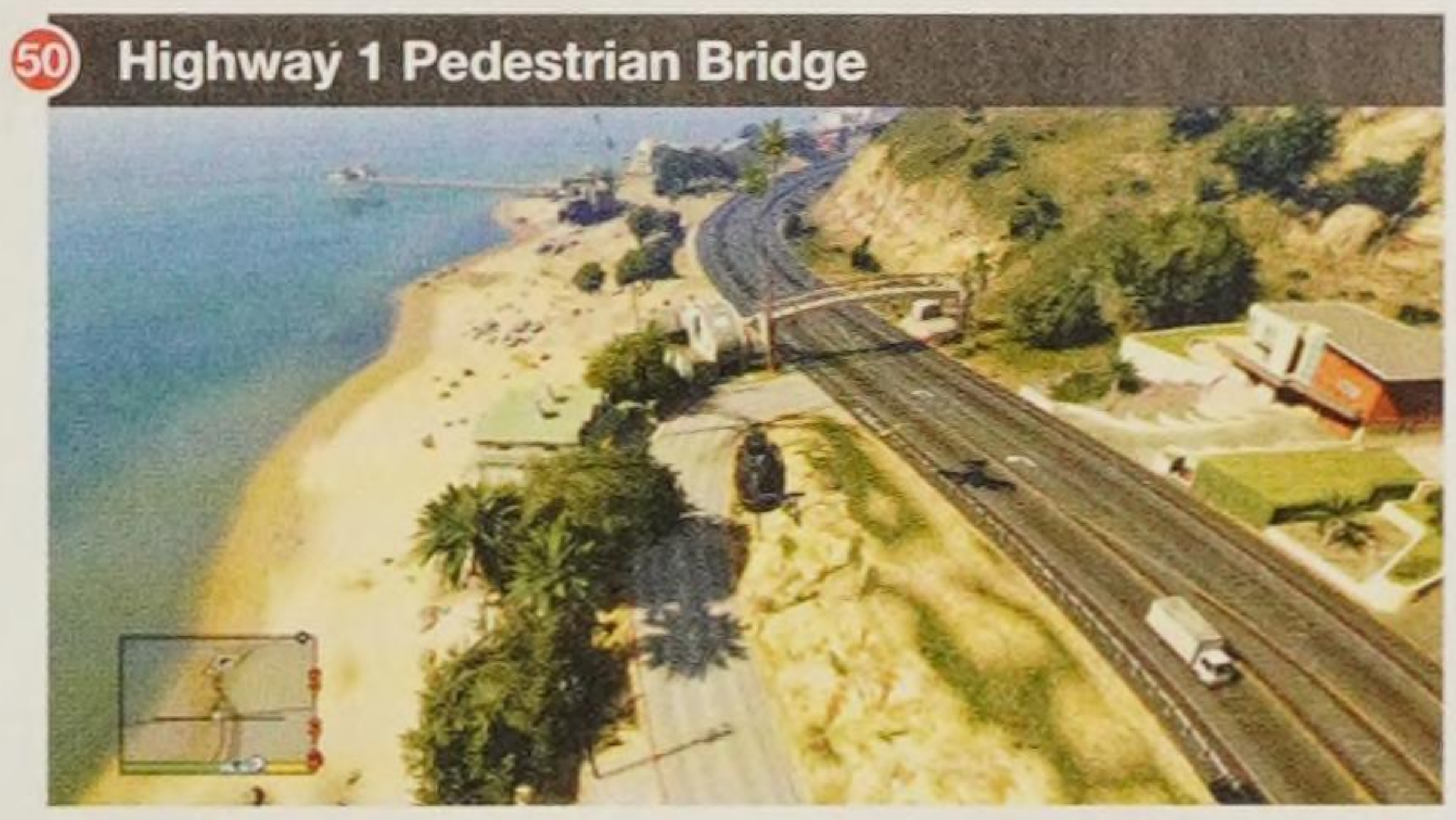
This is the first in a cluster of three Under the Bridge challenges that can all be completed in the same pass. Use a small helicopter and approach from the east.

㊾ Greenwich Parkway Overpass, La Puerta



This is the third in a cluster of three Under the Bridge challenges that can all be completed in the same pass. Use a small helicopter and approach from the east.

㊿ Highway 1 Pedestrian Bridge



Fly under this pedestrian bridge on Highway 1 in a light plane or helicopter on an approach from the north or south; just watch out for tall trucks passing under at the same time.

Stunt Jumps

100% Completion
25/50 Stunt Jumps

You must complete only 25 out of the 50 Stunt Jumps to contribute to 100% completion of the game.

Having the right vehicle for the job has always been vital to Stunt Jump success. This time it's no different. Having a supercar or a blazingly fast motorcycle has usually been the key to this in the past. However, an expensive sports car might be too fast for certain jumps—you could overshoot the (unmarked) target landing zone.

Knowing where to land is half the battle when it comes to Stunt Jumps. You can land them all day long, but if you don't land correctly or in the desired location, the jump fails. Try to land the vehicle on all fours (unless, of course, you're on a bike). This increases your chances of a successful jump. Read on to discover all the Stunt Jump locations and how and where to touch down correctly.

Start, Launch, and Landing Spots

In each Stunt Jump shot, we have included an inset map that specifies the exact locations for the start, launch, and landing spot. Here is the legend:

🟡 **Stunt Jump** 🟢 **Stunt Jump Start** 🔴 **Stunt Jump End**

Air Controls

Controlling the orientation of your vehicle in the air is done with the Left Control Stick. The control mode is what RC pilots refer to as "Carefree" mode. No matter which way the camera is positioned, pressing Left is always going to roll your vehicle left, and pressing Right always rolls your vehicle to the right. The same goes for forward and backward pitch. Keep this in mind while trying to land your jump right side up. To increase and decrease the cinematic speed, press Up and Down on the Right Control Stick. The slower the speed, the easier it is to adjust your landing angle before you touch down.

Stunt Jumps Increase Driving Skills

Performing Stunt Jumps increases Driving Skills for any character performing the Stunt Jump. Use Franklin for a few of these jumps to take advantage of his driving specialty, but also use Stunt Jumps to increase the lower driving skills of Trevor or Michael.

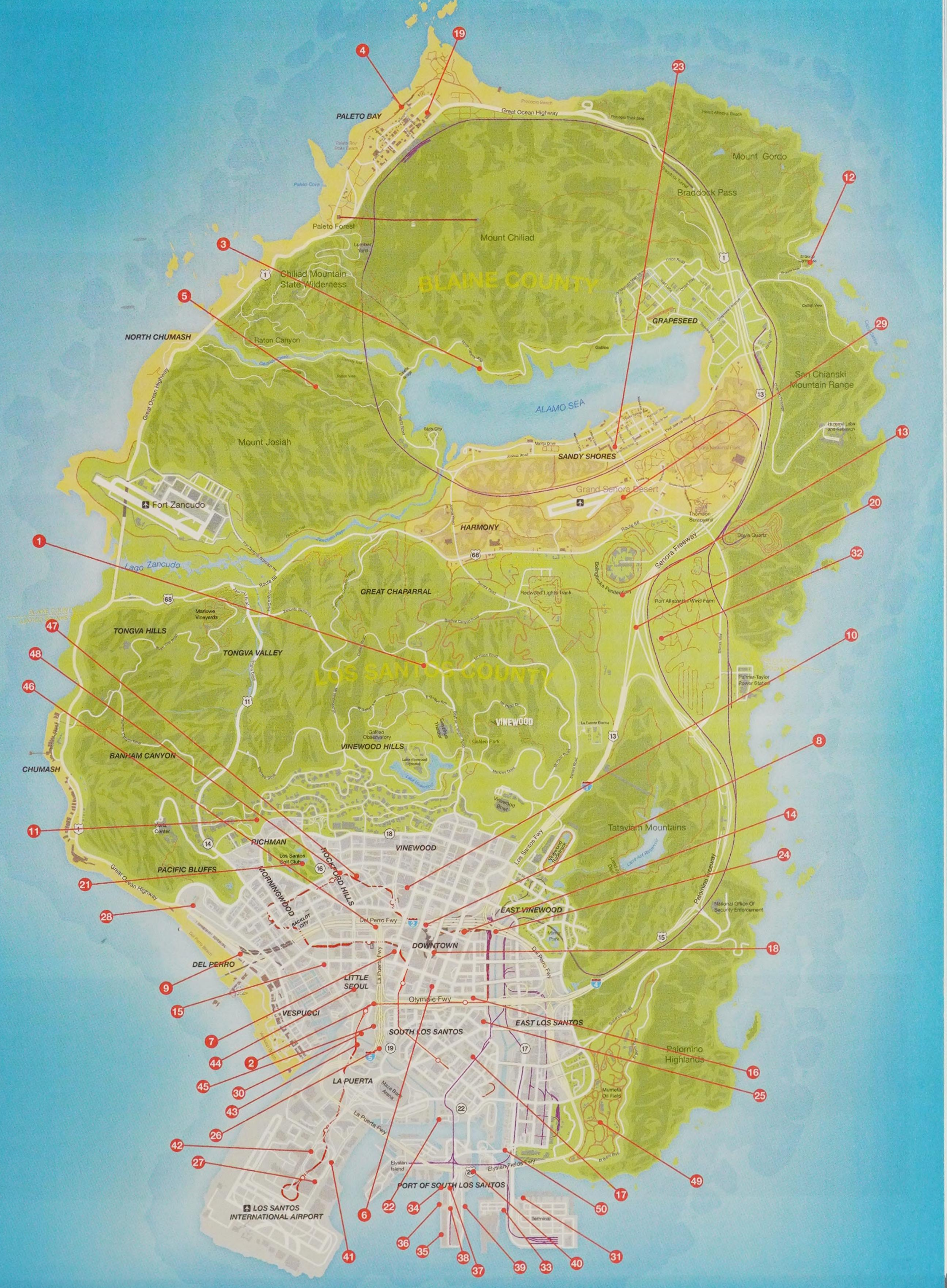
Show Off

Complete all 50 Stunt Jumps to earn the Show Off Achievement/Trophy.

Franklin's Game

The obvious choice for difficult Stunt Jumps is Franklin. Use Franklin's special driving abilities to make last second steering adjustments going up a Stunt Jump ramp without losing speed or control like you would using Trevor or Michael.

① Vinewood Hills
② Little Seoul
③ North Calfia Way (Alamo Sea)
④ Paleto Bay
⑤ Raton Pass (Mount Josiah)
⑥ Through Parking Garage (Downtown)
⑦ Parking Garage & Over Peaceful Street (Downtown)
⑧ Del Perro Freeway Overpass (Downtown)
⑨ Equality Way (Del Perro)
⑩ Rockford Plaza (Vinewood)
⑪ Into Richman
⑫ El Gordo Lighthouse
⑬ Prison Jump (Grand Senora Desert)
⑭ Pillbox Hill Stairs (Downtown)
⑮ Pagoda (Little Seoul)
⑯ Boat Shop Sprunk Ramp
⑰ South Los Santos Garage
⑱ Pillbox Overpass (Downtown)
⑲ Construction Site (Paleto Bay)
⑳ Under the Overpass (Grand Senora Desert)
㉑ Golf Course
㉒ Dockyard River (South Los Santos)
㉓ Sandy Shores Motel
㉔ Freeway to Drain (East Vinewood)
㉕ Multi-Story Garage (South Los Santos)
㉖ La Puerta Freeway Switch
㉗ Airport Jump 1
㉘ The Jetty (Del Perro)
㉙ Sandy Shores Landing Strip
㉚ La Puerta Drain Jump 1
㉛ Terminal (Port of Los Santos)
㉜ Wind Farm
㉝ Buccaneer Way (Port of Los Santos)
㉞ Port of Los Santos Jump 1
㉟ Port of Los Santos Jump 2
㊱ Port of Los Santos Jump 3
㊲ Port of Los Santos Jump 4
㊳ Port of Los Santos Jump 5
㊴ Port of Los Santos Jump 6
㊵ Port of Los Santos Jump 7
㊶ Airport Jump 2
㊷ Airport Jump 3
㊸ La Puerta Drain Jump 2
㊹ Palomino Avenue (Little Seoul)
㊺ La Puerta Slip
㊻ Across Freeway
㊼ Rockford Hills Arcade
㊽ Rockford Hills Subway
㊾ El Burro Scrapyard
㊿ Elysian Rock Pile



19
4
23
PALETO BAY
Great Ocean Highway
Procopio Beach
Mount Gordo
12
Braddock Pass
Paleto Cove
Paleto Forest
Mount Chiliad
Lumber Yard
3
Chiliad Mountain State Wilderness
BLAINE COUNTY
El Gordo Lighthouse
5
GRAPESEED
Raton Canyon
NORTH CHUMASH
29
San Chianski Mountain Range
ALAMO SEA
Humane Labs and Research
Mount Josiah
Stab City
SANDY SHORES
13
Grand Senora Desert
Fort Zancudo
HARMONY
Thomson Scrapyard
20
Davis Quartz
1
Route 68
Senora Freeway
Lago Zancudo
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
32
Ron Alternates Wind Farm
Marlowe Vineyards
47
TONGVA HILLS
TONGVA VALLEY
10
48
LOS SANTOS COUNTY
Palmer-Taylor Power Station
46
VINEWOOD
Galileo Observatory
VINEWOOD HILLS
Galileo Park
BANHAM CANYON
CHUMASH
Land Act Dam
8
Tataviam Mountains
11
14
RICHMAN
VINEWOOD
Los Santos Golf Club
PACIFIC BLUFFS
ROCKFORD HILLS
24
21
MORNINGWOOD
Great Ocean Highway
28
EAST VINEWOOD
National Office of Security Enforcement
Palomino Freeway
Del Perro Fwy
Mirror Park
DOWNTOWN
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DEL PERRO
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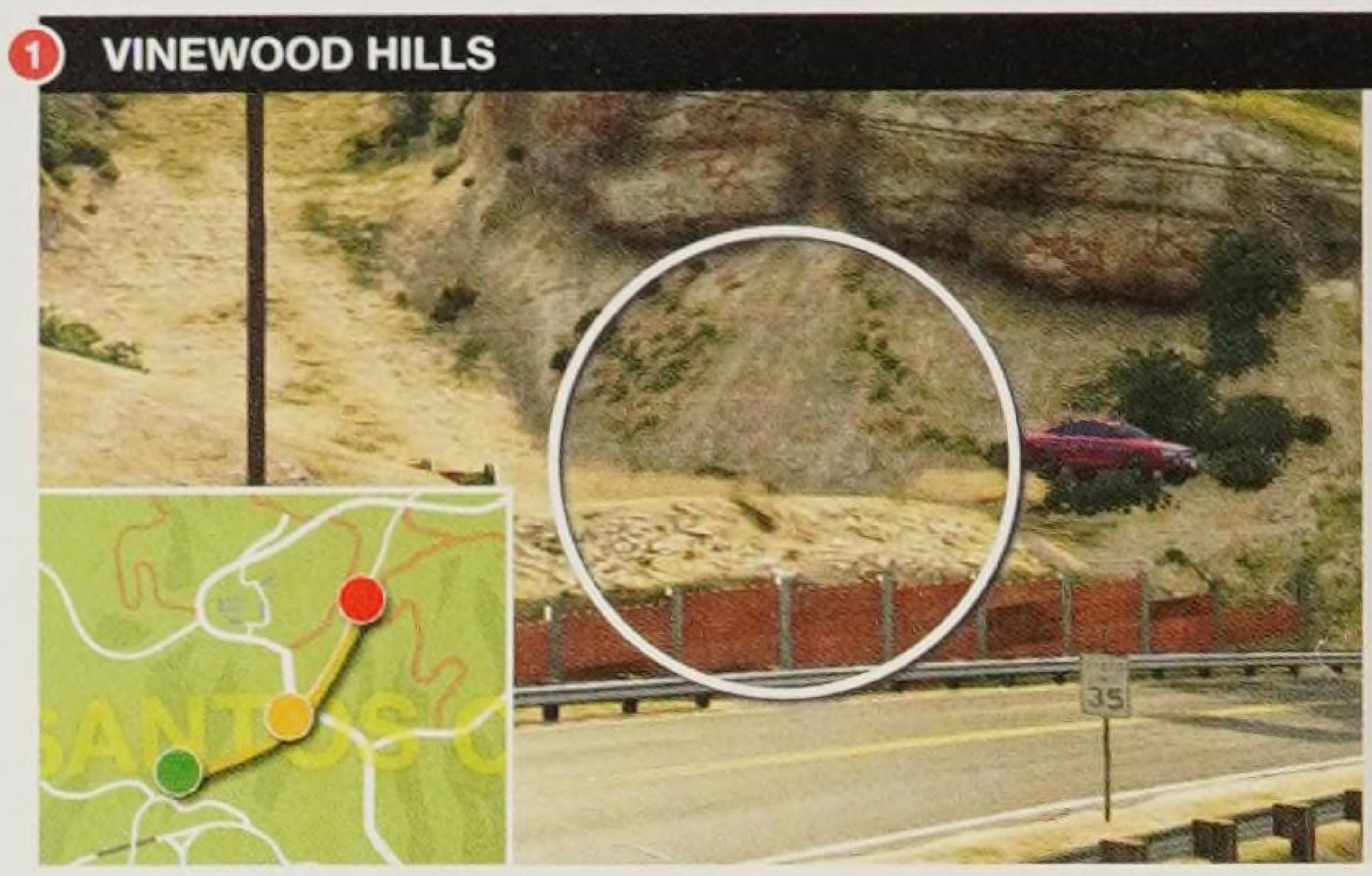
① VINEWOOD HILLS



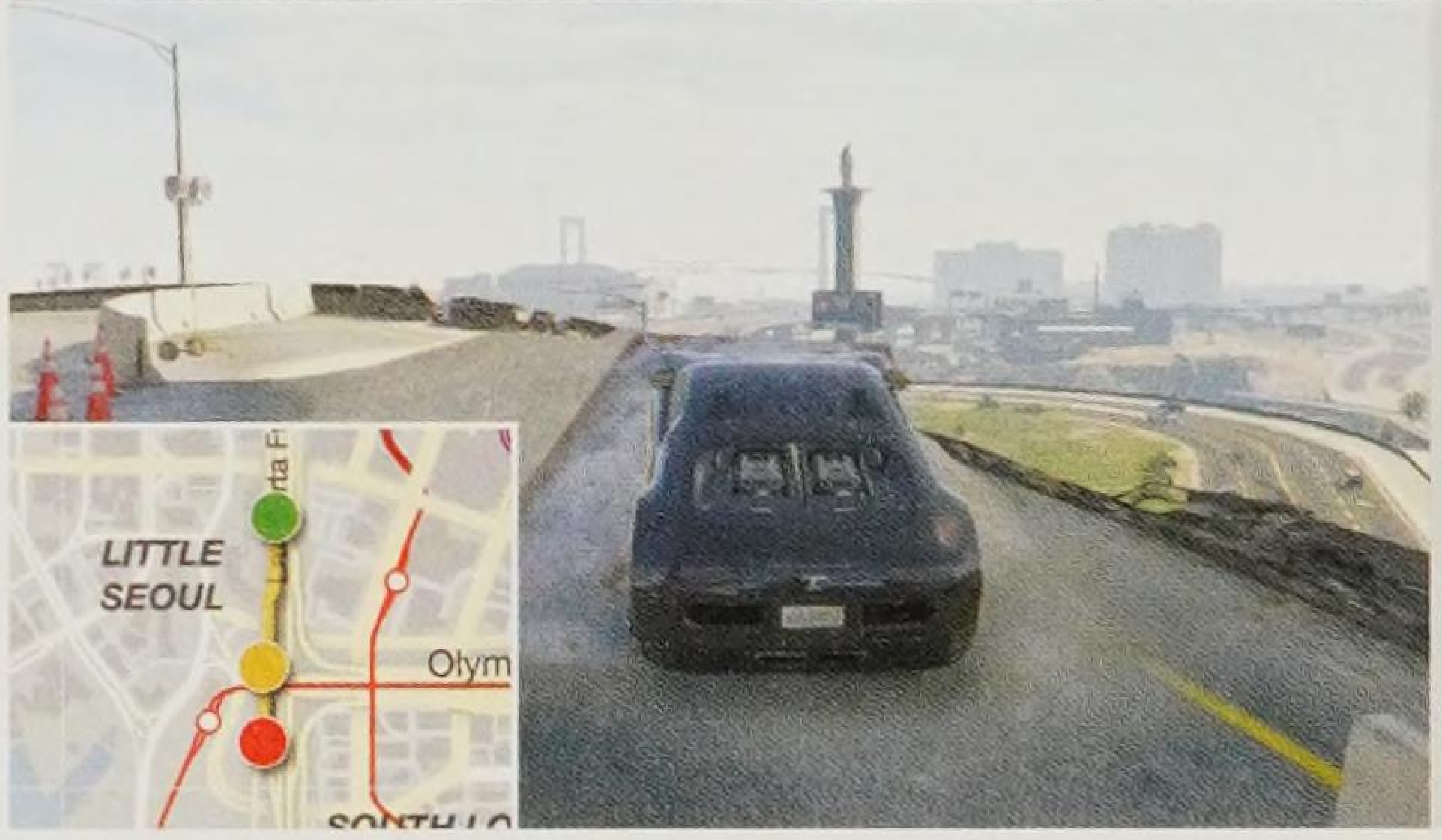
Stunt Jump: Dirt ramp jump over two-lane road

Landing Zone: Wide ditch on other side of the road

Suggested Vehicle: Any vehicle

Begin this jump while in a fast vehicle at the starting position indicated on the map. Start off-road, heading east down a hill from Mt. Haan Drive and through a shallow valley. Follow the valley and veer slightly left near the bottom to hit a dirt ramp that sends you over Baytree Canyon Road—a two-lane road. Steer your vehicle in the air to keep the nose up. The landing does not have to be in the ditch on the other side of the road, but it can be on the hill on either side.

② LITTLE SEOUL



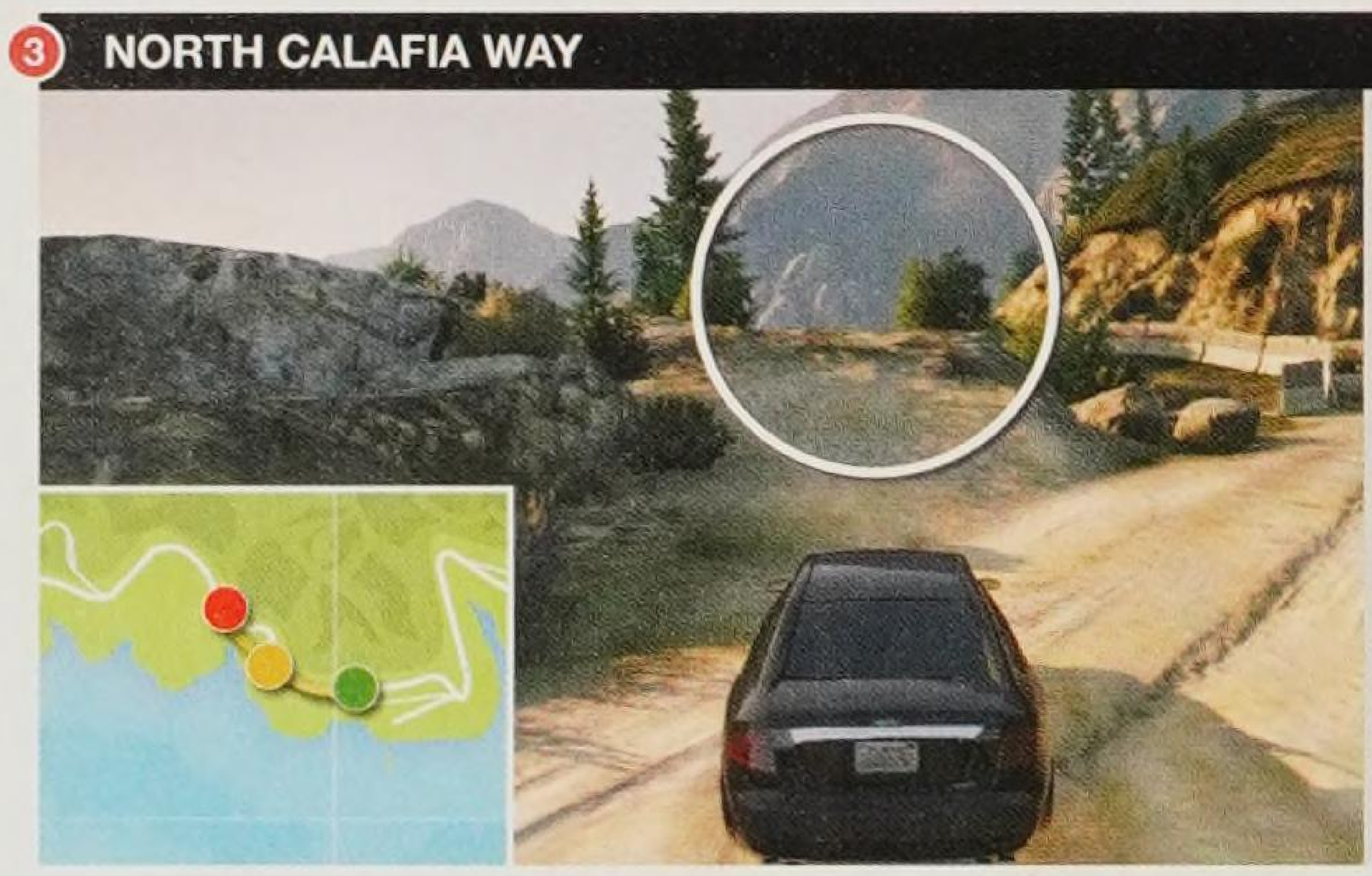
Stunt Jump: A sand pile with sheet metal on it in a curve on the raised La Puerta Freeway off-ramp

Landing Zone: Right side of the lower on-ramp, below and south of the jump

Suggested Vehicle: Most any vehicle

You don't need a fast vehicle for this jump; use one and you could easily overshoot it. Start your run around the "Exit 3A, 4 East, Olympic Fwy Exit Only" sign. Speed up the exit ramp as if you're going to Olympic Freeway, and then speed up the sand pile with the sheet metal on it at the ramp's top, near the beginning of the left curve. Notice the approach angle going up the ramp in our shot and match that the best you can to land your jump on the right ramp below.

③ NORTH CALAFIA WAY



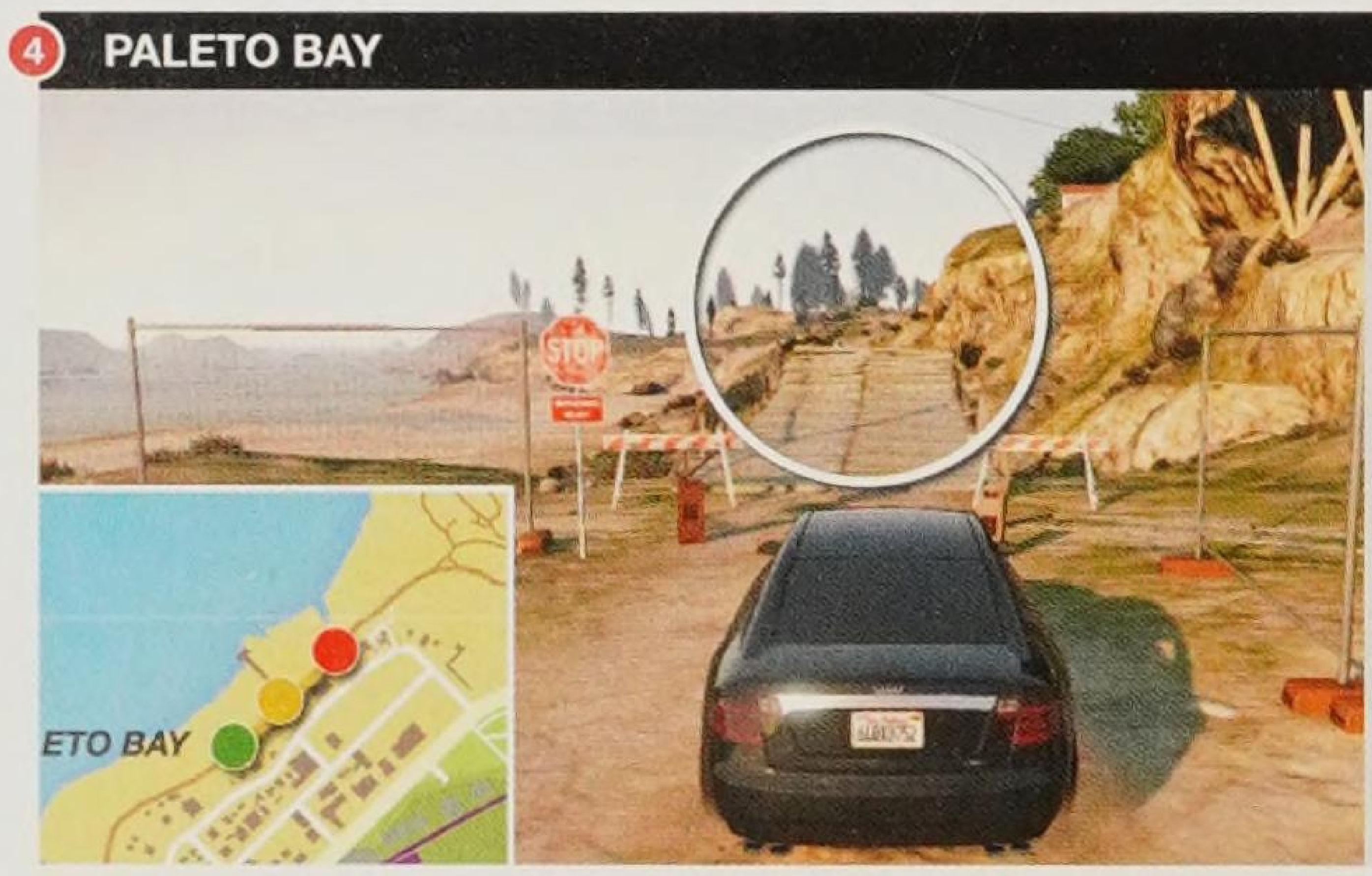
Stunt Jump: Smooth rock ramp on south side of North Calafia Way

Landing Zone: Continuing on North Calafia Way further west from jump, bypassing small curve in the road

Suggested Vehicle: Most any vehicle

Find the flat rock ramp on the south side of North Calafia Way. You must clear the ravine and land on the continuing North Calafia Way (dirt road), bypassing a small left curve in the road. There's plenty of starting room before the jump, which allows you to execute this jump in just about any average-speed vehicle. This jump can be accomplished during Mr. Phillips.

④ PALETO BAY



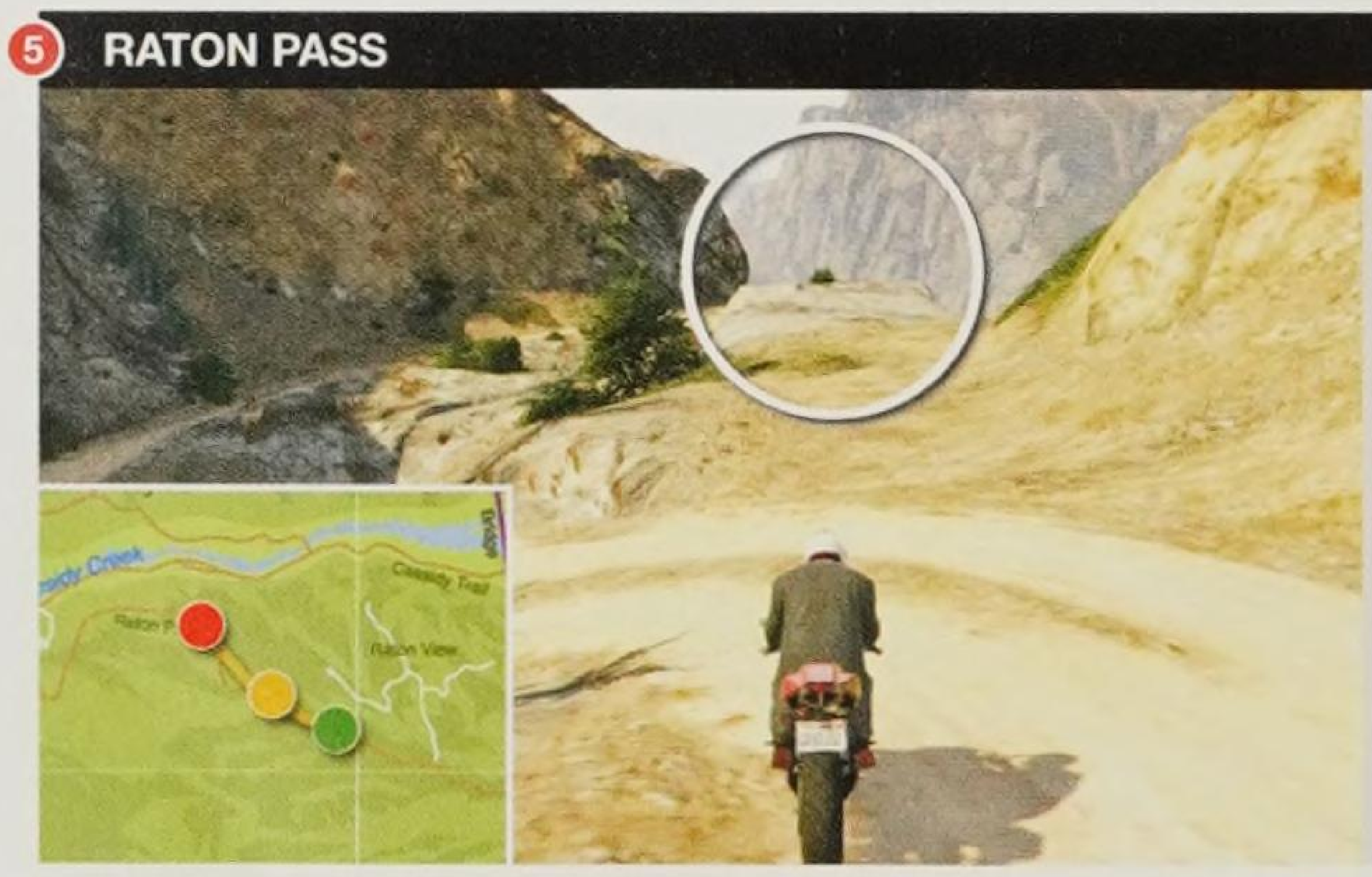
Stunt Jump: Broken wooden bridge on Procopio Promenade

Landing Zone: On the north side of the broken bridge

Suggested Vehicle: Most any vehicle

You may first find this jump while racing on a bicycle in Exercising Demons—Franklin. Franklin just barely makes it across the gap, but this completes the jump. Otherwise, bring a vehicle and start your run on the south side. Hit the middle of the broken bridge and clear the gap. Then land the jump on or beyond the bridge's other end while avoiding the part of the bridge that's in shambles. No bonuses for killing pigeons.

⑤ RATON PASS



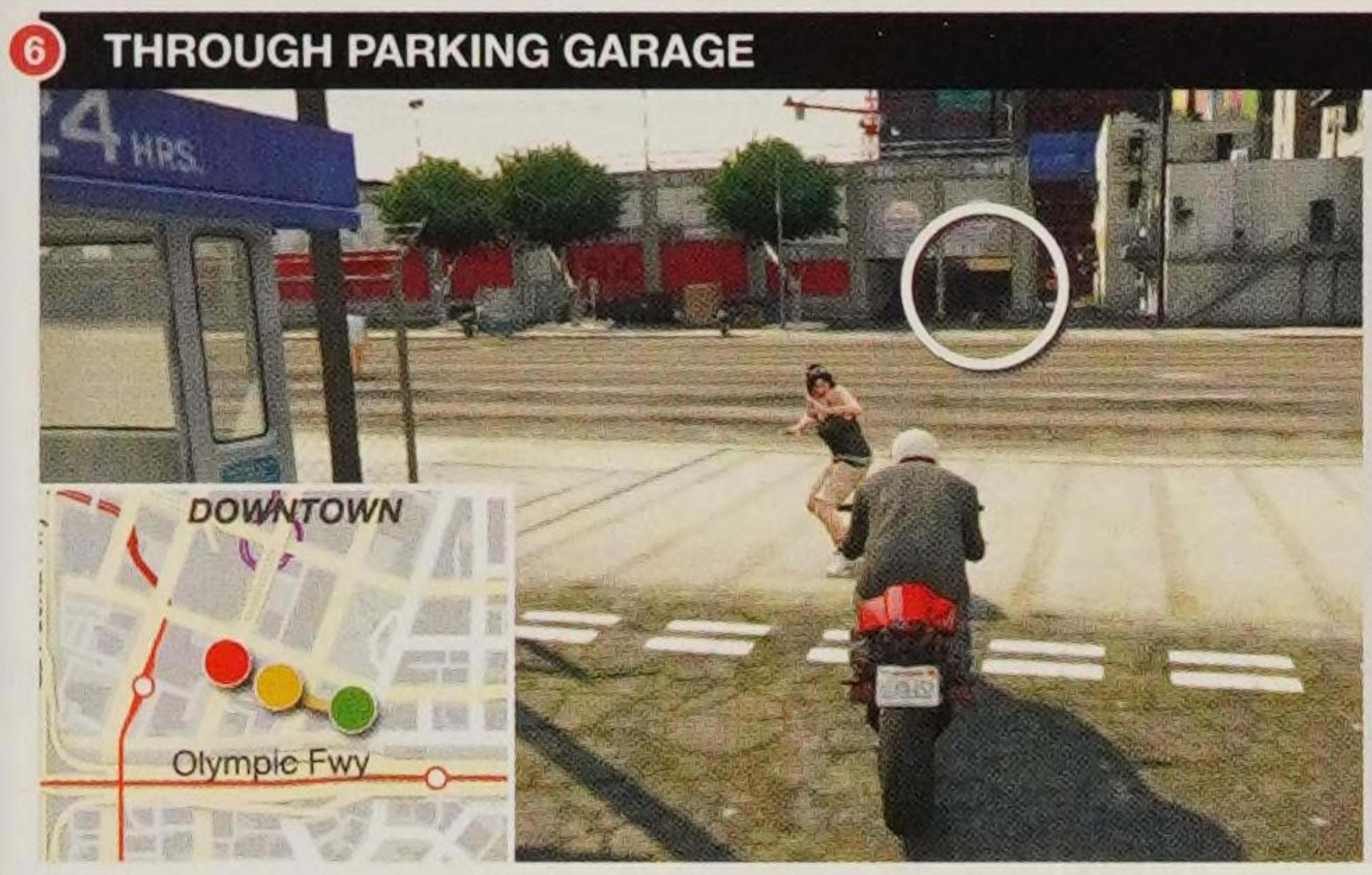
Stunt Jump: Rock ramp on dirt road in Raton Canyon

Landing Zone: Over the ravine on Raton Pass

Suggested Vehicle: Motorcycle or sports car

While traveling west on Raton Pass, use the rock ramp off the road's right side at the sharp left curve. Jump the ravine and land on the other side of the gap. It's not necessary to touch down on the dirt road; you can land in the open area just before the continuing road.

⑥ THROUGH PARKING GARAGE



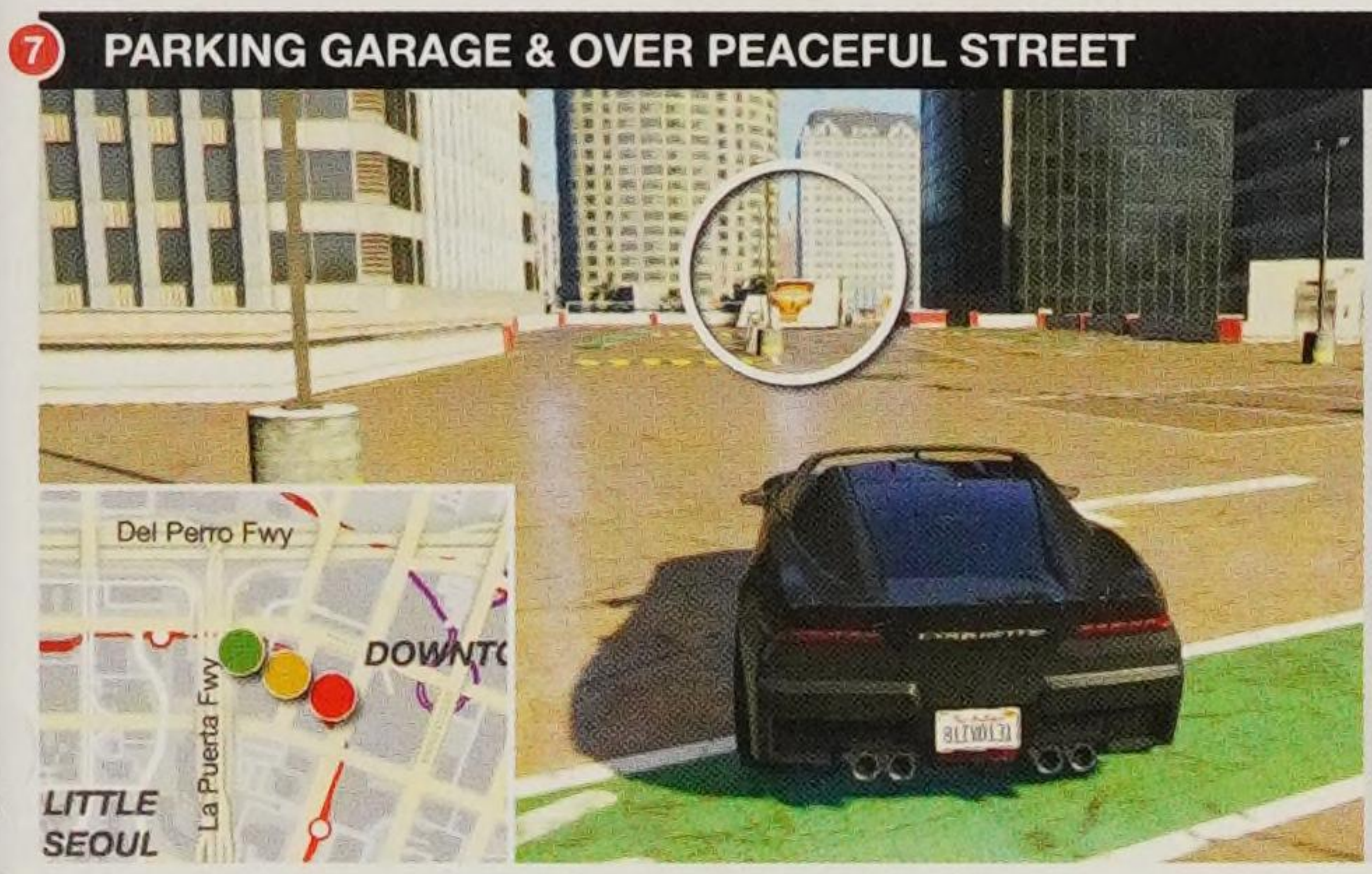
Stunt Jump: Parking garage ramp off Elgin Avenue

Landing Zone: Power Street

Suggested Vehicle: Motorcycle or fast car

Start the run from the back of the Caesars Park & Lock fenced parking lot while facing west. Burn out of the parking lot through the open gate, cross Elgin Avenue and drive directly into the right entrance to the parking garage across the street. Speed up the panel ramp and fly over a short wall and the left side of an alley. To make this jump successful, you must have enough speed to clear the fence at the end of the alley and land in Power Street. Once there, slam on both brakes to avoid colliding with the Wolfs International Realty sign on the next sidewalk.

⑦ PARKING GARAGE & OVER PEACEFUL STREET



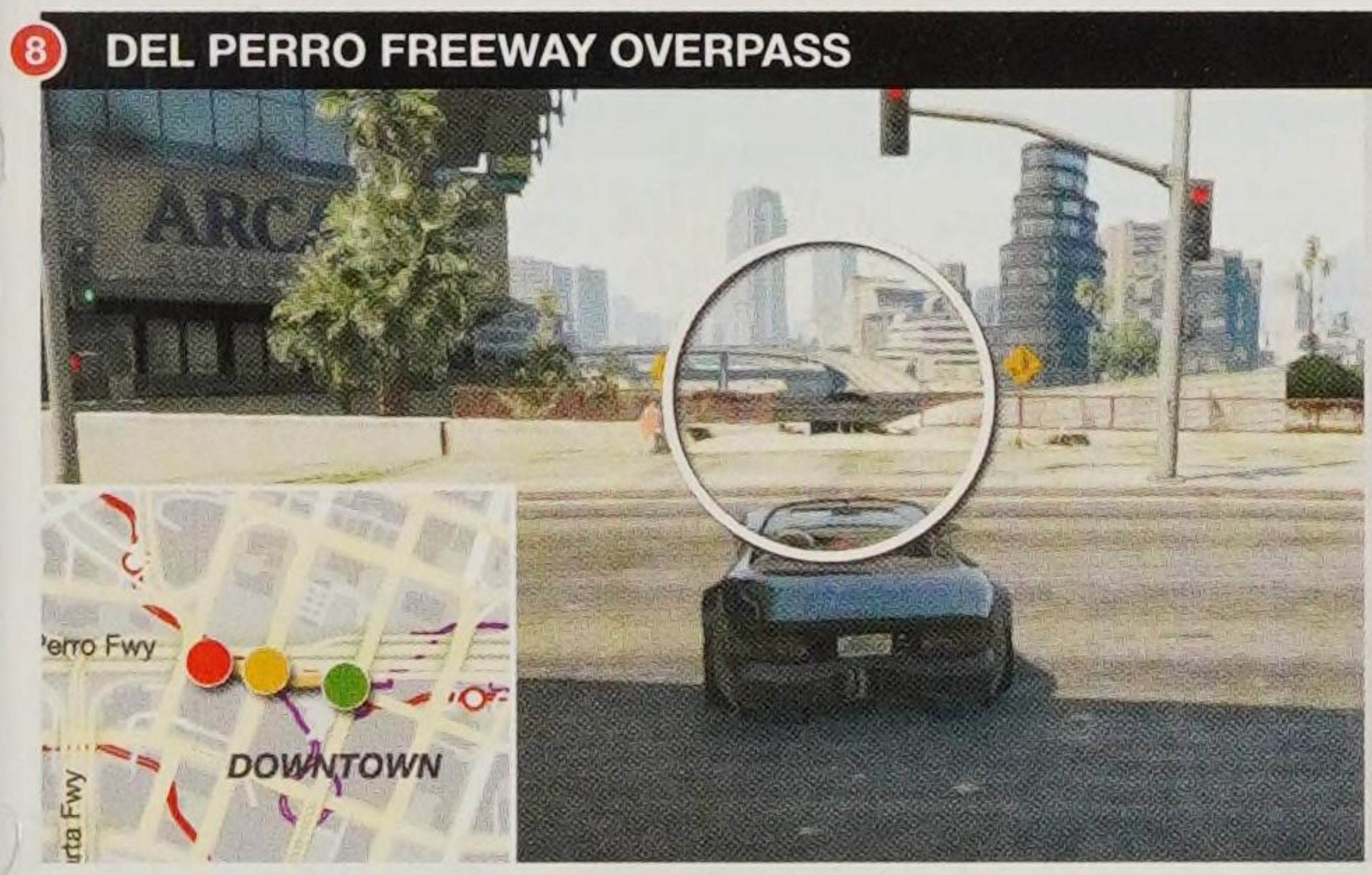
Stunt Jump: Parking garage rooftop collapsed billboard

Landing Zone: Alta Street business courtyard

Suggested Vehicle: Fast sports car

This Stunt Jump is on the same parking garage rooftop where the Gauntlet 1 is parked, which is used in The Big Score. Begin your run on the west end of the rooftop parking lot and speed toward the collapsed Pisswasser beer billboard on the east end of the rooftop. You must clear Peaceful Street and the following building below (without touching it), and then make a decent landing in the courtyard to the west of the building just before Alta Street. Unless you have the fastest of sport bikes, consider attempting this jump with a very fast sports or muscle car. Maximum acceleration is needed in a short distance to clear the building below.

⑧ DEL PERRO FREEWAY OVERPASS



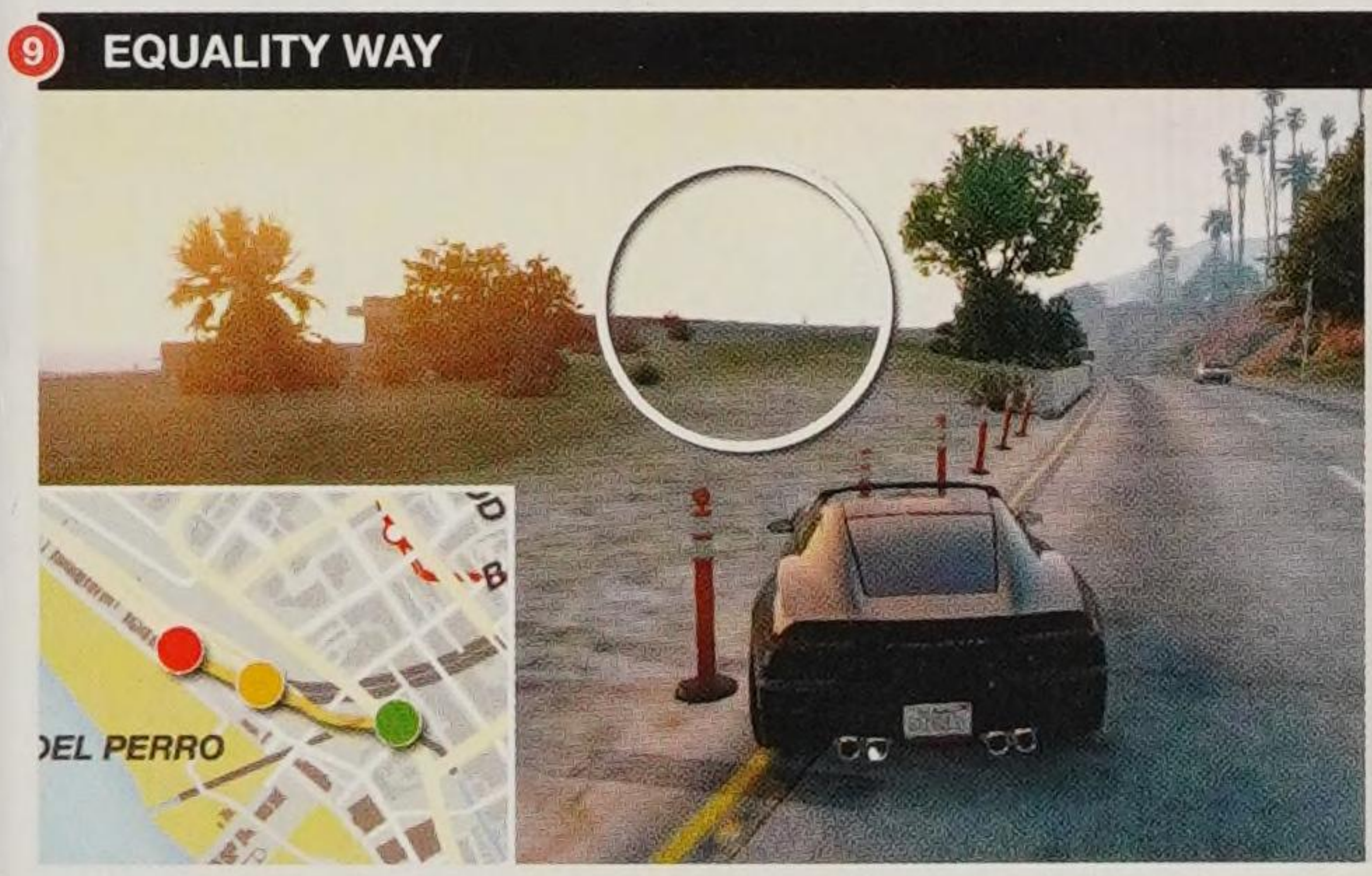
Stunt Jump: Through a broken rail on Alta Street overpass

Landing Zone: La Puerta Freeway

Suggested Vehicle: Most any vehicle

Face west toward Alta Street on Swiss Street. Speed directly for the broken railing on the west side of Alta Street. Fly off the overpass and land on the opposing side of traffic on La Puerta Freeway below. Some luck is involved to avoid traffic headed in your direction. Hitting a vehicle may cancel an otherwise successful landing.

⑨ EQUALITY WAY



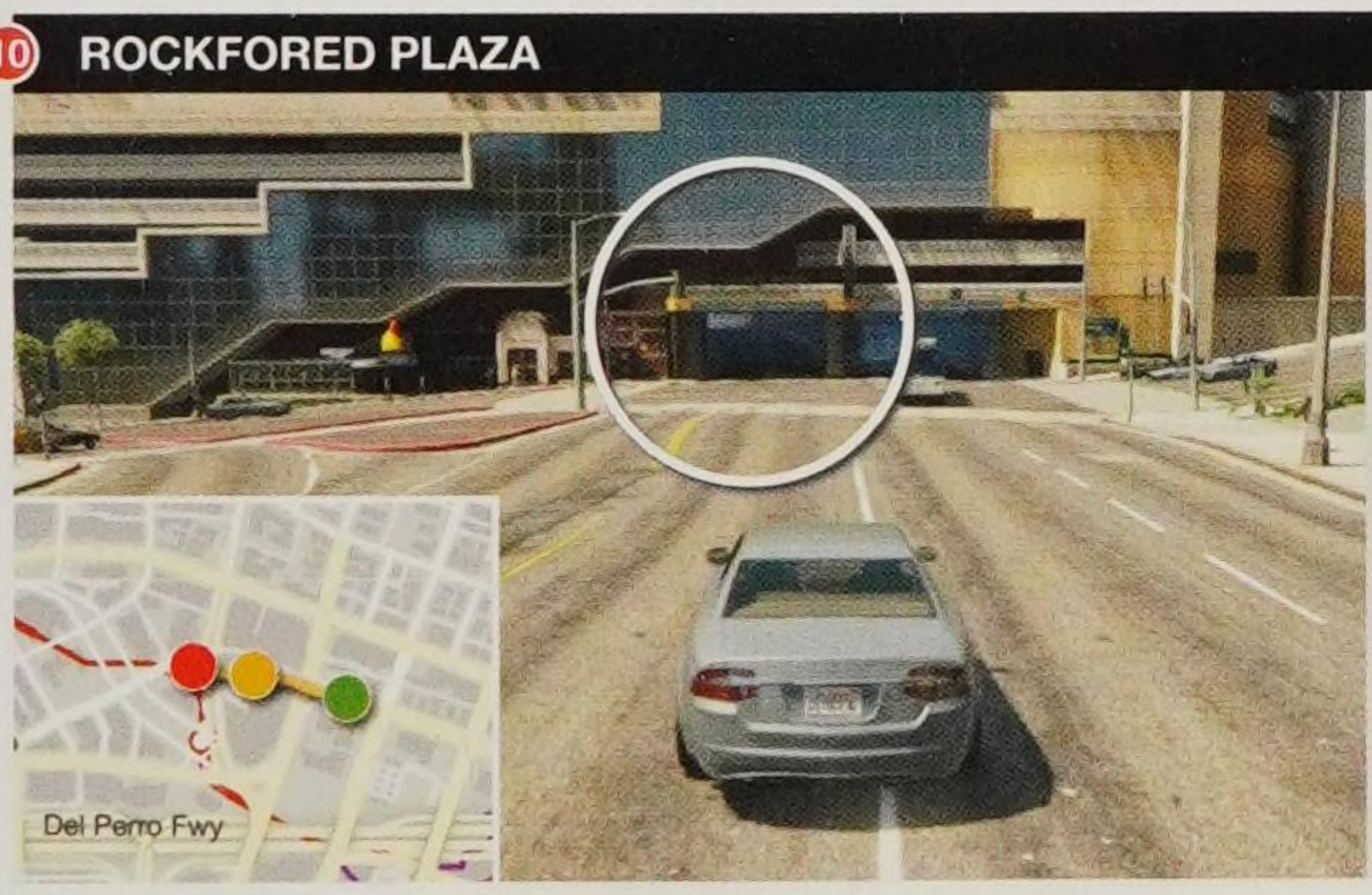
Stunt Jump: Red Desert Avenue overpass jump

Landing Zone: On Great Ocean Highway

Suggested Vehicle: Racing motorcycle or sports car

Use a fast motorcycle or a sports car for this jump. Start at the intersection of Bay City Avenue and Equality Way, heading south on Equality. Follow the road under the overpass and veer off the road's left side by the row of plastic safety reflectors. Continue across the grass, heading west and go off the edge of the overpass. Steer for the middle of the grassy ramp and land your jump on either side of Great Ocean Highway. The jump should be a success as long as you achieve around 180 feet in distance and don't hit any vehicles before you land.

⑩ ROCKFORED PLAZA



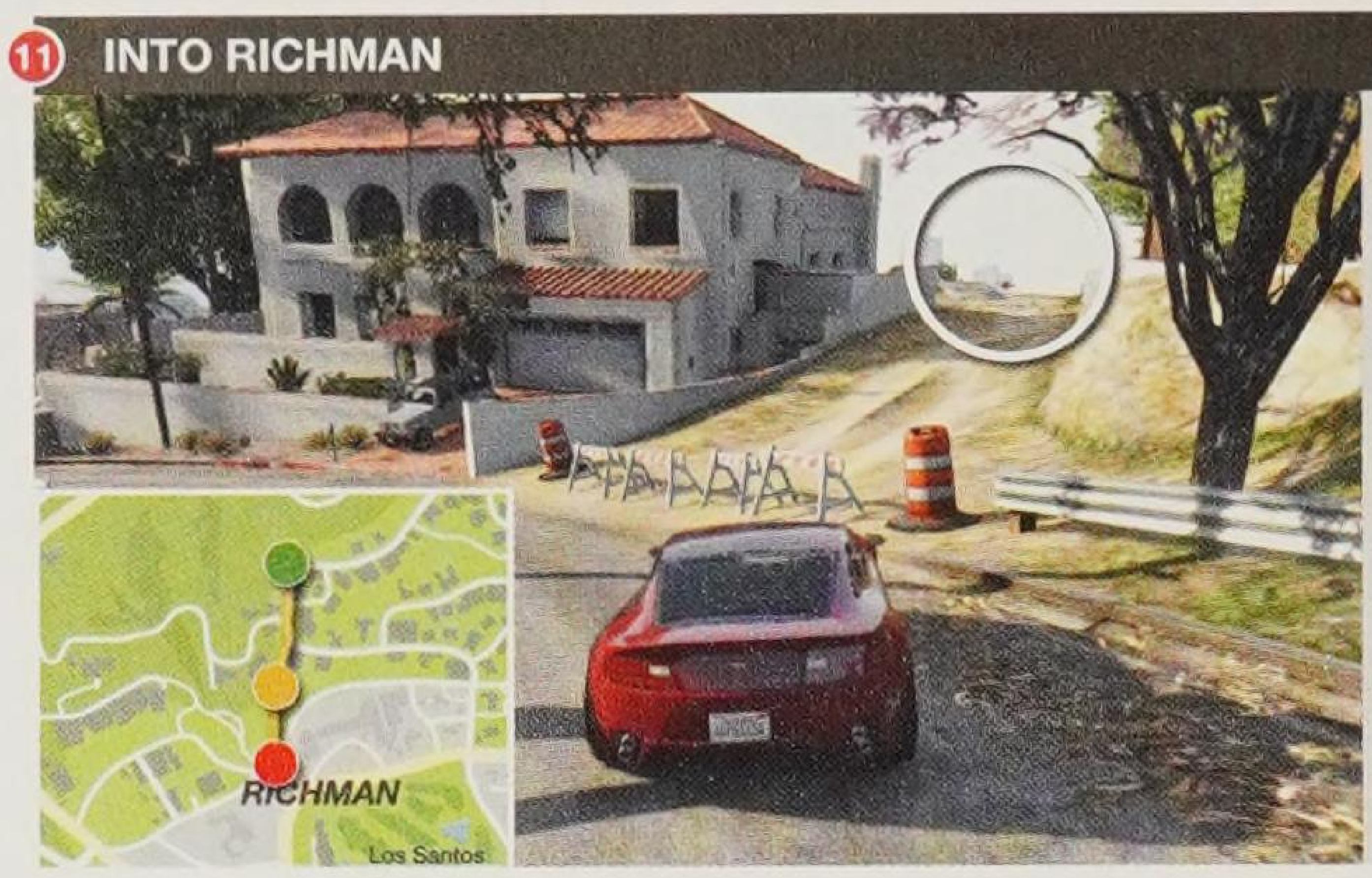
Stunt Jump: Broken guardrail through Rockford Plaza

Landing Zone: San Vitus Boulevard

Suggested Vehicle: Most any vehicle

This jump is in Burton where Carcer Way and Occupation Avenue join. Start your run on Occupation Avenue just before the intersection while facing the road that cuts through the east side of Rockford Plaza. Speed up the left tunnel, then continue through the missing guardrail section instead of veering left with the curve in the road. Land on the far end of San Vitus Boulevard without hitting any vehicles before landing the jump, which is difficult when the road is congested.

⑪ INTO RICHMAN



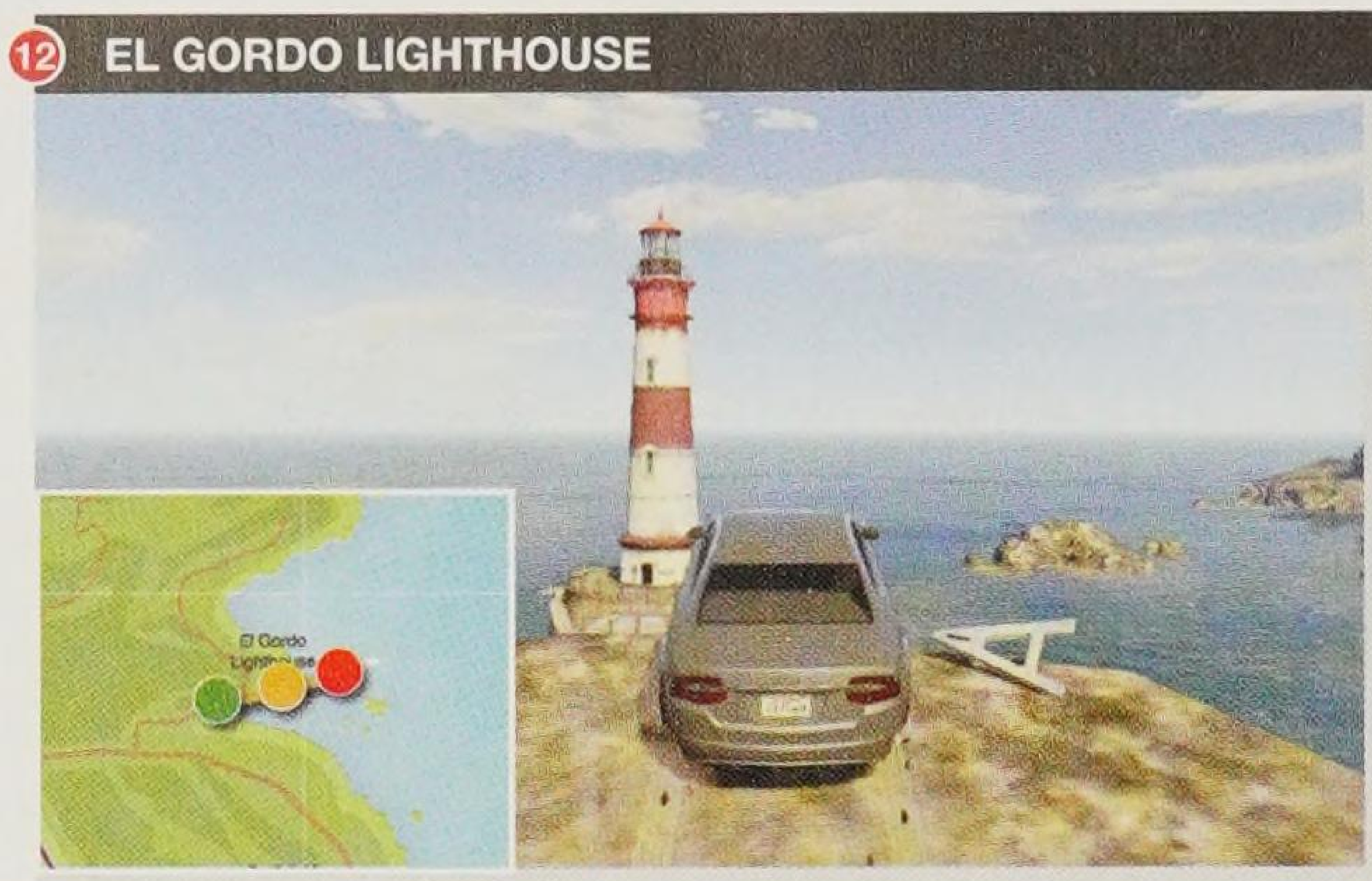
Stunt Jump: Richman sheet metal ramp

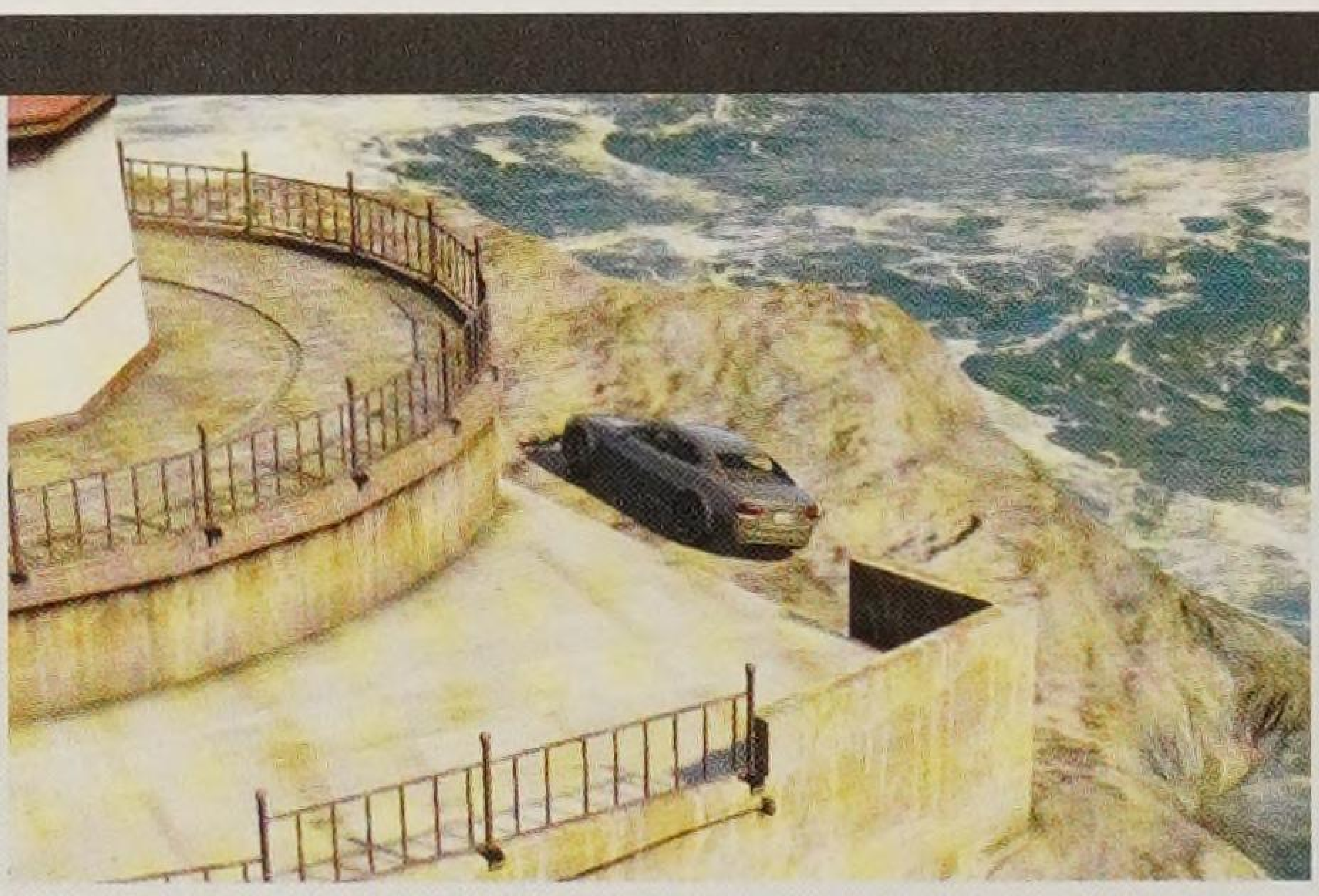
Landing Zone: Picture Perfect Way

Suggested Vehicle: Any vehicle

This Stunt Jump is at a cliff barricade at the dirt road's end, just off of North Sheldon Avenue. The jump is from sheet metal on a large piece of concrete conduit. Use Franklin for this jump. Start your run a few houses away, up north on Sheldon Avenue. Use Franklin's driving specialty to avoid traffic on the way to the ramp and also to correct your angle just before going over the ramp. When you hit the ramp, go directly up the middle, maatching the direction of the ramp. This allows you to miss the tree below. Land the jump at the bottom of the cliff and onto Picture Perfect Way. You should land near the intersection of Picture Perfect and Hardy Way in Richman. Try using a slower vehicle or a motorcycle if you overshoot the landing zone.

⑫ EL GORDO LIGHTHOUSE





Stunt Jump: Shoreline cliff rock ramp

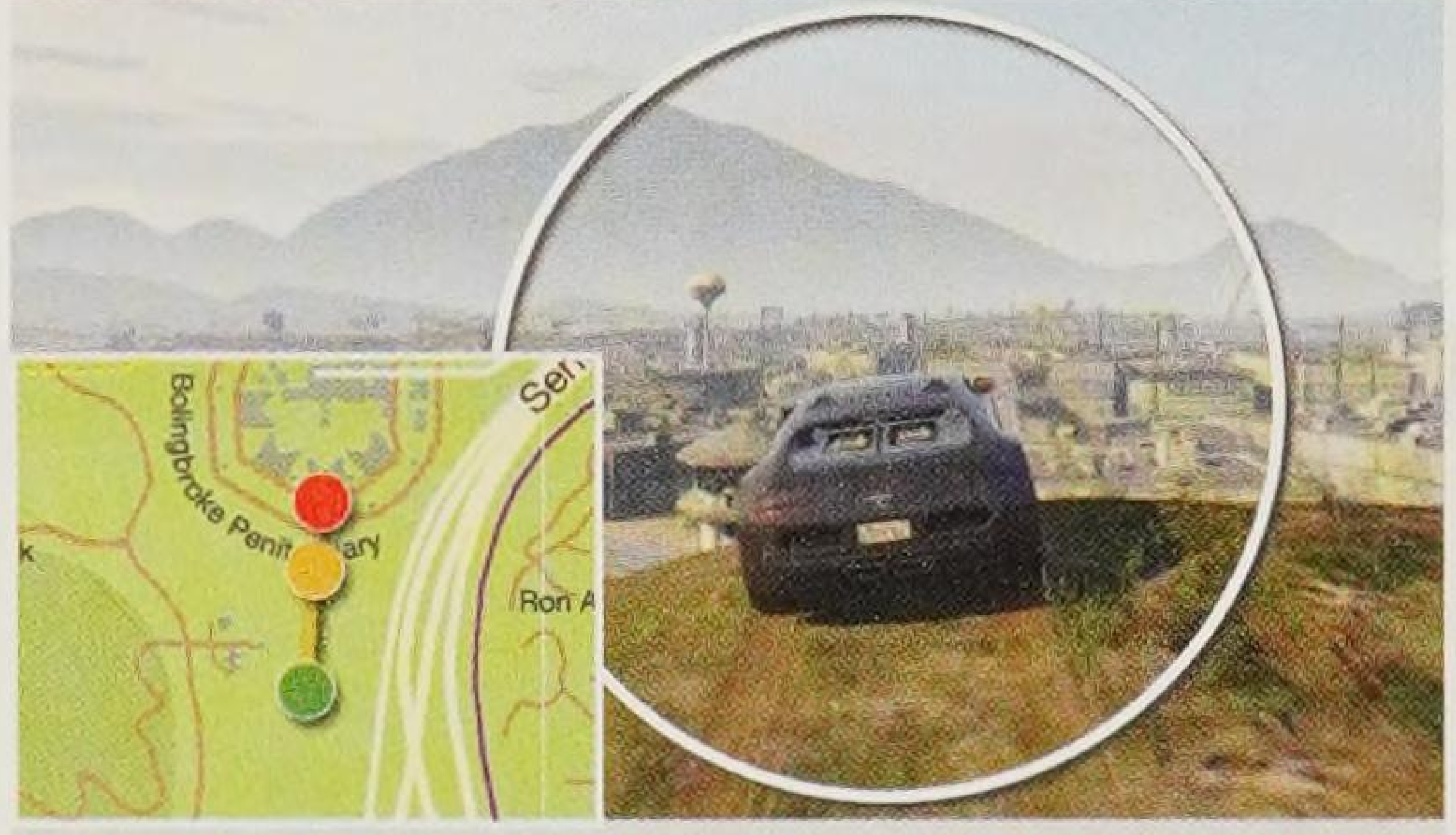
Landing Zone: El Gordo Lighthouse Island

Suggested Vehicle: Most any vehicle

This Stunt Jump is a raised rock ramp on the shoreline cliff's ledge beside a white veranda carport and an old two-story house with a view of the El Gordo Lighthouse. This is Hitcher Girl's house (see our Random Events chapter). A motorcycle or an exotic vehicle is not necessary for this jump; it's easy to overshoot the landing zone.

A few vehicles may be lost to the ocean while attempting this challenge, so don't waste your time looking for rare exotic vehicles—any normal sedan is fine. Slower is actually better. Start this run at the beginning of the dirt driveway beside the old house on American Way. Speed east along the driveway and steer to the right of the veranda to smash through some wooden barricades and go off the end of the rock ramp. Favor the left side, so your driver side mirror is overlapping the distant right edge of the lighthouse. Sail over the rocky shoreline headed toward the lighthouse. Balance your vehicle in the air to keep it level. You must land this jump on the lighthouse island and on the small earthen ledge to the right of the lighthouse. Slamming on the brakes might save the car after the landing, but it doesn't really matter. There's no way to drive off the island—you're going to have to swim back. The jump can be completed even if your car ends up in the ocean.

⑬ PRISON JUMP



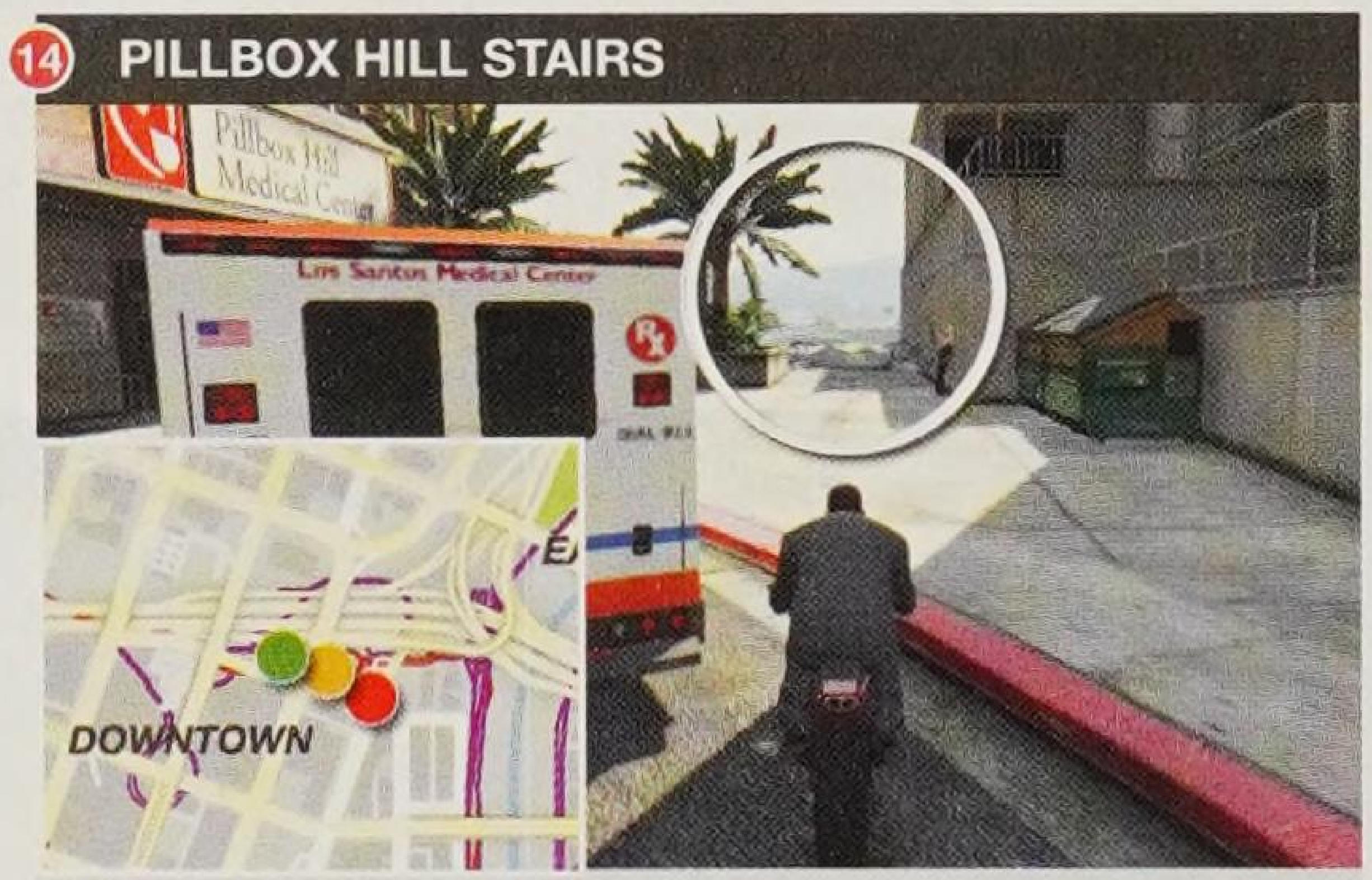
Stunt Jump: Hillside

Landing Zone: Inside Bolingbroke Penitentiary grounds

Suggested Vehicle: Street bike or sports car

Start this run on the hilltop between Interstate 13 (Senora Freeway) and Senora Road to the west. Back up and get a good distance run at the jump, which is due north off the hill south of the penitentiary. Sail over the narrow road around the prison, over the first and second rows of gates, and land on the pathway between the prison and the second gate line. You'll likely hit a wall, but will be okay as long as you put all four tires down first. You get an automatic two-star Wanted Level for entering the pen and cops are all over immediately. Pause and go to the map. Place a destination marker somewhere outside the prison to help find your way out quickly. Go off-road to lose the heat.

⑭ PILLBOX HILL STAIRS



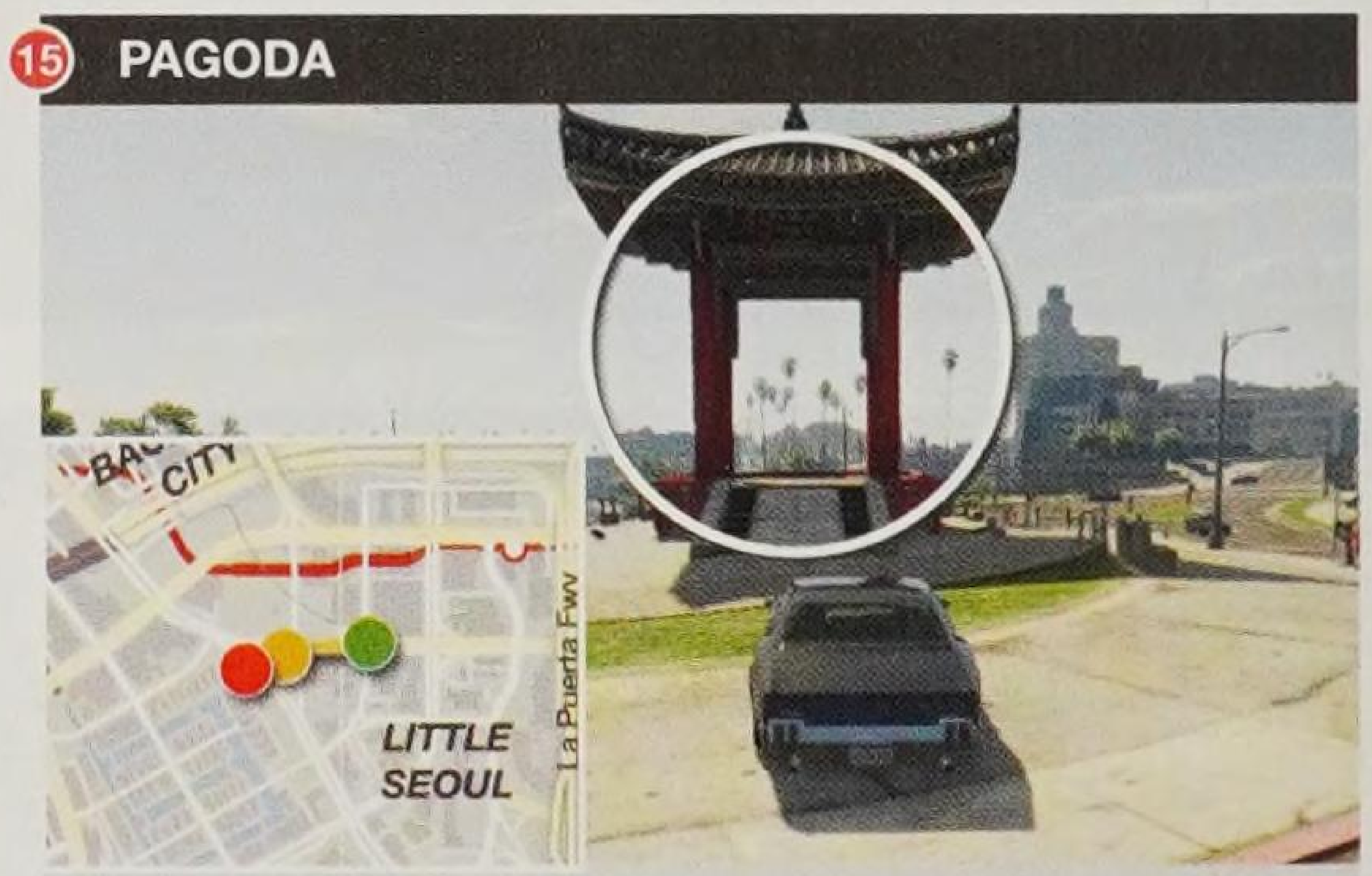
Stunt Jump: Broken stair rail

Landing Zone: Strawberry Avenue

Suggested Vehicle: Motorcycle

Use a motorcycle for this jump since the break in the stair rail is so narrow that it's difficult to steer a speeding car through. A motorcycle can easily speed off the jump. Start with your back tire on the sidewalk on the west side of Elgin Avenue. Face the gap between Pillbox Hill Medical Center and the building on the right. Tear east across the street and between the buildings. Aim for the gap in the stair rail and sail toward Strawberry Avenue. Land on the sidewalk just before Strawberry Avenue, clearing the large palm tree planter.

⑮ PAGODA



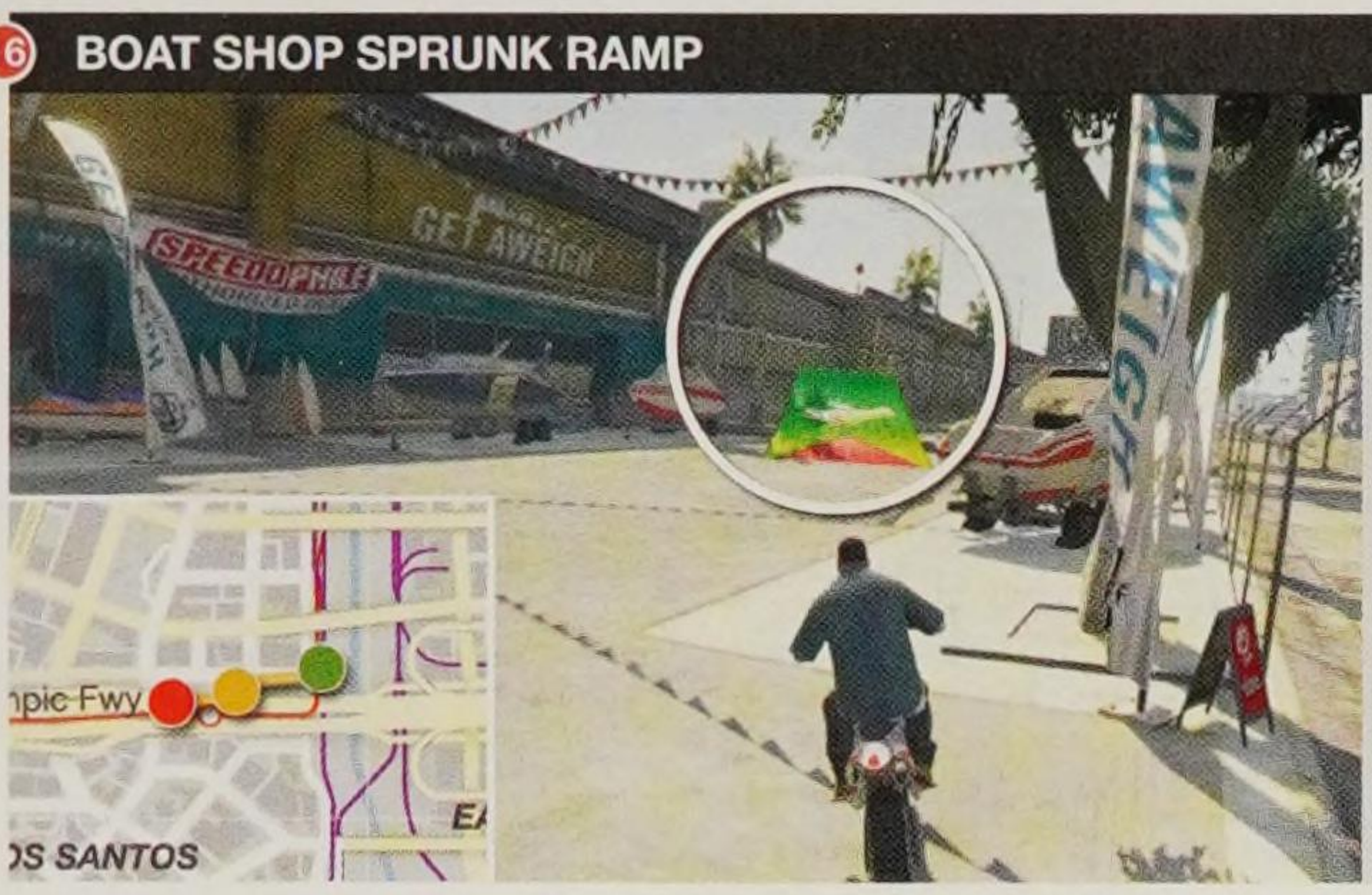
Stunt Jump: Pagoda

Landing Zone: Rockford Drive

Suggested Vehicle: Most any vehicle

The jump is the pagoda in Little Seoul at the intersection of Vespucci Boulevard and Decker Street. It has an access ramp on the east side. Start your run about a block away, up east on Vespucci Boulevard. A lot of speed isn't necessary; it's easy to overshoot the landing. Hit the ramp straight on and land your jump on the next street west of the pagoda (South Rockford Drive). You jump over a grassy corner, sidewalk, and bench. The toughest thing is to avoid hitting the nearby street light pole. Using a car instead of a bike seems to help for some reason. You can also land on the lawn just beyond South Rockford, but avoid landing on the next wall or the rooftops of the nearby houses.

⑯ BOAT SHOP SPRUNK RAMP



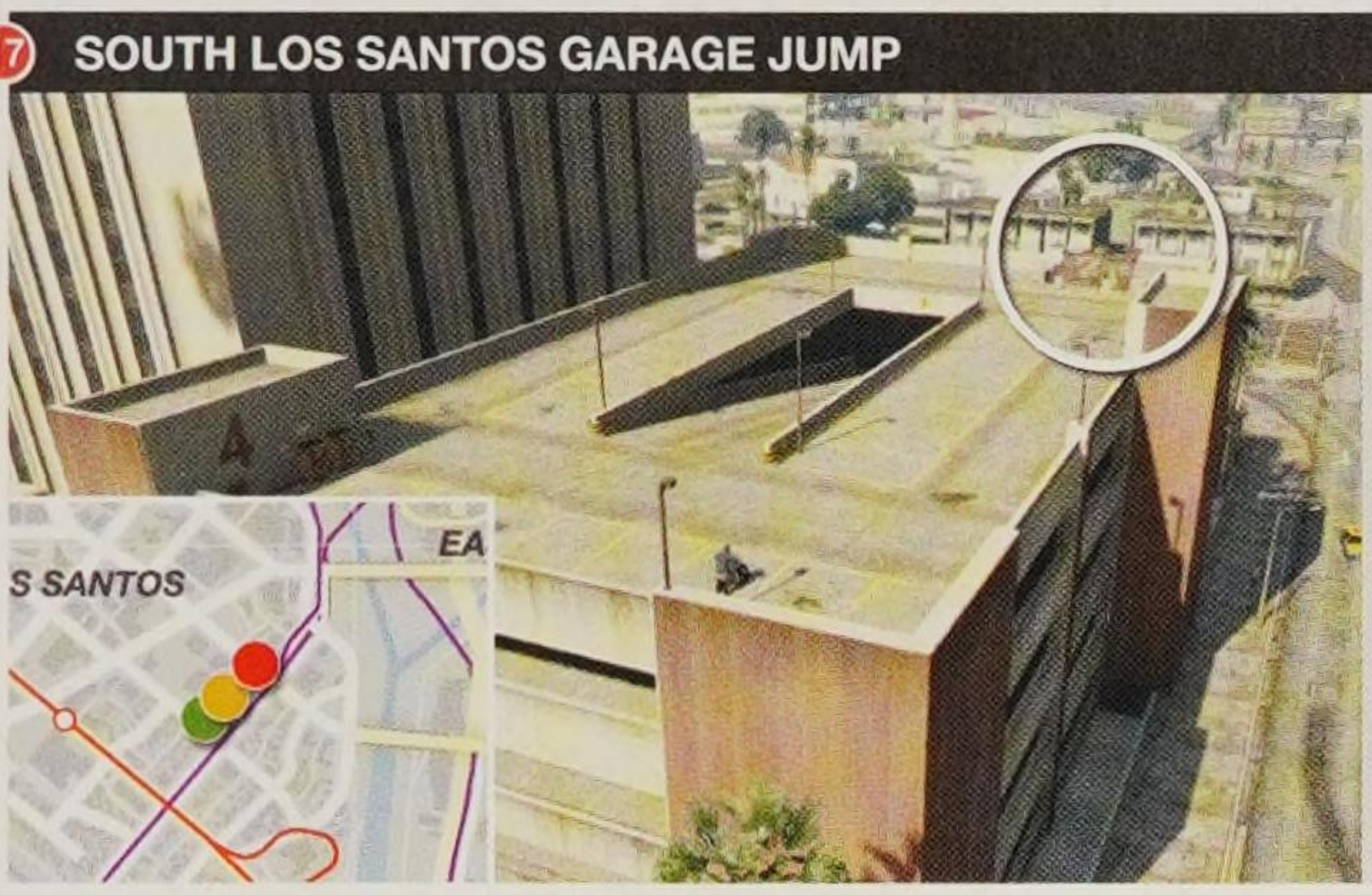
Stunt Jump: Mission Row Sprunk ramp at Get Aweigh watersports store

Landing Zone: Olympic Freeway

Suggested Vehicle: Motorcycle

This bright green Sprunk ramp is in a fenced-in boat lot at the Get Aweigh watersports store. The jump is easily completed on almost any motorcycle, but vehicles have a harder time with the jump due to their weight and the amount of lift needed to get up onto the raised freeway behind the ramp. Start your run east of the ramp in the median of Little Bighorn Avenue. Speed west along Adam's Apple Boulevard and veer left into the boat store lot through the open gate. Franklin is your best bet for this jump. Use his ability to veer quickly into the lot and up the ramp correctly. Steer directly up the Sprunk ramp and land your jump on Olympic Freeway. There's a broken section of the concrete guardrail that allows you to just reach the road. Hitting vehicles on the freeway before landing your jump results in failure.

⑰ SOUTH LOS SANTOS GARAGE JUMP



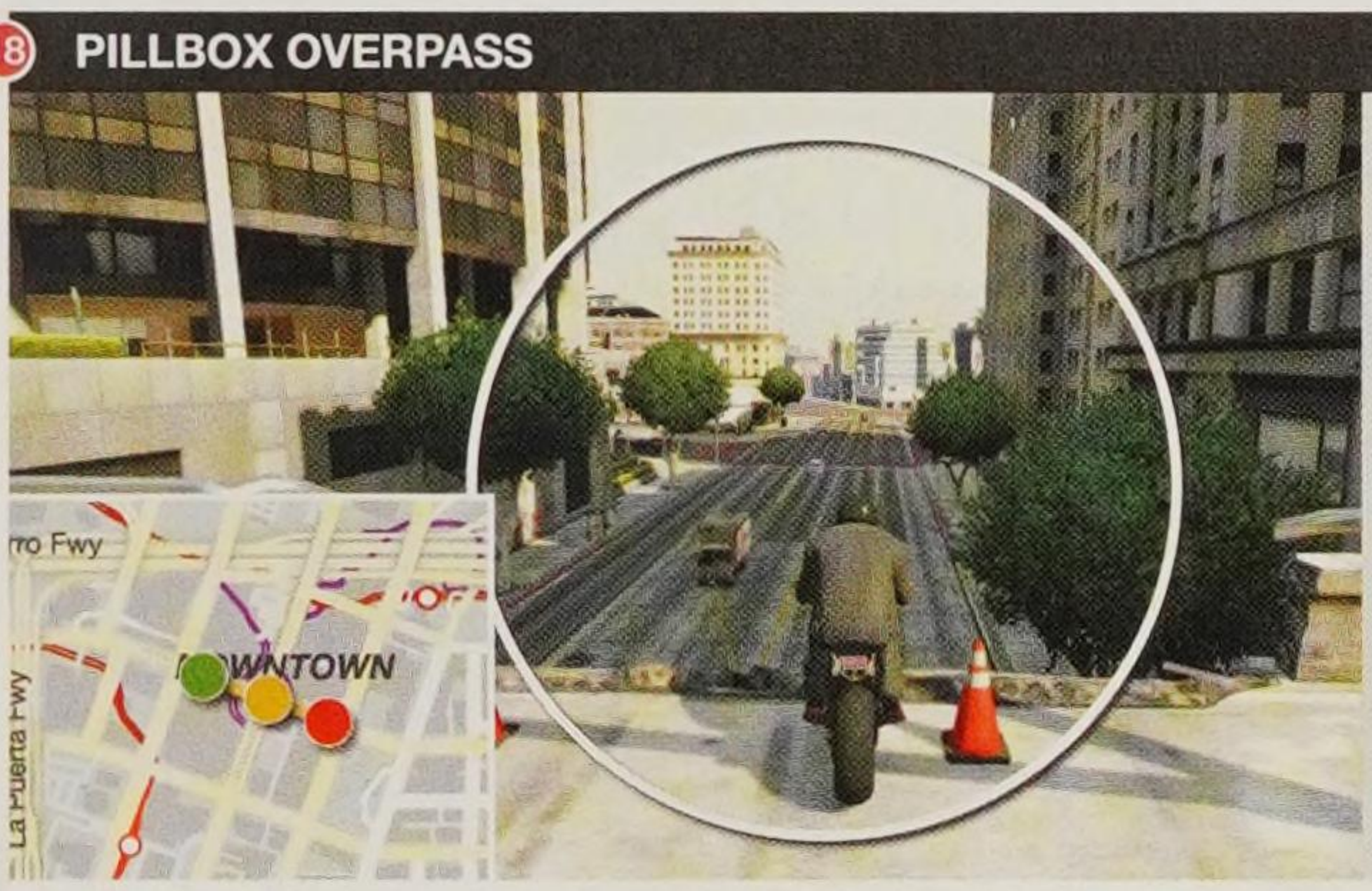
Stunt Jump: Garage rooftop plywood ramp

Landing Zone: Innocence Boulevard

Suggested Vehicle: Most any vehicle

Enter the multi-level parking garage behind the Towing Impound lot (used in Tonya's Pulling Favors missions). The entrance to the garage is on the opposite side (McDonald Street). Head to the rooftop and start your run on the opposite side of the ramp location. Jump over the Towing Impound lot and land on Innocence Boulevard.

⑱ PILLBOX OVERPASS



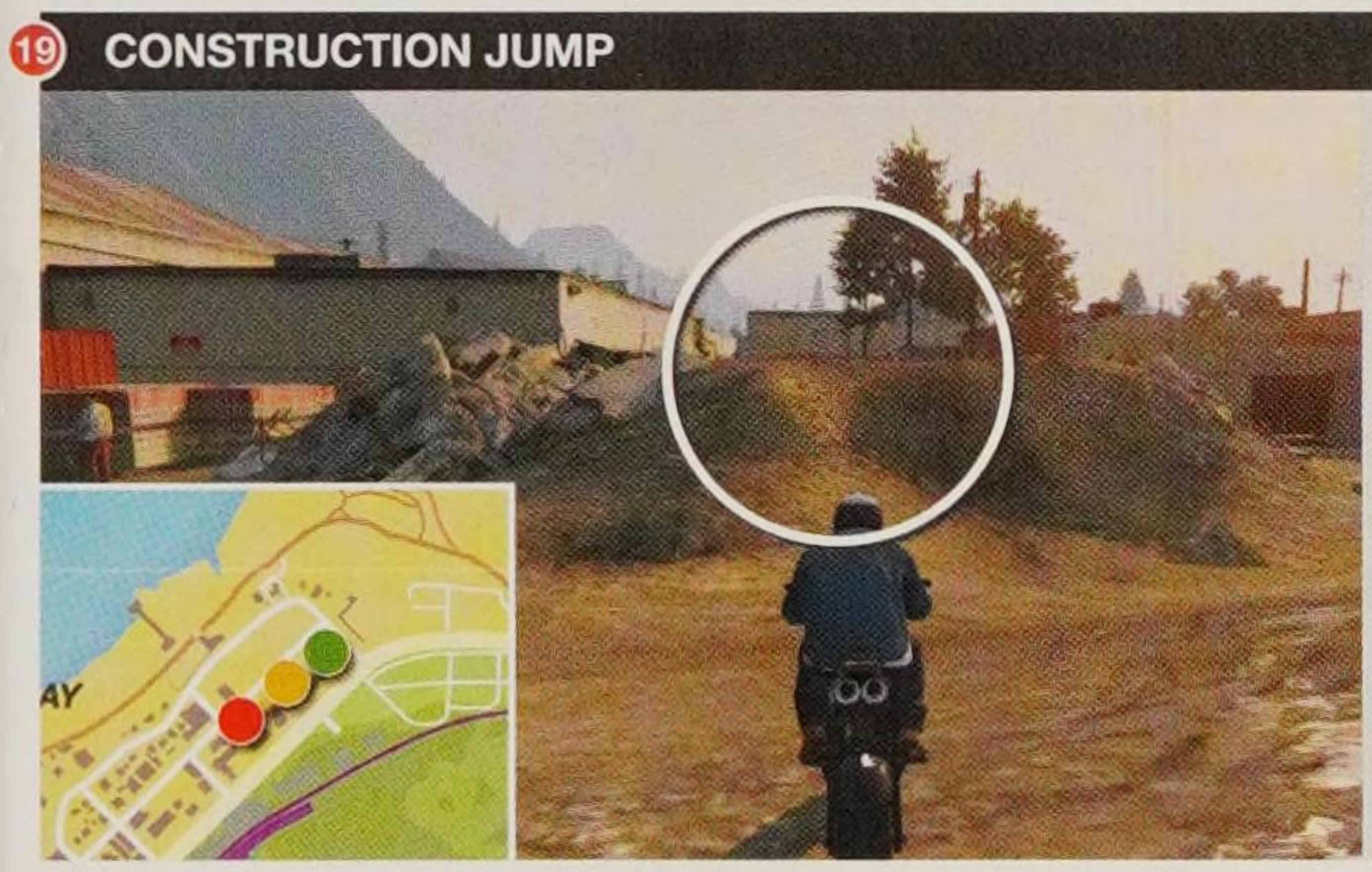
Stunt Jump: Overpass with broken guardrail

Landing Zone: San Andreas Avenue

Suggested Vehicle: Bike

This jump is through a couple of road barricades and over the edge of an overpass with a broken concrete rail. There's a small broken concrete bump at the edge of a jump that causes four-wheeled vehicles to flip in the air. It's possible to land after a flip using air controls, but this is much easier while on a bike. Start your run a block west on San Andreas Avenue in Pillbox Hill. Speed east along San Andreas Avenue and plow through the wooden road barricades and over the overpass. Land on lower San Andreas Boulevard.

⑲ CONSTRUCTION JUMP



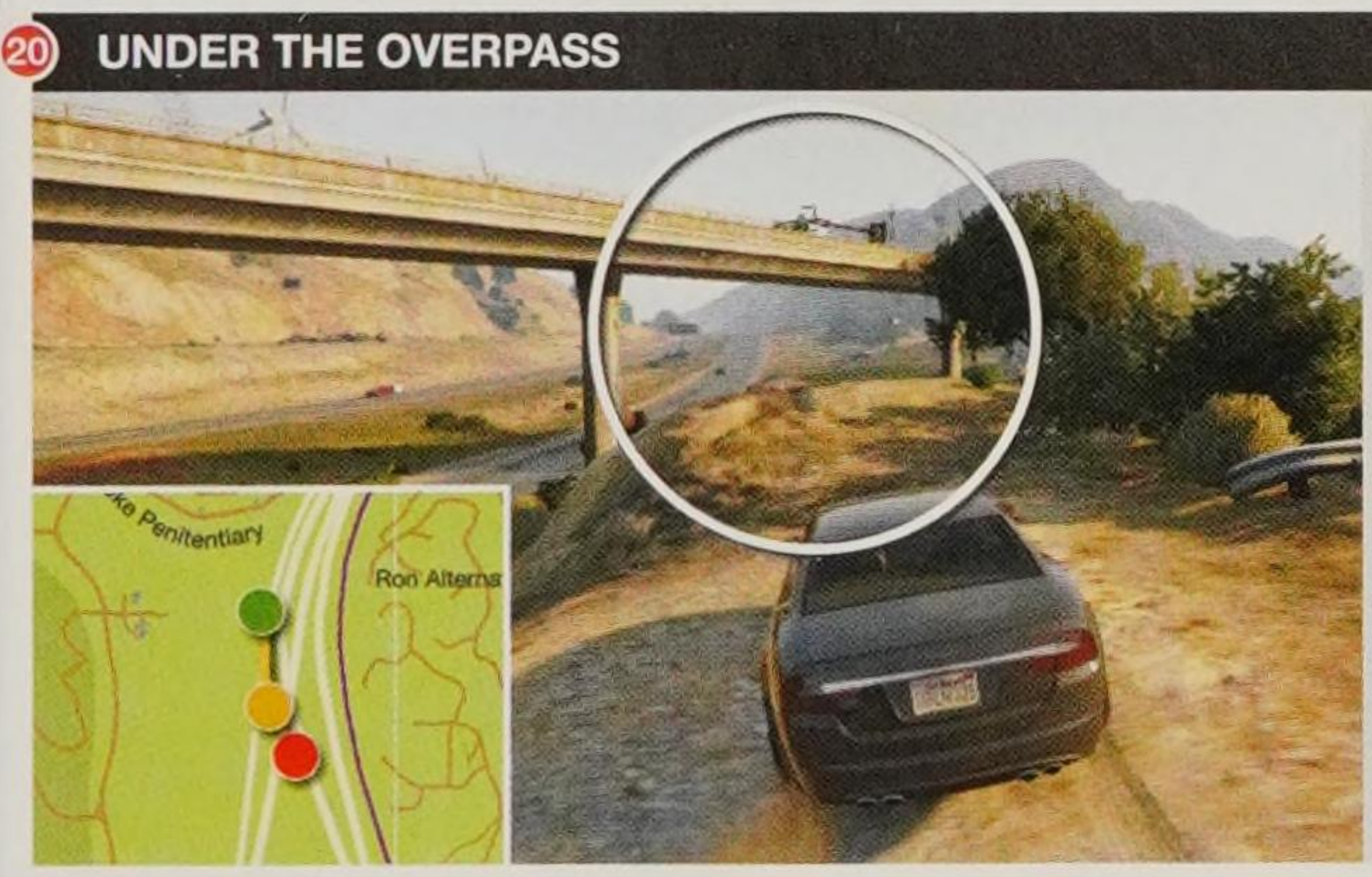
Stunt Jump: Dirt mound in a Paleto Bay construction site

Landing Zone: Alleyway

Suggested Vehicle: Average vehicle

This jump is the large dirt pile in the construction site next to Paleto Boulevard. Start the run with your bumper against the stack of pipes near the gated entrance. Speed up the ramp, slightly favoring the left side (aim left of the distant telephone pole when looking at the horizon over the ramp). Jump over the construction yard fence, a very small short wall near a dumpster on the right, and land in the alleyway ahead. Slam on the brakes before you hit the short wall blocking the alley, or land your jump on the other side of it.

⑳ UNDER THE OVERPASS



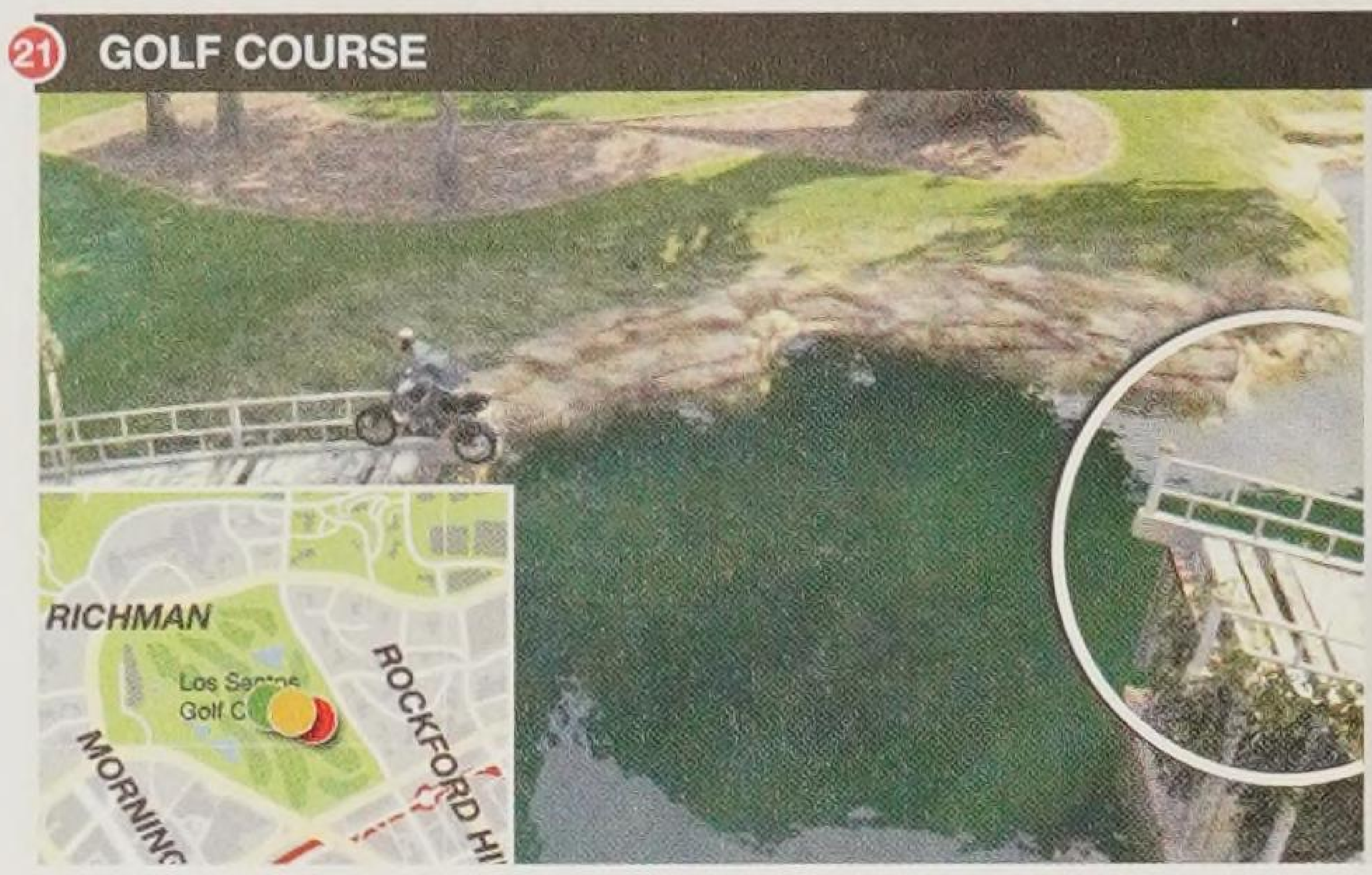
Stunt Jump: Dirt Mound

Landing Zone: Dirt or Freeway under overpass

Suggested Vehicle: Motorcycle or fast sports car

This ramp is found to the left while traveling south on the Senora Freeway. When the wind farm is visible in the distant east, look for the gap in the left guardrail. Veer off the road at a high speed and hit the dirt ramp in the direction it faces. Pass underneath the Los Santos Freeway overpass and land either on the ground near the low road or on the low road, the Senora Freeway. If you have difficulty with this jump, you may be overshooting the landing zone. Try landing directly under the overpass.

㉑ GOLF COURSE



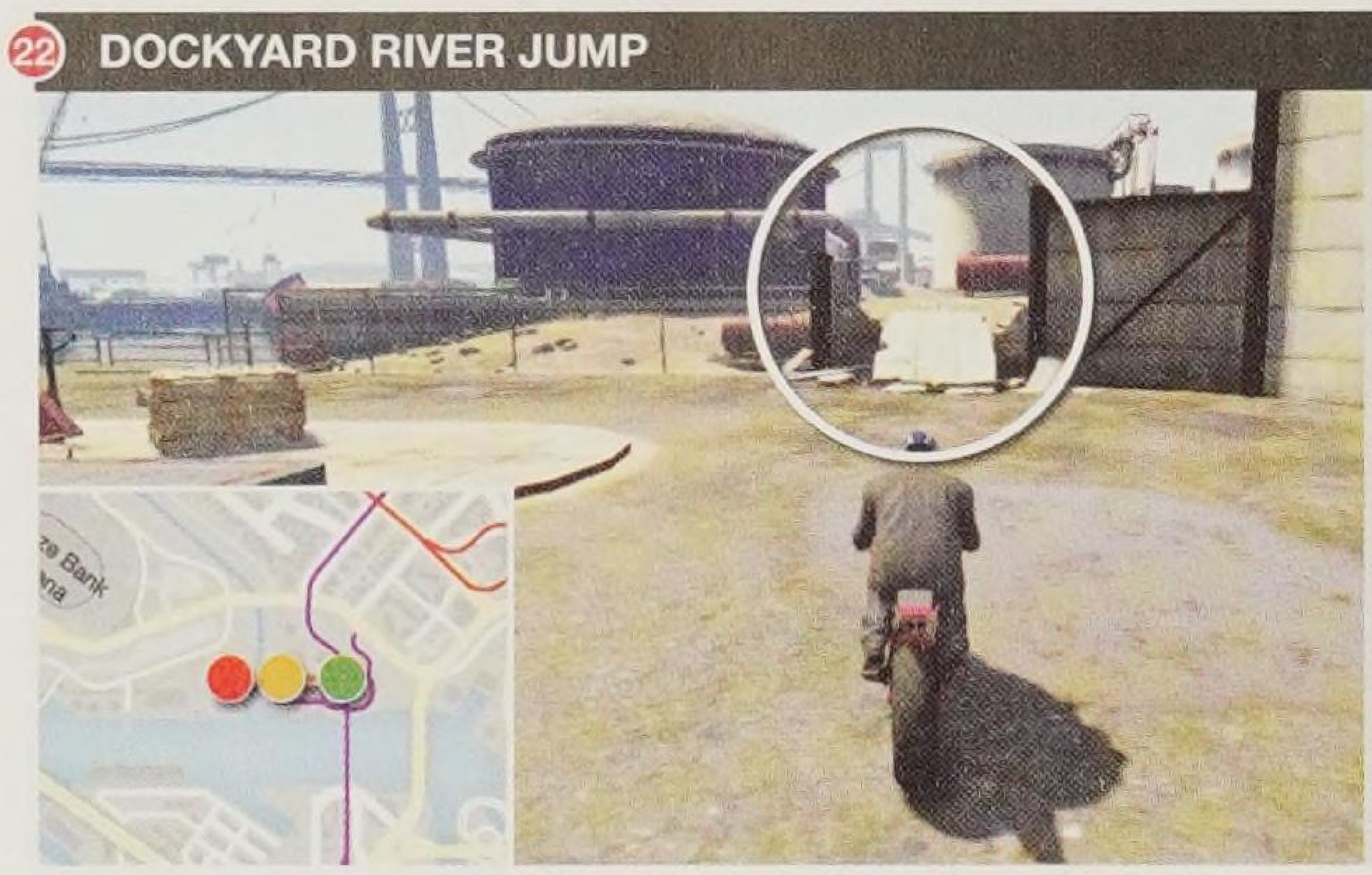
Stunt Jump: Golf Course Pedestrian Bridge

Landing Zone: On opposite side of bridge

Suggested Vehicle: Any vehicle, including golf cart

Simply jump the gap in the broken bridge in the southeast corner of the Los Santos Golf Club green. A lot of speed isn't necessary. Actually, too much speed sends you over the vine arch on the landing zone side. Hit the arch or go over it and the jump is failed—go under the arch. You receive a two-star Wanted Level for being on the course without playing golf. So do this in a golf cart or just lose the Wanted Level afterward.

㉒ DOCKYARD RIVER JUMP



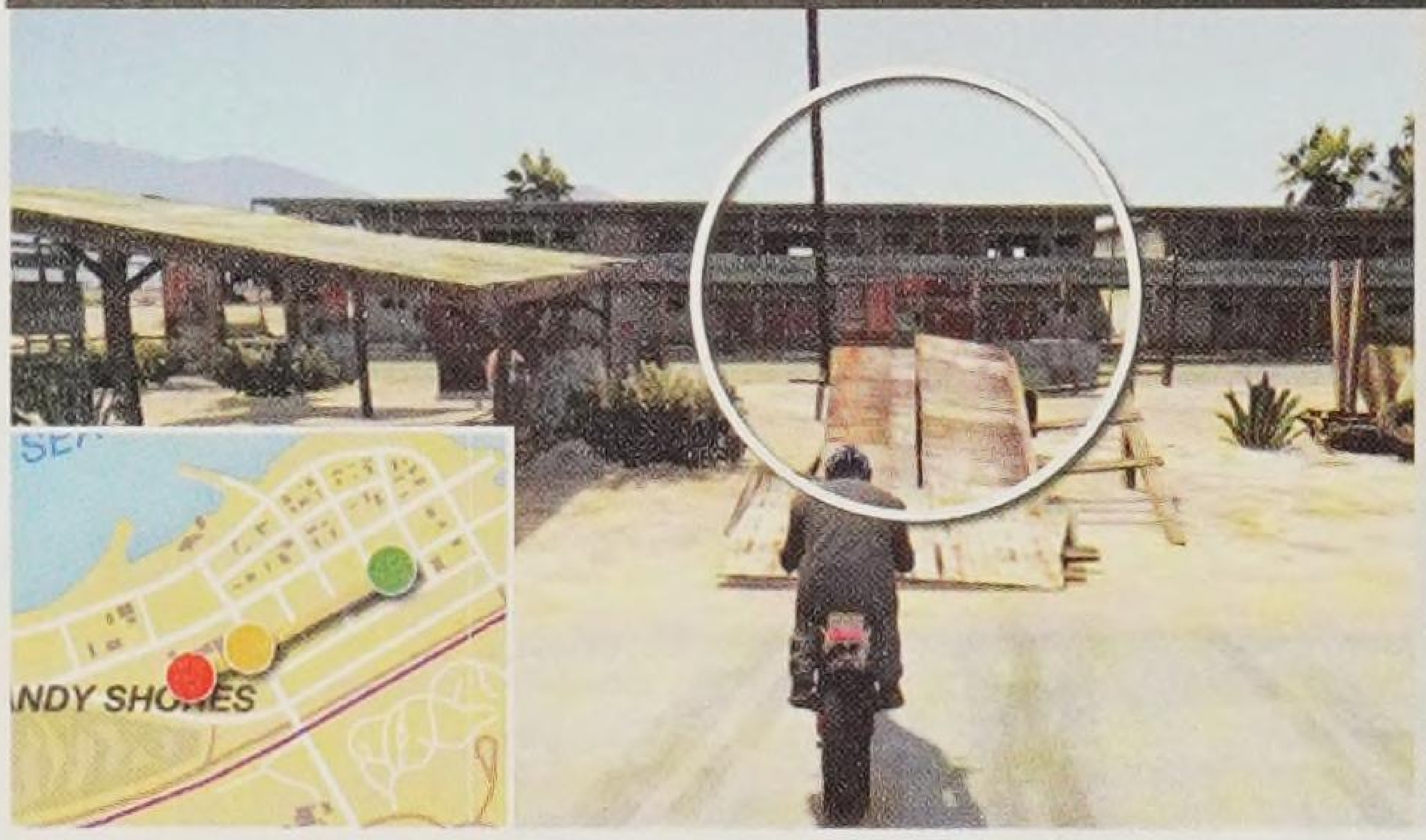
Stunt Jump: Broken concrete wall

Landing Zone: Opposite side of the canal

Suggested Vehicle: Sport bike

At the docks, start your run under the Dutch London Street overpass. Speed west along the docks roadway. Jump the broken concrete wall ramp through the hole in the wall, across the canal, and to the other side. Land your jump on the dirt above the concrete bulkhead of the canal. A sports bike or a light vehicle is a good choice for this jump.

㉓ SANDY SHORES MOTEL



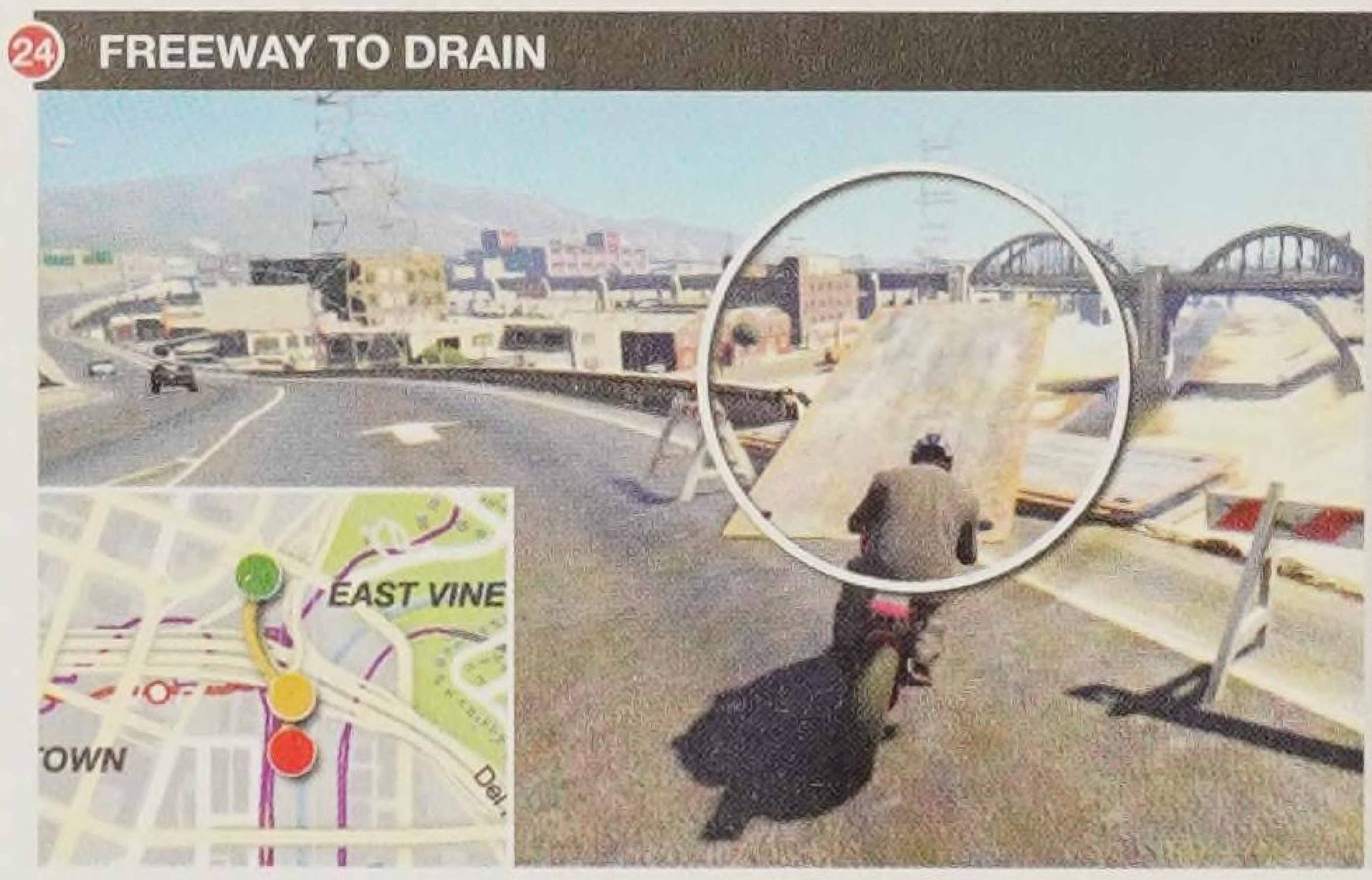
Stunt Jump: Wood plank ramp

Landing Zone: West side of Sandy Shores Motel

Suggested Vehicle: Racing bike

Start your run on the very fast motorcycle a few blocks east of the motel (the same motel you shoot coyotes from as Trevor while on the rooftop). Get plenty of speed and hit the ramp at Panorama Drive straight on. Soar over the motel without touching it. The jump lands beyond the empty pool or on the dirt ramp in the pool. This pool also contains a Letter Scrap collectible.

㉔ FREEWAY TO DRAIN



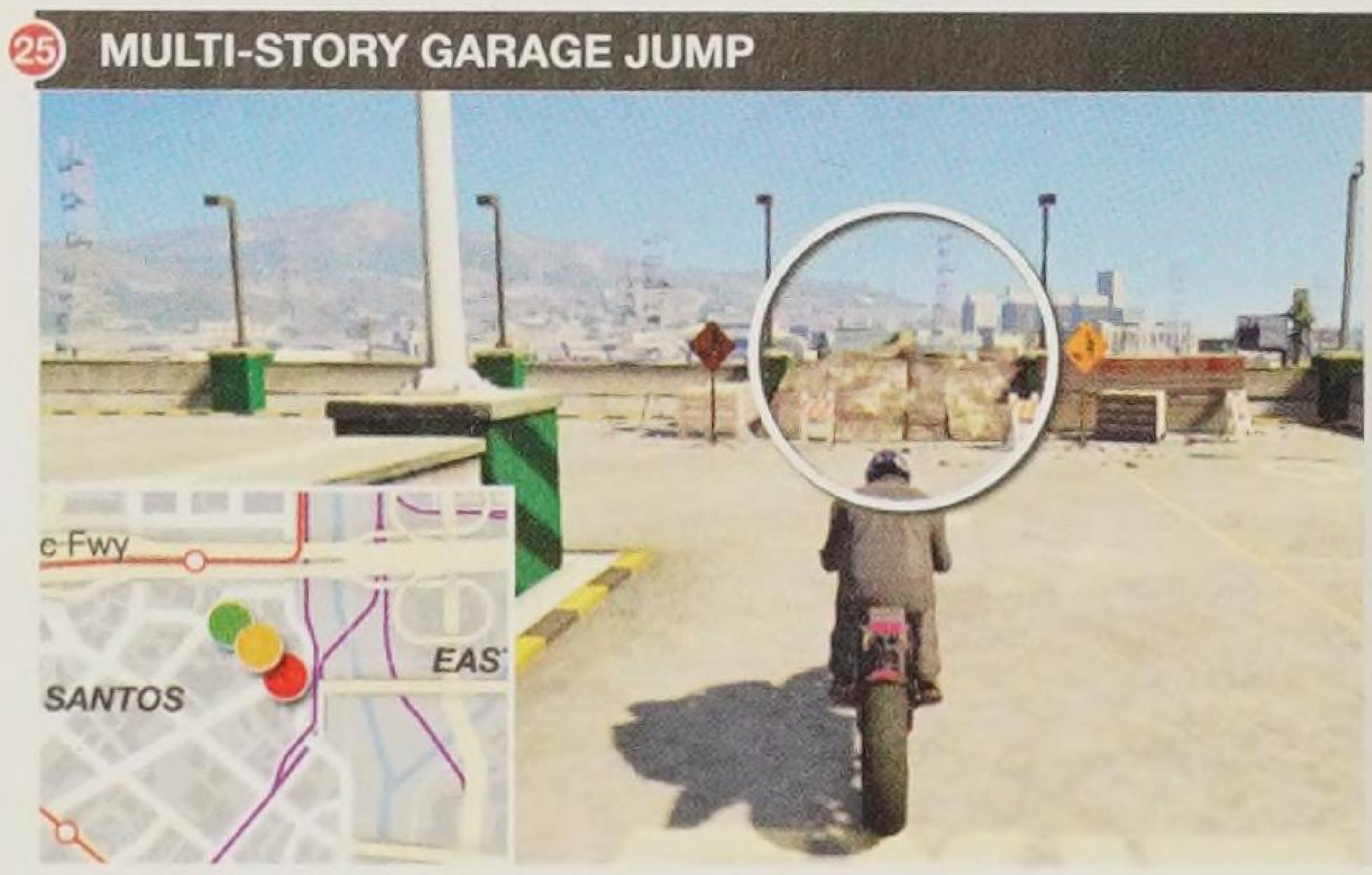
Stunt Jump: Metal road plank

Landing Zone: Los Santos flood control drain

Suggested Vehicle: Any

This jump can be performed with any vehicle because it's pretty much a controlled drop. Head south on the Los Santos Freeway to Del Perro Freeway. As you begin veering east toward the Del Perro, hit the ramp on the right side of the road over the flood control drain. Veer off the right end of the ramp and land below in the drain, but not in the water, to complete the jump. Use Franklin's driving skill to avoid traffic and to make the last-second steering adjustment off the ramp.

㉕ MULTI-STORY GARAGE JUMP



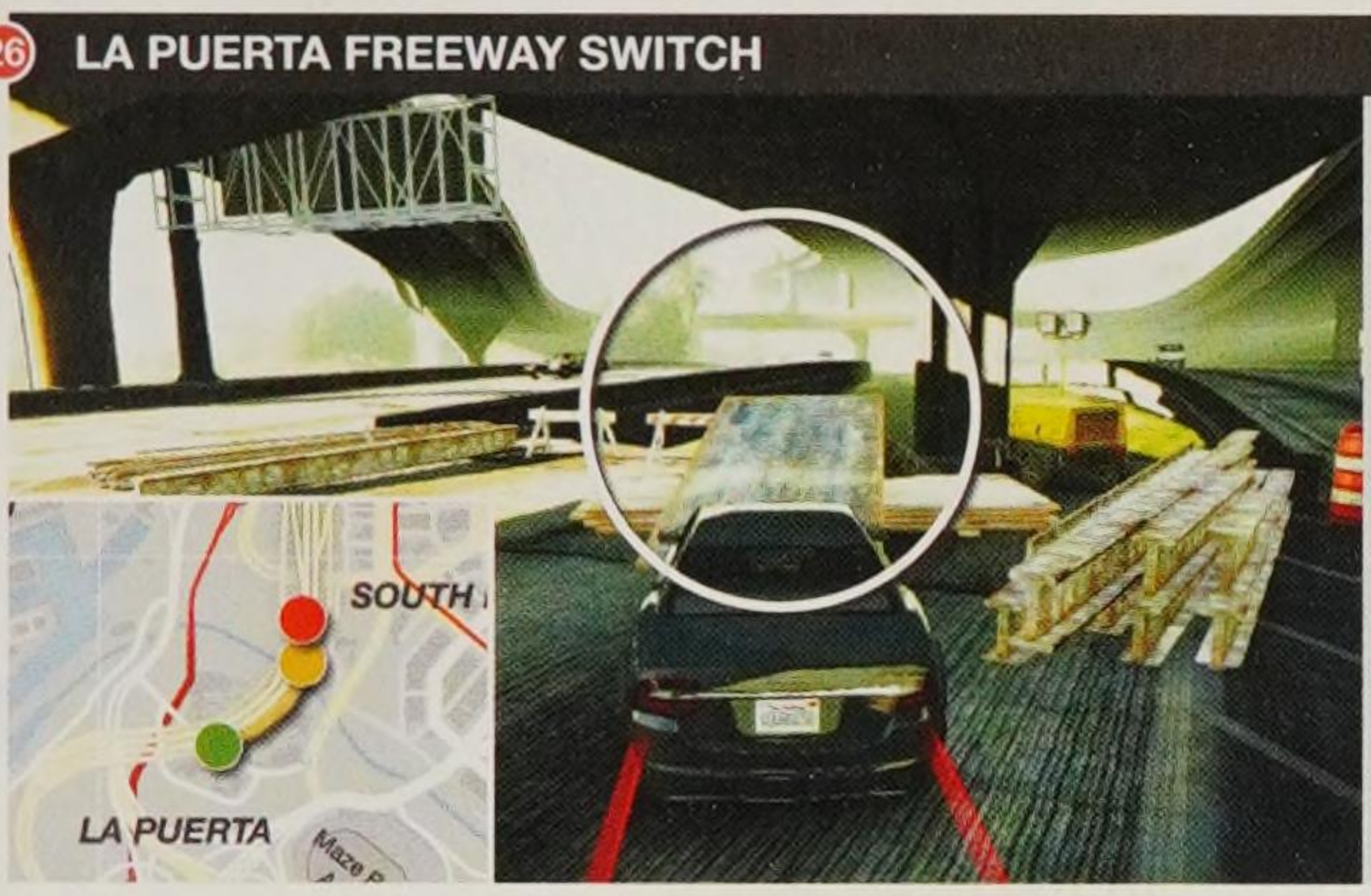
Stunt Jump: Plywood ramp

Landing Zone: Capital Boulevard

Suggested Vehicle: Sports car or motorcycle

Find the ramp on the east end of the three-story parking garage on the corner of Capital Boulevard and Crusade Road. Back up to the far west edge and speed up the wooden ramp to sail over the lower building and land on the sidewalk at Capital Boulevard or on the Boulevard.

㉖ LA PUERTA FREEWAY SWITCH



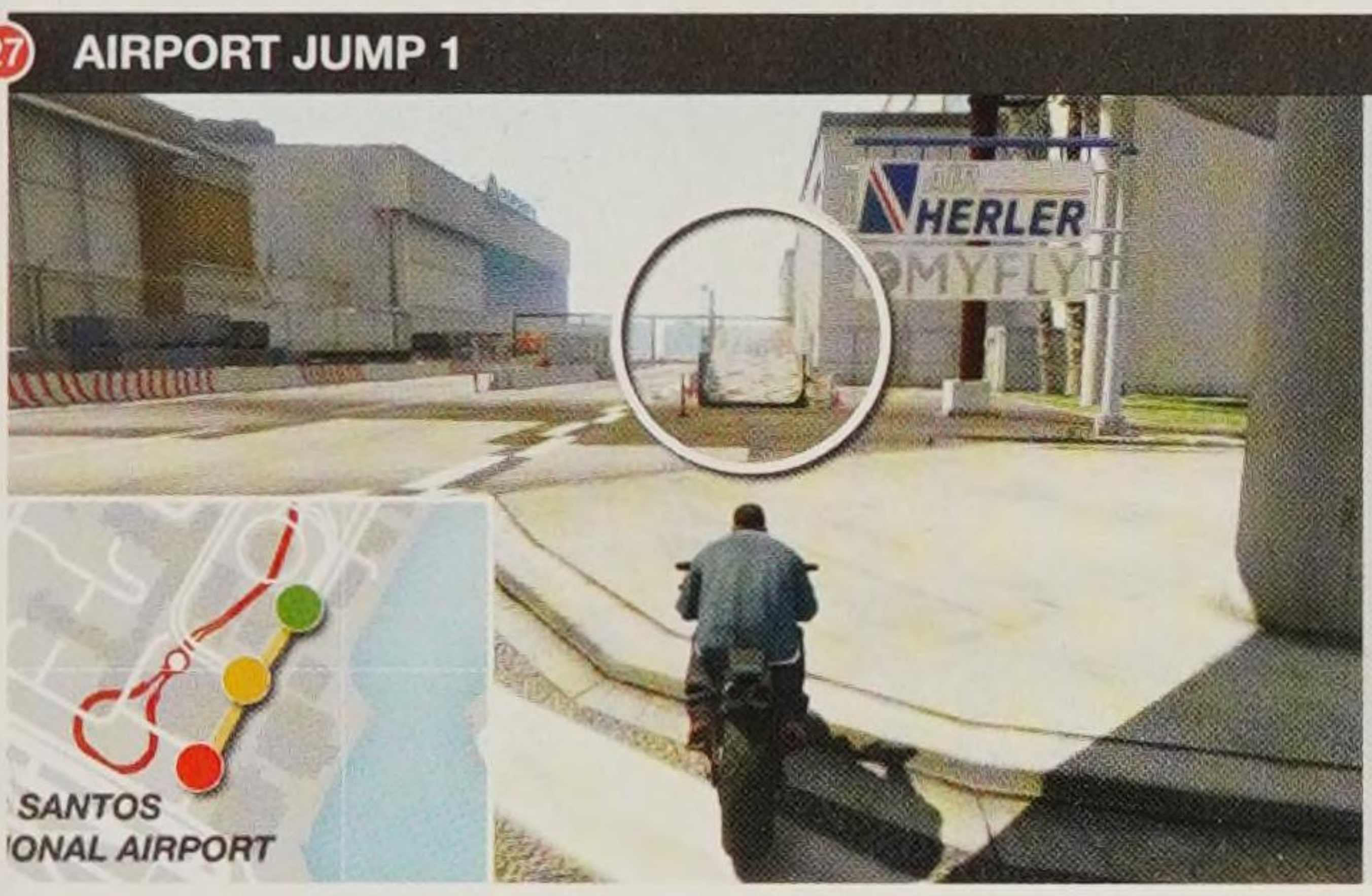
Stunt Jump: Metal roadside ramp

Landing Zone: Opposite side of freeway

Suggested Vehicle: Any vehicle

Head north on La Puerta Freeway. Look for the ramp between roads under the overpass. Hit the ramp at a bit of an angle, favoring the left side to get enough air to clear the guardrail and land on the other side of the La Puerta Freeway against opposing traffic. You can hit the guardrail as long as you make it to the other side of the freeway and still pass the challenge. Use Franklin's special ability to avoid traffic on the way to the ramp, and then make the steering adjustment going off the ramp.

㉗ AIRPORT JUMP 1



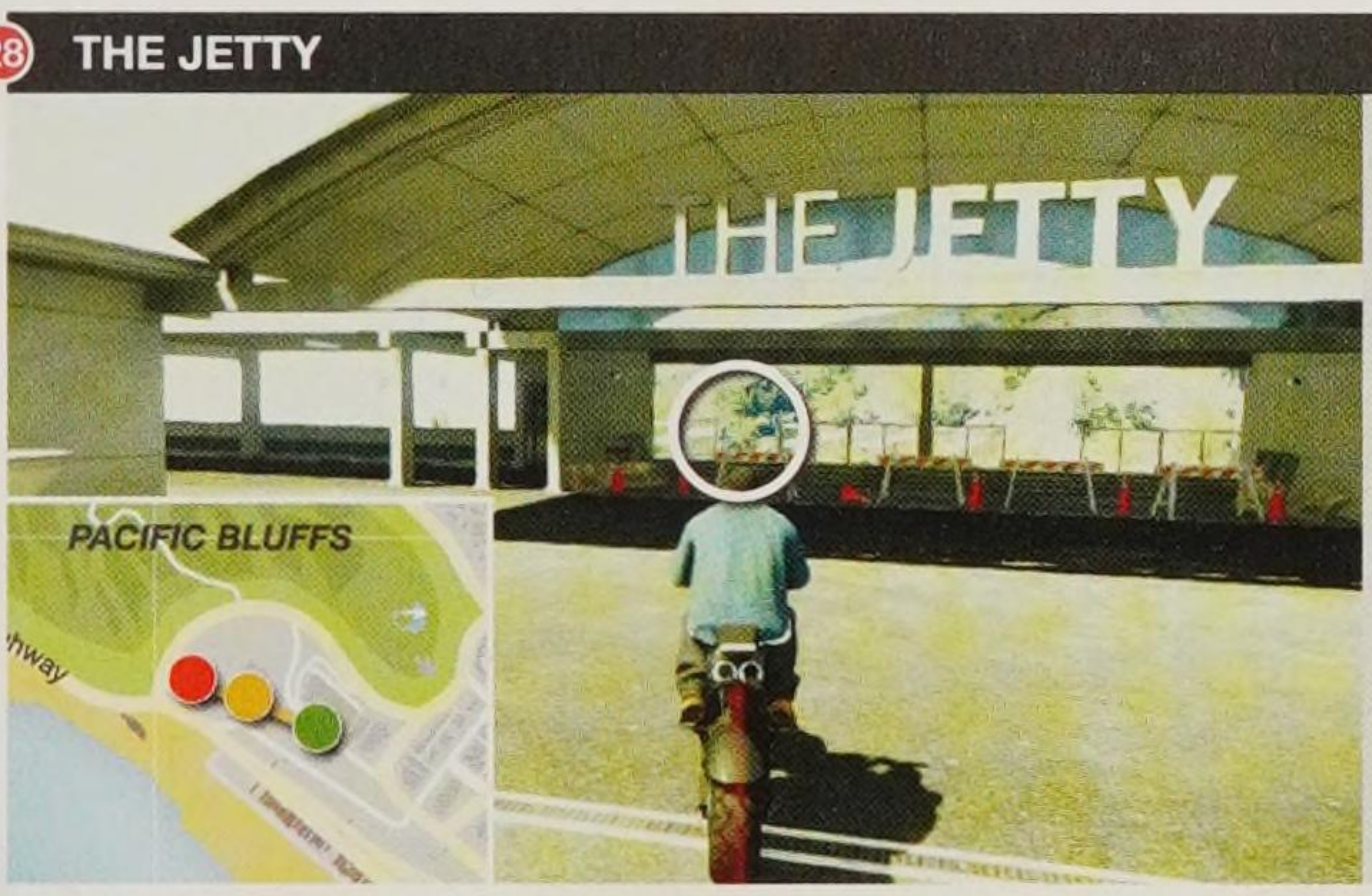
Stunt Jump: Construction container dumpster

Landing Zone: Hangar entry gate

Suggested Vehicle: Motorcycle

If Dom is blocking this jump as he sits on the back of a truck waiting for you to start Liquidity Risk Two, then complete that mission to get him out of the way. Otherwise, speed south from beside the Sightings bar and hit the construction dump ramp on the sidewalk near the hangar entry gate. Jump over the gate to land near the hangar. You get a three-star Wanted Level unless you own a hangar at this airport.

㉘ THE JETTY



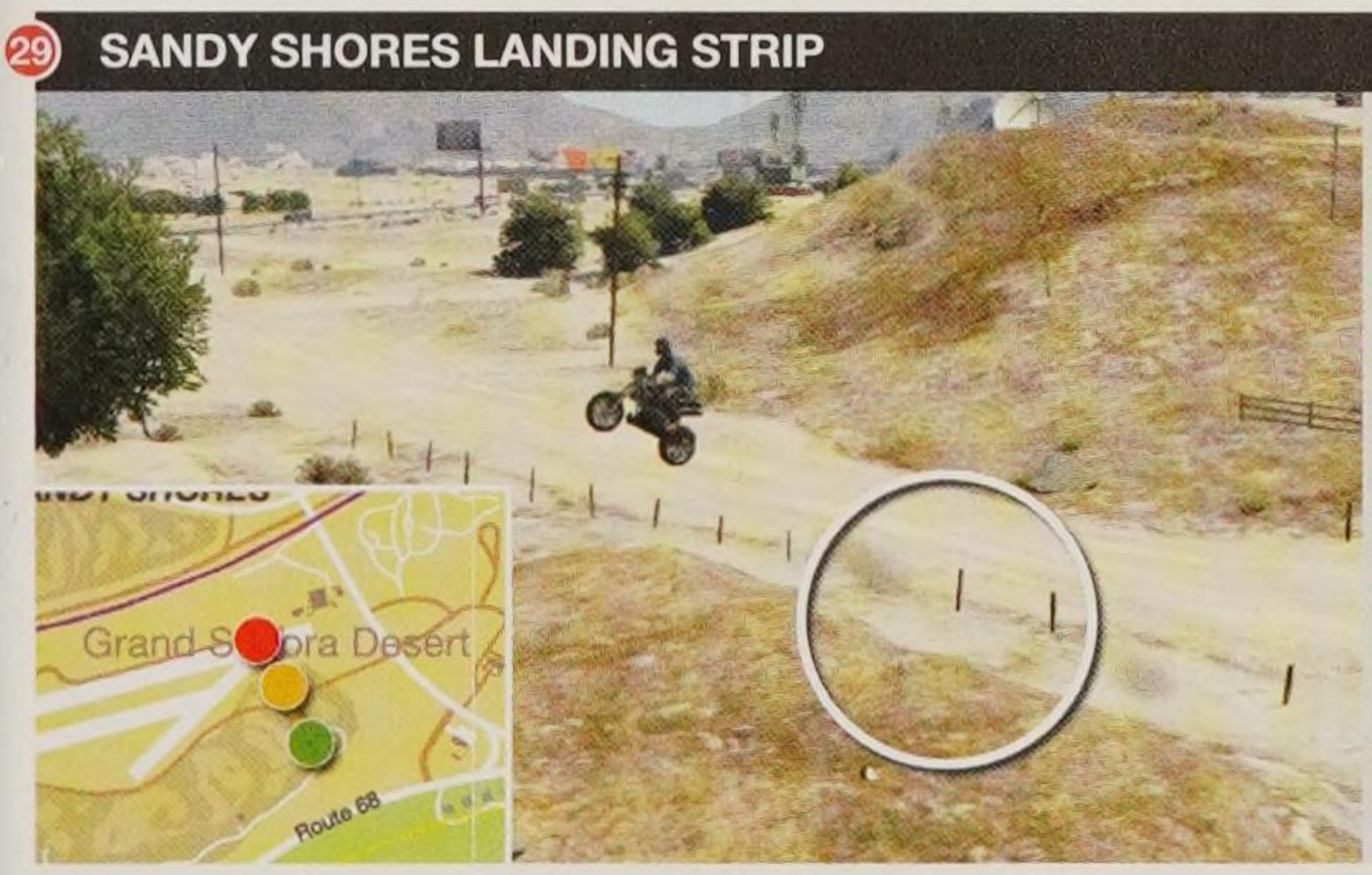
Stunt Jump: Second-story glass rail of The Jetty garage

Landing Zone: Next to or in Xero gas station lot

Suggested Vehicle: Sport bike

This is a good one for Franklin's driving skill. Head northwest on Playa Vista and veer left up the ramp to The Jetty multi-level parking garage. Head straight through the barricades and through the first opening in the glass guardrail from the left to launch out the back of the garage and sailing toward the Xero gas station lot below. Land in the grass to the right of Xero or in the gas station lot to complete the challenge.

㉙ SANDY SHORES LANDING STRIP



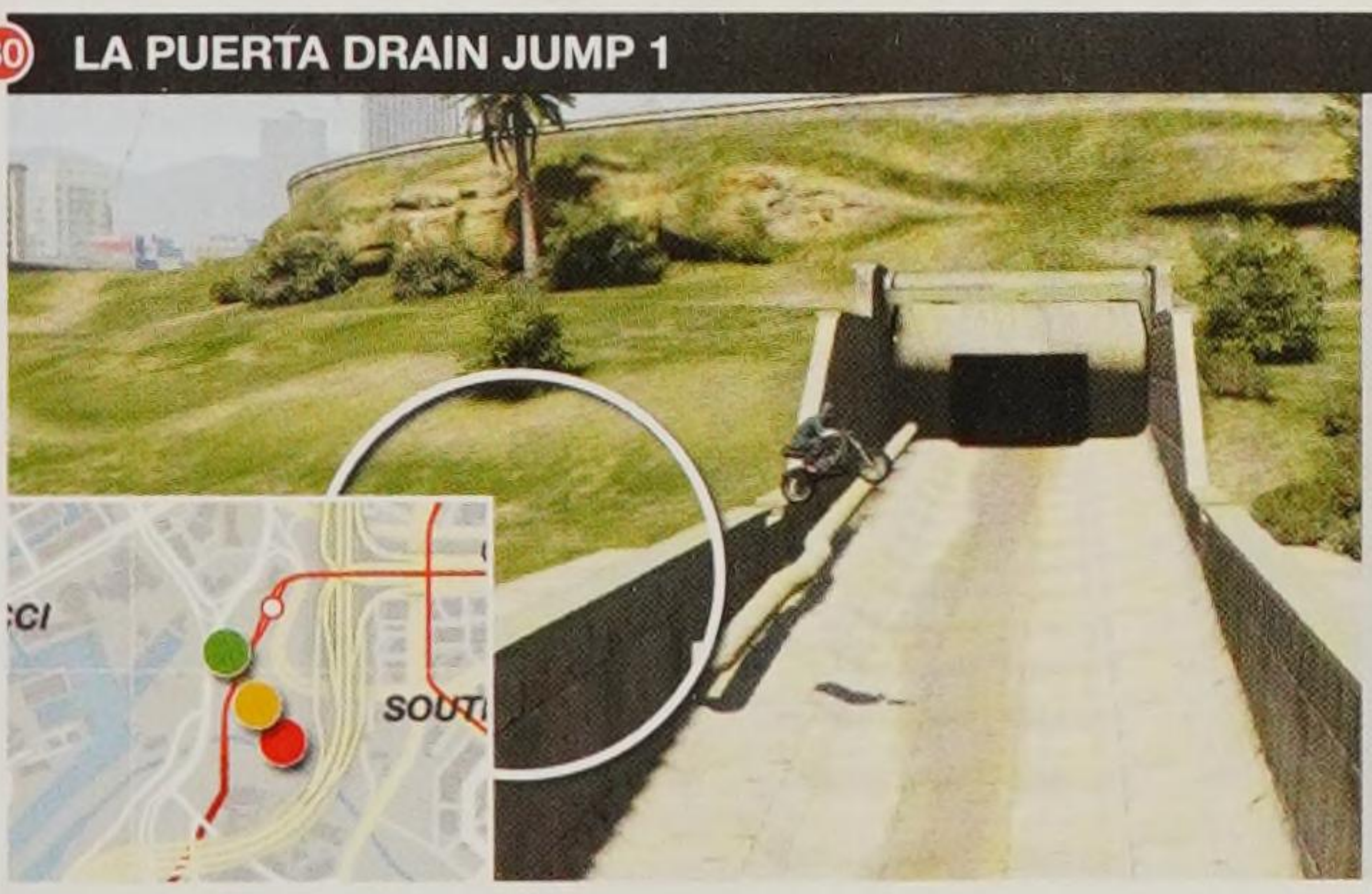
Stunt Jump: Dirt hill

Landing Zone: Country landing strip

Suggested Vehicle: Any vehicle

There's a parked Dune Buggy at the suggested starting position of this Stunt Jump; it works well for this jump. Start from the dirt road south of the dirt hill. Race down the dirt road, cross the T-intersection, hit the dirt ramp, and sail over the large white boulders. After clearing the large boulders, use air controls to maintain your balance while landing on or just before the landing strip on the hill's other side.

㉚ LA PUERTA DRAIN JUMP 1



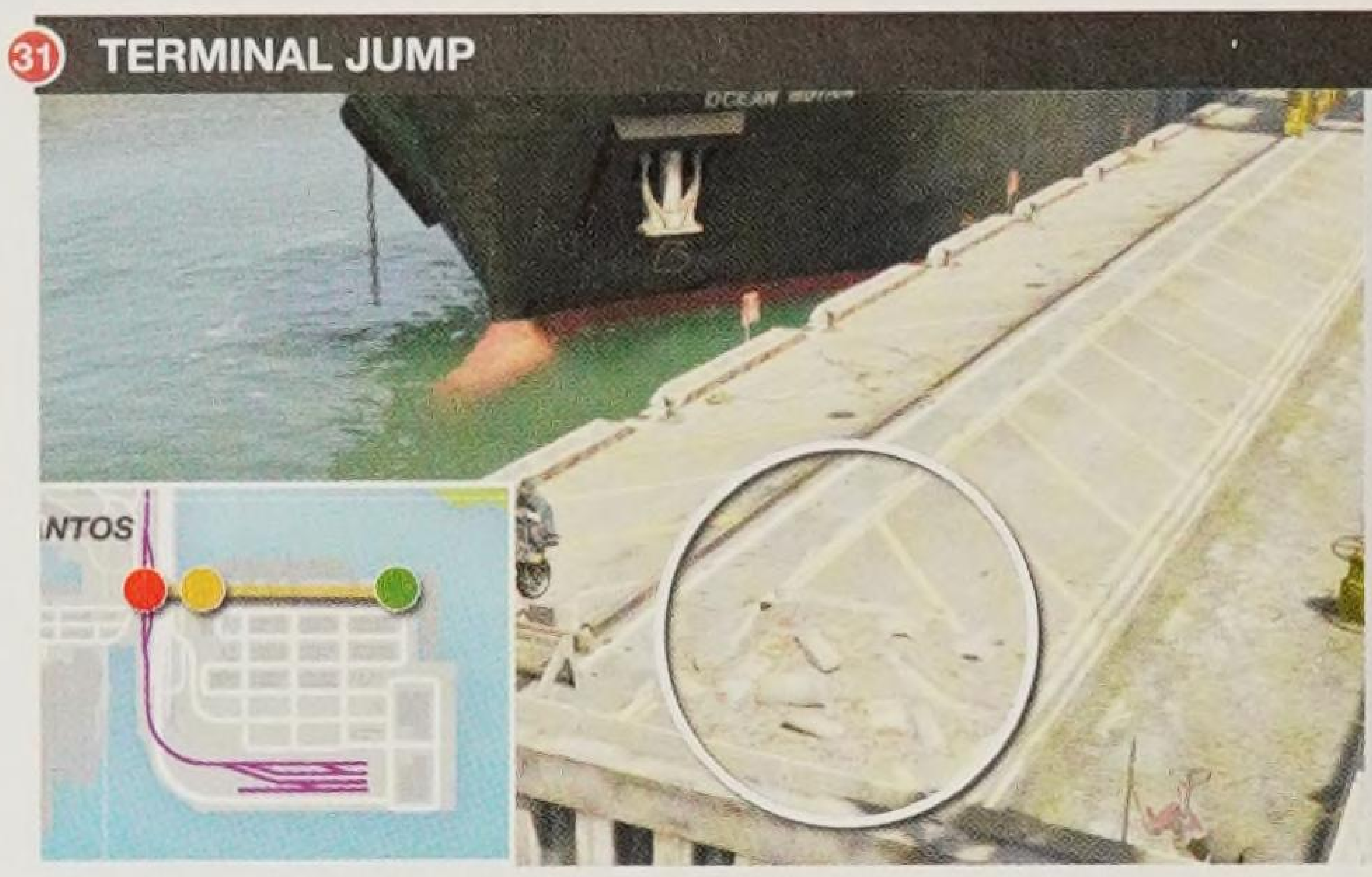
Stunt Jump: Drain bulkhead

Landing Zone: East side of drain

Suggested Vehicle: Any vehicle

Start in the field just off of Dutch London Street and head east under the rail bridge. Continue up a slanted drain bulkhead ramp. Jump over the narrow drain and land on the other side headed toward La Puerta Freeway.

31 TERMINAL JUMP



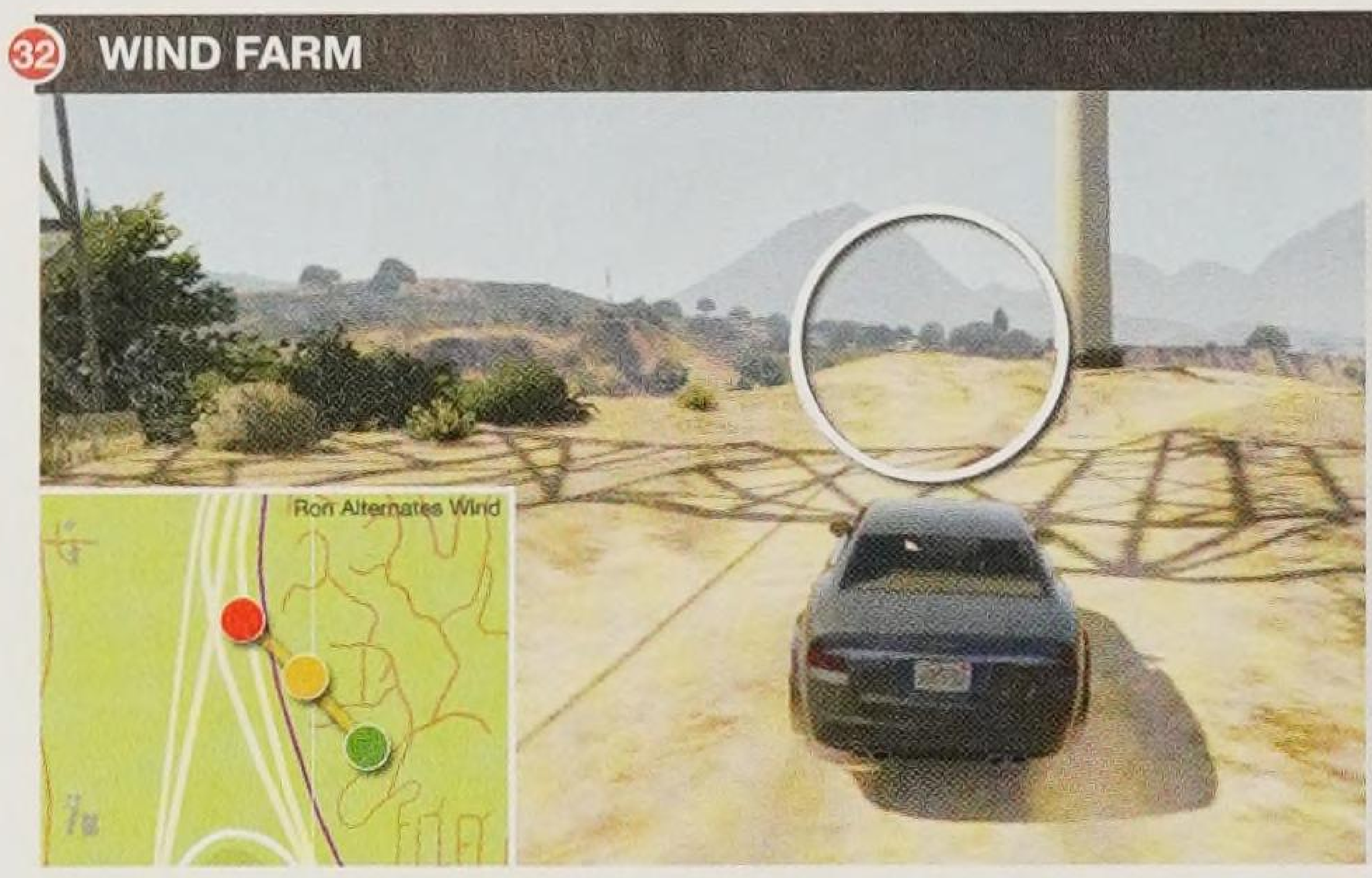
Stunt Jump: Concrete slab

Landing Zone: Elysian Island

Suggested Vehicle: Any

Face west on the dock with your back to the Daisy-Lee. Race under the shipping cranes alongside the long freighter on the right. Shoot up the concrete slab ramp at the end of the dock and jump the canal. Land on the freeway (without hitting the median divider), or jump completely over the freeway and land on the railroad tracks.

32 WIND FARM



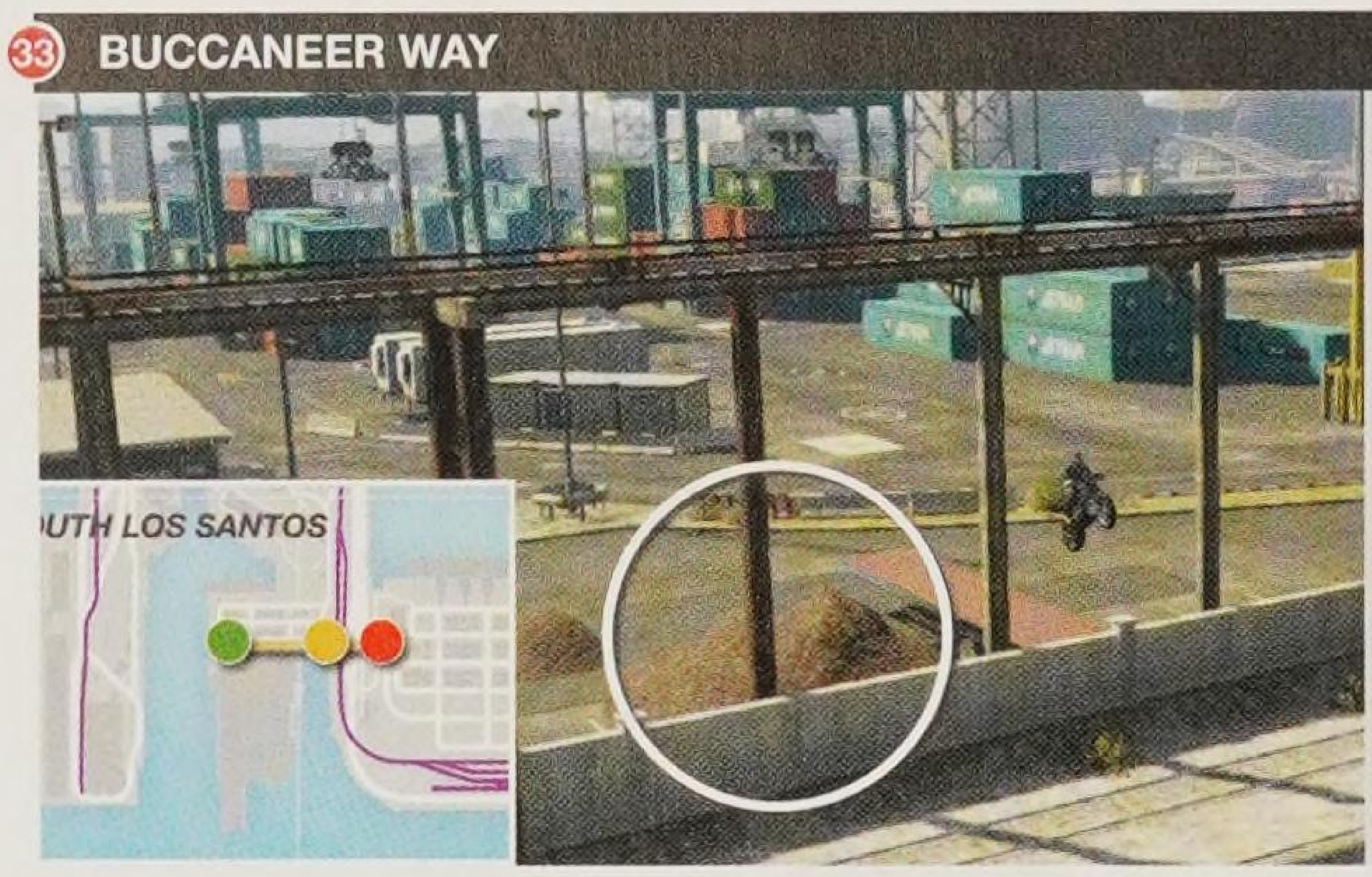
Stunt Jump: Dead-end wind farm road

Landing Zone: Senora Freeway

Suggested Vehicle: Sports car or dune buggy

This jump is tricky for motorcycles, so use a four-wheeled vehicle. Speed westward from a good distance away from the dead-end road indicated on the map in the wind farm. Steer left of the windmill and fly off the edge of the dead-end road. You need to fly over the railroad and land on the following two-lane road (Senora Freeway).

33 BUCCANEER WAY



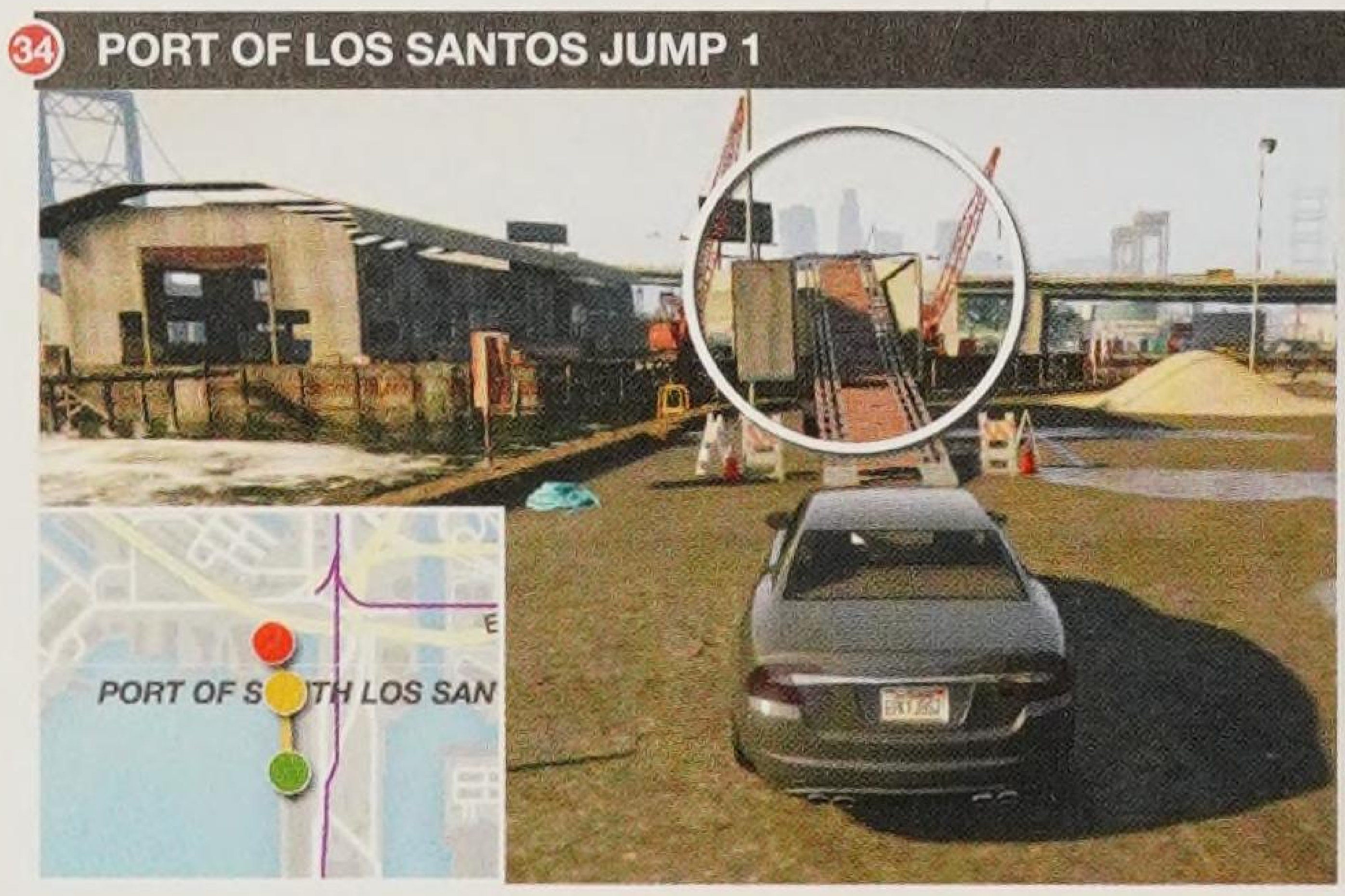
Stunt Jump: Rock pile

Landing Zone: Clear three lanes of Buccaneer Way

Suggested Vehicle: Motorcycle

Use a motorcycle for this challenge. Starting beside the Jetsam shipping containers on your left, speed east along Elsyian Island. Race up the middle of the rightmost rock pile where the road curves. Jump over the freeway wall and between two overpass supports. Continue over the railroad tracks, and then clear *three* lanes of Buccaneer Way to land the jump on the east side of the third lane. You can hit the last barrier wall and still complete the jump as long as you land on the grass just beyond the third lane. The first lane is a single lane, and then there are a couple walls that separate a two-lane road—clear all three of these lanes.

34 PORT OF LOS SANTOS JUMP 1



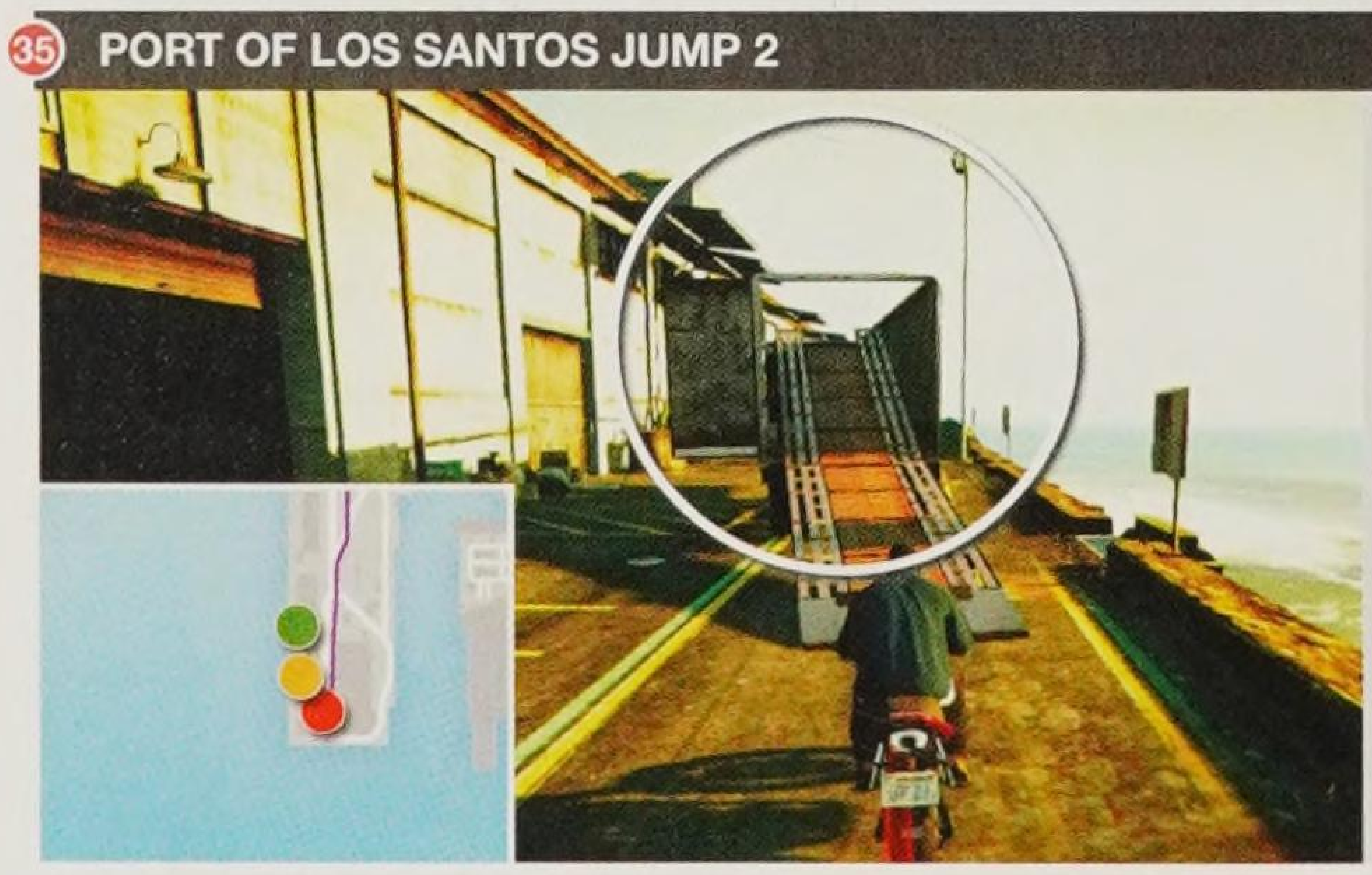
Stunt Jump: Trailer ramp

Landing Zone: Parking lot on other side of canal

Suggested Vehicle: Any vehicle

Head north up the west side of the Elysian Island docks and steer directly into the trailer using the ramp through the open doors. Be careful not to hit the edges of the doorway. Land the jump on the other side of the canal in the next parking lot. It's helpful to have a very fast and light supercar for this challenge (a bike won't cut it). Start your run near the sand pile with the trash bags and tires on it beside Stunt Jump **(37)**. Speed and veer along the dock to reach the ramp. Veer left into the trailer ramp on the left at the end of the first warehouse. Shoot directly up the ramp and land on top of the next warehouse. Too much acceleration could be bad. Your tire can touch the front edge of the rooftop as long as you land on the roof. We achieved 351 feet distance and 55 feet height in an Infernush.

35 PORT OF LOS SANTOS JUMP 2



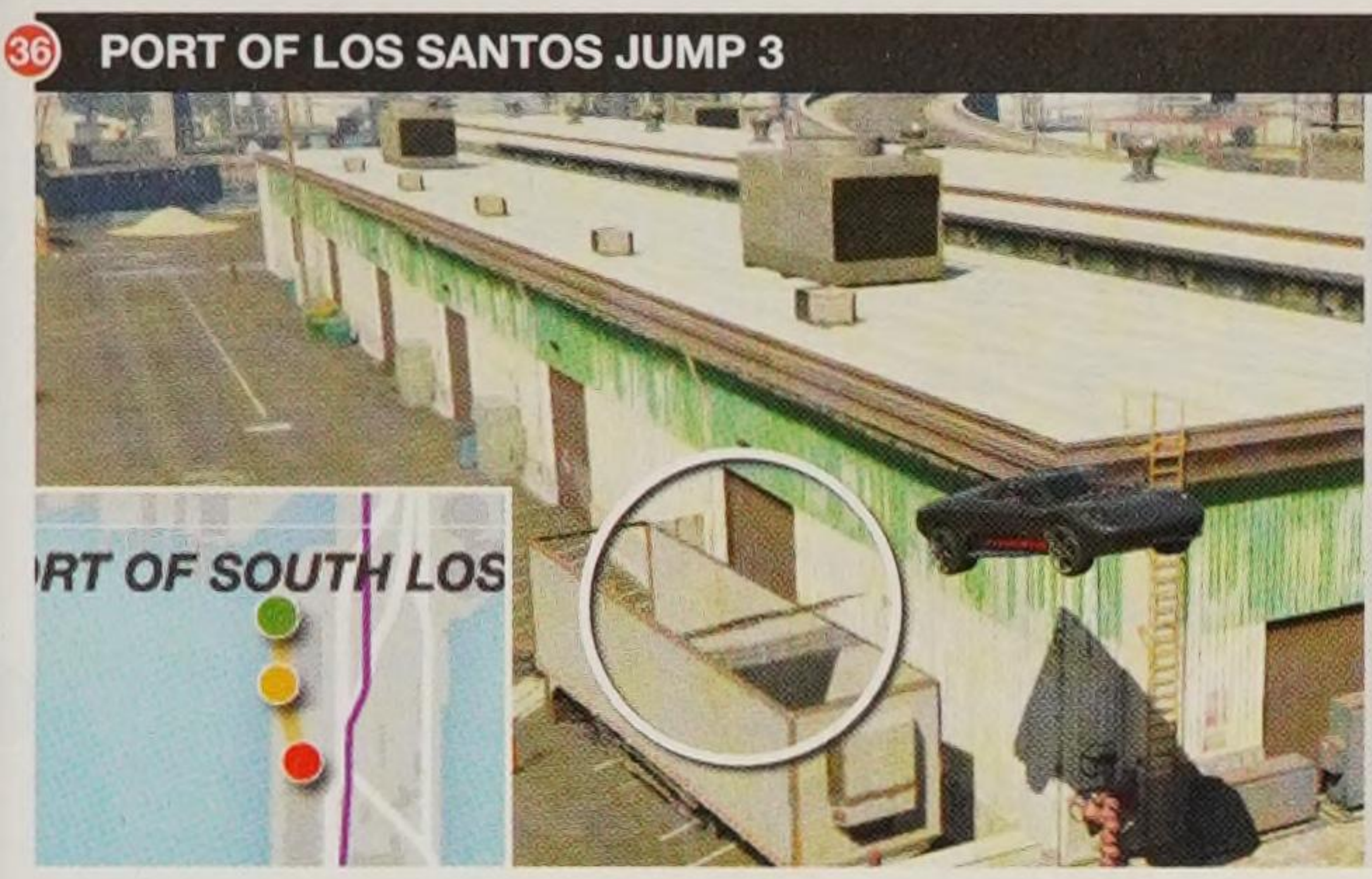
Stunt Jump: Trailer ramp

Landing Zone: On warehouse rooftop

Suggested Vehicle: Any vehicle

Start in the same position as the last jump **(34)**, but face south instead of north. Race along the dock and speed carefully up the angled trailer ramp near the dock's end. It's very helpful to use Franklin and his special ability for this one. Veer left with the ramp angle and land on the rooftop of the adjacent warehouse.

㊱ PORT OF LOS SANTOS JUMP 3



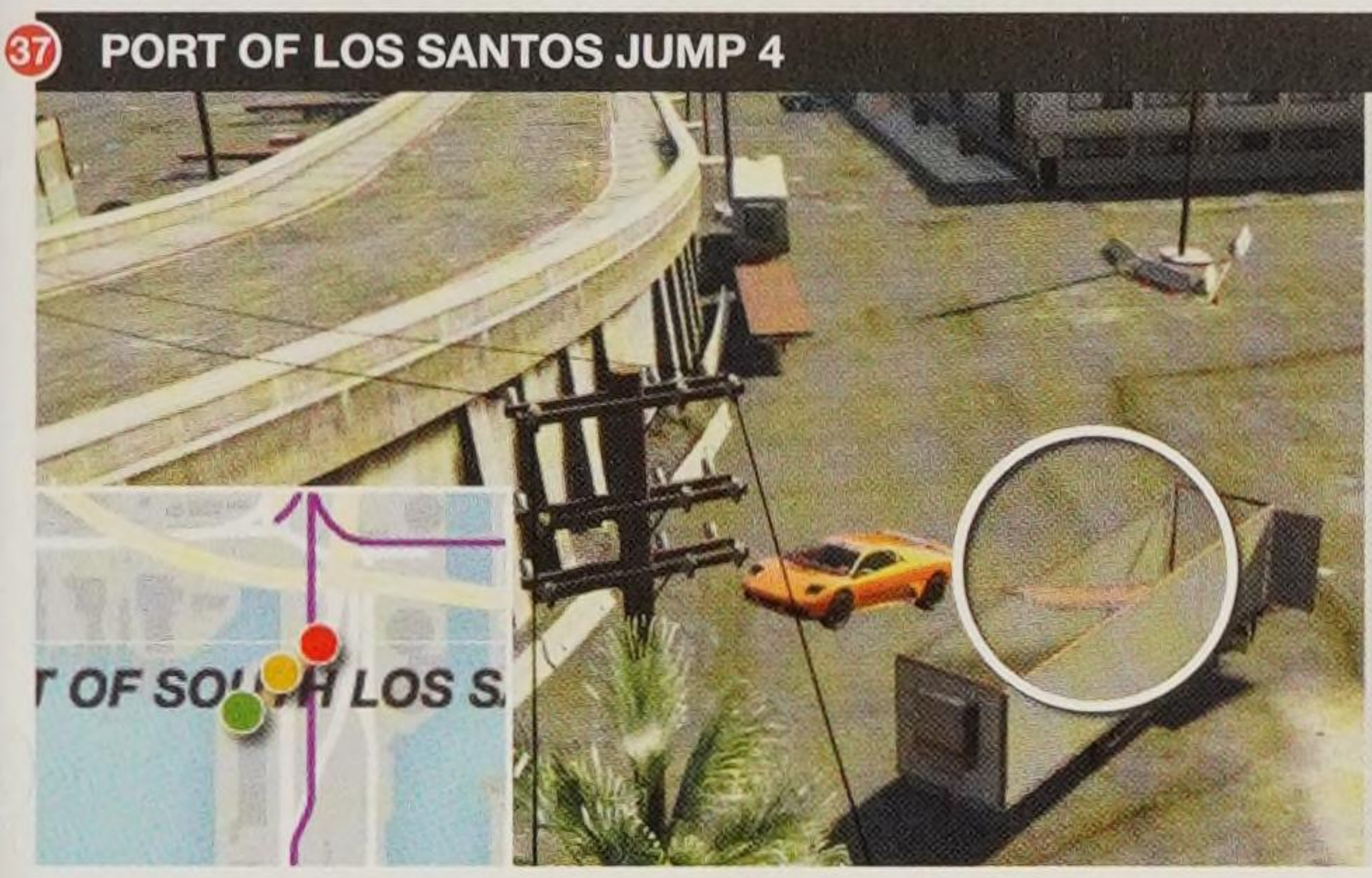
Stunt Jump: Trailer ramp

Landing Zone: On warehouse rooftop

Suggested Vehicle: Supercar

It's helpful to have a very fast and light supercar for this challenge (a bike won't cut it). Start your run near the sand pile with the trash bags and tires on it beside Stunt Jump **(37)**. Speed and veer along the dock to reach the ramp. Veer left into the trailer ramp on the left at the end of the first warehouse. Shoot directly up the ramp and land on top of the next warehouse. Too much acceleration could be bad since you're more likely to wipe out on the rooftop or hit one of the housings up there. Your tire can touch the front edge of the rooftop as long as you land on the roof. We achieved 351 feet distance and 55 feet height in an Infernus—more than enough.

㊲ PORT OF LOS SANTOS JUMP 4



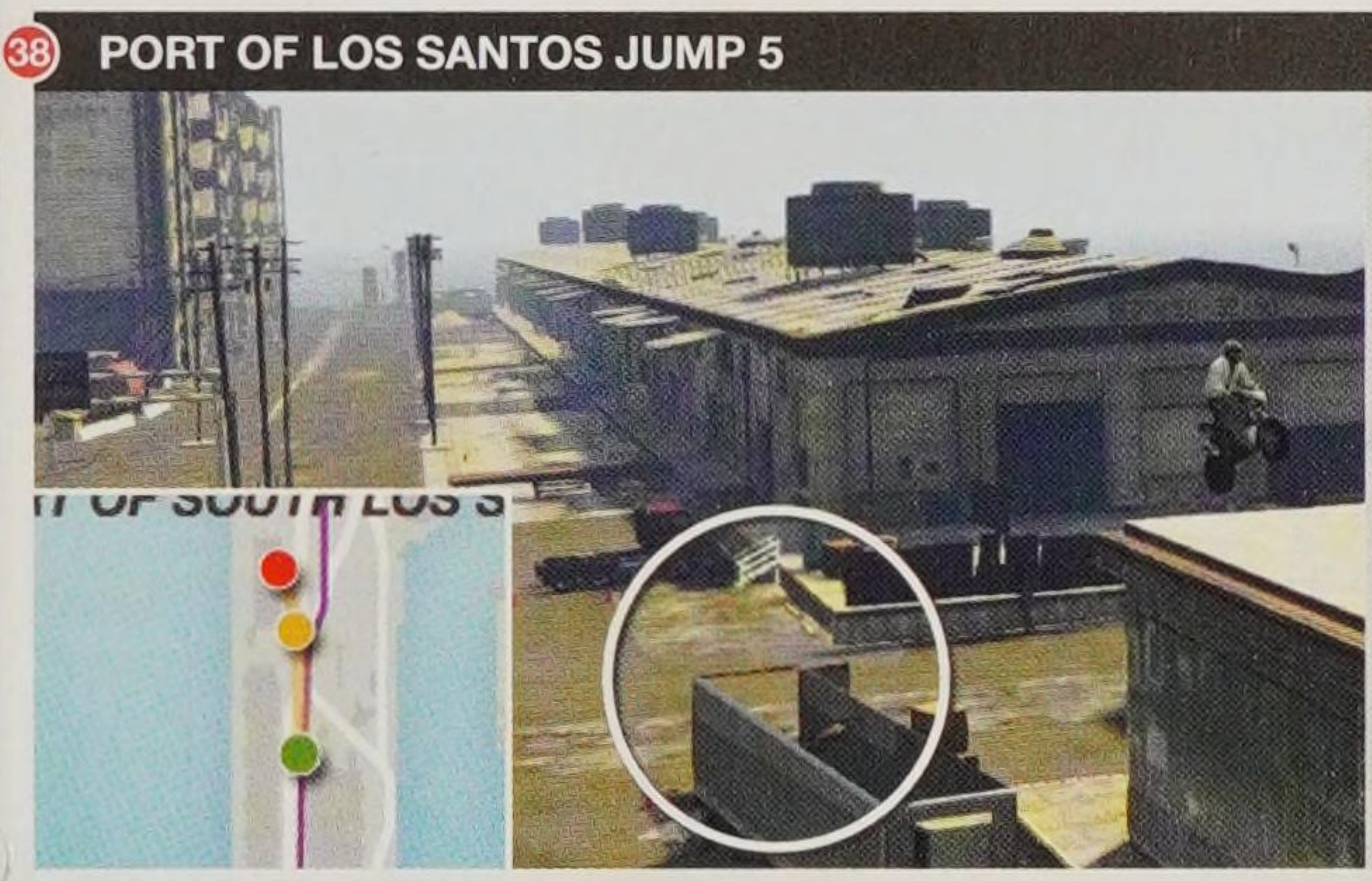
Stunt Jump: Trailer ramp

Landing Zone: On raised Elysian Fields Freeway

Suggested Vehicle: Supercar

This jump is easier with a supercar than a motorcycle; the supercar can get up to speed in a shorter distance. In a supercar, the thing to worry about is too much speed as opposed to not getting enough when using a motorcycle. Start on the dock's west end and speed north and then northeast toward the trailer ramp near the railroad tracks and the raised freeway on-ramp. Sail off the end of the ramp and onto the raised Elysian Fields Freeway on-ramp. Avoid touching the guardrail on either side before landing your jump. Also avoid going too far and landing on the actual east-to-west running Elysian Fields Freeway—you must land on the on-ramp.

㊳ PORT OF LOS SANTOS JUMP 5



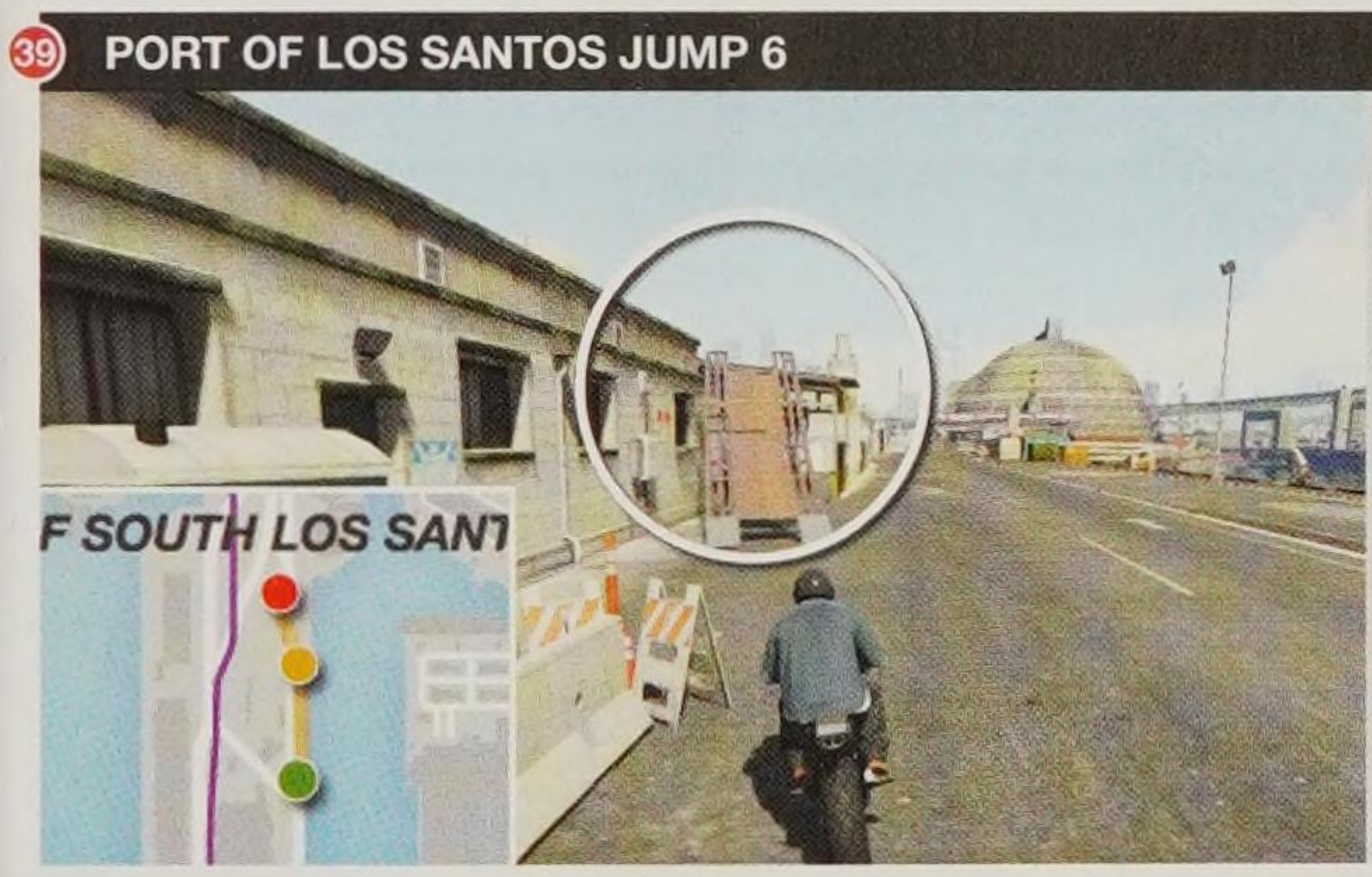
Stunt Jump: Trailer ramp

Landing Zone: Warehouse rooftop

Suggested Vehicle: Motorcycle

From the east side of the dock warehouses, speed north toward the trailer ramp on the left at the beginning of the first warehouse. Use this ramp to jump to the top of the warehouse. Be sure to land on the rooftop before letting your tires touch any of the ducts or air conditioners on the rooftop. Your tires must touch the rooftop first to complete this jump and you have to land as far as (or further than) the fourth small air conditioner in the row near the edge of the roof. Using a motorcycle makes it less likely that you'll hit one of these.

㊴ PORT OF LOS SANTOS JUMP 6



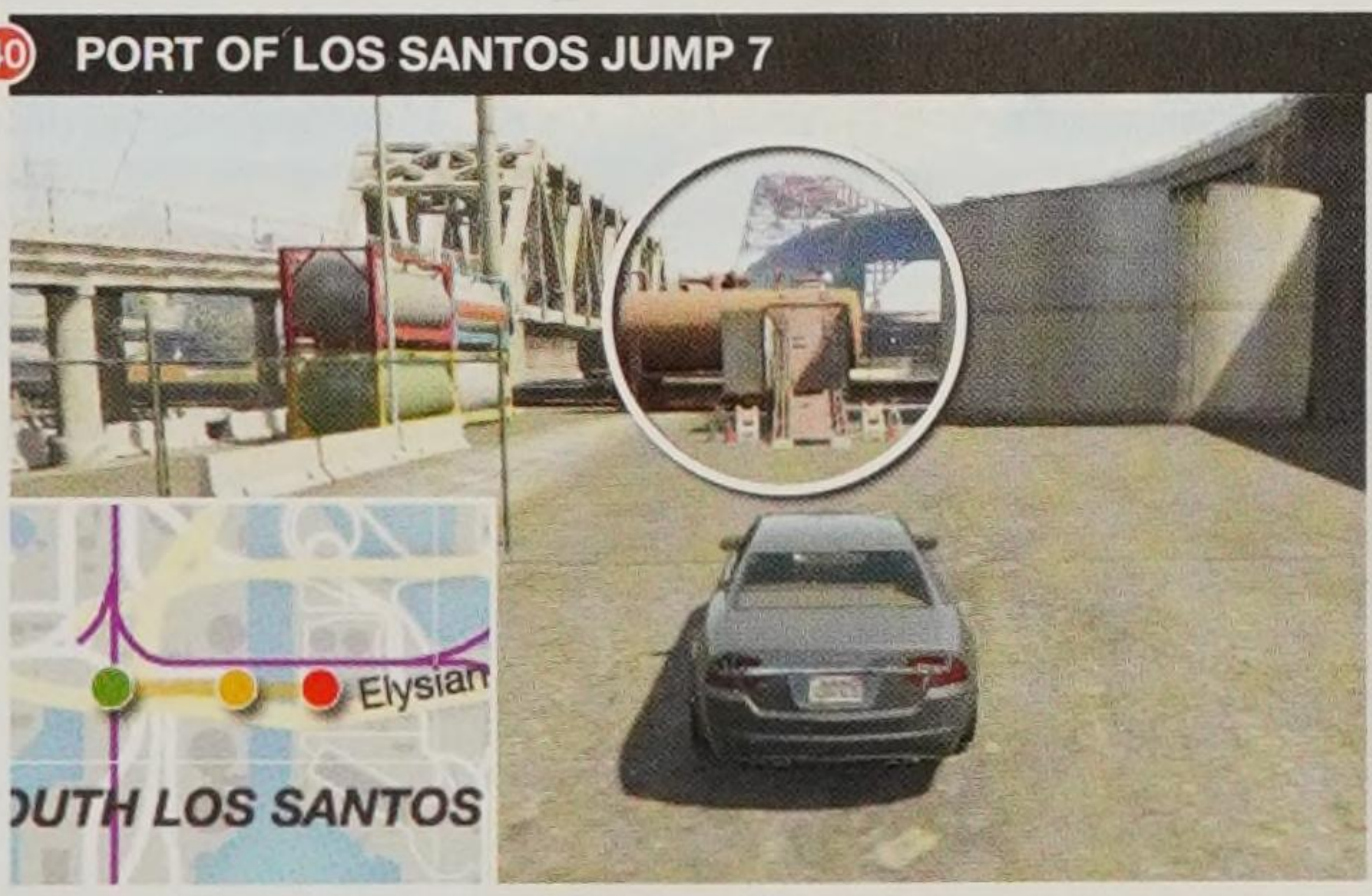
Stunt Jump: Trailer ramp

Landing Zone: Road or slab between first and second silo

Suggested Vehicle: Sport motorcycle

Speed north along the easternmost road on the dock and veer left into the trailer ramp. Veer ever so slightly right while going up the ramp. Jump over the building next to the ramp and land on the road or the slab of concrete between the first and second silo or on the adjacent pathway, landing near the security building at the gate.

㊵ PORT OF LOS SANTOS JUMP 7



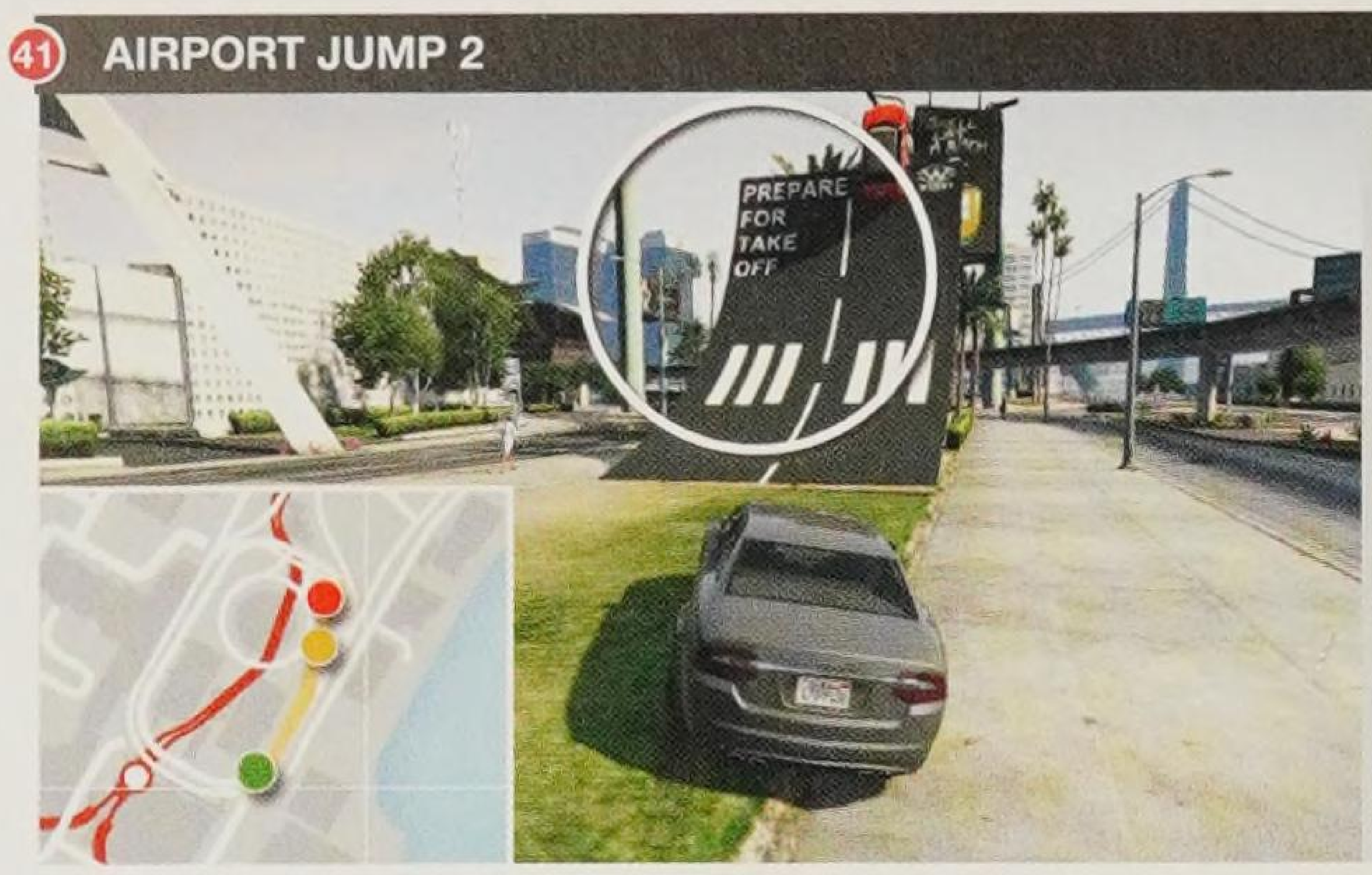
Stunt Jump: Trailer ramp

Landing Zone: Over canal and land near silo

Suggested Vehicle: Any vehicle

From the railroad tracks below the freeway, speed east and up the trailer ramp to the right of the rail bridge over the canal. Jump over the canal and land on the other side to the east, next to a large silo frame in Cypress Flats.

㊶ AIRPORT JUMP 2



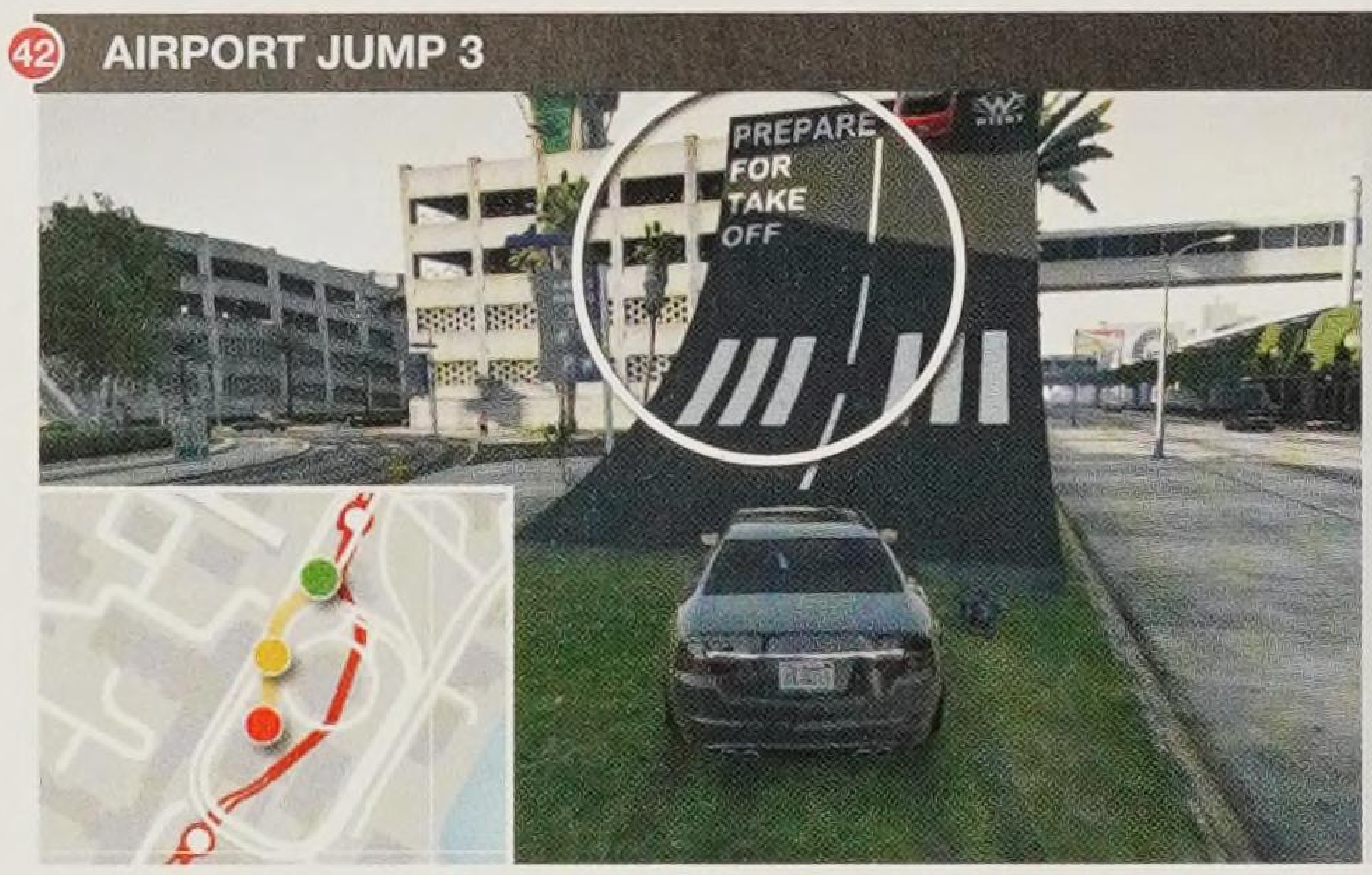
Stunt Jump: Billboard ramp

Landing Zone: Small parking lot

Suggested Vehicle: Sports car

Use a sports car for this jump—a motorcycle is too dangerous. Start south of the black road ramp billboard on the east side of Sightings bar. It's helpful to use Franklin's special ability to make the last second veer up the ramp's left side to avoid the car stuck on the billboard's right side. You can land in the small parking lot just behind the ramp, or the streets beyond, as long as you land on all fours. So go up the "Prepare for Takeoff" side of the ramp. It's also helpful to hug the ramp's left edge. It's possible to do some twists and rolls in the air, but make sure to land on all fours in the small, oval parking lot. Slow down the camera to allow you time to adjust your air controls to land on all fours.

㊷ AIRPORT JUMP 3



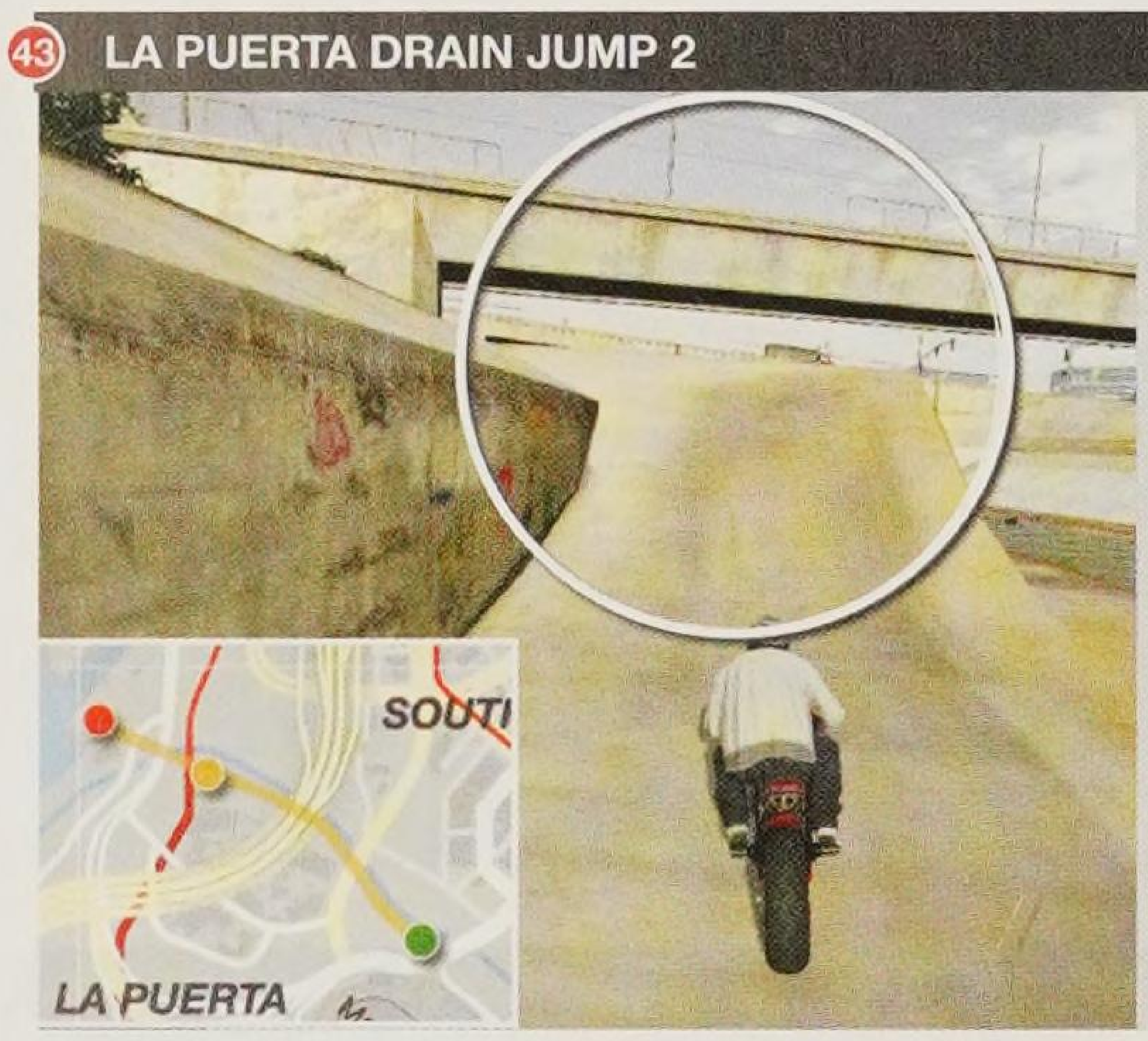
Stunt Jump: Billboard ramp

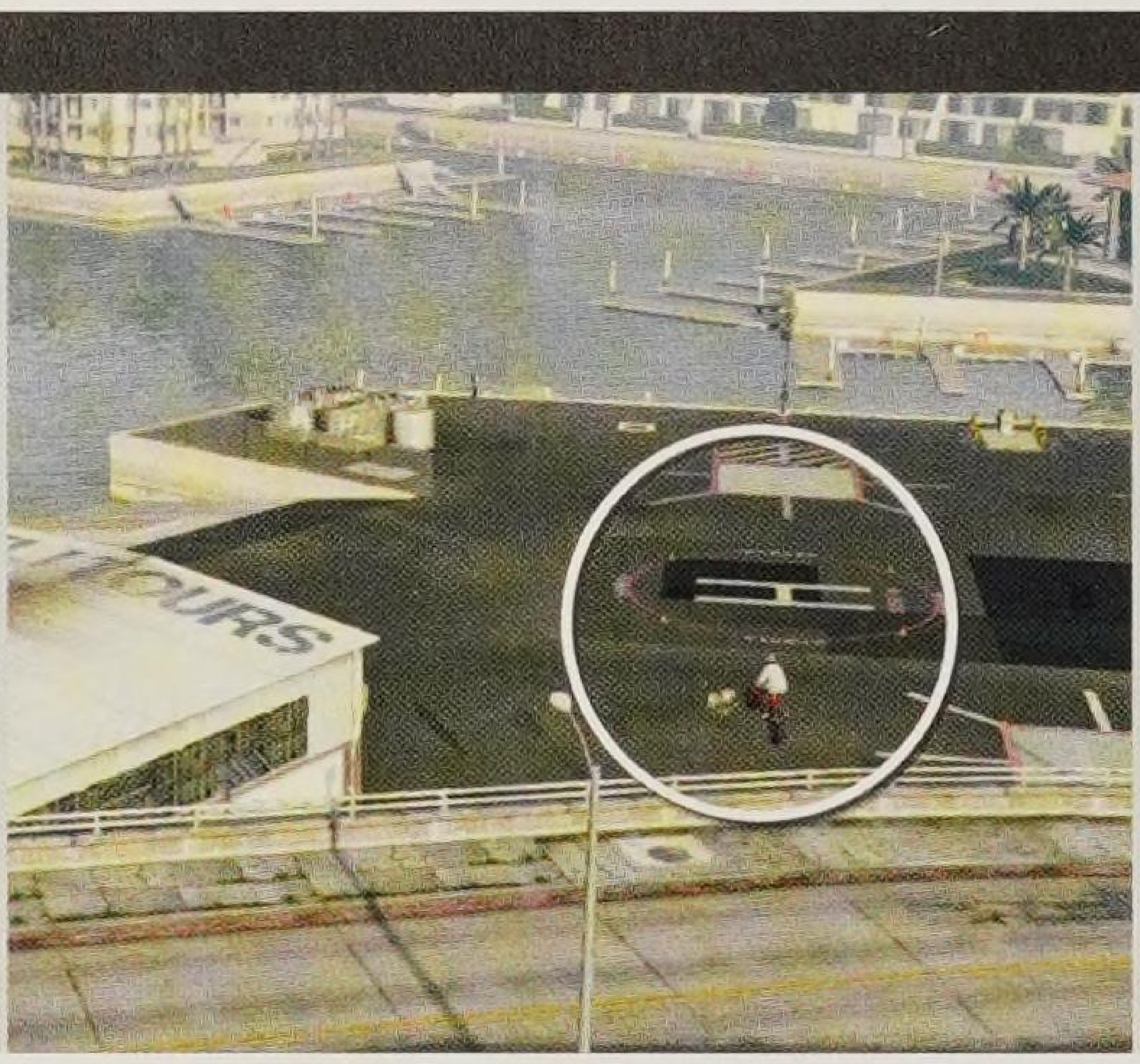
Landing Zone: North half of the parking garage's roof

Suggested Vehicle: Fast car

Use a sports car for this jump. Landing this wrong on a motorcycle could be harmful to your health. Begin your jump with enough distance to obtain good speed up the ramp (under the raised freeway to the south for instance). Speed south on Exceptionalists Way. Then veer left up the road ramp billboard while steering off the left end to avoid the car at the top. It's possible to do rolls in the air as long as all four wheels touch down on the top level of the multi-story garage behind the jump.

㊸ LA PUERTA DRAIN JUMP 2





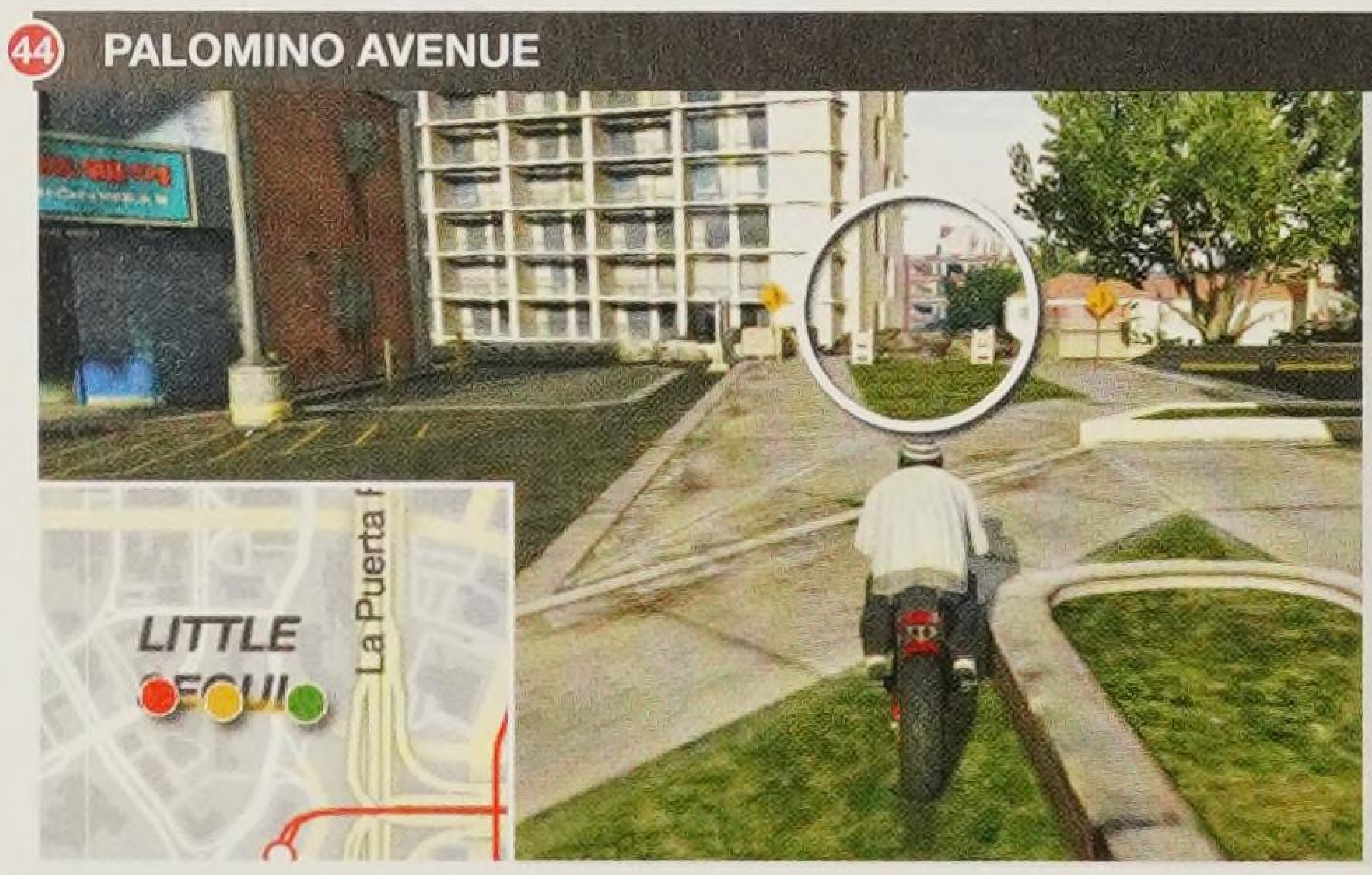
Stunt Jump: Concrete ramp

Landing Zone: Vespucci Helipads

Suggested Vehicle: Race motorcycle or supercar

Face west in the Los Santos flood control drain just north of the Maze Bank Arena. While on the fastest race bike you can find, speed along the drain with the water and the drain slope to your right. Pass under La Puerta Freeway and spot the concrete ramp. Hit it straight on and with as much speed as possible to jump completely over the raised railroad, Dutch London Street, and Greenwich Parkway without touching anything until landing in the helipad area, very close to Franklin's helipad to the west near the slip. This is an insanely huge jump.

㊹ PALOMINO AVENUE



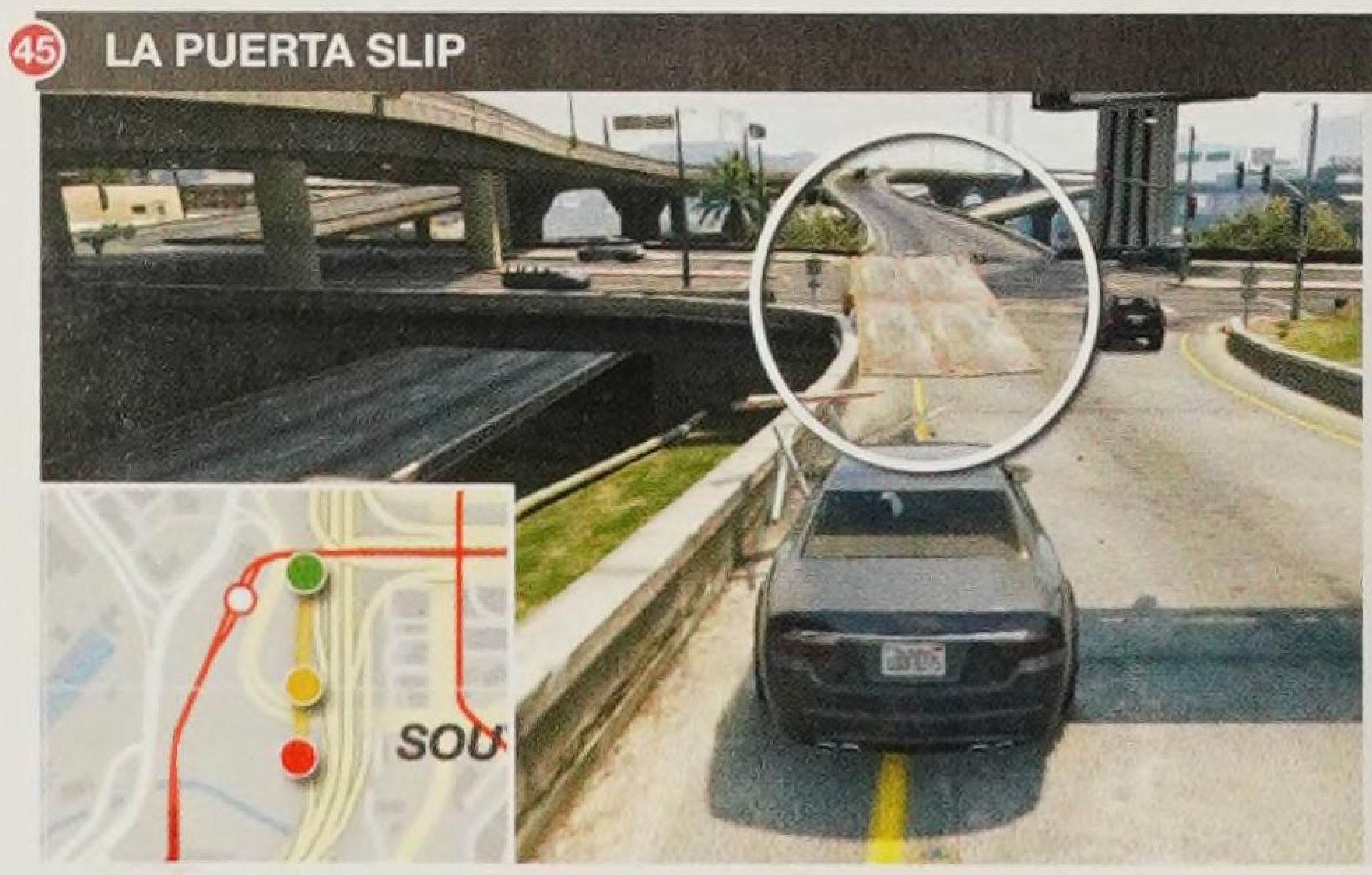
Stunt Jump: Wood planks

Landing Zone: Palomino Avenue

Suggested Vehicle: Any vehicle

Head west on Adam's Apple Boulevard, crossing Dutch London Street. Head straight for the break in the sidewalk wall marked by A-frame barricades. Continue speeding between the Korean shops, aiming for the Stunt Jump ramp, which is marked by more A-frame barricades. Hit the ramp straight on, making sure not to aim for the next building. This jump is successful by landing on Palomino Avenue to the west or very close to it.

㊺ LA PUERTA SLIP



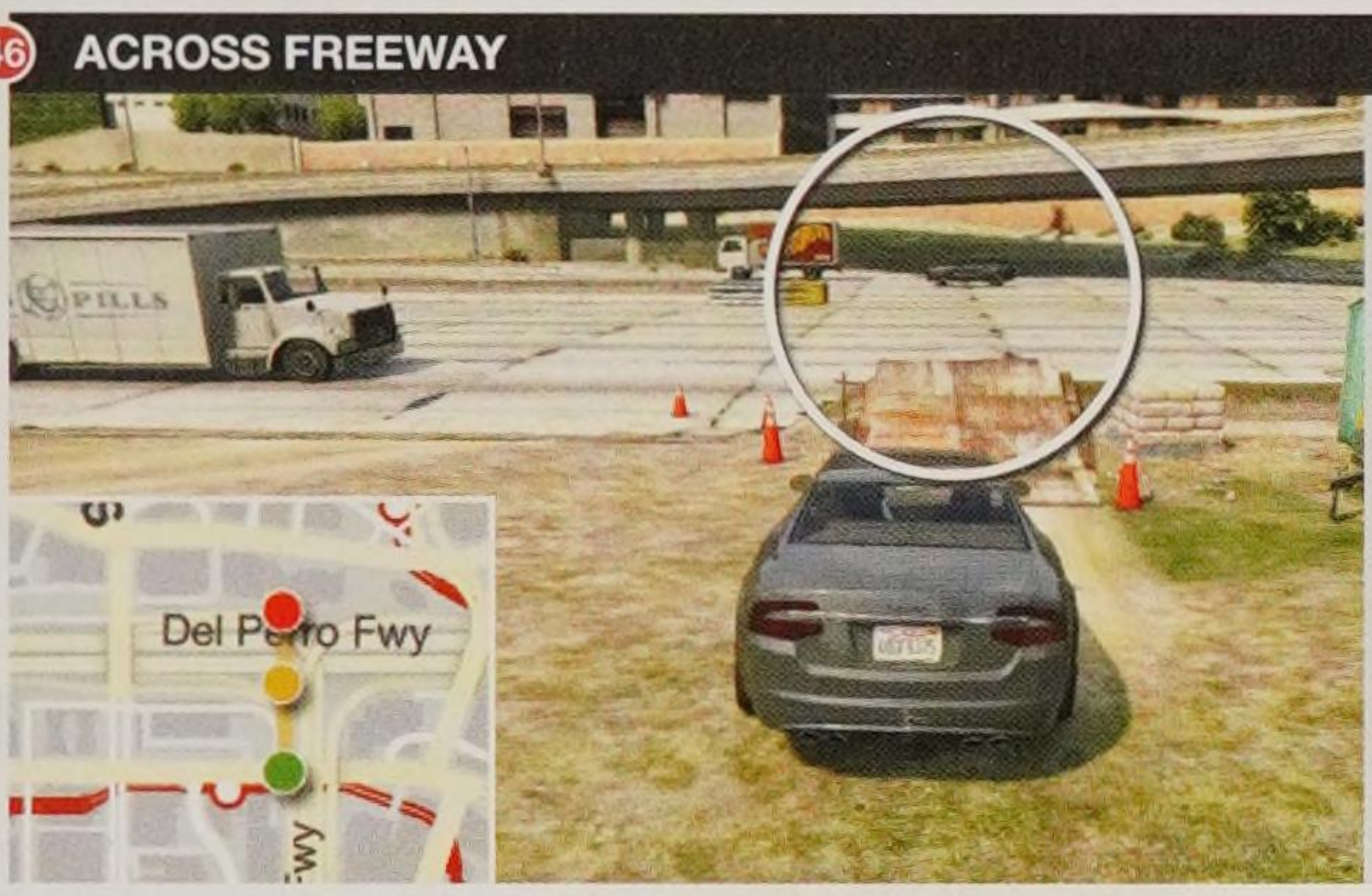
Stunt Jump: Metal sheet ramp

Landing Zone: Next on-ramp

Suggested Vehicle: Any vehicle

High speed isn't necessary for this jump, just good aim. Speed down the La Puerta Freeway off-ramp and veer to the left and through the wooden road barricade. Shoot up the sheet metal ramp on the road's left side and jump over Innocence Boulevard to land on the next La Puerta Freeway on-ramp.

㊻ ACROSS FREEWAY



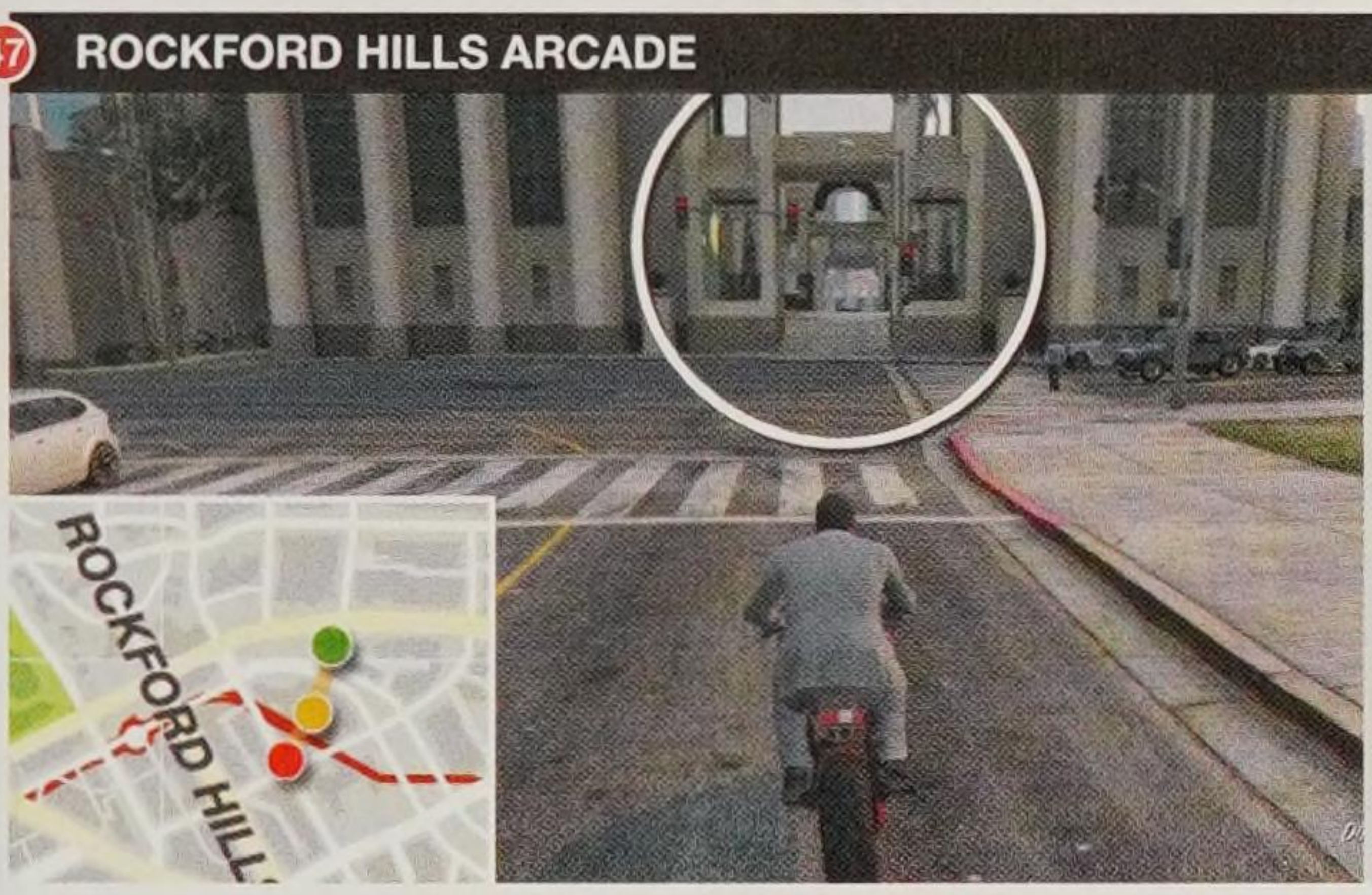
Stunt Jump: Wooden ramp

Landing Zone: Opposite side of Del Perro Freeway

Suggested Vehicle: Most any vehicle

Face north beside and below the La Puerta Freeway. Speed north under San Andreas Avenue. Continue on a collision course for Del Perro Freeway. Shoot up the guardrail ramp and jump clear to the other side of the freeway. Avoiding traffic is a crapshoot. Good luck.

㊼ ROCKFORD HILLS ARCADE



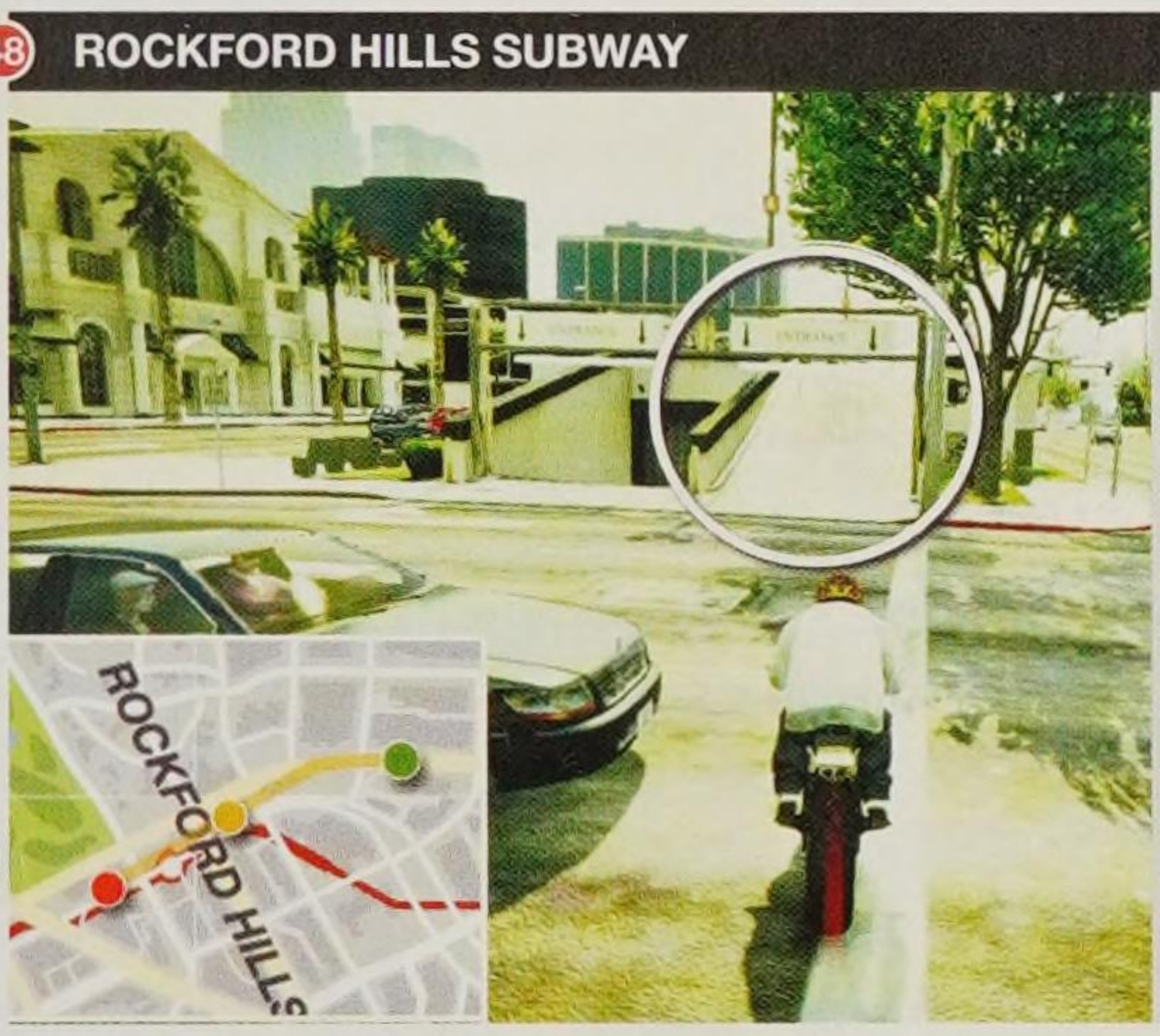
Stunt Jump: Balcony

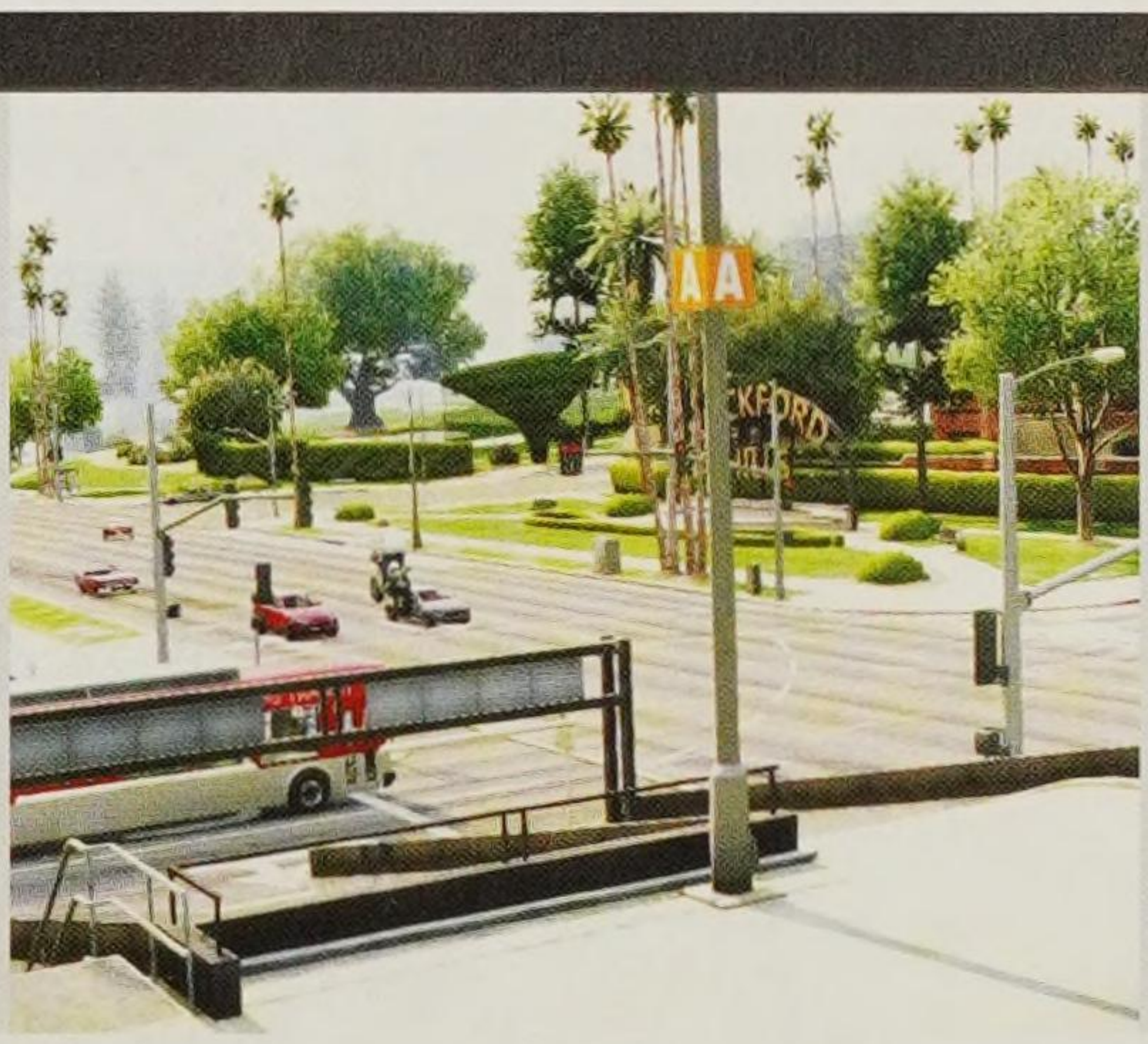
Landing Zone: Stairs/sidewalk

Suggested Vehicle: Motorcycle

Face south on Milton Road and race through the open courtyard of the fire station (Arcade building). Hit a balcony hump and jump over the interior courtyard. Land between the exit stair rails headed for the sidewalk and Rockford Drive.

㊽ ROCKFORD HILLS SUBWAY





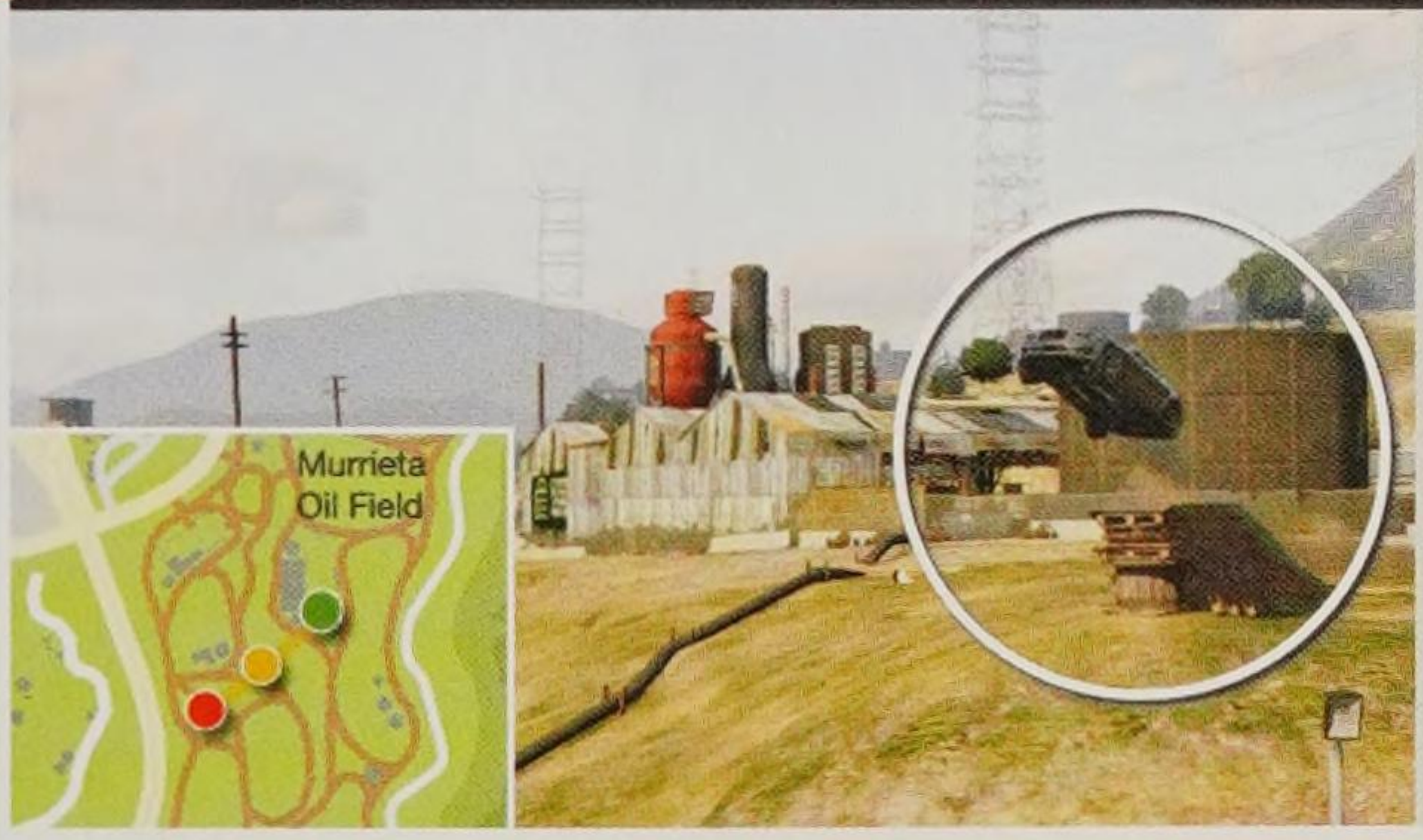
Stunt Jump: Subway parking platform on-ramp

Landing Zone: Next sidewalk

Suggested Vehicle: Fast sport motorcycle

Start your run on a race bike, heading west on Hawick Avenue. Veer left across the road at the intersection of Hawick and Rockford Drive. Speed up the right on-ramp to the subway parking platform. Jump over the entire parking lot and clear the posts at the opposite entrance ramp. Jump over these posts and the next street, and hit the next sidewalk to complete the jump. If you cannot hit the subway sign, then veer right off the ramp and try to land on the street to the right (Portola Drive).

㊾ EL BURRO SCRAPYARD



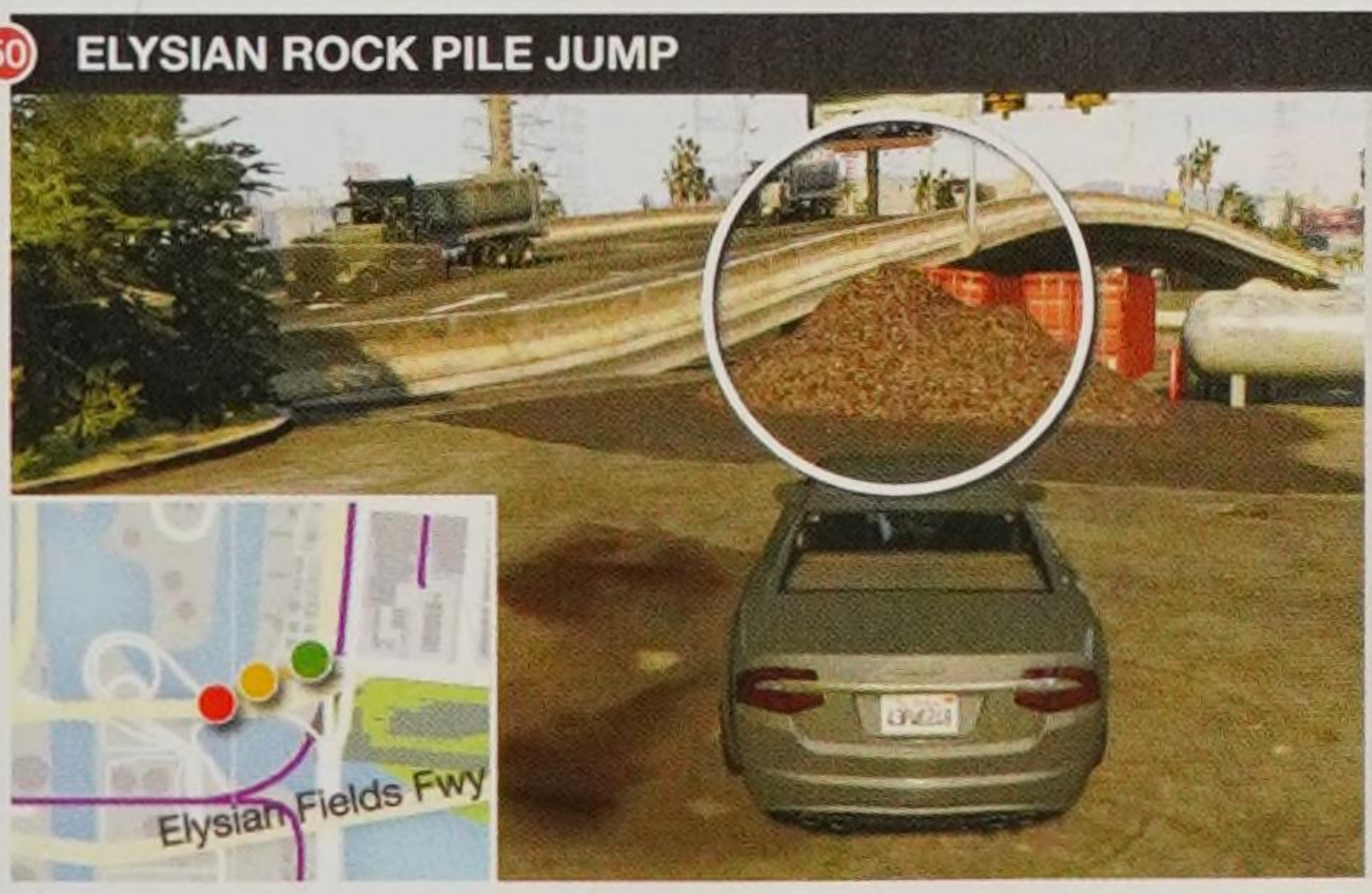
Stunt Jump: Sheet metal ramp

Landing Zone: On next dirt road near oil drill

Suggested Vehicle: Any vehicle

Begin this jump while in the Car Scrapyard, facing southwest in the oil fields. Race toward the sheet metal ramps at the edge of a cliff. Land near or beyond the telephone pole, or as far as the next dirt road near the oil drill.

㊿ ELYSIAN ROCK PILE JUMP



Stunt Jump: Rock pile

Landing Zone: Chum Street

Suggested Vehicle: Any vehicle

From the Chum Street parking lot at the west end of Chum Street Parking Lot, race toward the rock pile beside the Chum Street overpass. Hit the ramp with good speed and land on the Chum Street Bridge.

Properties

100% Completion
5/25 Properties

You only need to purchase 5 out of the 25 available properties to contribute to 100% completion of the game.

As you know, money doesn't come easily in *Grand Theft Auto V* and purchasing property is a huge commitment, but it's still a great way to make money. It's a sure thing, as opposed to playing the stock market with no insider trading. Without good tips, the stock market is no better than gambling. Purchasing property is a much bigger commitment, but the payoff is calculable. First, you must save money, make the purchase, and then have the patience to wait (sometimes up to two or more game years) for your investment to pay for itself and begin turning a profit.

There are 25 properties available to Franklin, Trevor, or Michael. However, some properties can be purchased by only one of these particular characters, which we explain in greater detail here shortly. It gets even more complicated, though. Of the 25 properties, there are 8 personal storage facilities for vehicles ordered on the internet. Each character can have a personal marina slip, exotic vehicle garage, helipad, and hangar. However, Trevor's helipad and hangar do not need to be purchased; his properties at the Sandy Shores Airfield are earned after completing "Nervous Ron."

Purchase Properties Unlock

Purchasing properties is a feature that's unlocked after completing Trevor Philip's mission, "Nervous Ron." However, you only have access to Trevor and four properties in Blaine County at this time. After "Friends Reunited," all characters become selectable and all properties are available for purchase except for the Tequ-la-la Bar, Sonar Collections Dock, and Towing Impound, which all unlock later.

Properties that are available for purchase appear on the map as black house icons with a white dollar sign inside. Once you've purchased a property, the icon's color changes to the map icon color associated with each character (the same color code used to distinguish the unique mission exclusivity for each character). Trevor's color is orange, Michael's is blue, and Franklin's is green. Also notice that this is the same color visible when these characters activate their Special skill.

To purchase a property, you must first have adequate funds available. Then you must approach the *DYNASTY 8* realty sign posted near the property (the house icon leads you directly to these signs). Press Right on the D-pad to start the purchase, then press it again to confirm your choice.

▶ MANAGEMENT

Property Management jobs are created when purchasing certain properties. Often, when you purchase an establishment, you're informed that the manager may call on you to help the business. Completing these missions when called upon increases the income gained. These missions are covered in more detail in the **Hobbies and Pastimes** chapter of this guide.

$ Any Character **$ Multiple Characters** **F Franklin Only** **M Michael Only** **T Trevor Only**

① **Hookies**
② **Sonar Collections Dock**
③ **Hen House**
④ **McKenzie Field Hangar**
⑤ **Los Santos Customs**
⑥ **Tivoli Cinema**
⑦ **Los Santos Golf Club**
⑧ **Taqui-La-La**
⑨ **Pitchers**
⑩ **Vinewood Garage**
⑪ **Cinema Doppler**
⑫ **Downtown Cab Co.**
⑬ **Ten Cent Theater**
⑭ **Pillbox Hill Garage**
⑮ **Towing Impound**
⑯ **Car Scrapyard**
⑰ **Grove Street Garage**
⑱ **Franklin's Hangar**
⑲ **Michael's Hangar**
⑳ **Vespucci Helipads**
㉑ **Vespucci Helipads**
㉒ **Smoke on the Water**
㉓ **Puerto Del Sol Marina Slips**
㉔ **Puerto Del Sol Marina Slips**
㉕ **Puerto Del Sol Marina Slips**
Ⓐ **Los Santos International Airport**

WEEKLY INCOME

Each property gives the owner a weekly income that varies according to the property type. Some are linked to story events. For instance, Cinemas give Michael a monetary boost for a few weeks after the Solomon film has been launched. Certain properties only give the owner an income if he does the related management missions. Occasionally, property management missions may need your attention. If your bar gets robbed and you do not intercede, then your weekly income for that property depletes. In the long run, this could cost you money.

3
PALETO BAY
Great Ocean Highway
Mount Gordo
4
Braddock Pass
2
Paleto Forest
Mount Chiliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
1
GRAPESEED
5
NORTH CHUMASH
Raton Canyon
Great Ocean Highway
San Chianski Mountain Range
ALAMO SEA
Mount Josiah
SANDY SHORES
9
Fort Zancudo
Grand Senora Desert
HARMONY
8
Lago Zancudo
68
GREAT CHAPARRAL
Senora Freeway
10
TONGVA HILLS
TONGVA VALLEY
11
7
LOS SANTOS COUNTY
6
VINEWOOD
CHUMASH
BANHAM CANYON
VINEWOOD HILLS
12
13
Tataviam Mountains
RICHMAN
ROCKFORD HILLS
VINEWOOD
PACIFIC BLUFFS
MORNINGWOOD
EAST VINEWOOD
Del Perro Fwy
DOWNTOWN
DEL PERRO
LITTLE SEOUL
14
25
24
VESPUCCI
23
Olympic Fwy
EAST LOS SANTOS
SOUTH LOS SANTOS
15
22
Palomino Highlands
21
LA PUERTA
20
16
La Puerta Fwy
PORT OF SOUTH LOS SANTOS
A
LOS SANTOS INTERNATIONAL AIRPORT
17
19
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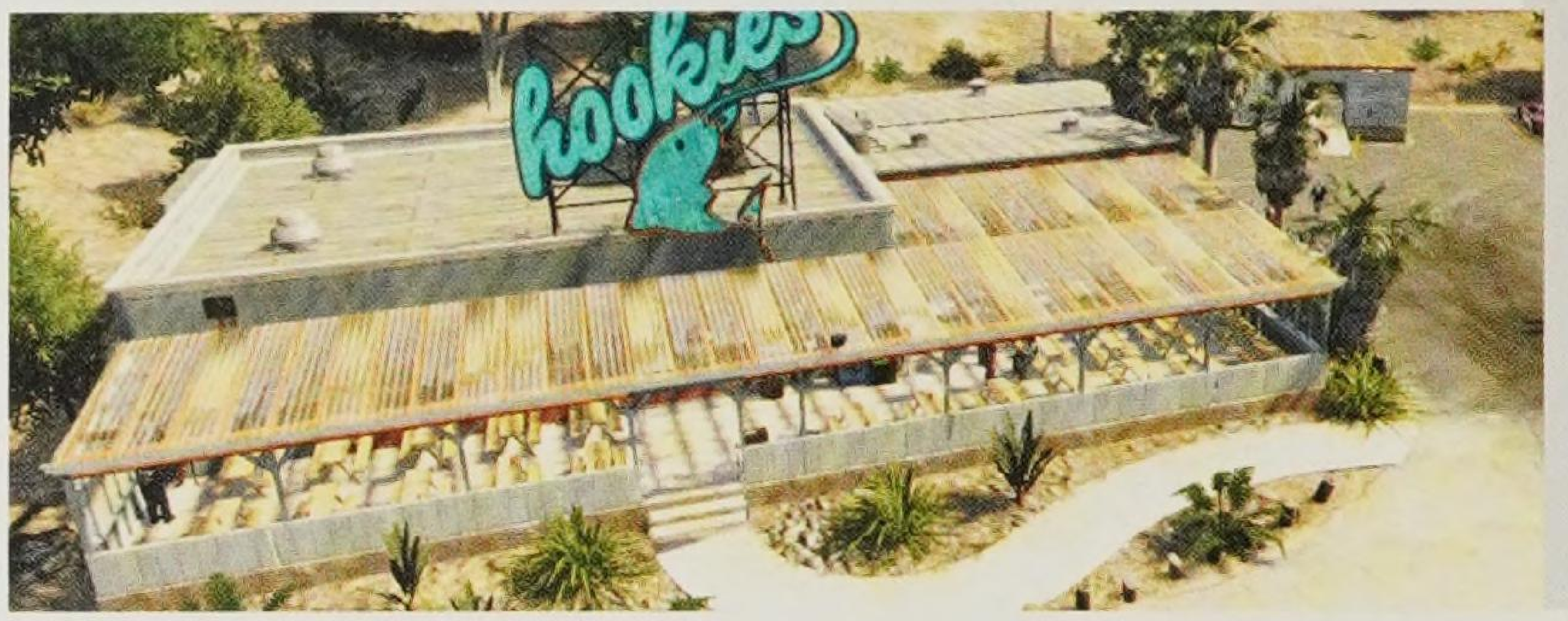
▶ PROPERTY DETAILS

① HOOKIES—Location: North Chumash



Character: Michael or Franklin

Cost: $600,000

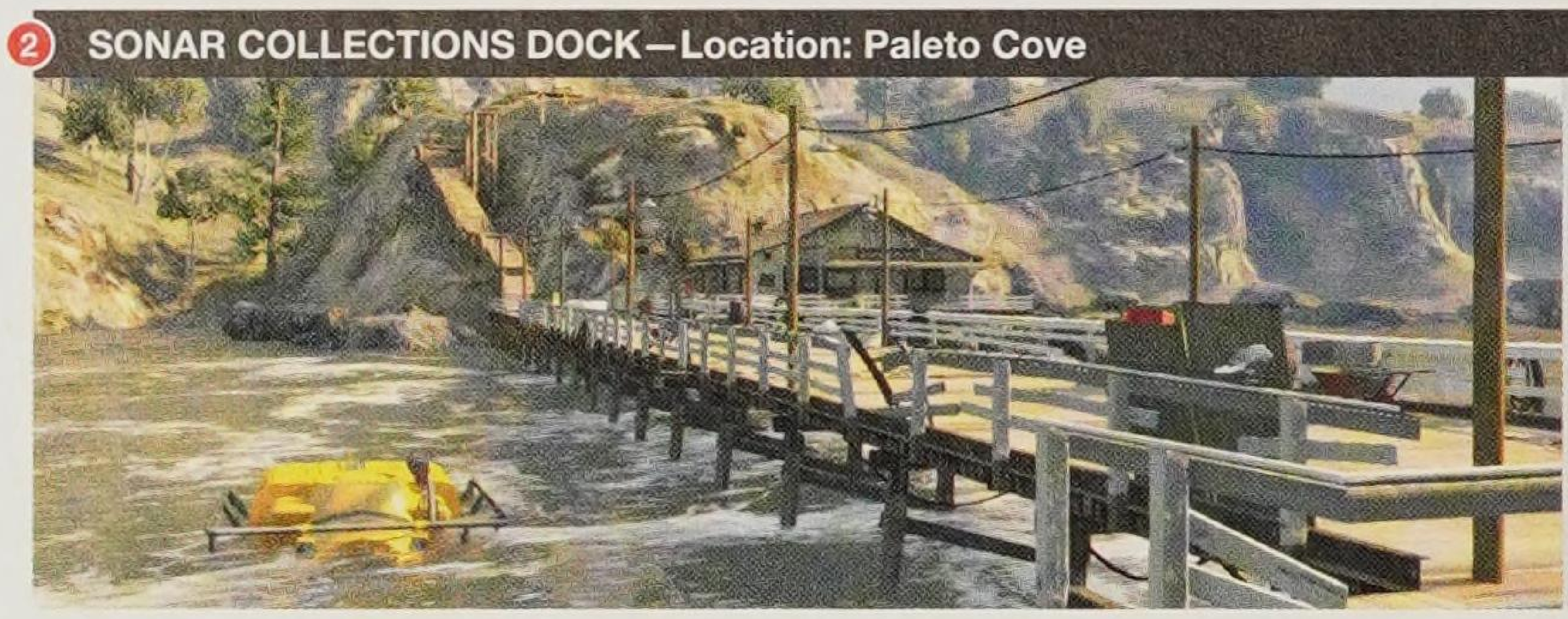
Income: $4700 weekly

Notes: This bar is an average property investment. You are occasionally called upon to defend the business from attacks or robberies. See "Property Management" in our **Hobbies and Pastimes** chapter for more info.

✱ Unlocking Data

The Sonar Collections Dock becomes available for purchase later than the rest of the properties. Look for its availability after completing "The Merryweather Heist."

② SONAR COLLECTIONS DOCK—Location: Paleto Cove



Character: Any

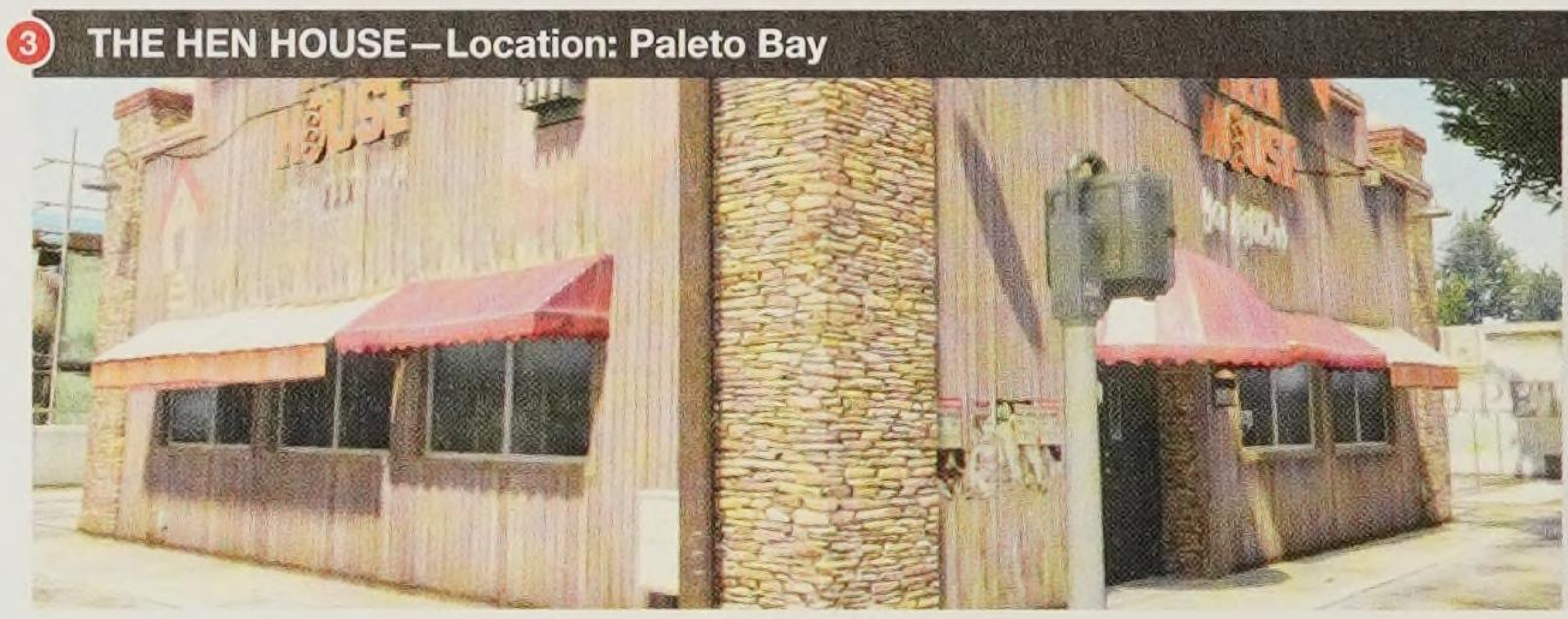
Income: $23,000 per Nuclear Waste found

Cost: $250,000

Perks: Access to a submarine and a Nuclear Waste locator app on your phone. You navigate the sub in the ocean around San Andreas following Trackify's directions. Each Nuclear Waste Barrel collected earns you $23,000.

Notes: There are 30 Nuclear Waste Barrels, so your investment is recovered after 11 barrels collected. Check out our Sonar Collections map and tips to find all the Nuclear Waste.

③ THE HEN HOUSE—Location: Paleto Bay



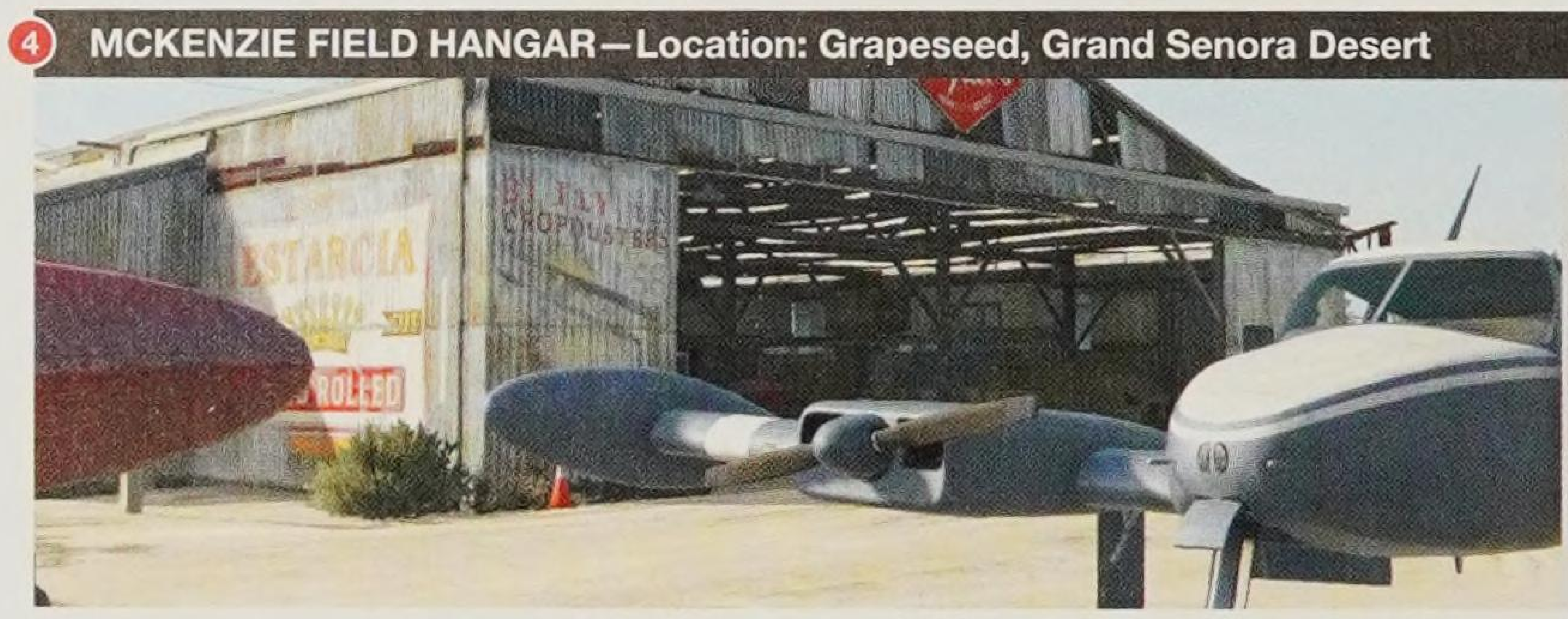
Character: Any

Income: $920 weekly

Cost: $80,000

Notes: This bar is an okay property investment—low upfront money, but low payout. You are occasionally called upon to defend the business from attacks or robberies. See "Property Management" in our **Hobbies and Pastimes** chapter for more info.

④ MCKENZIE FIELD HANGAR—Location: Grapeseed, Grand Senora Desert



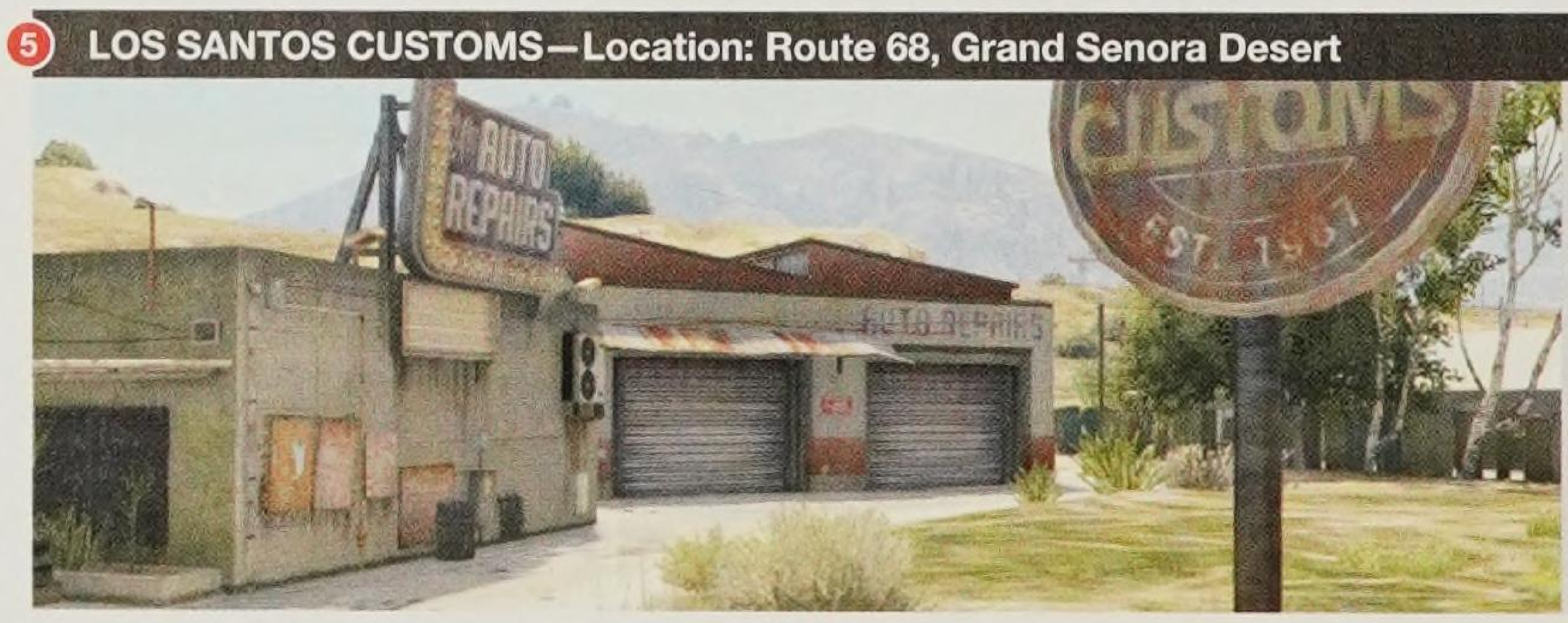
Character: Trevor only

Income: $5000 per ground shipment / $7000 per air shipment

Cost: $150,000

This property allows you to pursue Air and Ground Trafficking. The business transports and collects weapons in and out of San Andreas. Enter the plane in the hangar or the buggy parked next to the hangar to deliver a shipment. See **Hobbies and Pastimes** for more details on these missions.

⑤ LOS SANTOS CUSTOMS—Location: Route 68, Grand Senora Desert



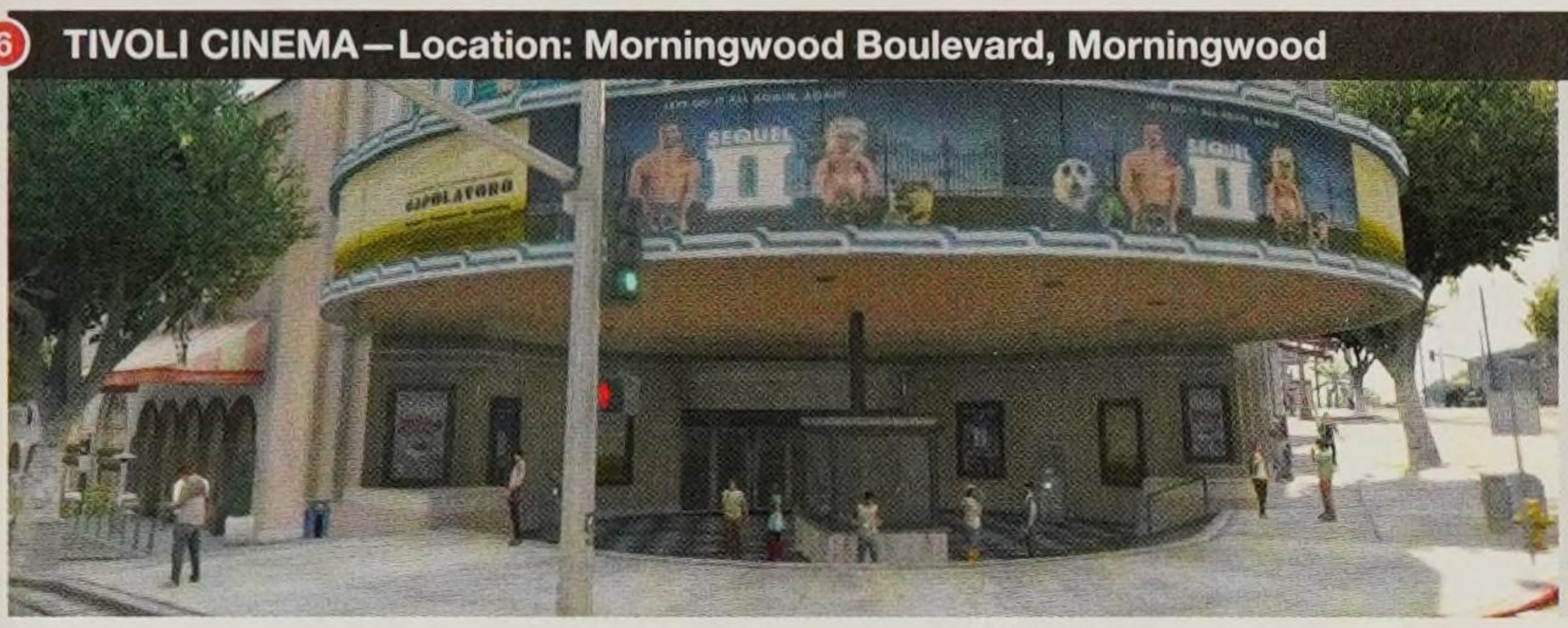
Character: Franklin only

Income: $1,600

Cost: $349,000

Perks: Once purchased, all of Franklin's car modifications are free here. Although the profits aren't that great, the real benefit is all the money saved on car mods. For more information on vehicle modification, see our **Vehicle Showroom** chapter.

⑥ TIVOLI CINEMA—Location: Morningwood Boulevard, Morningwood



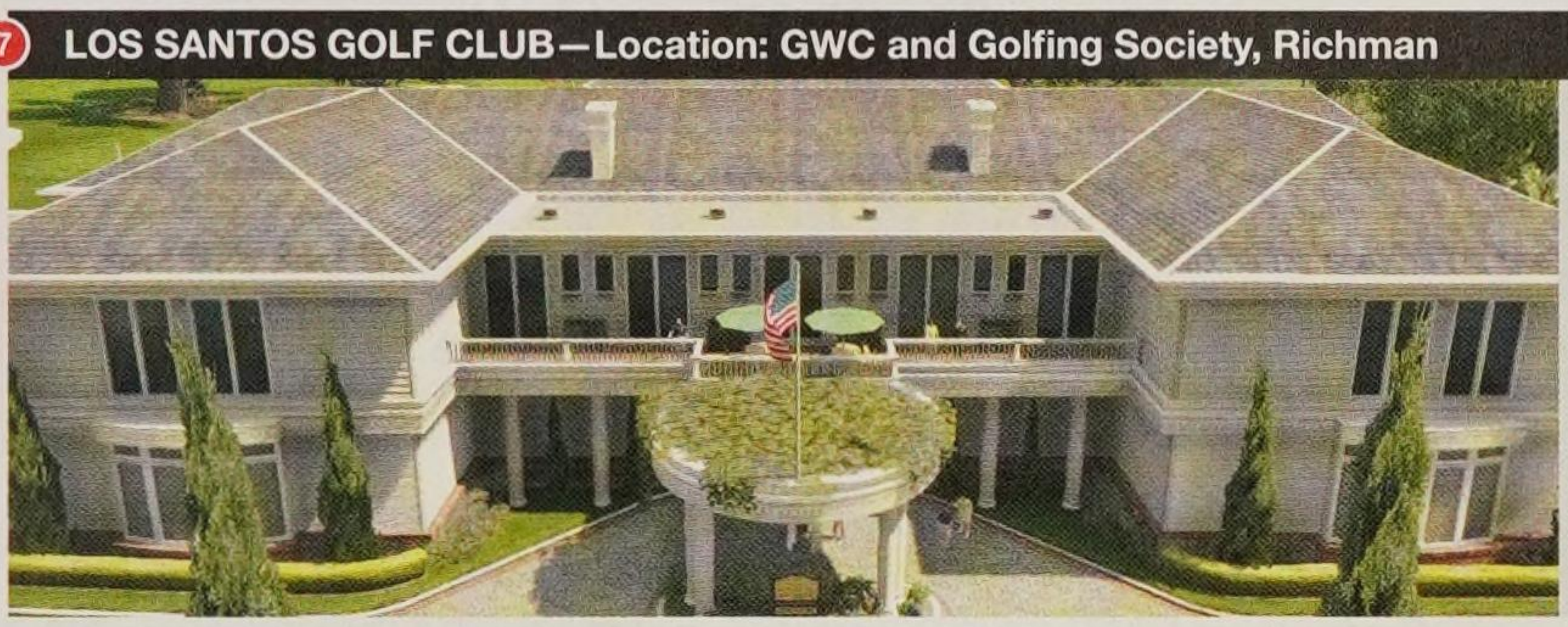
Character: Michael only

Income: $142,300

Cost: $30,000,000

Notes: You must defend theaters from protests and gang attacks. You may also have to promote the theater via air flyer drops.

⑦ LOS SANTOS GOLF CLUB—Location: GWC and Golfing Society, Richman



Character: Any

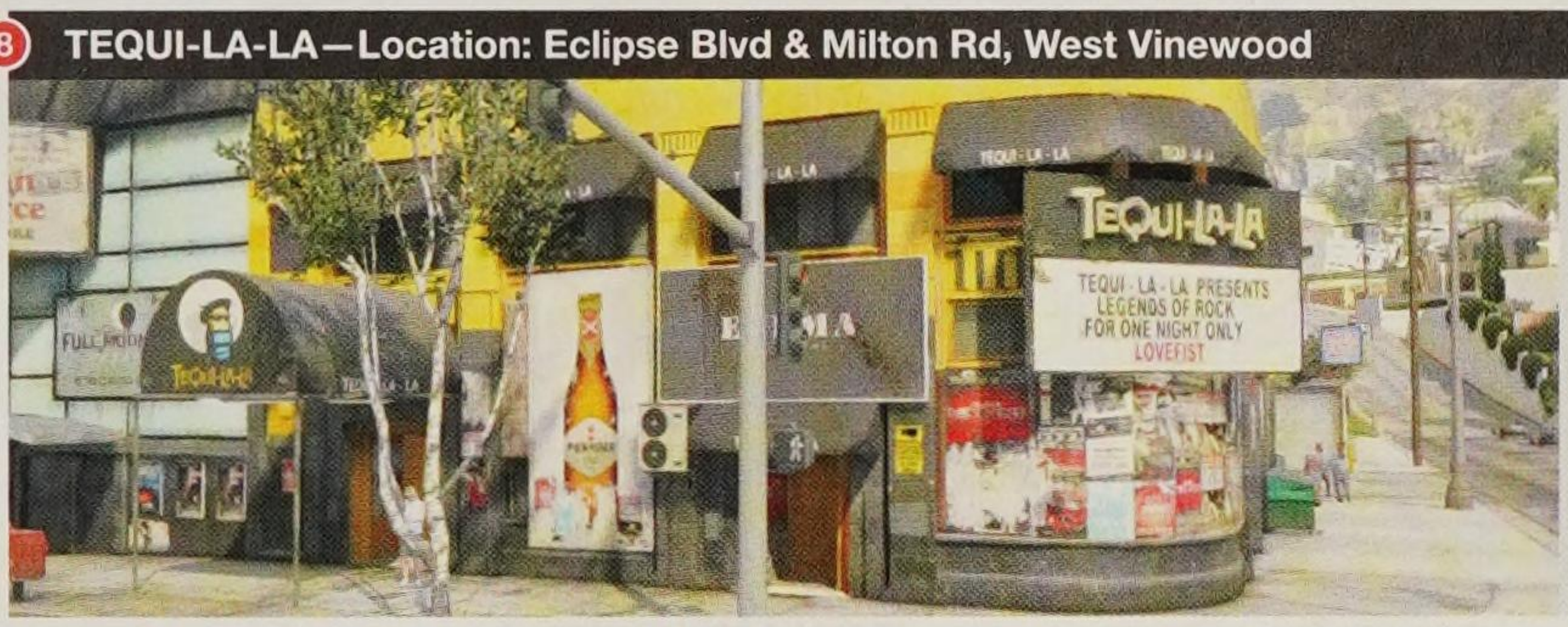
Income: $264,500 weekly

Cost: $150,000,000

Perks: You can play golf for free and wear any clothing while playing.

Notes: This is the worst property investment in the game as far as the time it takes to turn a profit. However, the manager makes you feel like the richest man in San Andreas after you purchase it with his excited phone call concerning the perks.

⑧ TEQUI-LA-LA—Location: Eclipse Blvd & Milton Rd, West Vinewood


TEQUI-LA-LA
TEQUI-LA-LA PRESENTS LEGENDS OF ROCK FOR ONE NIGHT ONLY LOVEFIST

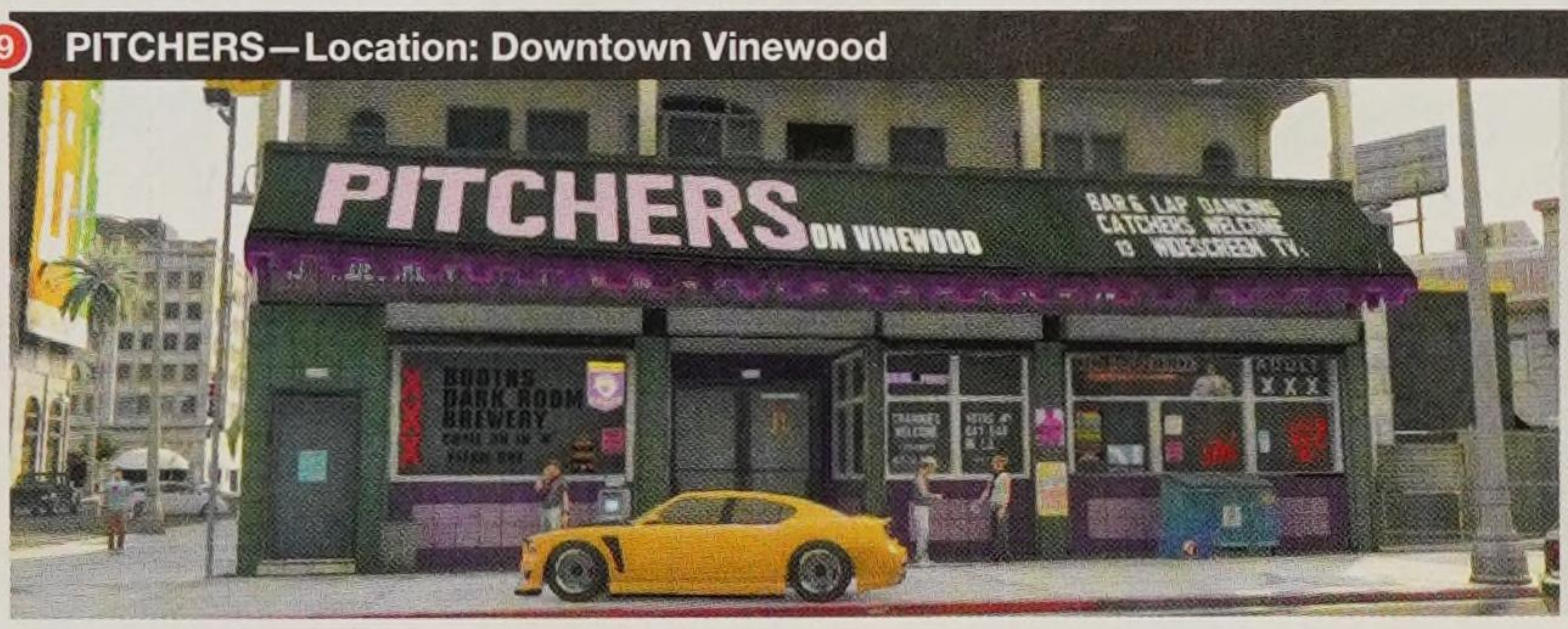
Character: Any

Income: $16,500 weekly

Cost: $2,000,000

Notes: This property becomes available for purchase after completing Nigel & Mrs. Thornhill's mission, "Vinewood Souvenirs—Willie" involving a musician from Love Fist scheduled for a one-night appearance at the bar. This bar is a great investment with a very quick profit return.

⑨ PITCHERS—Location: Downtown Vinewood



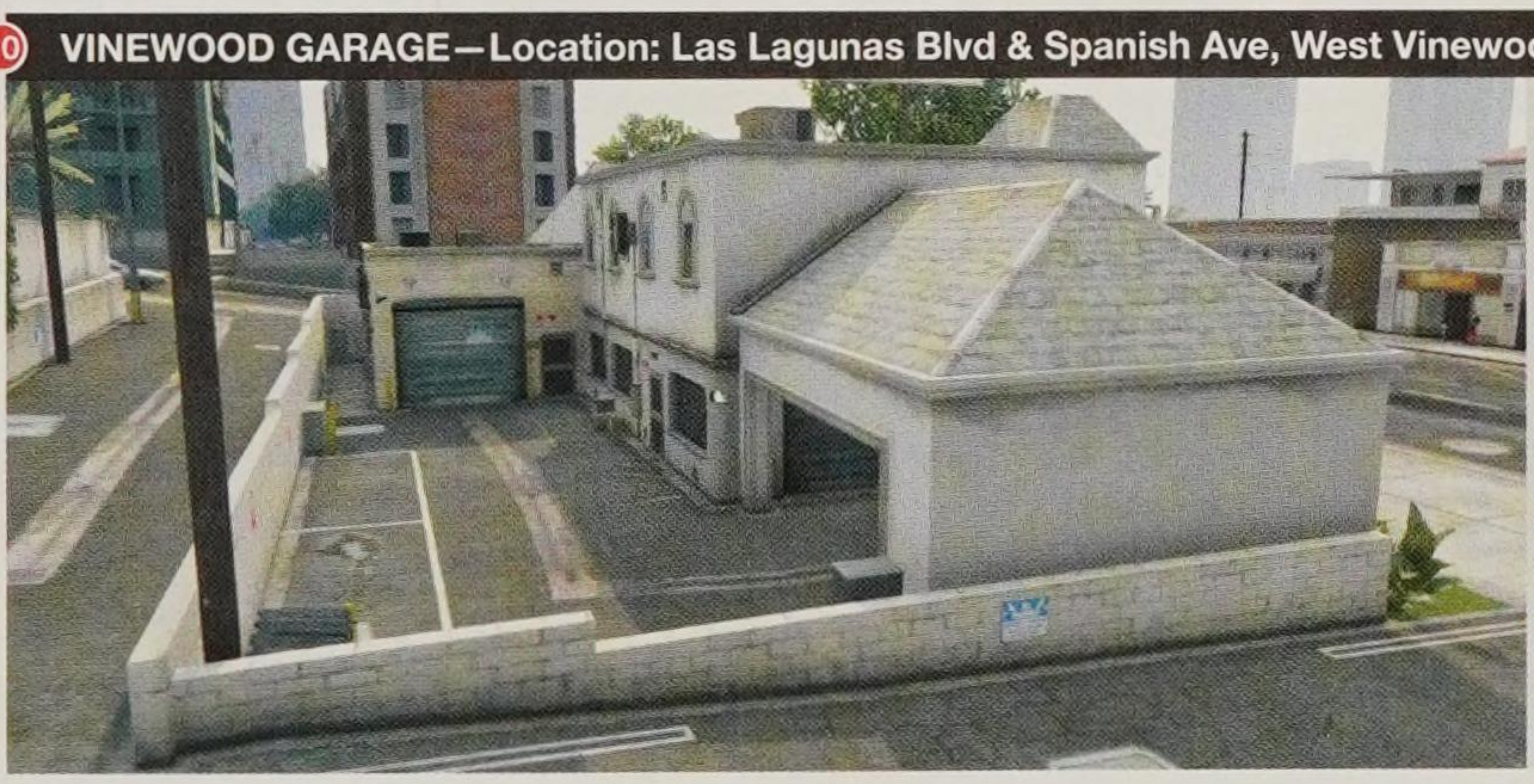
Character: Any

Income: $7100 weekly

Cost: $750,000

Notes: This bar is an average property investment. You are occasionally called upon to defend the business from attacks or robberies. See "Property Management" in our **Hobbies and Pastimes** chapter for more info.

⑩ VINEWOOD GARAGE—Location: Las Lagunas Blvd & Spanish Ave, West Vinewood



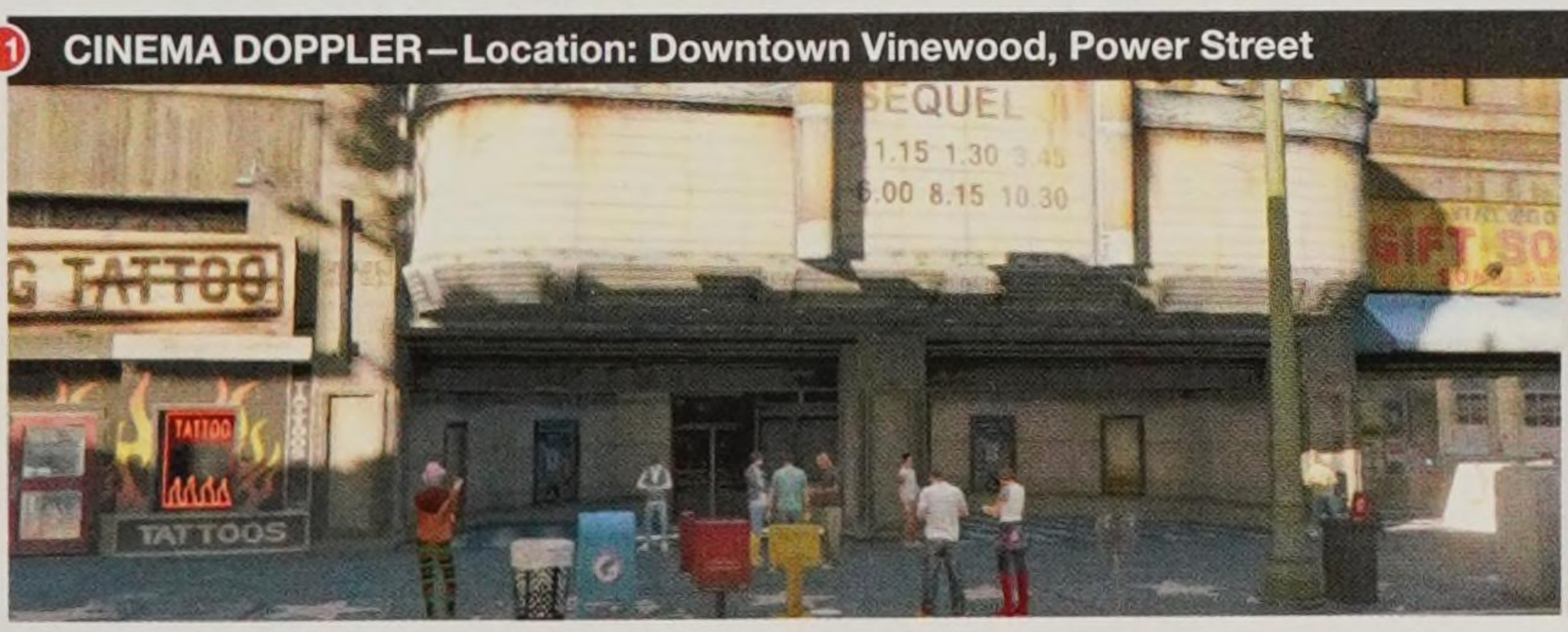
Character: Michael only

Income: N/A

Cost: $30,000

Notes: Michael's garage is behind the Gallivanter dealership in West Vinewood. It's through the carport in the rear. Vehicles and cycles purchased from **legendarymotorsport.net**, **southernsanandreassuperautos.com**, **pandmcycles.com**, and **warstock-cache-and-carry.com** are stored here. Stolen vehicles can also be saved here. Entering the garage while inside a vehicle saves it there. Press Right on the D-pad to enter the garage, then choose between the vehicles you ordered. Delivery of purchased vehicles takes about 24 game hours. Exit the garage through a side door or while in a vehicle by pressing Right on the D-Pad. See our **Vehicle Showroom** for information on which vehicles are purchasable online.

⑪ CINEMA DOPPLER—Location: Downtown Vinewood, Power Street



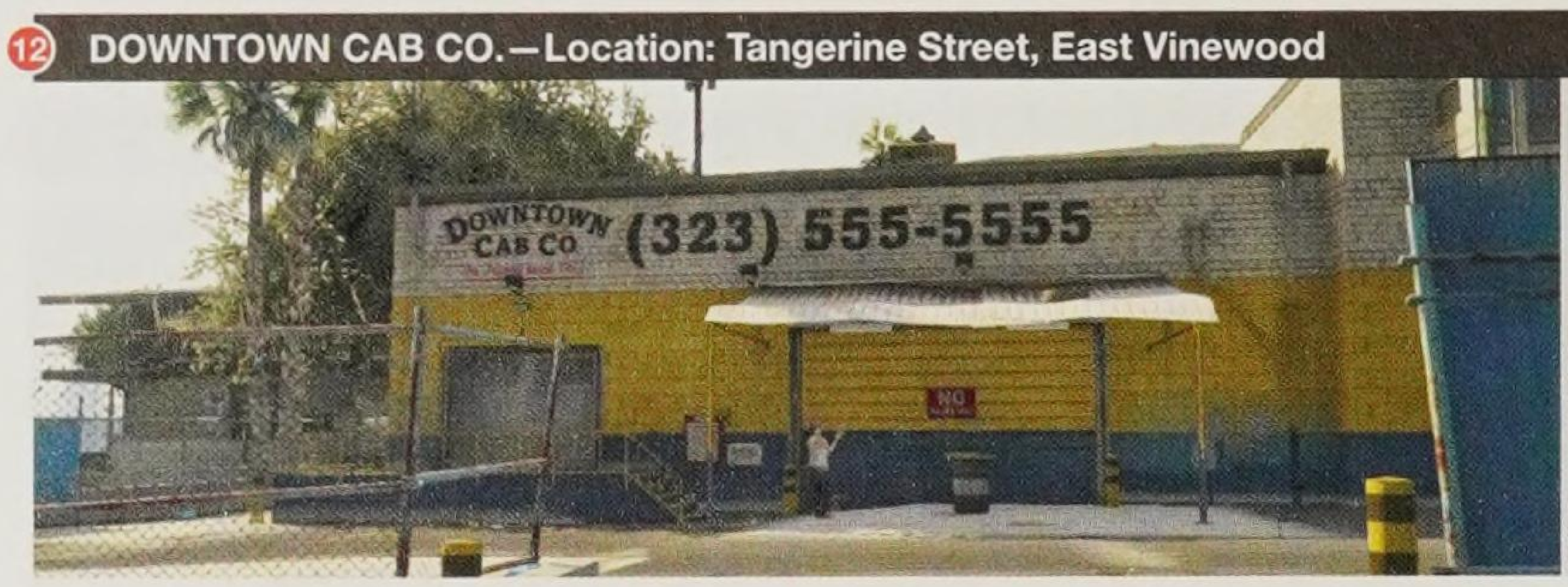
Character: Michael only

Income: $132,200 weekly

Cost: $10,000,000

Notes: Turns a profit in less than two years, which makes this a good buy for Michael. You must defend theaters from protests and gang attacks. You may also have to promote the theater via air flyer drops.

⑫ DOWNTOWN CAB CO.—Location: Tangerine Street, East Vinewood

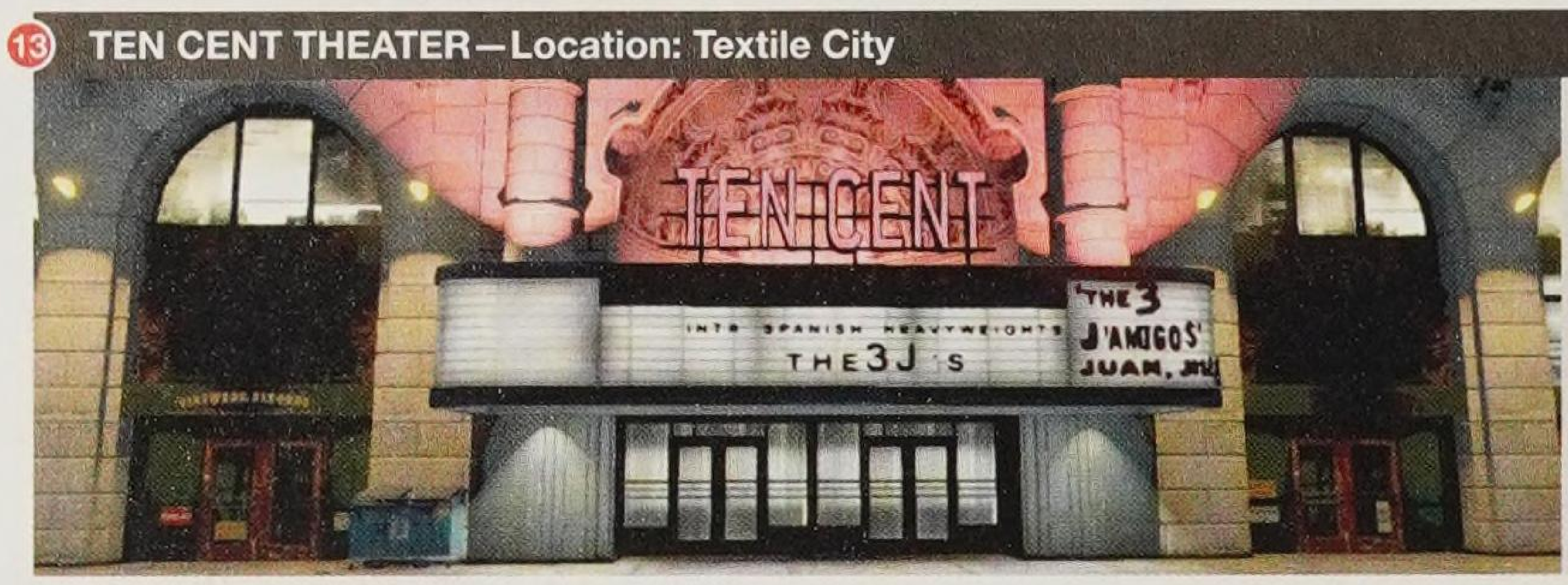


Character: Franklin only
Income: $2000 weekly
Cost: $200,000

Perks: Taxi rides are free.

Notes: The manager, Raul, contacts you for help running the business: a series of taxi missions, which earn you additional money. See “Property Management” in the **Hobbies and Pastimes** section of this guide for details.

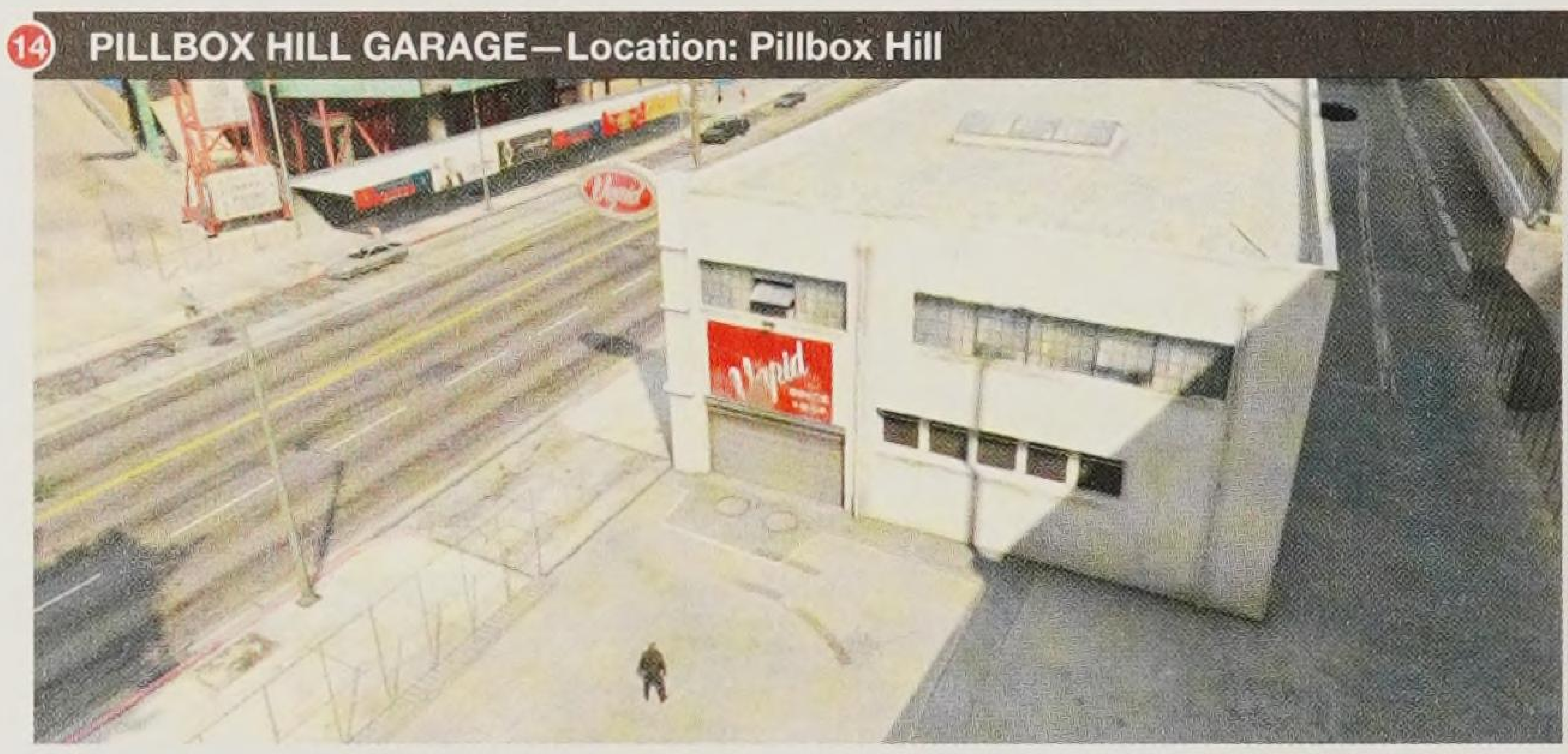
⑬ TEN CENT THEATER—Location: Textile City



Character: Michael only
Income: $264,000 weekly
Cost: $20,000,000

Notes: You must defend theaters from protests and gang attacks. You may also have to promote the theater via air flyer drops.

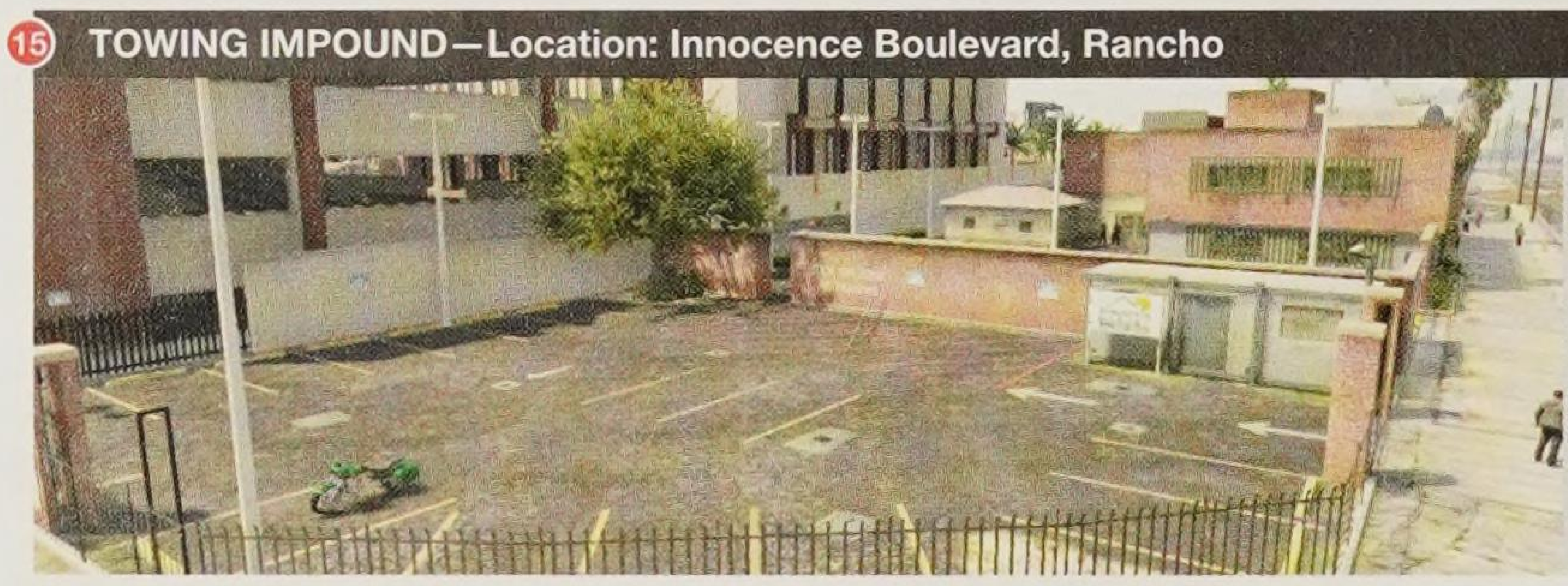
⑭ PILLBOX HILL GARAGE—Location: Pillbox Hill



Character: Trevor only
Income: N/A
Cost: $30,000

Notes: Trevor’s garage is practically under the Olympic Freeway in an abandoned Vapid dealership. Vehicles and cycles purchased from **legendarymotorsport.net**, **southernsanandreassuperautos.com**, **pandmcycles.com**, and **warstock-cache-and-carry.com** are stored here. Stolen vehicles can also be saved here. Entering the garage while in a vehicle saves it there. Press Right on the D-pad to enter the garage, then choose between the vehicles you ordered. Delivery of purchased vehicles takes about 24 game hours. Exit the garage through a side door or while in a vehicle by pressing Right on the D-Pad. See our **Vehicle Showroom** for information on which vehicles are purchasable online.

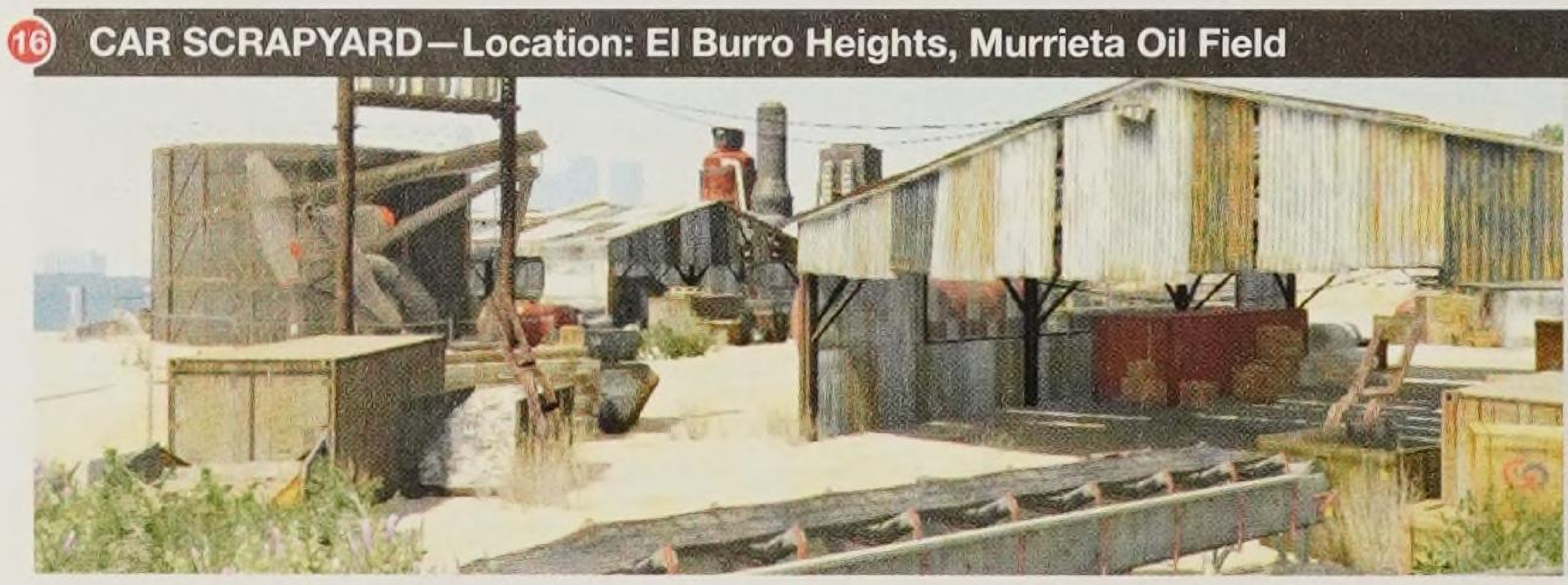
⑮ TOWING IMPOUND—Location: Innocence Boulevard, Rancho



Character: Franklin only
Income: $500 per car towed
Cost: $150,000

Notes: This property becomes available for purchase after completing Tonya’s final towing mission, “Pulling One Last Favor.” Tonya calls to tell you they put the property up for sale and suggests you purchase it. You make money by towing vehicles using the provided tow truck that spawns on the lot after purchase. For more details, see “Property Management” in our **Hobbies and Pastimes** chapter.

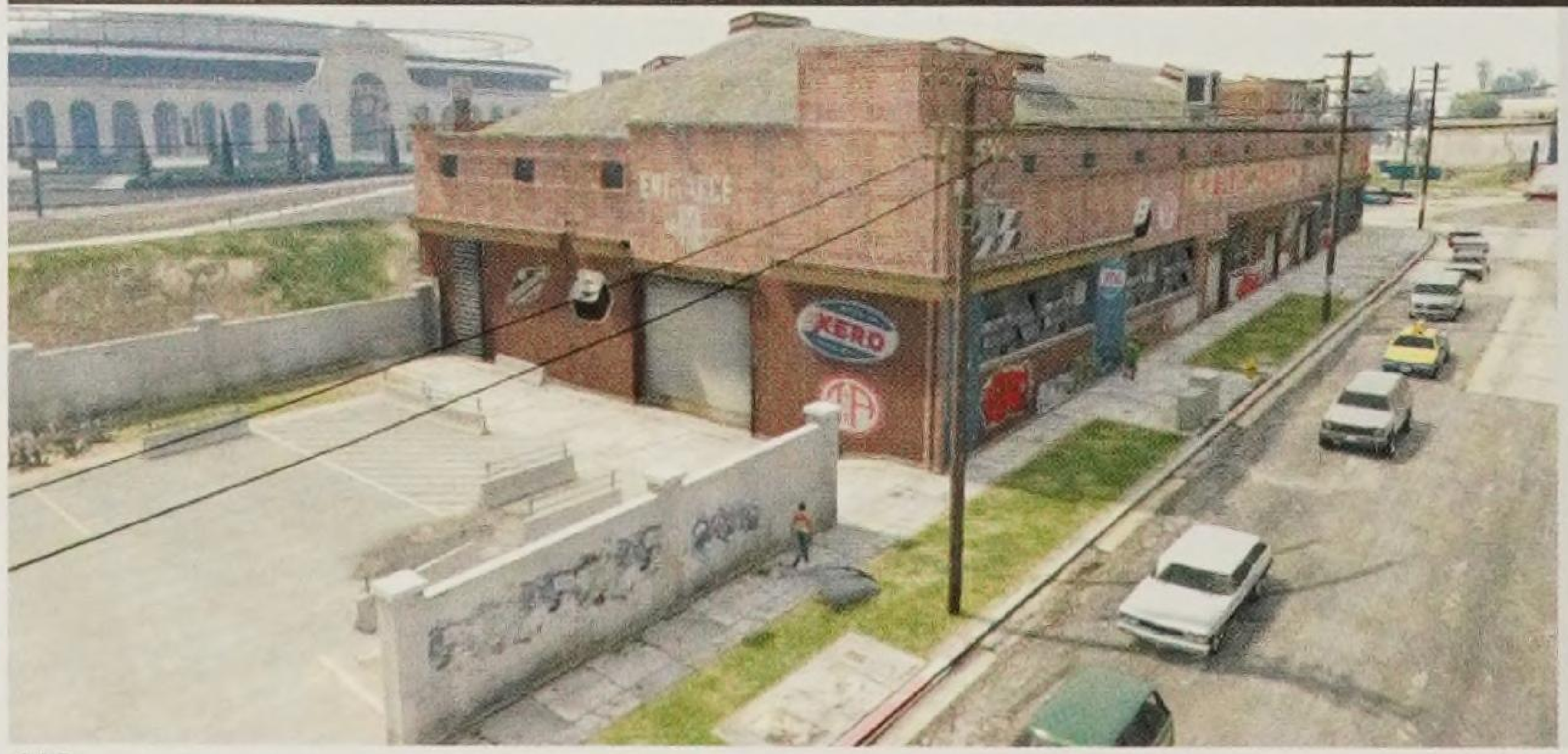
⑯ CAR SCRAPYARD—Location: El Burro Heights, Murrieta Oil Field



Character: Any
Income: $150 per destroyed car
Cost: $275,000

Notes: The business recycles old car components and parts. Weekly profit is available, depending on how many cars have been destroyed in San Andreas. You earn $150 per destroyed vehicle during gameplay. You may need to occasionally protect the scrapyard from attacks.

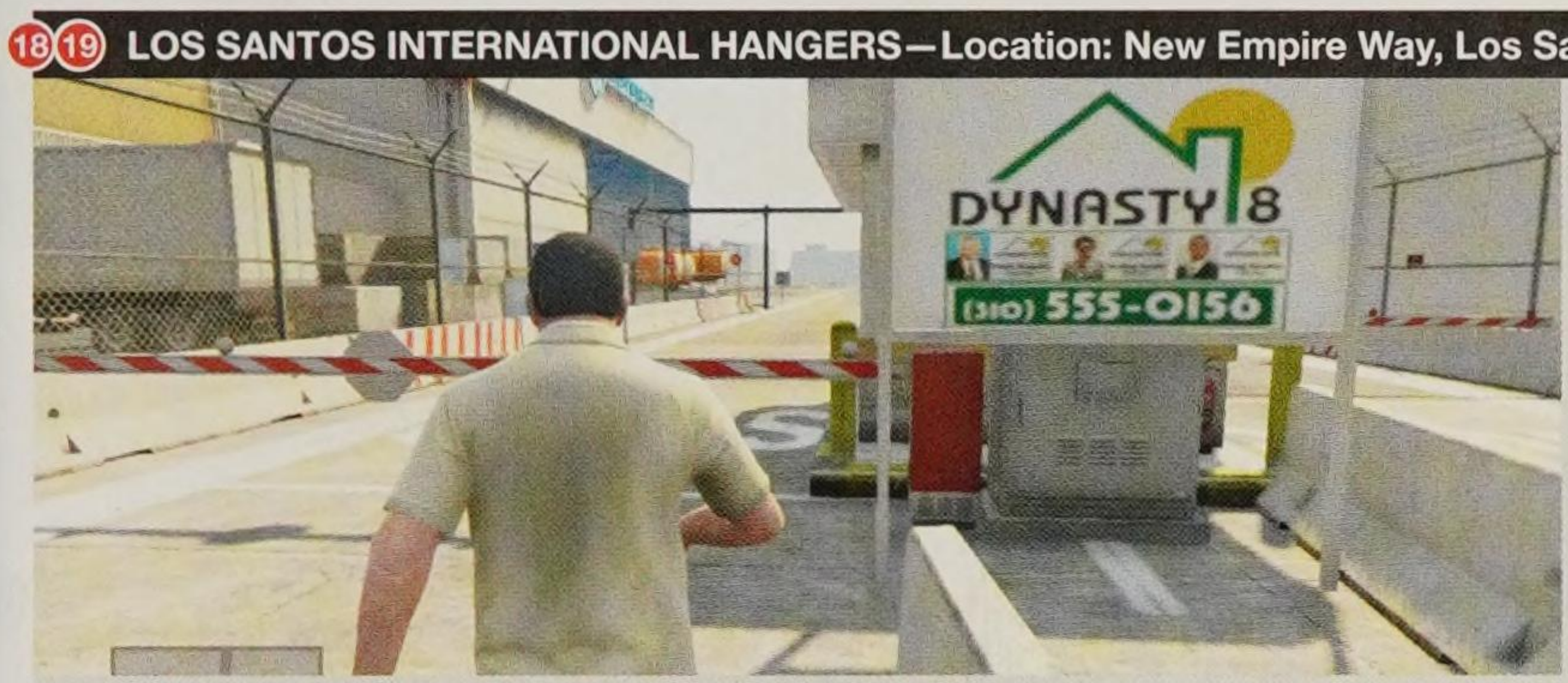
⑰ GROVE STREET GARAGE—Location: Grove Street, Davis



Character: Franklin only
Income: N/A
Cost: $30,000

Notes: Franklin’s garage is inside the Auto Fix Factory on Grove Street in Davis. Vehicles and cycles purchased online from **legendarymotorsport.net**, **southernsanandreassuperautos.com**, **pandmcycles.com**, and **warstock-cache-and-carry.com** are stored here. Stolen vehicles can also be saved here. Entering the garage while in a vehicle saves it there. Press Right on the D-pad to enter the garage, then choose between the vehicles you ordered. Delivery of purchased vehicles takes about 24 game hours. Exit the garage through a side door or while in a vehicle by pressing Right on the D-Pad. See our **Vehicle Showroom** for information on which vehicles are purchasable online.

⑱⑲ LOS SANTOS INTERNATIONAL HANGERS—Location: New Empire Way, Los Santos International Airport Ⓐ



Character: Franklin **(18)** & Michael **(19)**

Cost: $1,378,000

Income: N/A

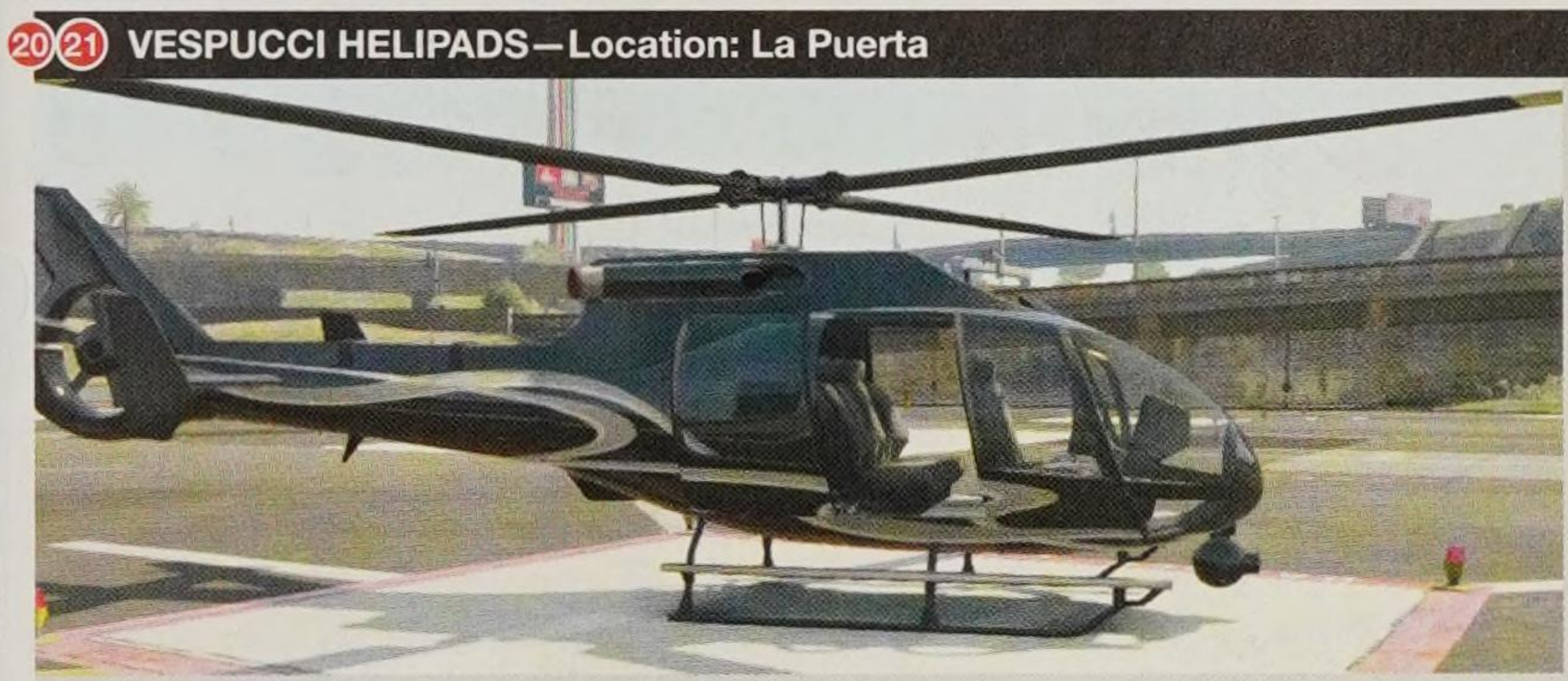
Notes: This property is purchased at the *DYNASTY 8* realty sign in front of the entrance gate. The purchaser no longer incurs a three-star Wanted Level for entering the runway area, and the gates open upon approach.

Michael's hangar **(19)**, the "Pegasus Concierge," is the westernmost hangar in the line of hangars on the runway area's southern edge. After purchasing the hangar, there's not much stopping you from jacking planes from the airport and saving them in your hangar. There's usually a couple of small planes parked nearby.

Franklin's hangar **(18)** is the second hangar in the line of hangars on the runway's south end. Franklin has a Grenade Launcher pickup on the end of the upper level catwalk in his hangar.

Planes and tanks purchased from the web via **elitastravel.com** or **warstock-cache-and-carry.com** are stored here, as well as stolen planes. Press Right on the D-pad to choose from your stock of planes. If you're wondering where the tank (Rhino) went when you ordered it, check your hangar (not your special garage). Finally, Trevor does not get to hang out at this airport; he has his own hangar and helipad at Sandy Shores Airfield—he took it over from The Lost after "Nervous Ron." (Internet Order Aircraft: Duster, Shamal, Cuban 800, Luxor, Stunt.)

⑳㉑ VESPUCCI HELIPADS—Location: La Puerta



Character: Michael and Franklin only

Cost: $419,850

Notes: Helicopters purchased from websites or that you land on this helipad are stored here. Walk up to the helipad and, when prompted, press Right on the D-pad to select which helicopter you want to pilot. As with the hangars, garages, and slips, the helipad cannot be shared between characters; each character must purchase their own to take advantage of this feature. Trevor does not have the option to buy this helipad, as he has his own hangar option at McKenzie Field Hangar in Grapeseed. Michael and Franklin's helipads are adjacent to each other. Michael has helipad 1 (painted on the asphalt) and Franklin has helipad 2.

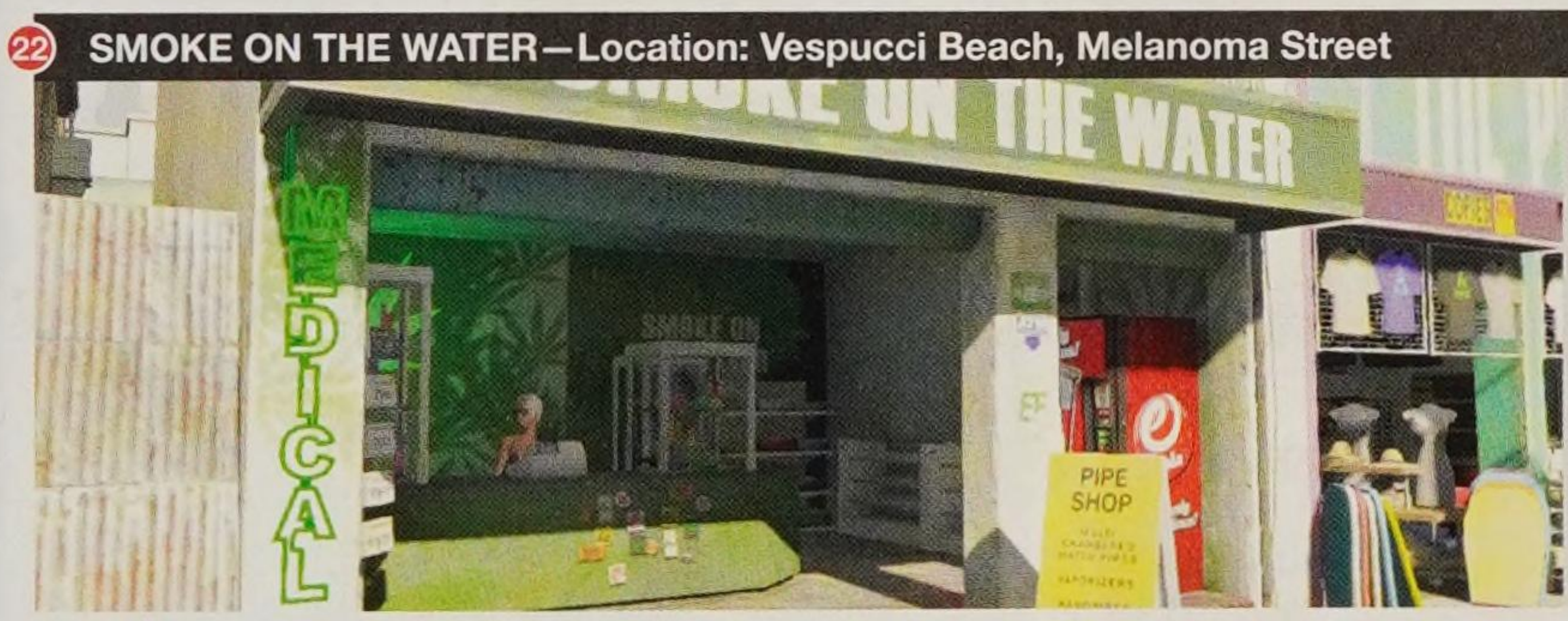
Helicopters available online at **warstock-cache-and-carry.com** and **elitastravel.com**: Buzzard Attack Chopper, Cargobob, Frogger, and Maverick.

Finally, Trevor does not have a helipad here; he has his own helipad at Sandy Shores Airfield—he took it over from The Lost after "Nervous Ron."

Free Buzzard Attack Chopper

If you are daring enough, you can steal a Buzzard Attack Chopper from the Zancudo army base. Try a hard landing with another chopper or a parachute drop near the hangar it's parked next to for the best results.

㉒ SMOKE ON THE WATER—Location: Vespucci Beach, Melanoma Street



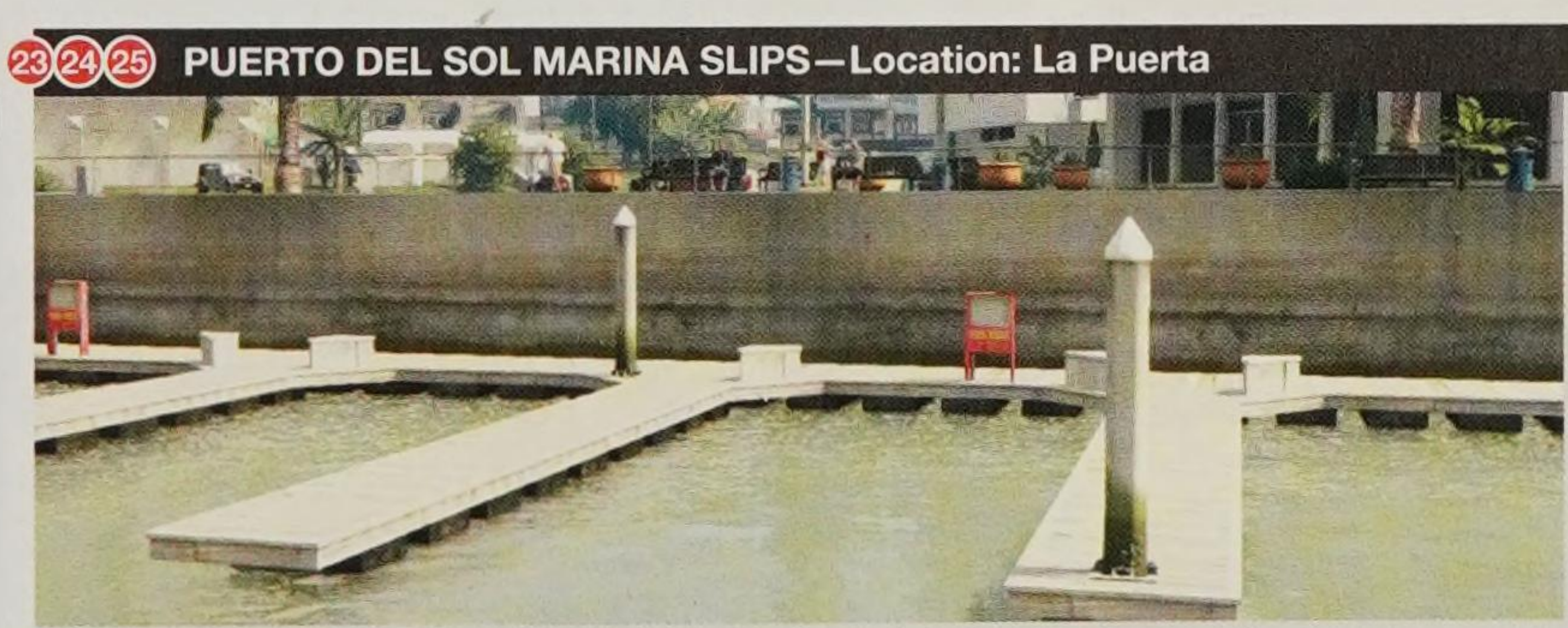
Character: Franklin only

Income: $9,300

Cost: $204,000

Notes: Only Franklin can buy this property. This business sells medical grade cannabis to prescribed patients. This should be one of Franklin's first purchases. The manager occasionally contacts the owner for help with running the business. This opens a string of missions that we cover in our **Hobbies and Pastimes** chapter.

㉓㉔㉕ PUERTO DEL SOL MARINA SLIPS—Location: La Puerta



Character: Each character can purchase one

Cost: $75,000

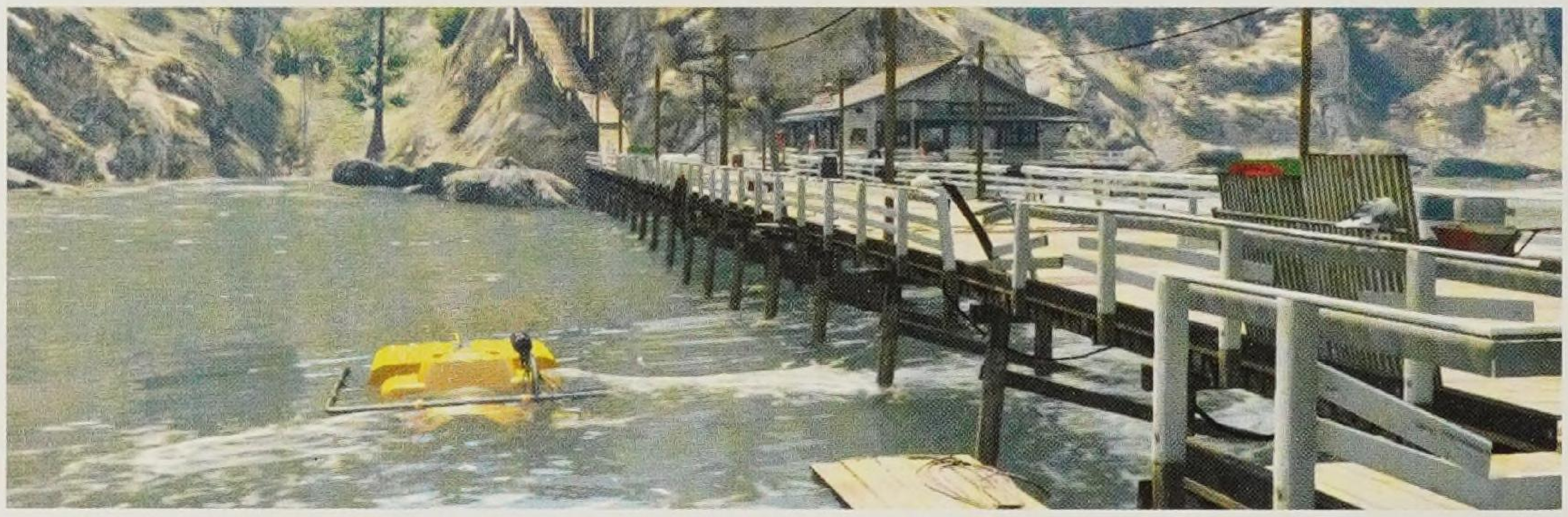
Notes: Boats purchased from websites or those that you've stolen and docked in this slip are stored here. Approach the slip and, when prompted, press Right on the D-pad to select which boat you want to pilot. As with the hangars, garages, and helipads, the slips cannot be shared between characters; each character must purchase his own to take advantage of this feature. The three slips are located beside each other: Michael's is closest to the stairs, Franklin's is the next, and Trevor's is third in the row. After the slip is purchased, a white Anchor icon represents its location. It takes over 24 game hours for your web orders to be delivered to the slip.

Watercraft available online at **docktease.com**: Marquis, Jetmax, Squalo, Tropic, Seashark, Suntrap.

Nuclear Waste Collection

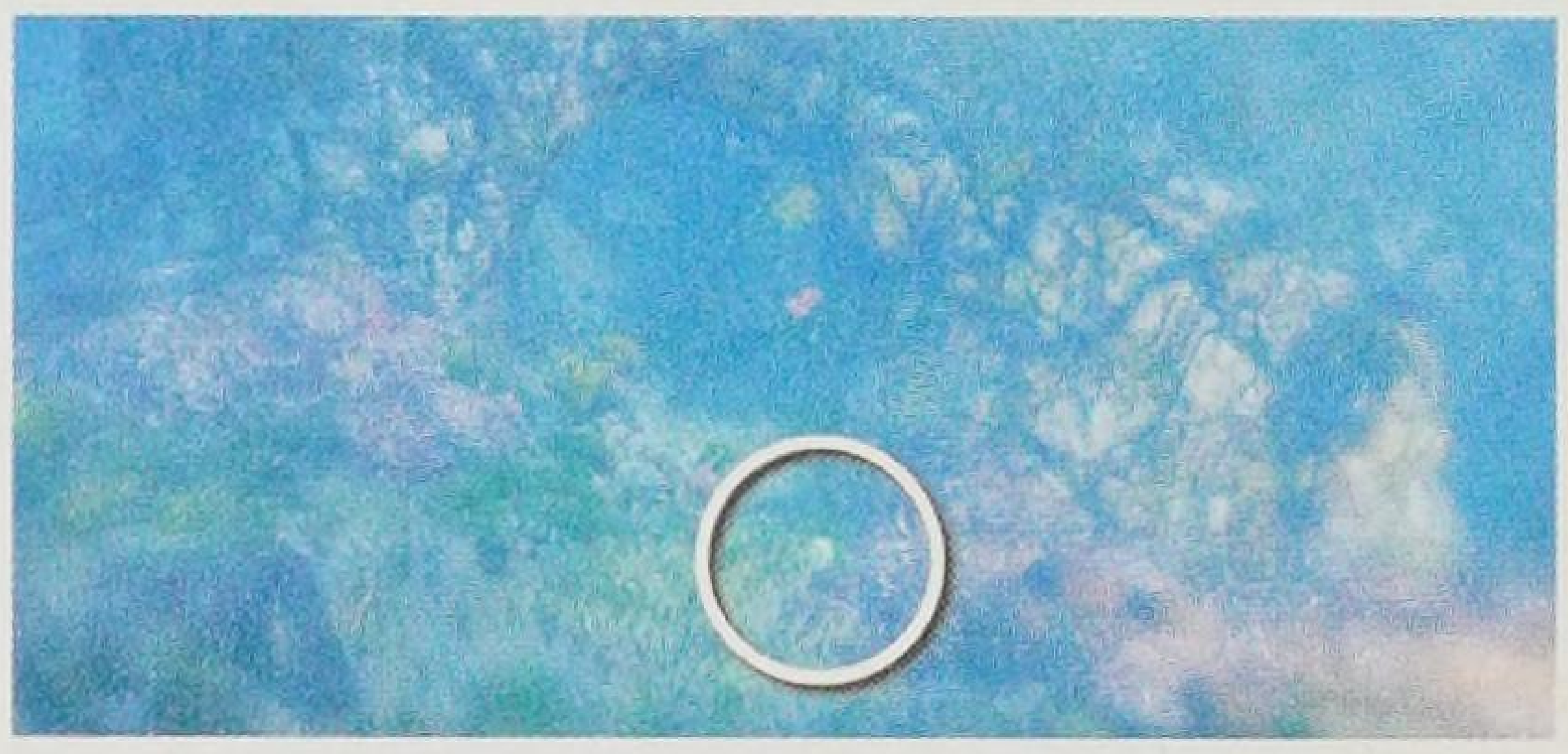
100% Completion Exempt | Underwater collectibles do not contribute to 100% completion of the game.

Some of the many collectibles in *Grand Theft Auto V* are hidden Nuclear Waste Barrels in the Pacific Ocean. Before you can collect these, you must first purchase the Sonar Collections Dock **(A)**. This property becomes available for purchase after completing "The Merryweather Heist," a main story mission. The Sonar Collections Dock comes with a submarine and a Nuclear Waste locator app. The app, Trackify, is installed on your phone and used while navigating the sub to help locate the waste. Each Nuclear Waste Barrel collected earns $23,000. There are 30 barrels, so the money spent on the property is recouped after collecting 11 of them.



THE SUBMARINE

When you enter the submarine, the Trackify app opens on your phone. It indicates that a target has been found and a red blip representing the first Nuclear Waste Barrel appears on the sonar. The closer you move toward the target, the closer the red blip creeps toward the center of the sonar screen where your position is represented by a white triangle. This is how you navigate to the barrel. What the sonar does not reveal is the depth at which the Nuclear Waste Barrel is floating—the Submersible depth is tracked on the black bar below your radar. For the most part, they are on the seabed, but some are on ledges at a mysterious depth. To handle these situations, simply navigate to the location when the blip is in the middle of the sonar screen, and then dive or ascend until you find the barrel.



Submersible Controls

When in the sub, press Ⓧ (XBox 360) or ▢ (PS3) to ascend and Ⓐ (XBox 360) or ⊗ (PS3) to descend. This moves the sub slowly up or down without using the propeller. To speed the dive or surfacing movement, hold one of these buttons while steering deeper or shallower with the prop engaged (accelerate).

Where's My Trackify?!

Sometimes while driving the submarine, you accidentally put your phone away, which shuts down Trackify. To restart Trackify, bring the phone back up (Up on D-Pad) and then select Trackify on the first page of phone apps.

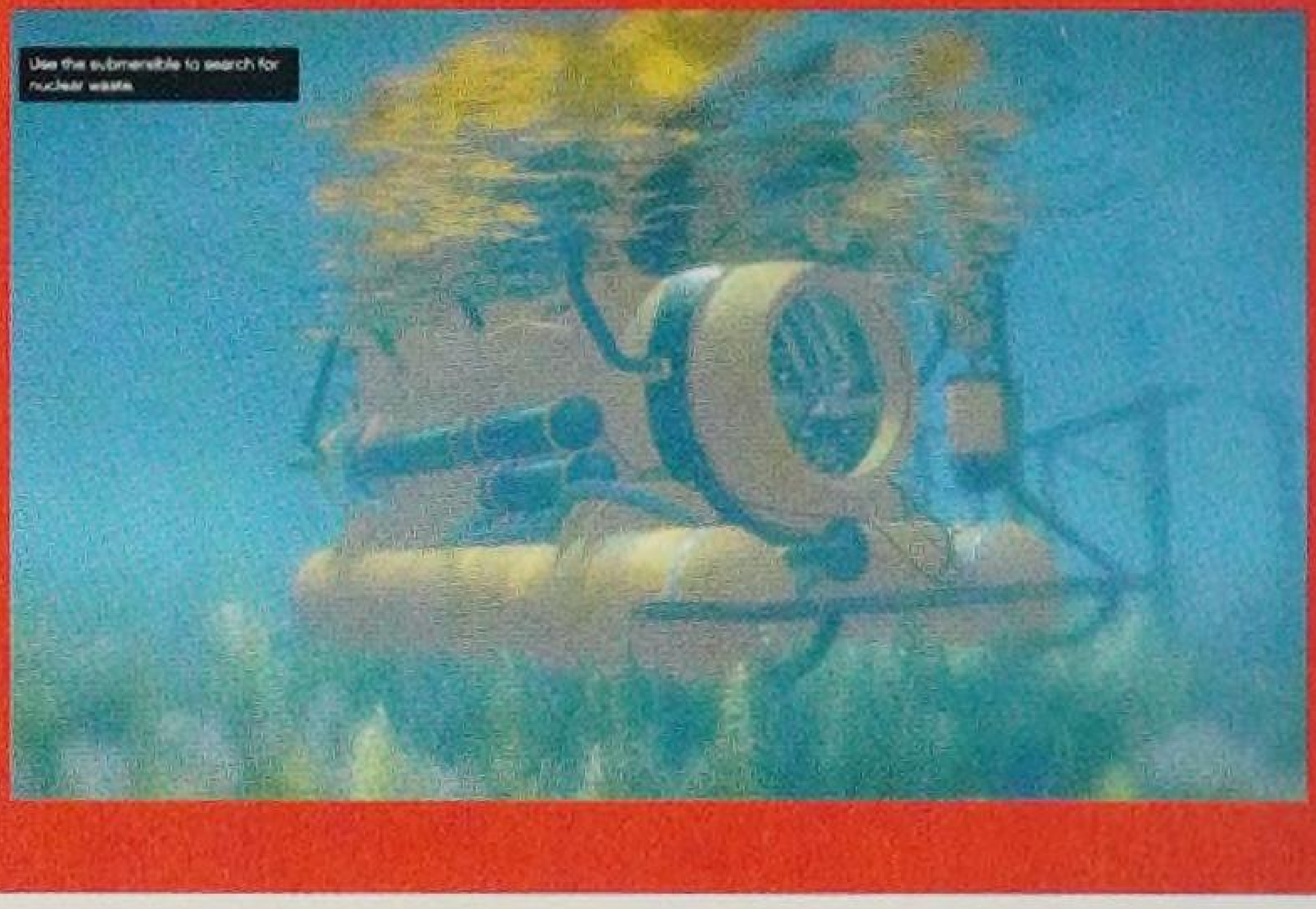
If the sub is ever grounded in shallow waters, simply tilt down on the Left Control Stick and give it some gas to raise the nose out of the silt and get some water underneath it. This is also a good way to quickly skim across the water surface. Different water conditions are also encountered on your travels. When traveling in dark water (when the sun is down), the submarine's lights help guide the way.

Where's the Barrel?

Nuclear Waste barrels are very small and sometimes difficult to see in certain water conditions. Once the sonar has zeroed on the location, it helps to get a visual of the barrel so you can make the fine adjustments needed to run into it to automatically pick it up. When you are close, move the camera around to look for a glowing cylinder shape in the sometimes-murky water.

Trackify

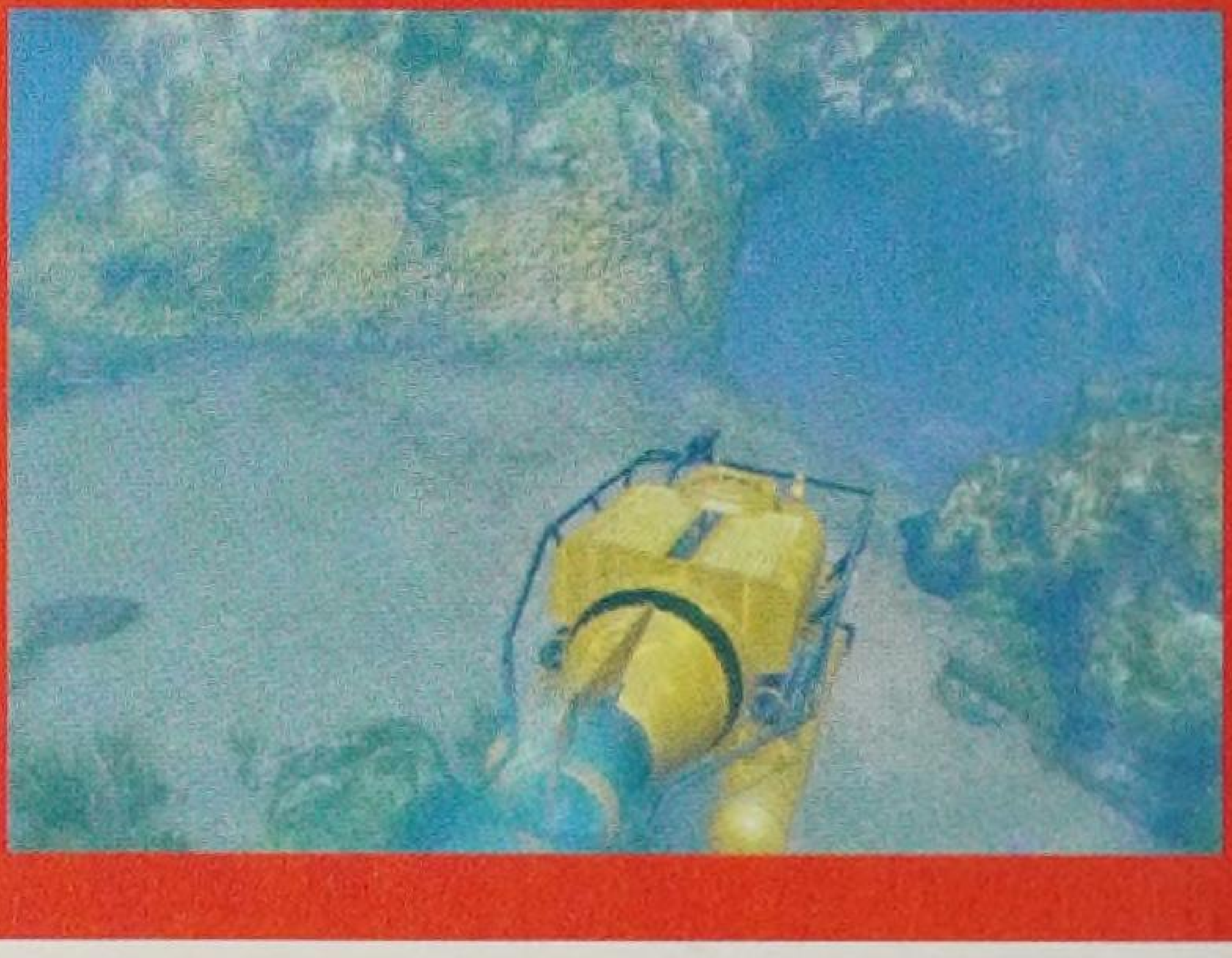
Trackify only zeroes in on one particular hidden Nuclear Waste Barrel at a time. No matter where you are in the ocean, this app only points to the nearest barrel it has locked onto.



Use the submersible to search for nuclear waste.

We All Damage the Yellow Submarine

You can damage the submarine by driving it into hard objects. The submarine also becomes compressed if you dive into crush depth. The Depth Meter below the radar turns red at 486 feet below sea level and the controller shakes as a warning for dangerous depths. There are only a few barrels in areas that cause your submarine to crinkle under the depth pressure. Return to the Sonar Collections Dock for a new submarine if yours is too damaged to manage.



Diving Gear

You may see something you want to pick up besides Nuclear Waste while navigating the Submersible. You are automatically fitted with diving gear when you exit the craft, so you can do this while on the surface or in the ocean depths. Get the weapon or armor you spotted, then return to the sub and enter using the Carjack button again.

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PALETO BAY
Great Ocean Highway
Paleto Forest
Mount Chiliad
Lumber Yard
Chiliad Mountain State Wilderness
BLAINE COUNTY
Mount Gordo
Braddock Pass
GRAPESEED
NORTH CHUMASH
Raton Canyon
Great Ocean Highway
ALAMO SEA
San Chianski Mountain Range
Mount Josiah
SANDY SHORES
Grand Senora Desert
Fort Zancudo
HARMONY
Route 68
Lago Zancudo
Senora Freeway
Davis Quartz
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
Ron Alternates Wind Farm
Marlowe Vineyards
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
VINEWOOD
Galileo Observatory
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
Vinewood Bowl
Tataviam Mountains
Kortz Center
RICHMAN
Los Santos Golf Club
ROCKFORD HILLS
MORNINGWOOD
VINEWOOD
PACIFIC BLUFFS
Great Ocean Highway
Los Santos Fwy
Palomino Freeway
EAST VINEWOOD
BACKLOT CITY
Del Perro Fwy
National Office Of Security Enforcement
DOWNTOWN
DEL PERRO
LITTLE SEOUL
La Puerta Fwy
Del Perro Fwy
Olympic Fwy
VESPUCCI
SOUTH LOS SANTOS
EAST LOS SANTOS
Palomino Highlands
LA PUERTA
Maze Bank Arena
Murrieta Oil Field
La Puerta Fwy
Elysian Island
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
Terminal
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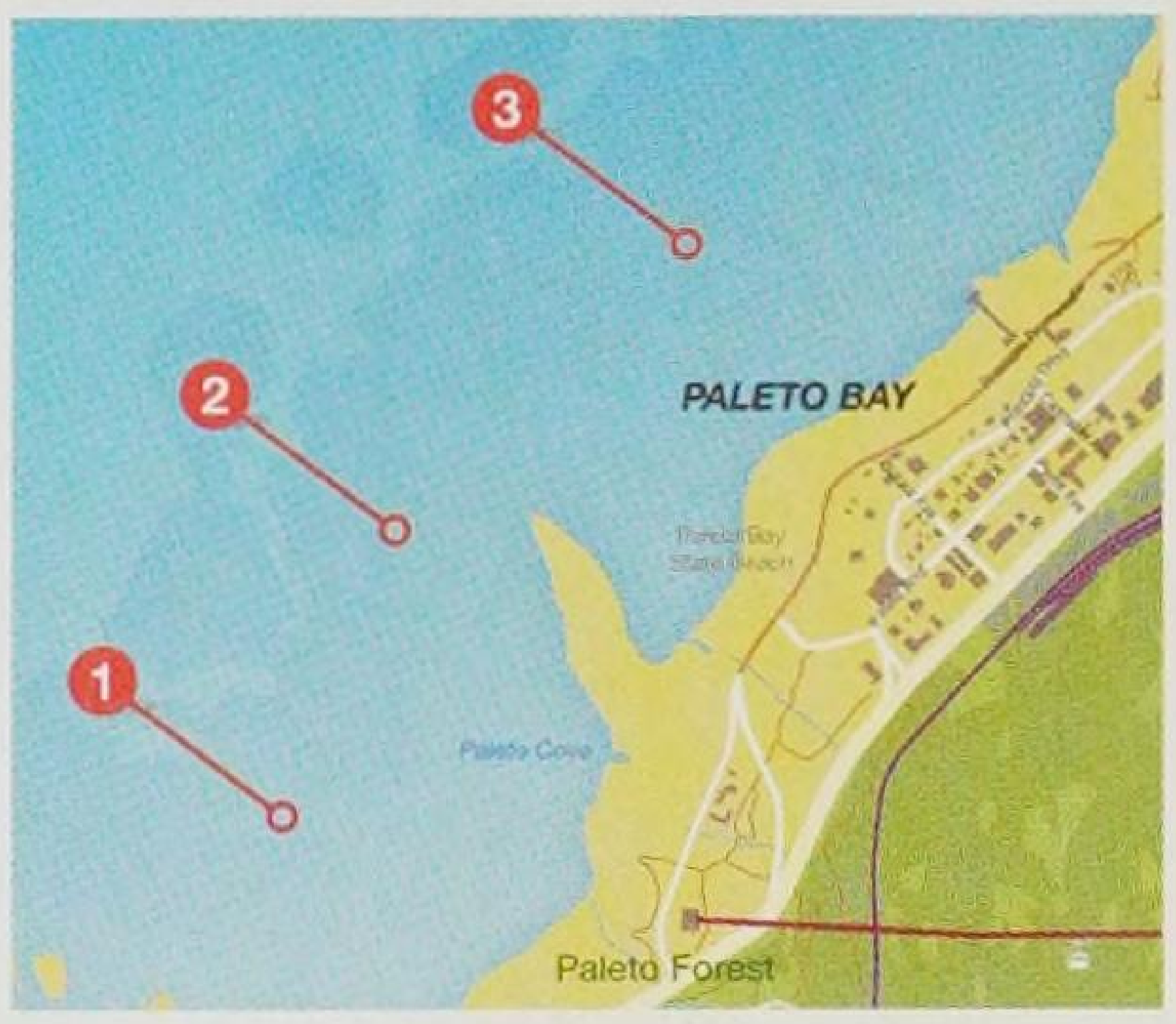
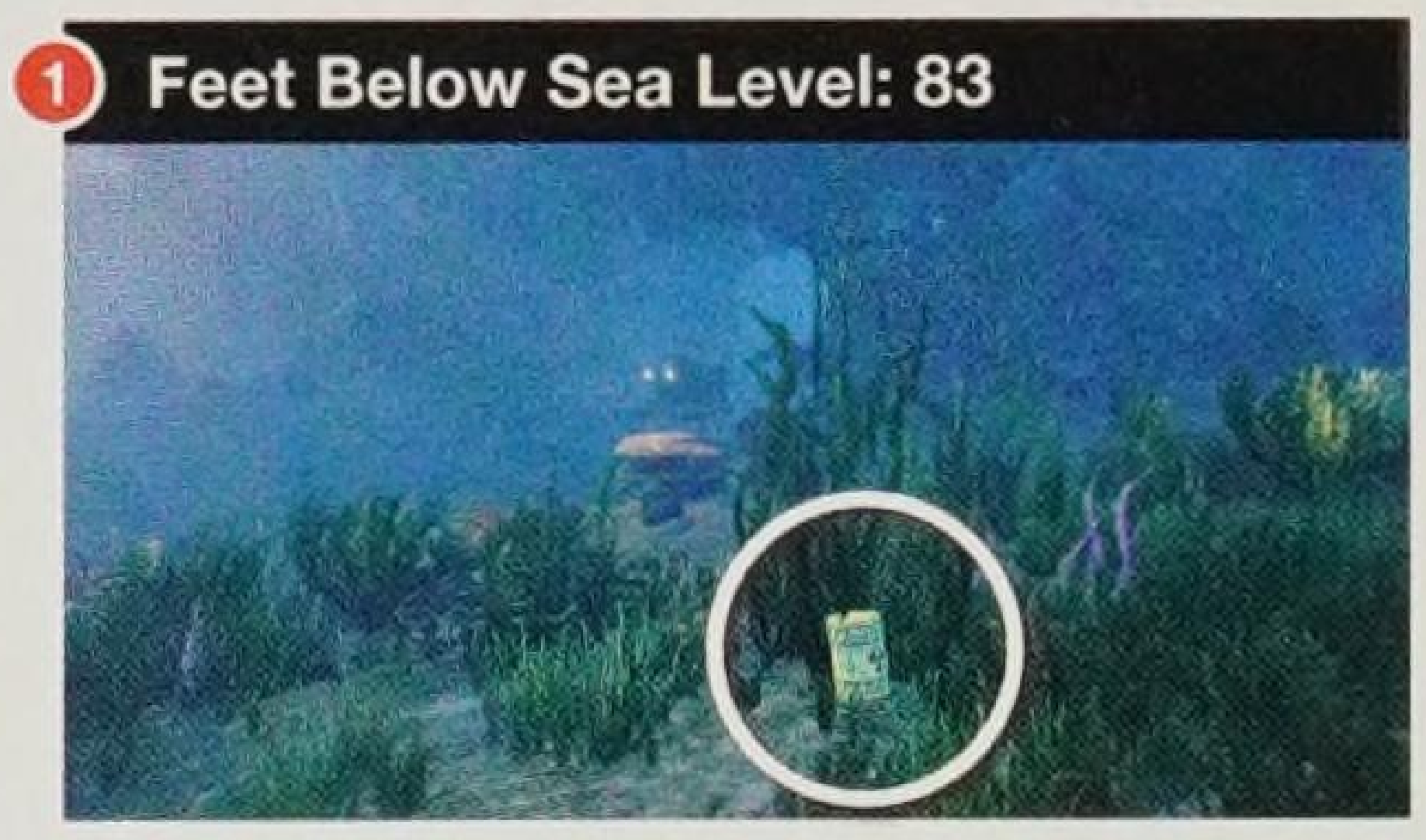
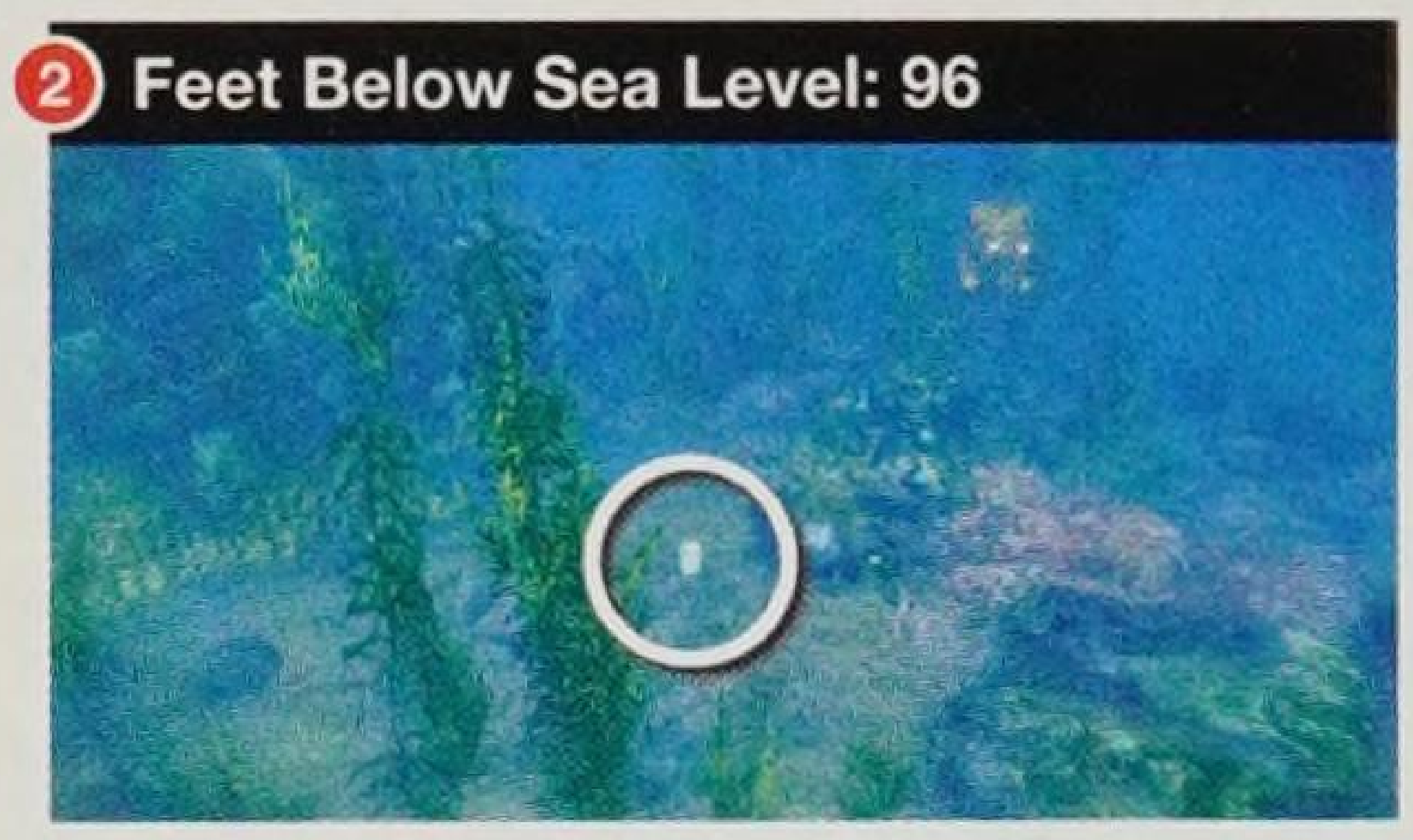


① Feet Below Sea Level: 83



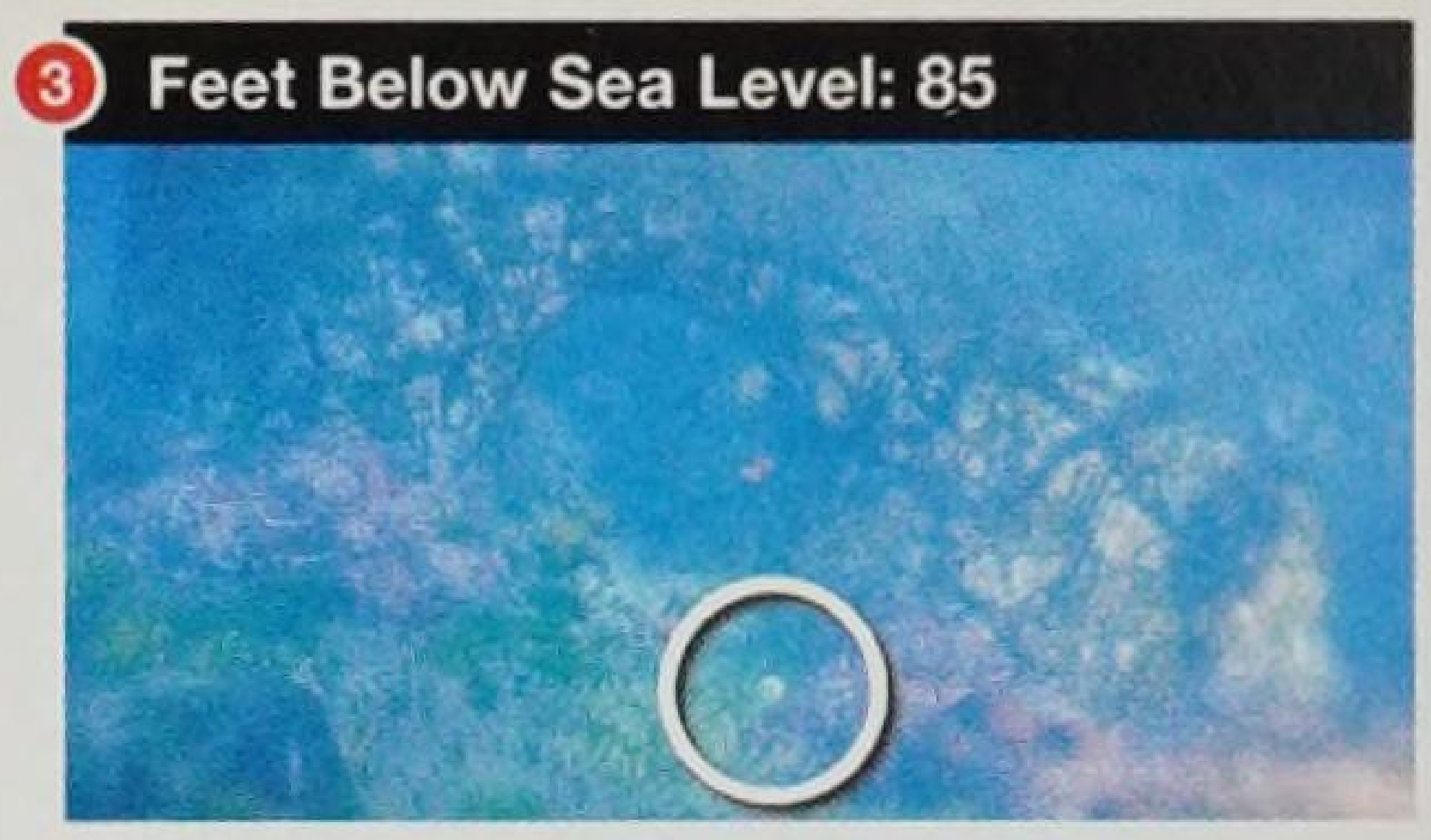
Northeast from the Sonar Collections Dock. It's on the seabed within an arrangement of rocks and seaweed.

② Feet Below Sea Level: 96

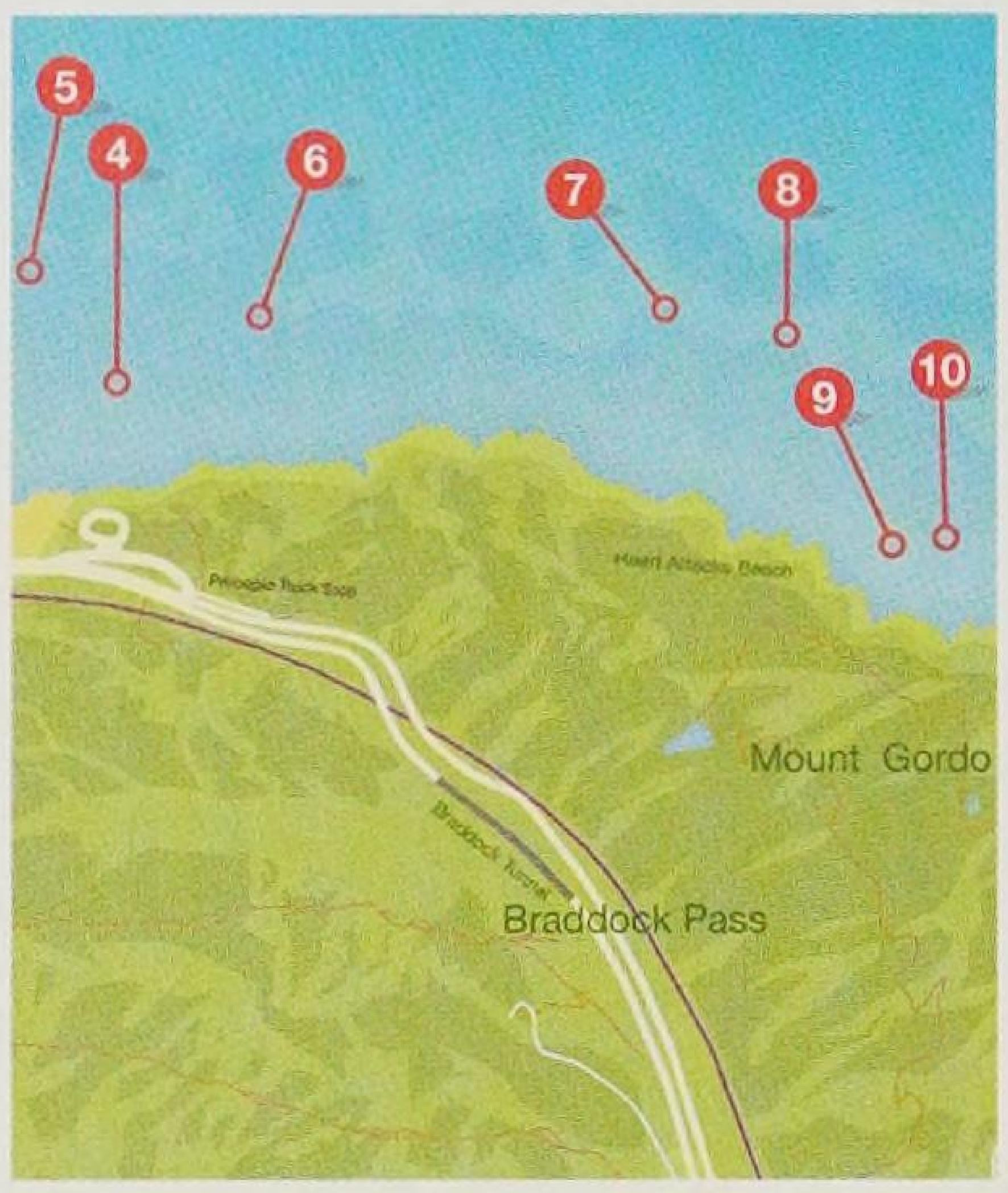


On the sea floor very close to the base of a small hill with coral growth that can hide the barrel from certain angles.

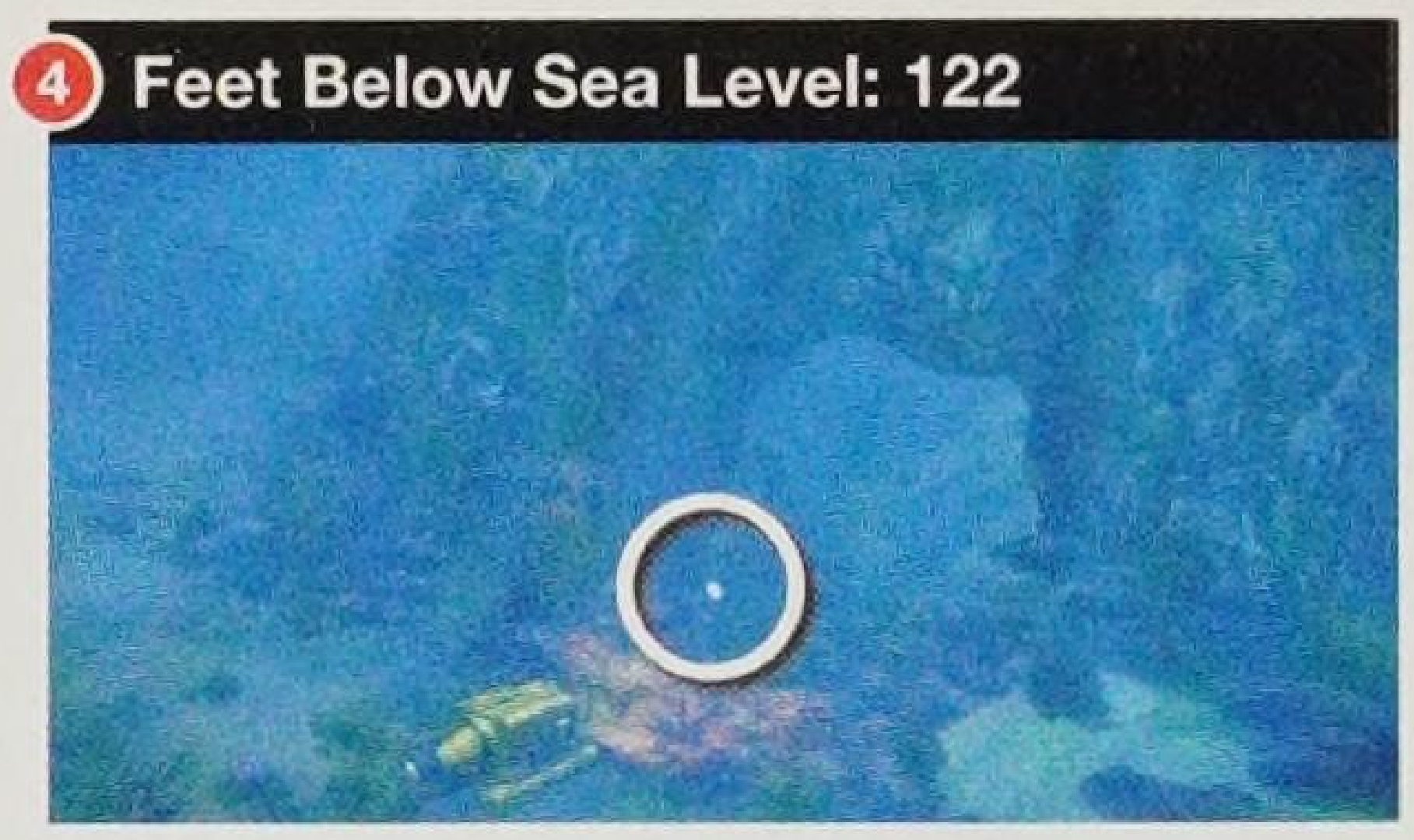
③ Feet Below Sea Level: 85



At the mouth of a shallow tunnel. The opening is just large enough for the sub to navigate through.

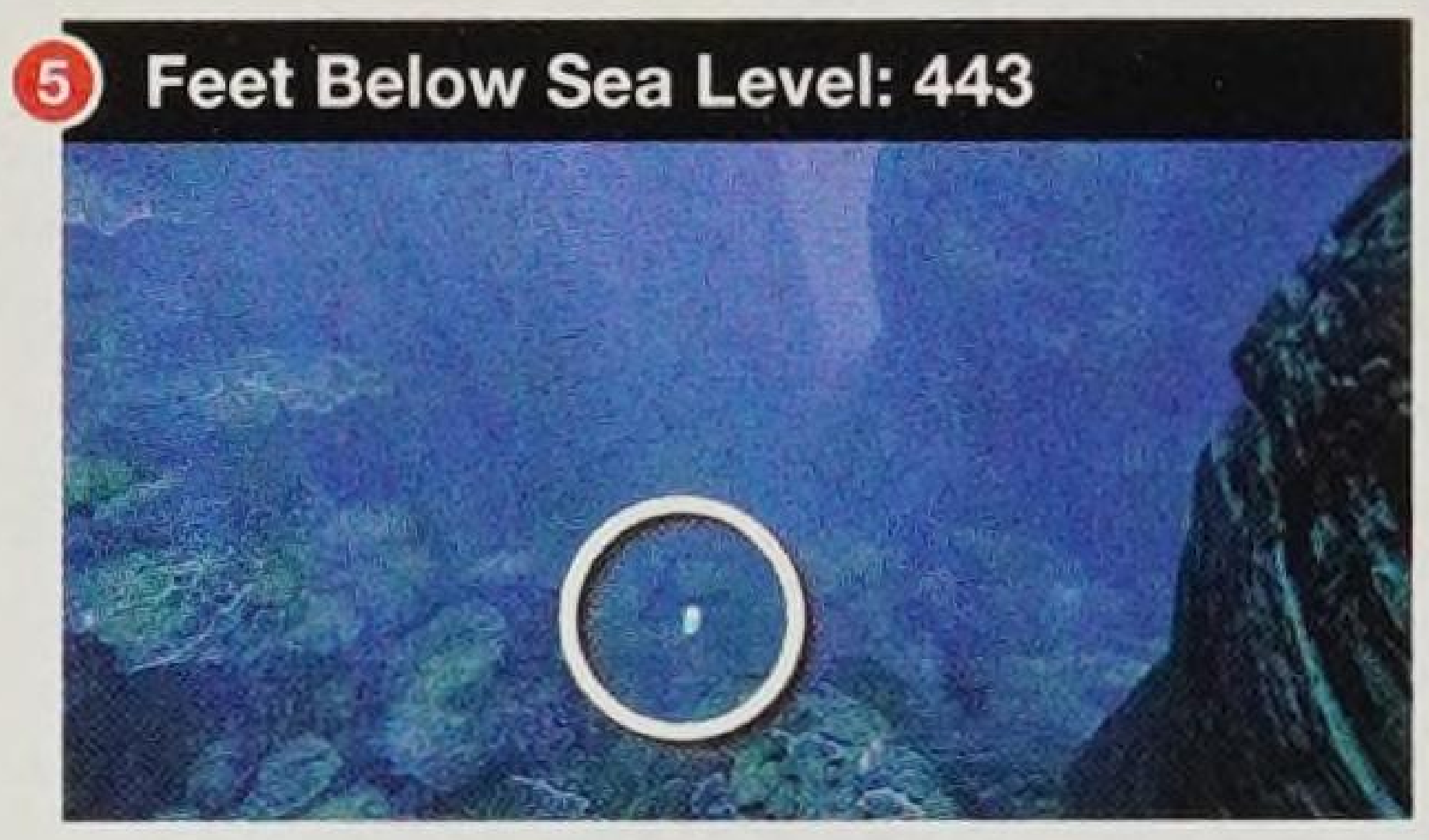


④ Feet Below Sea Level: 122



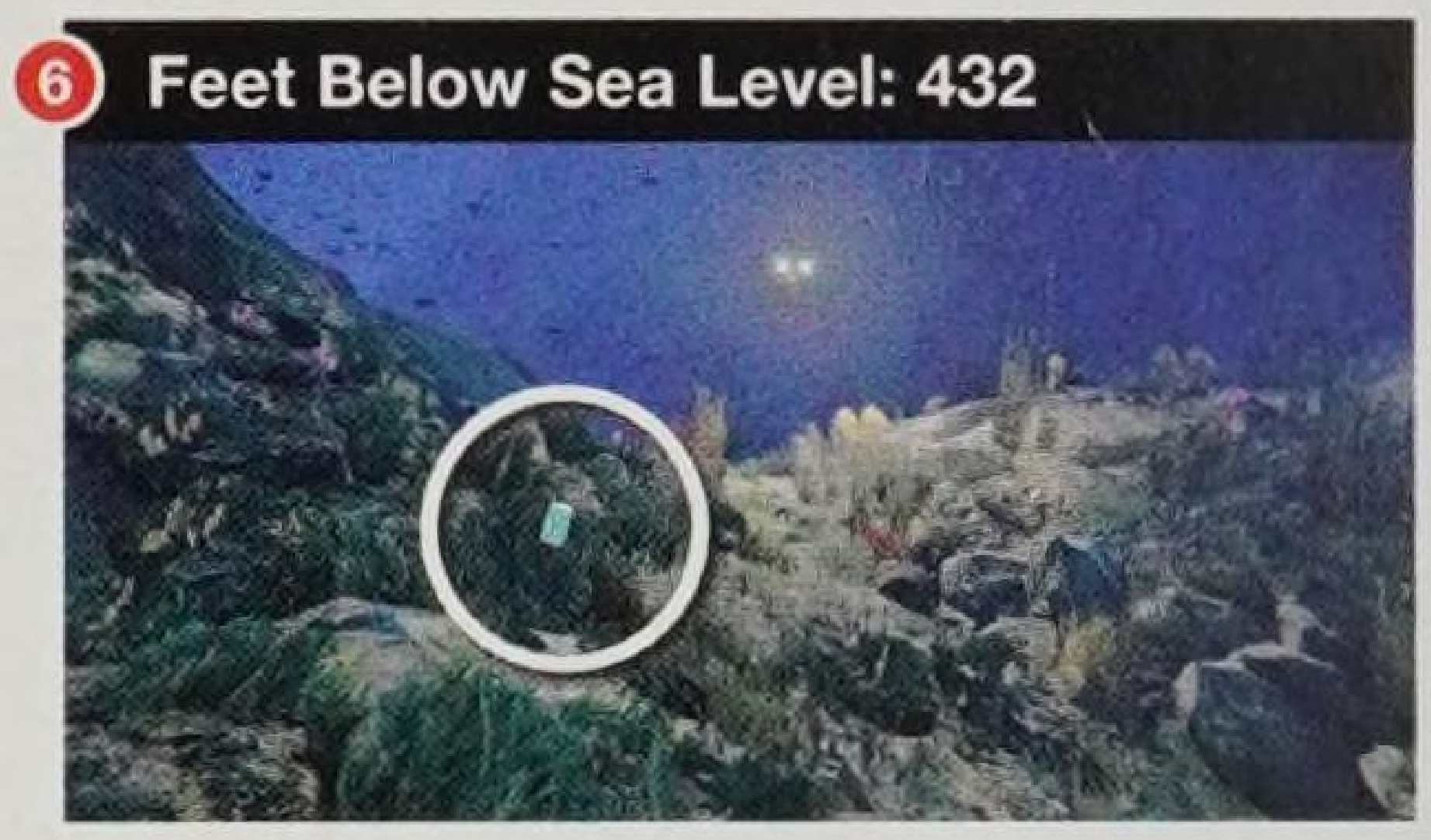
Under a large rock archway.

⑤ Feet Below Sea Level: 443



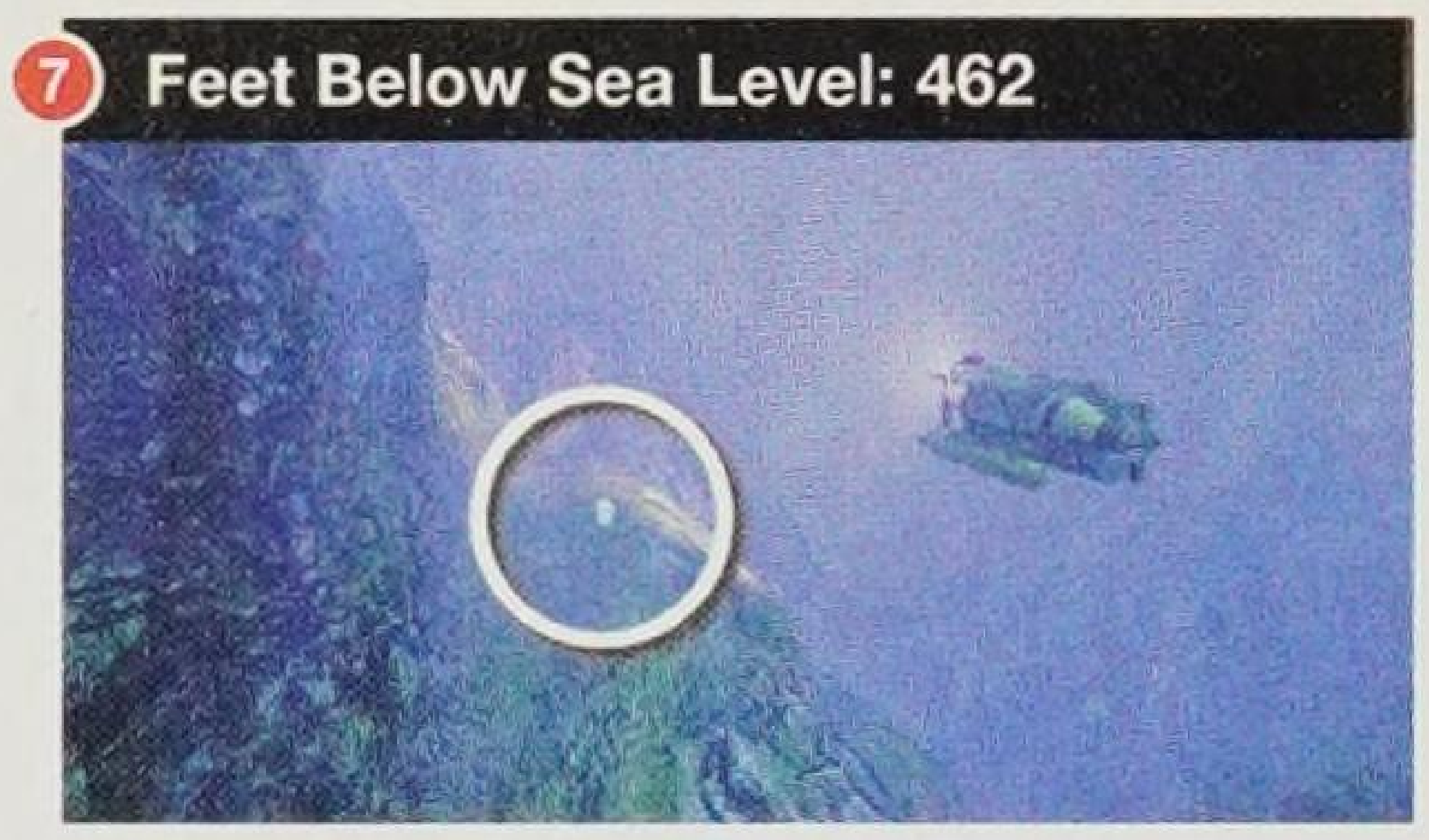
On a rock base on the seabed. It's found in a narrow ravine created by a couple of very large seamounts. Move so the barrel is in the middle of the sonar while near the surface, and then dive straight to the bottom until you find the barrel. It is not a crushing depth, but very close.

⑥ Feet Below Sea Level: 432



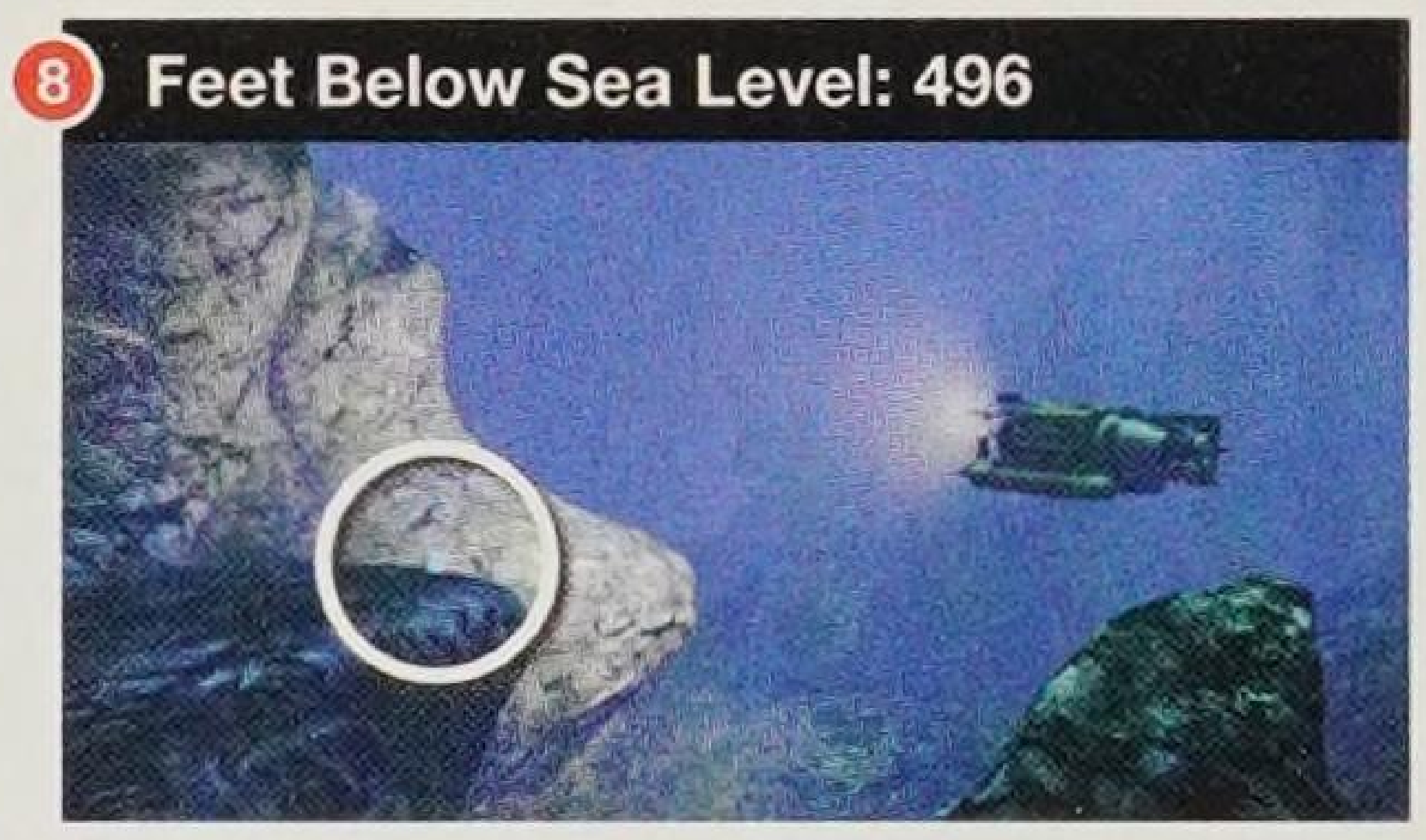
On the seabed in the location indicated on the map. It is very close to a drop of much greater depth. Navigate until the barrel is in the middle of the sonar and drop from near the surface to avoid heading into the nearby, crushing drop-off.

⑦ Feet Below Sea Level: 462



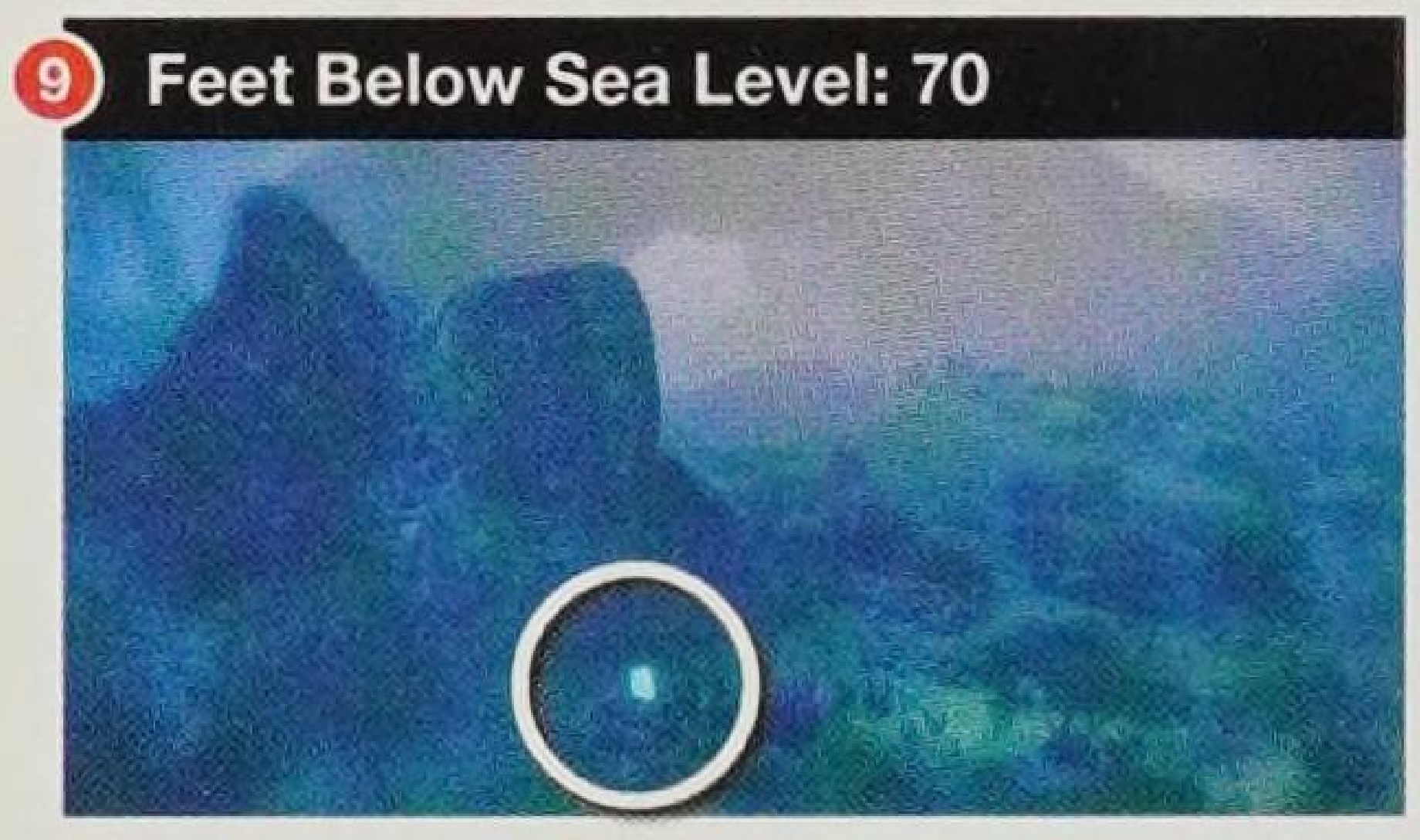
On a seamount ledge in a narrow and deep ravine that can be navigated from Nuclear Waste Barrel 6. Be careful not to dive all the way to the bottom of the ocean in this location; it is at a crushing depth.

⑧ Feet Below Sea Level: 496



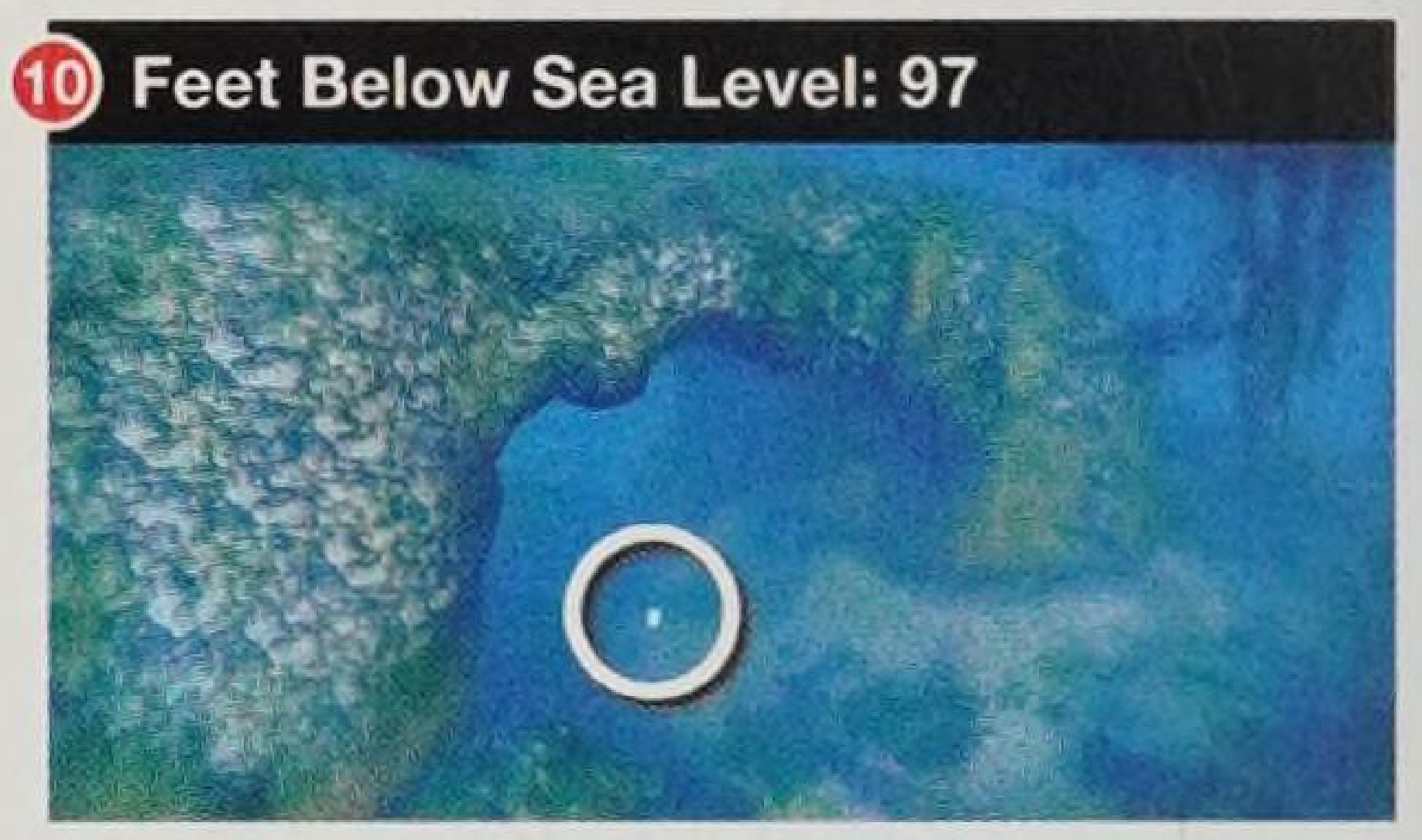
Follow the ravine from barrel 7 while using TRACKIFY to find Nuclear Waste Barrel 8 on another seamount ledge—also on the left side of the ravine. This is very deep so prepare to experience compression.

⑨ Feet Below Sea Level: 70

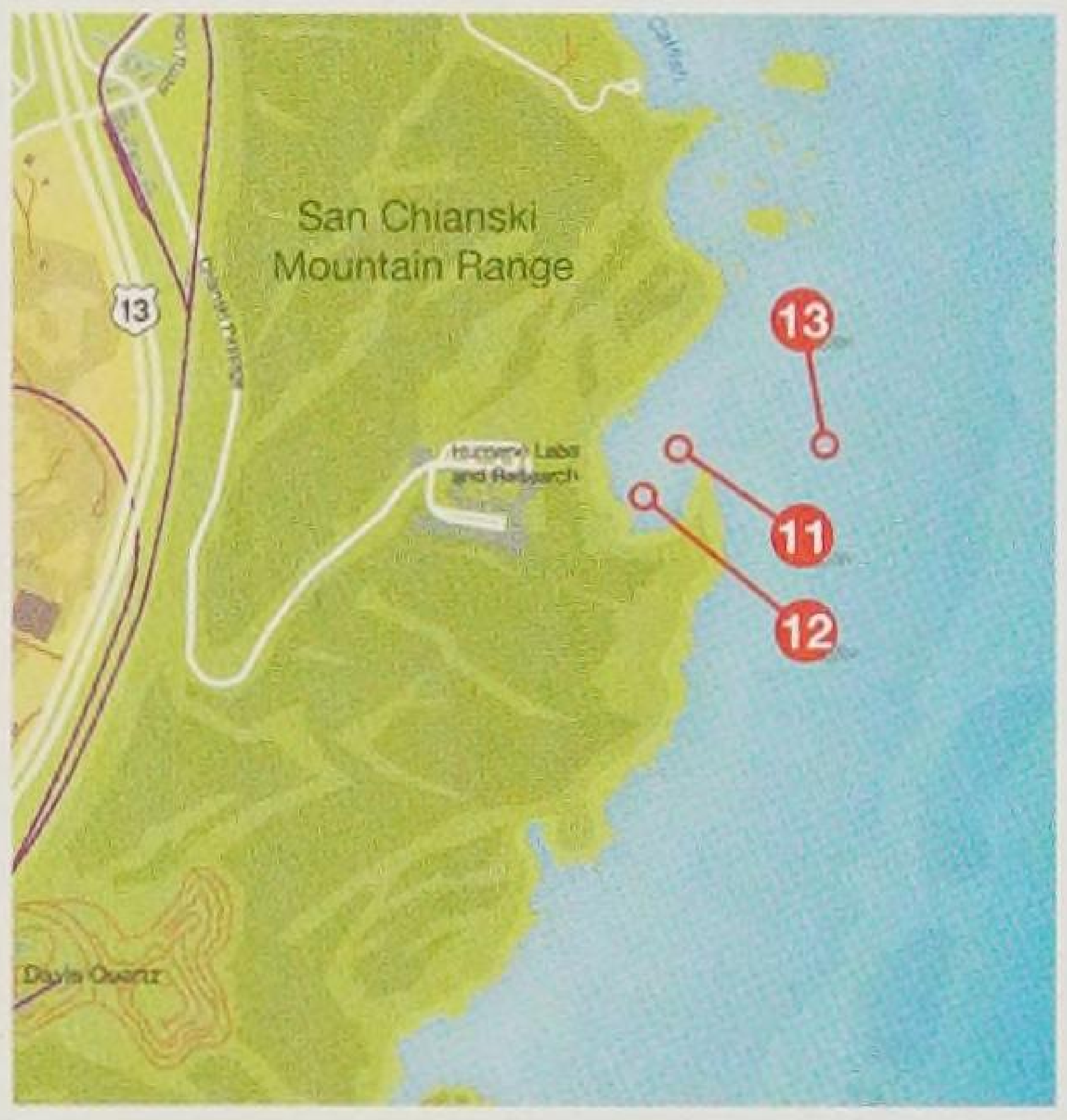


This barrel is 12 meters away from a large rock archway where you can find the next barrel. It's next to a couple of rock spires.

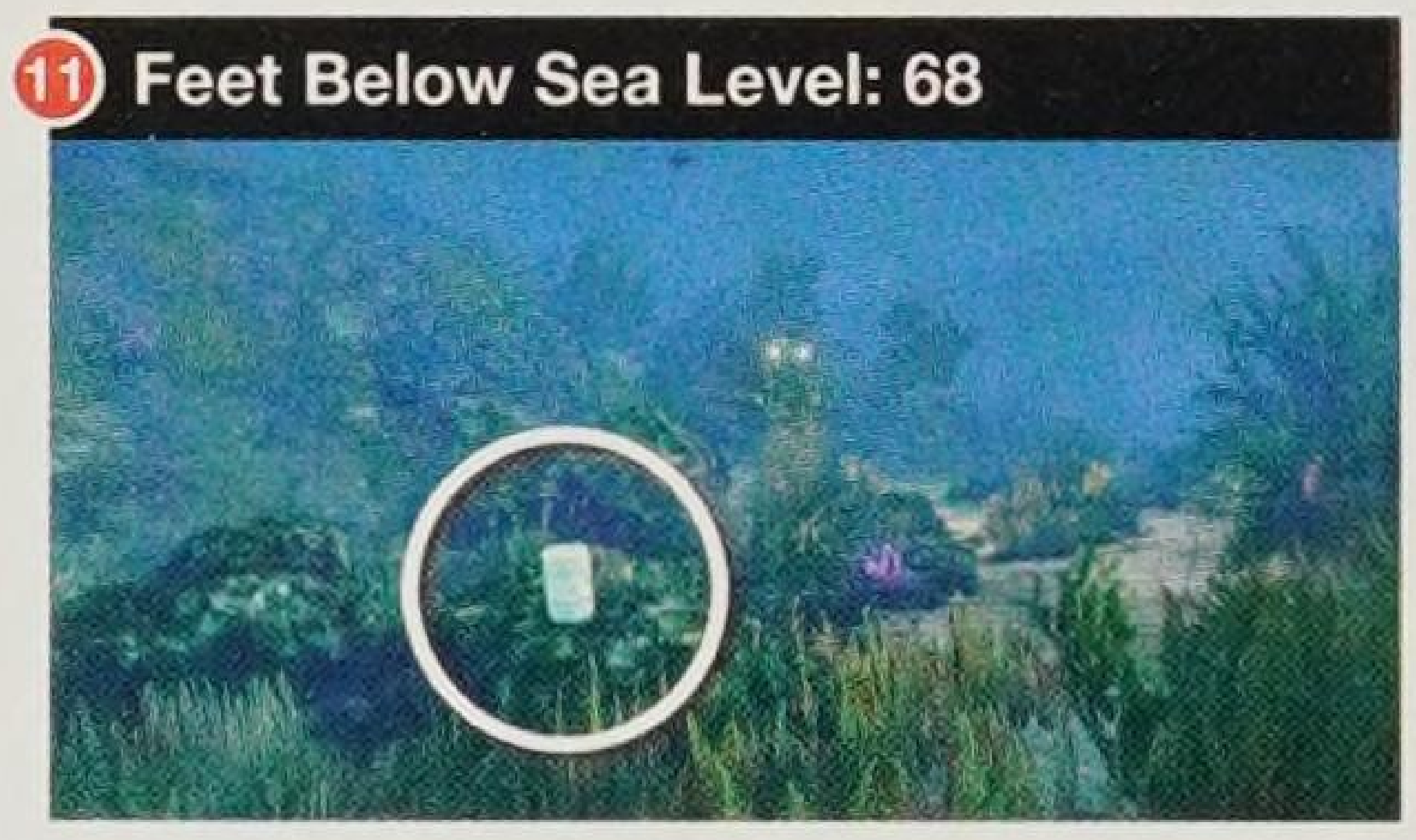
⑩ Feet Below Sea Level: 97



On the seabed inside and in the middle of a large rock archway.

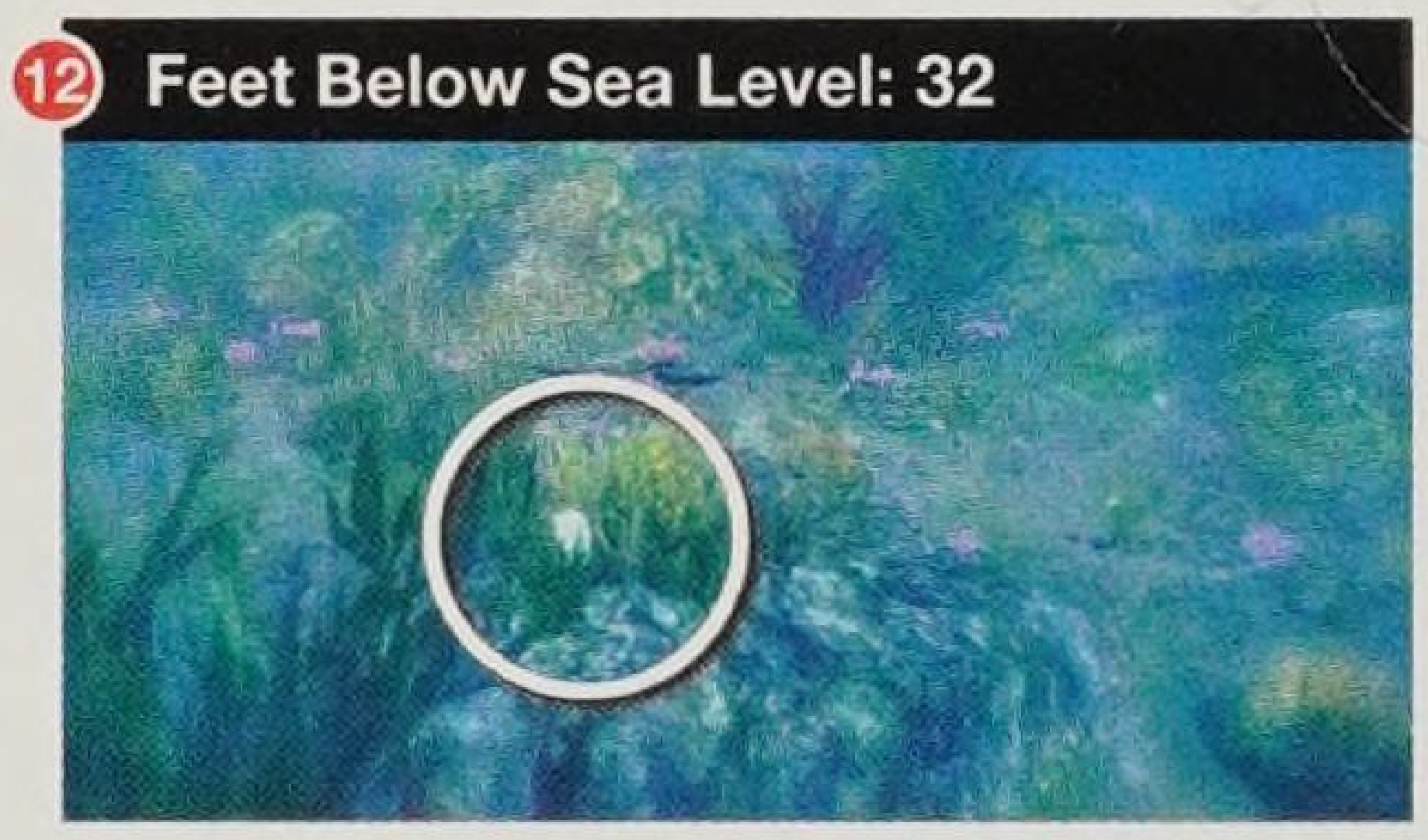


⑪ Feet Below Sea Level: 68



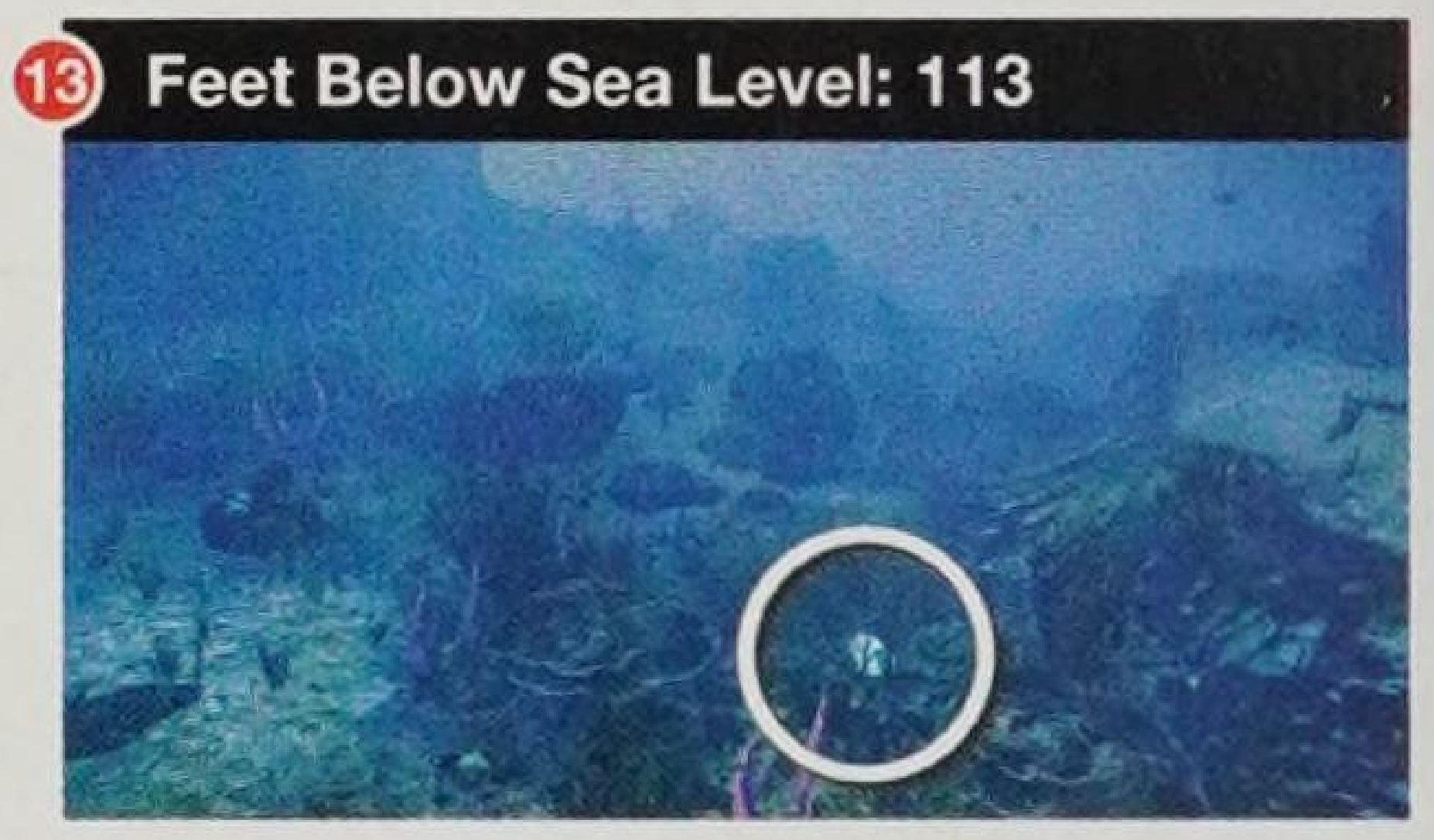
Off the east coast in Blaine County in a large bay. On the sea floor, in somewhat shallow open water.

⑫ Feet Below Sea Level: 32

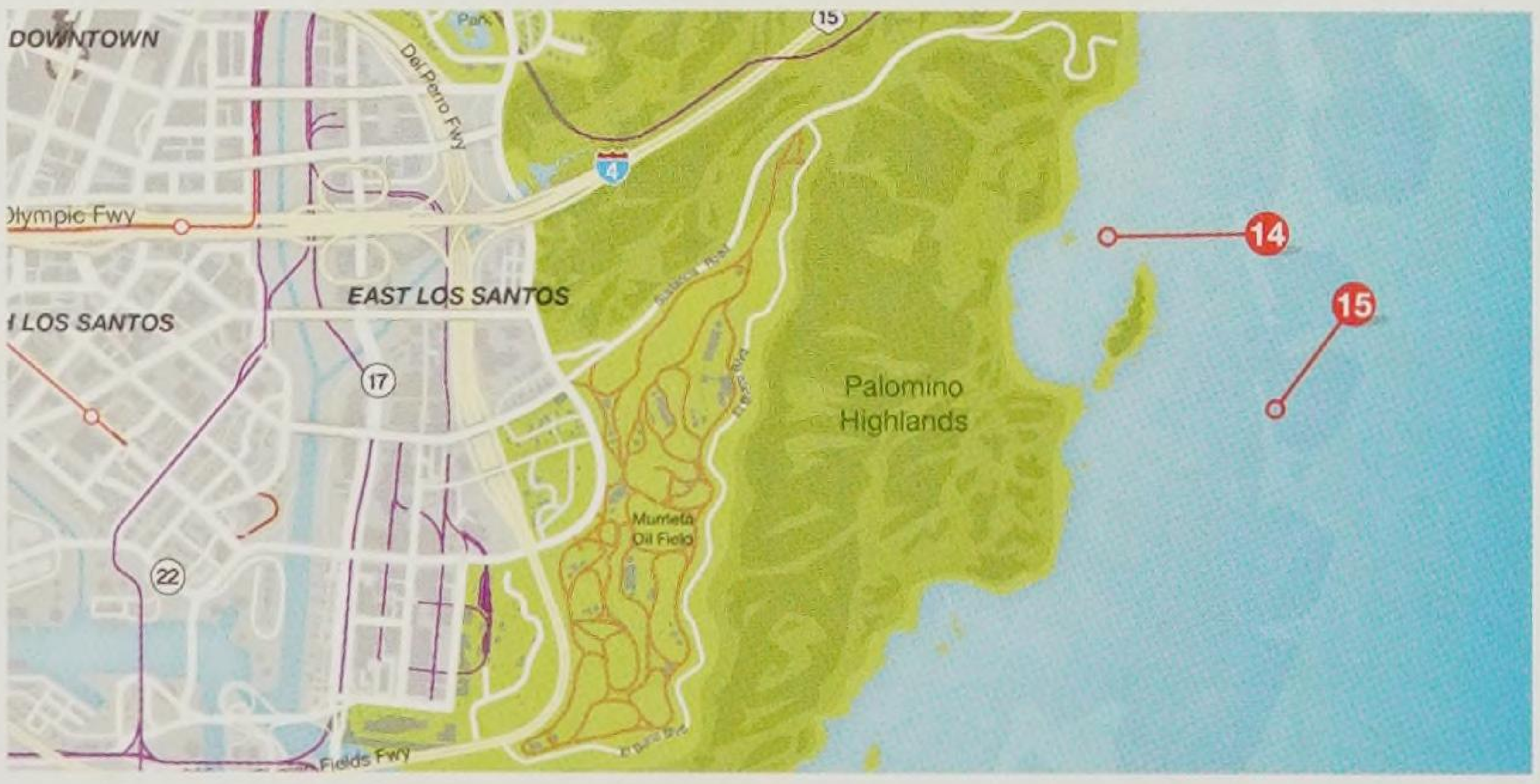


Head in even further inland from barrel 11 to find this one in very shallow water. Move the camera so it submerges to help locate the barrel. It's on the edge of an underwater rock ledge, hidden by seaweed.

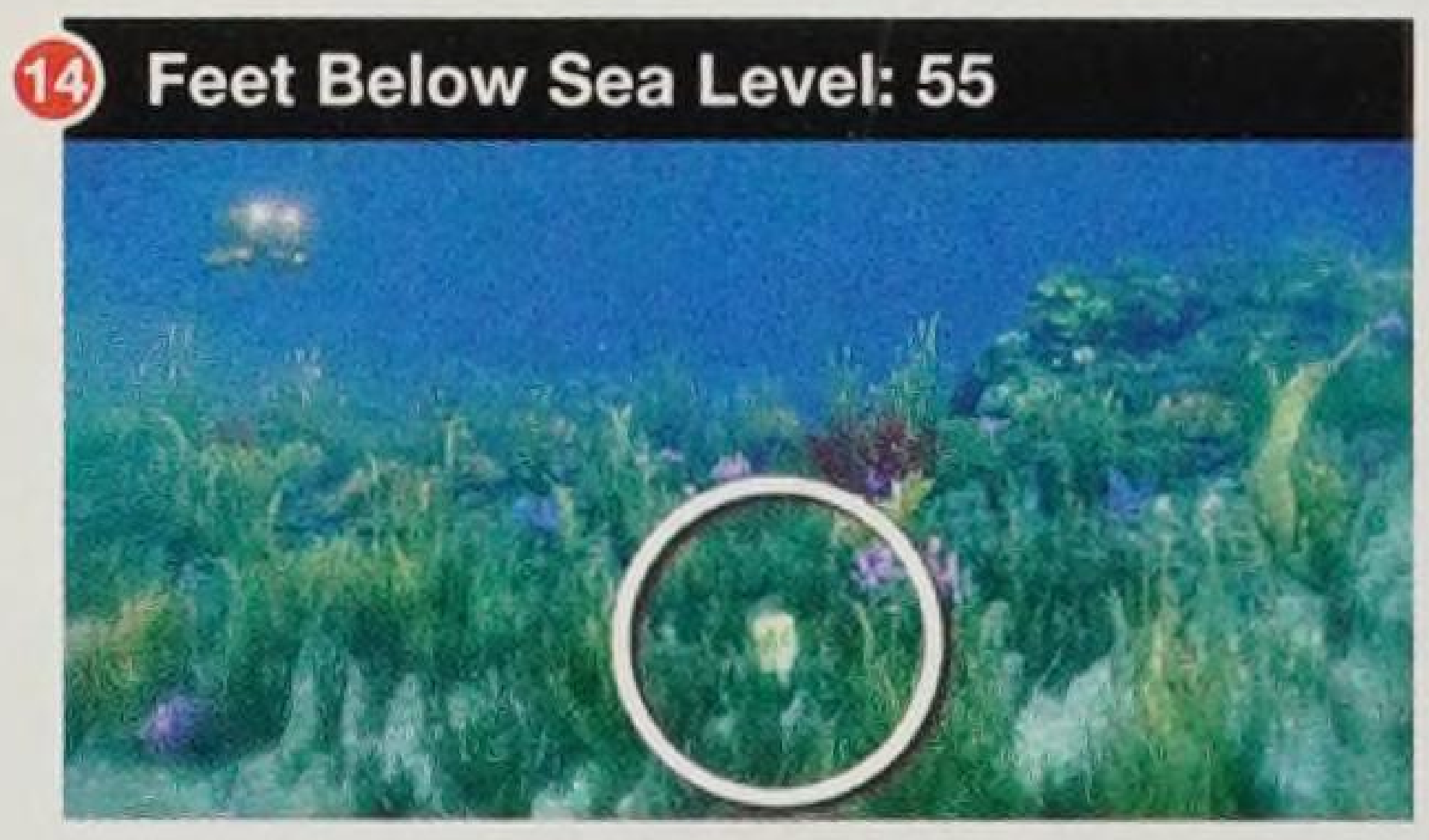
⑬ Feet Below Sea Level: 113



Head due east from barrel 12, leaving the bay behind, to find barrel 13 on the seafloor amongst coral and flora.

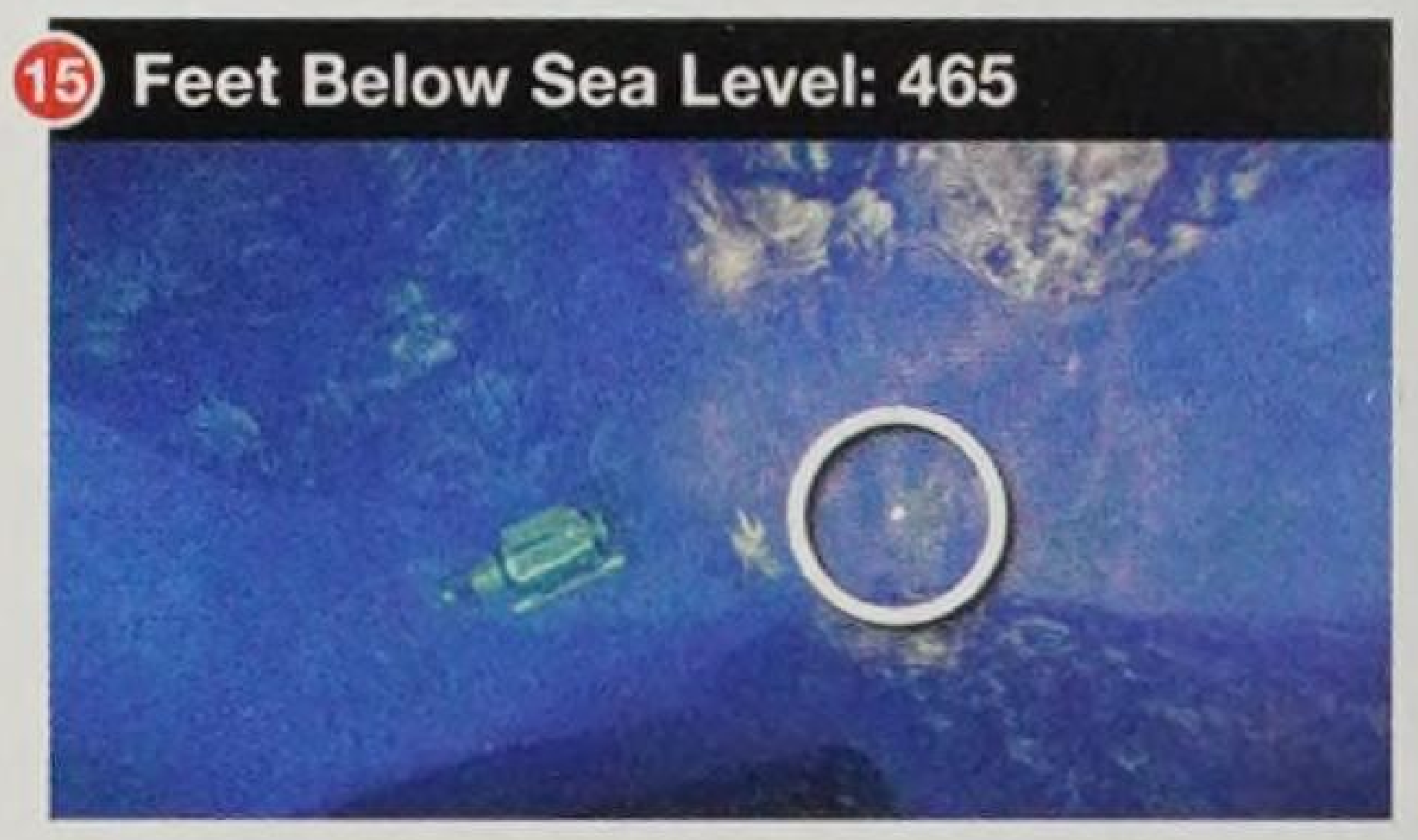


⑭ Feet Below Sea Level: 55

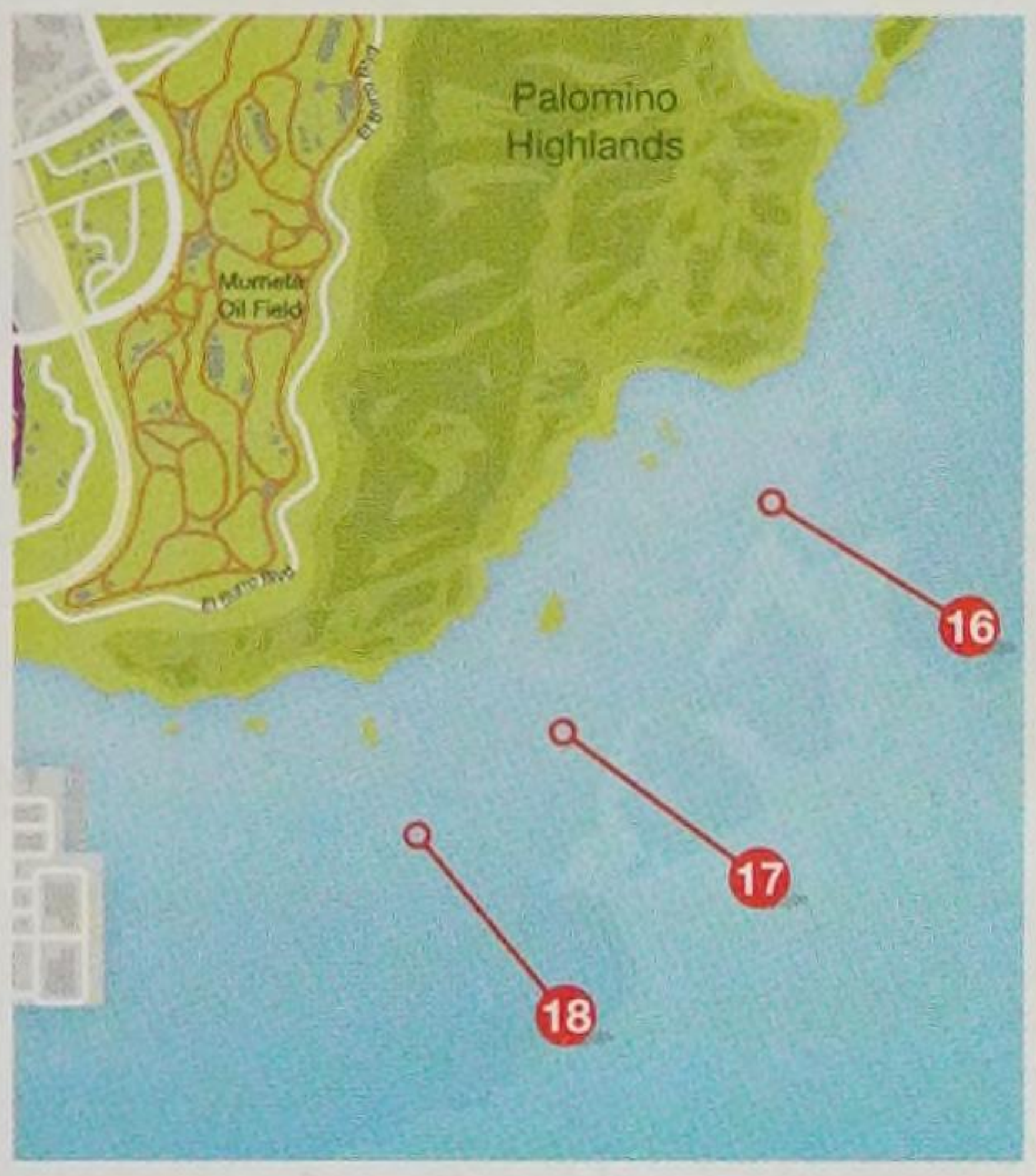


In very murky and somewhat shallow water at the mouth of a bay south of barrel 13. Sharks are known to occupy these waters. Head southeast into the Pacific to locate the next barrel.

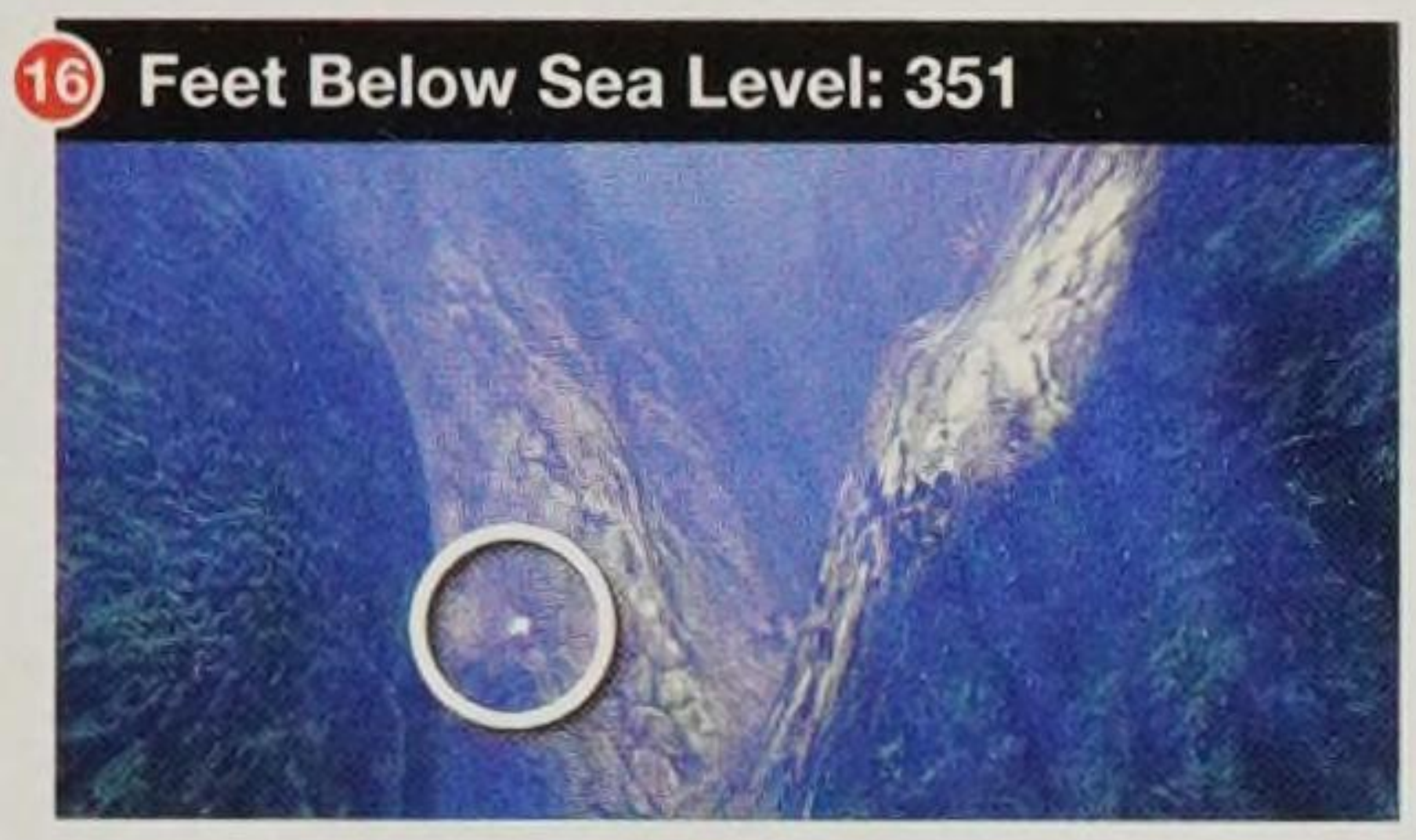
⑮ Feet Below Sea Level: 465



Southeast from the shores near barrel 14. Navigate near the surface so the barrel blip is in the middle of Trackify. Then dive deep between the massive seamounts. The barrel is at the bottom of a ravine.

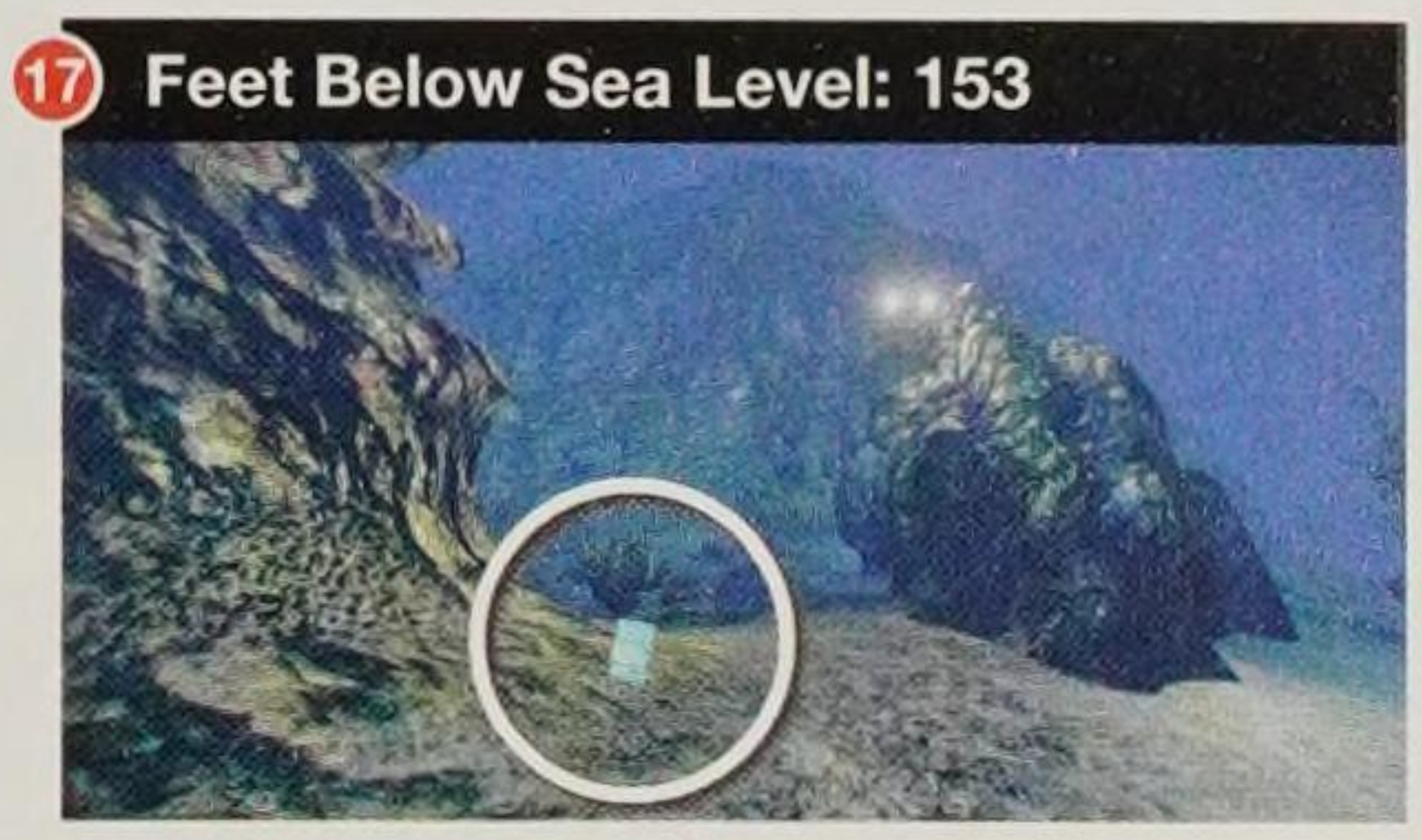

Palomino Highlands
Murrieta Oil Field
16
17
18

16 Feet Below Sea Level: 351



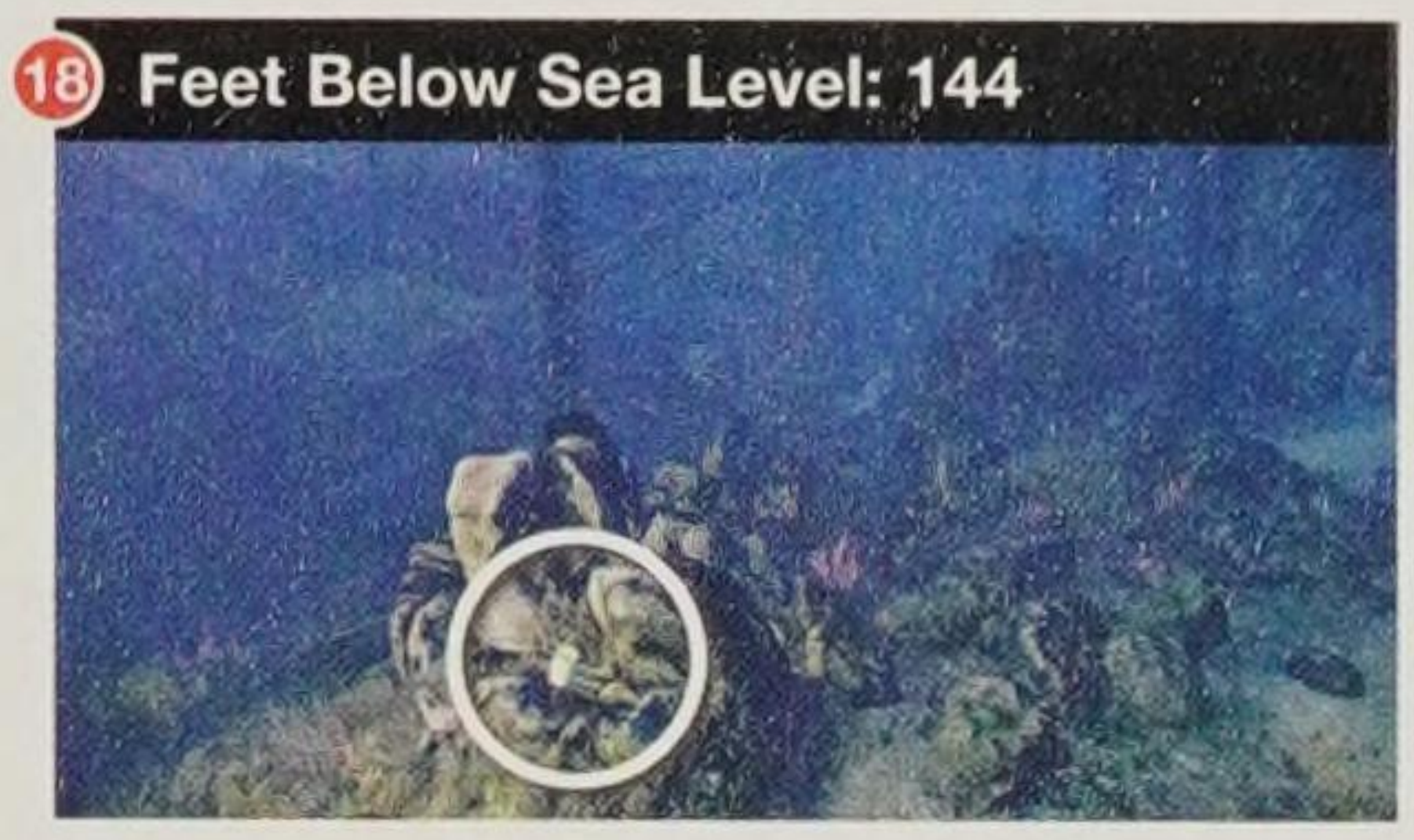
It's nestled beside a thin rock shelf jutting from a seamount inside a narrow ravine full of rock shelves.

17 Feet Below Sea Level: 153



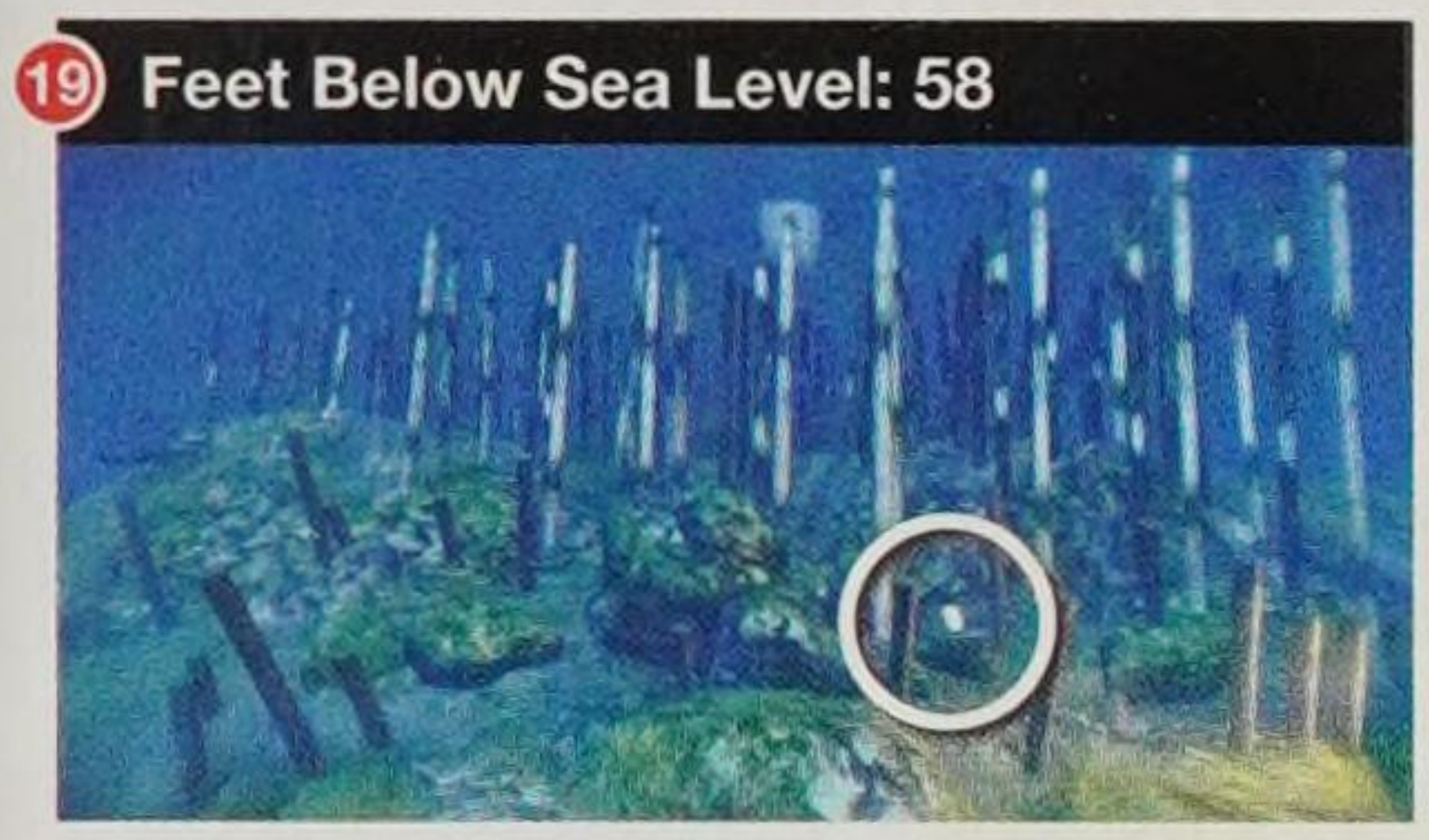
On the seabed next to a small rock spire.

18 Feet Below Sea Level: 144



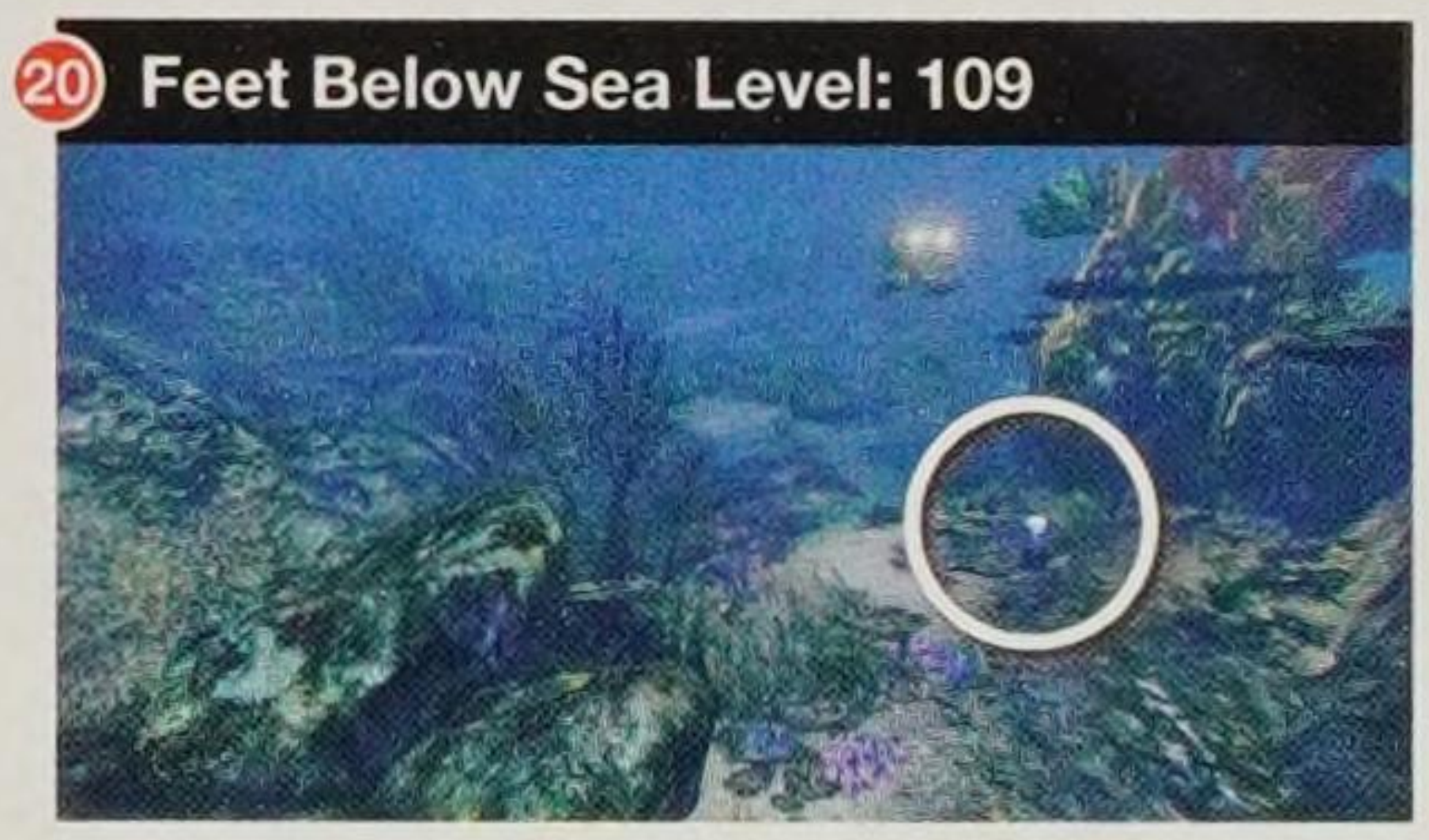
Off the coast of south Los Santos in somewhat shallow and clear water. It's on the seat cushion of an armchair-shaped rock formation near the wingtip of a downed airliner.

19 Feet Below Sea Level: 58



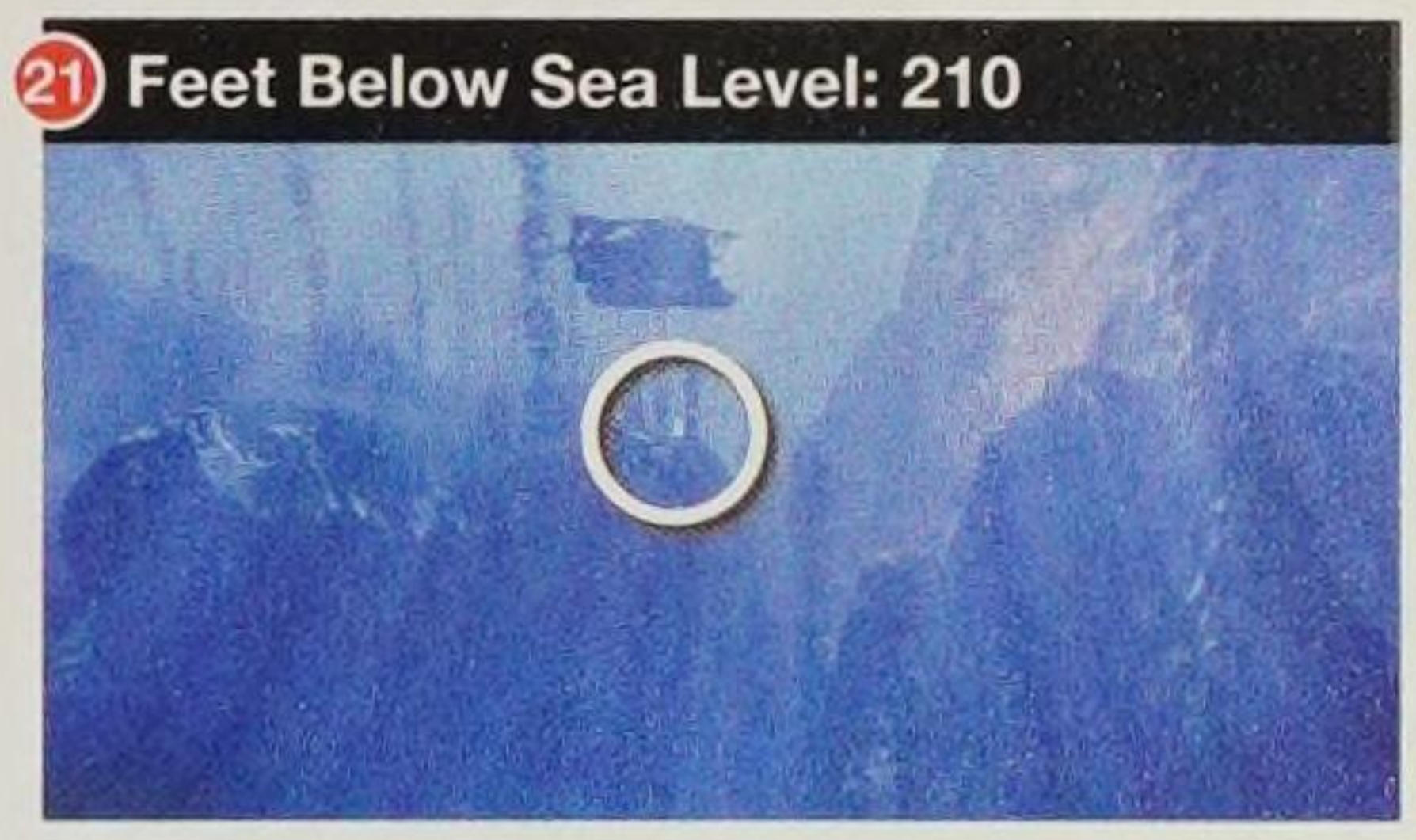
On the seabed next to a series of old supports from a long forgotten pier. This location is in shallow water close to the Vespucci Brach Pier.

20 Feet Below Sea Level: 109



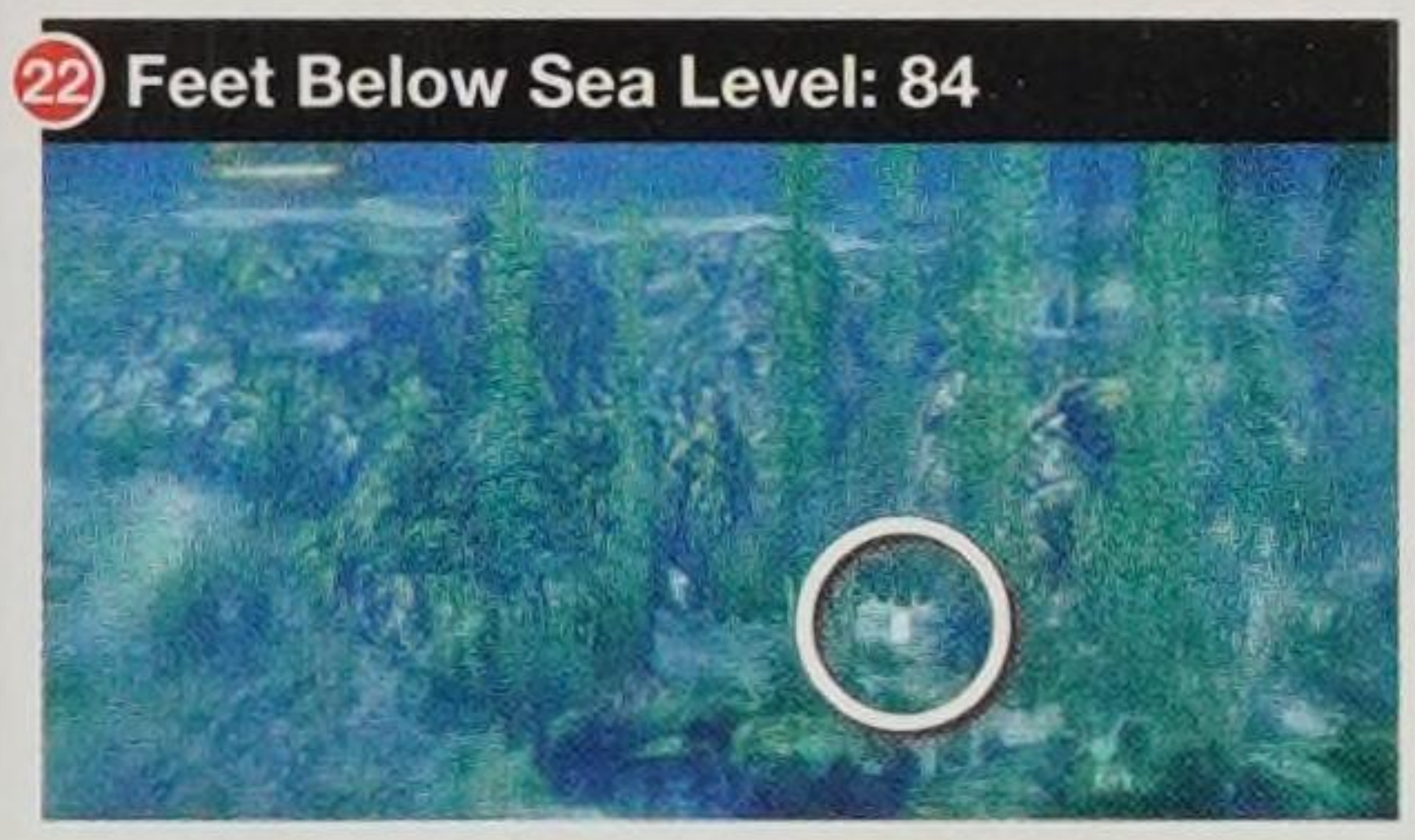
North of barrel 19 in a shallow pit of low, colorful rocks and coral.

21 Feet Below Sea Level: 210



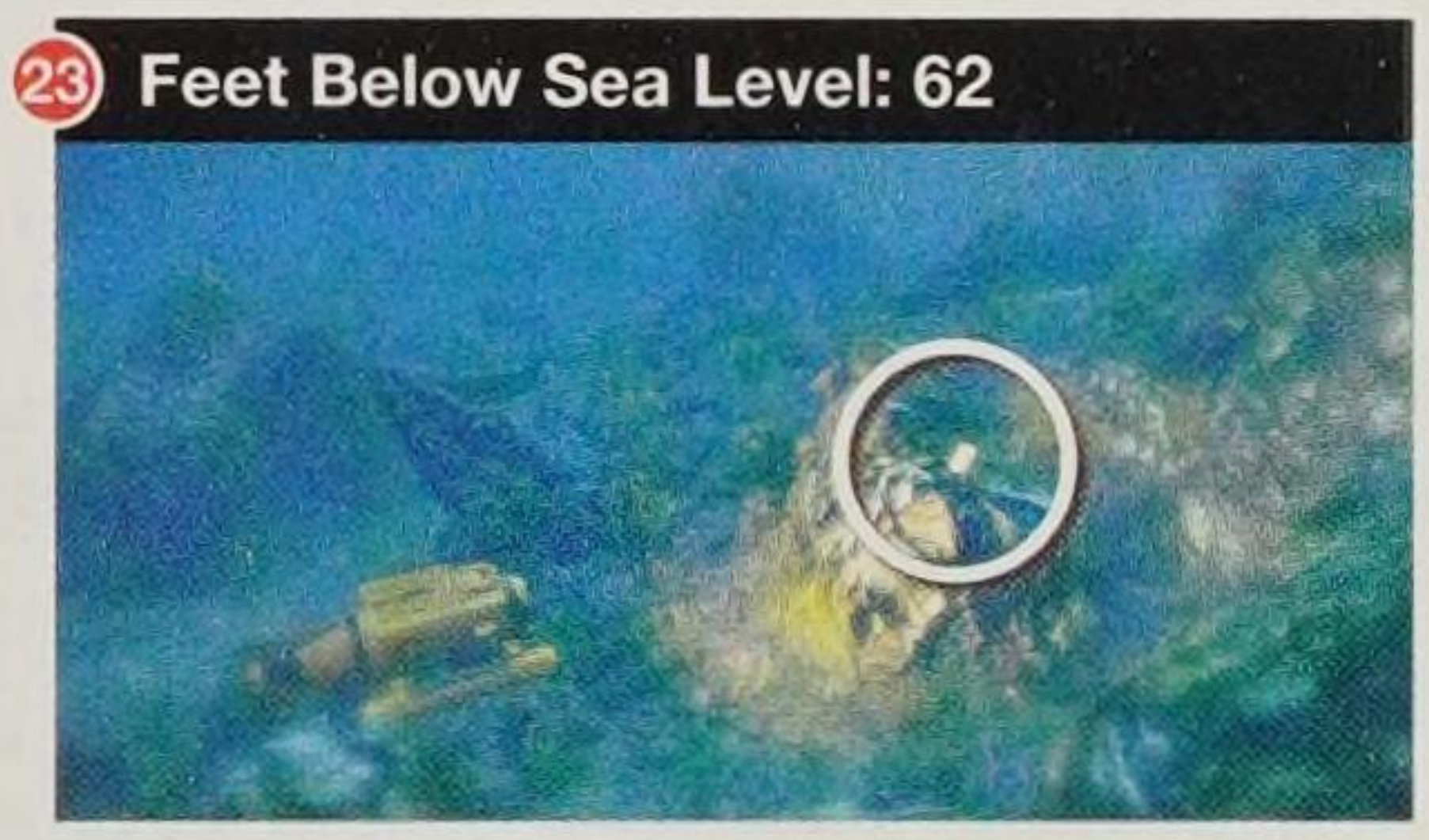
At the edge of a flat-top seamount in the shadows of an adjacent and much taller seamount.

22 Feet Below Sea Level: 84



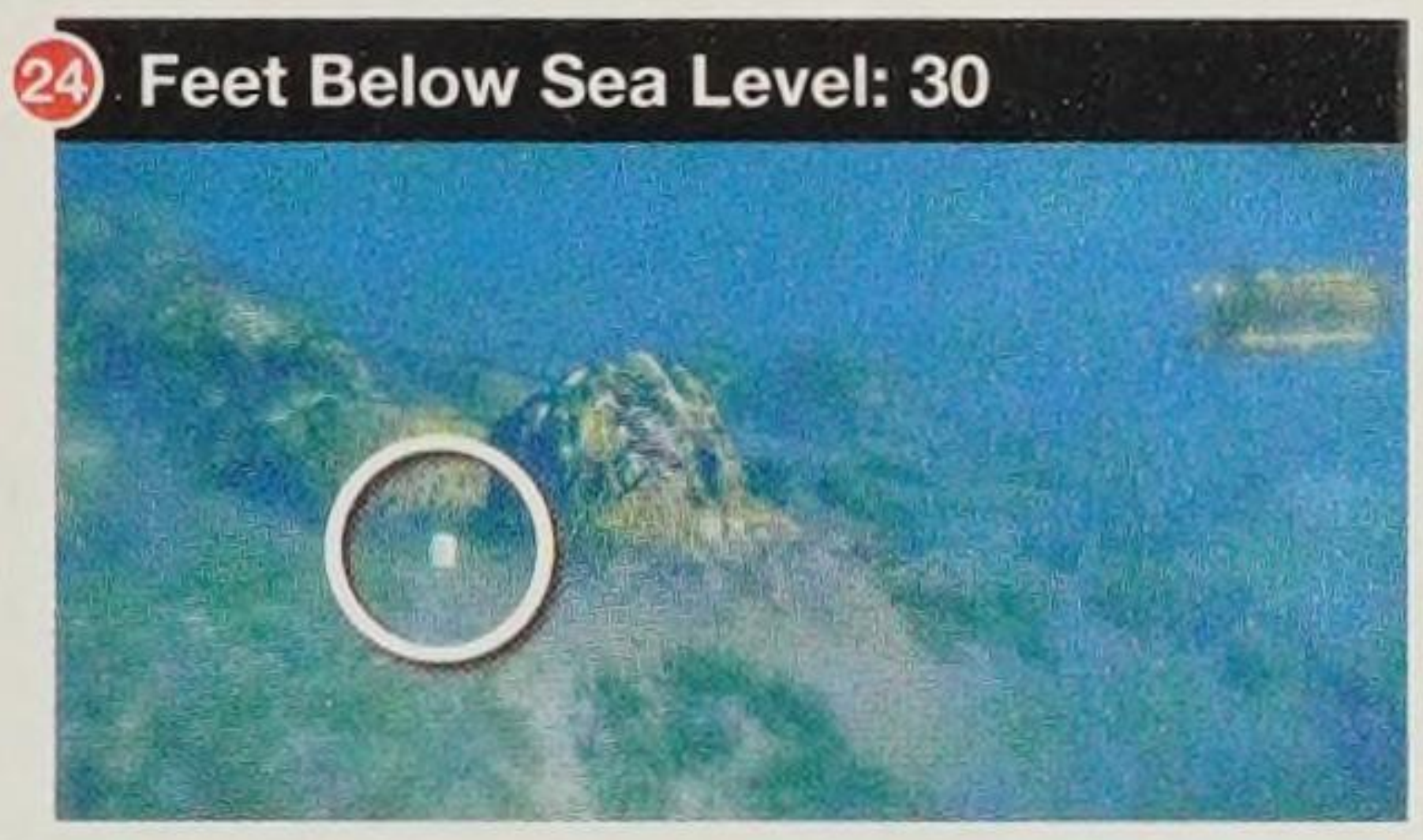
On the sea floor in shallow waters between large, green, algae-covered rocks and lots of tall seaweed.

23 Feet Below Sea Level: 62



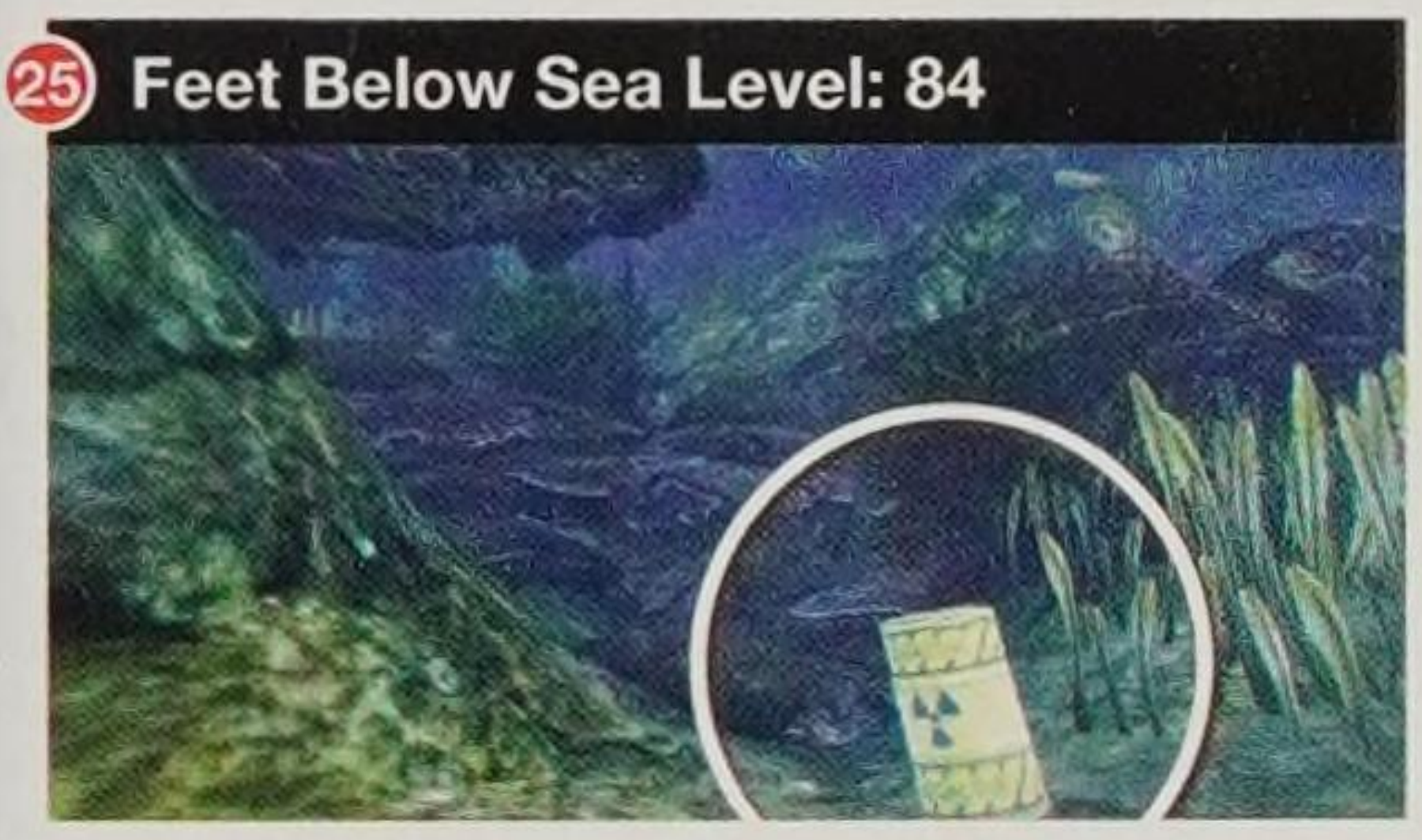
On top of a rock mound covered in yellow algae.

24 Feet Below Sea Level: 30



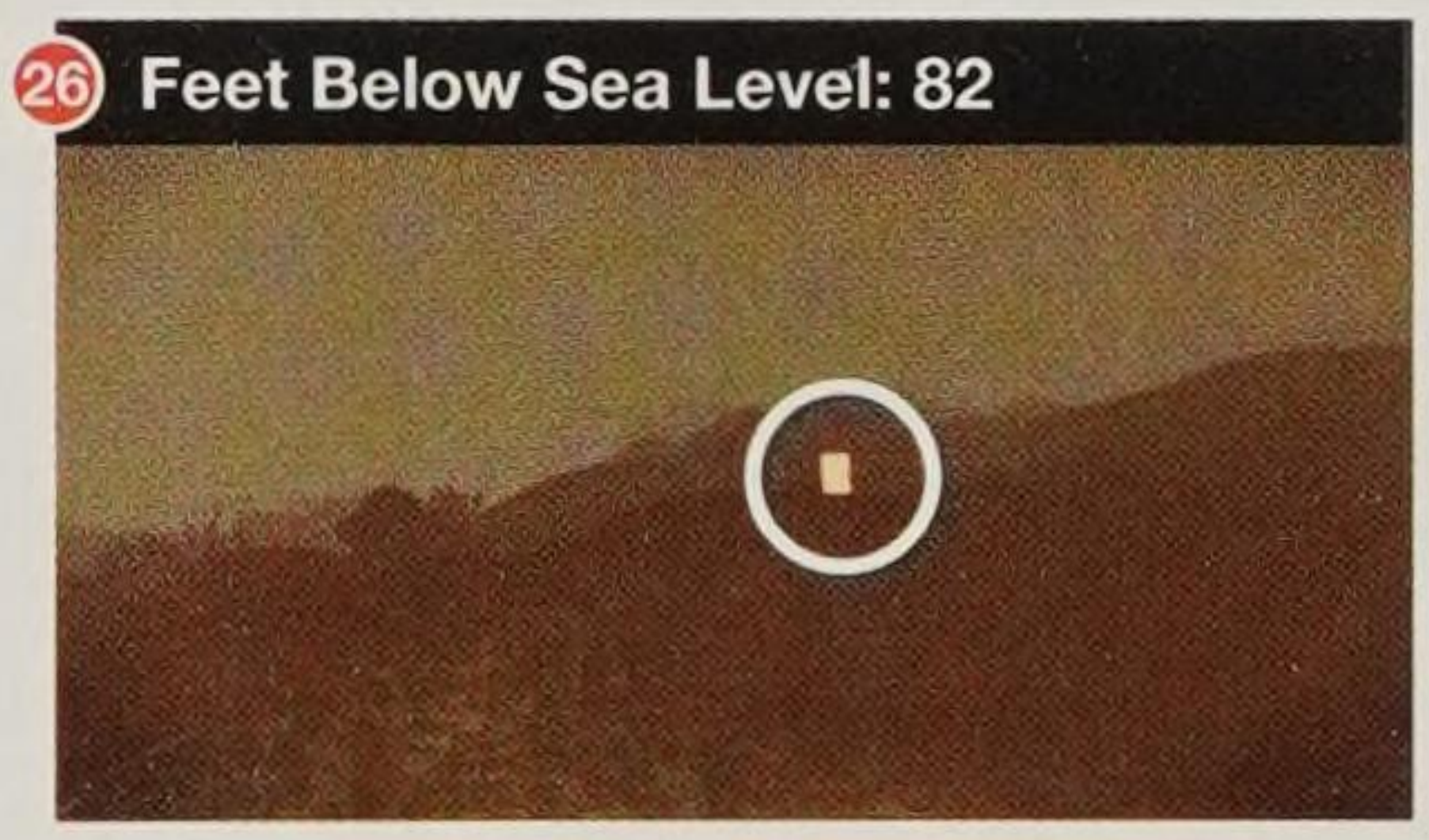
In very shallow water on the side of a rocky incline, just south of the large pier.

25 Feet Below Sea Level: 84



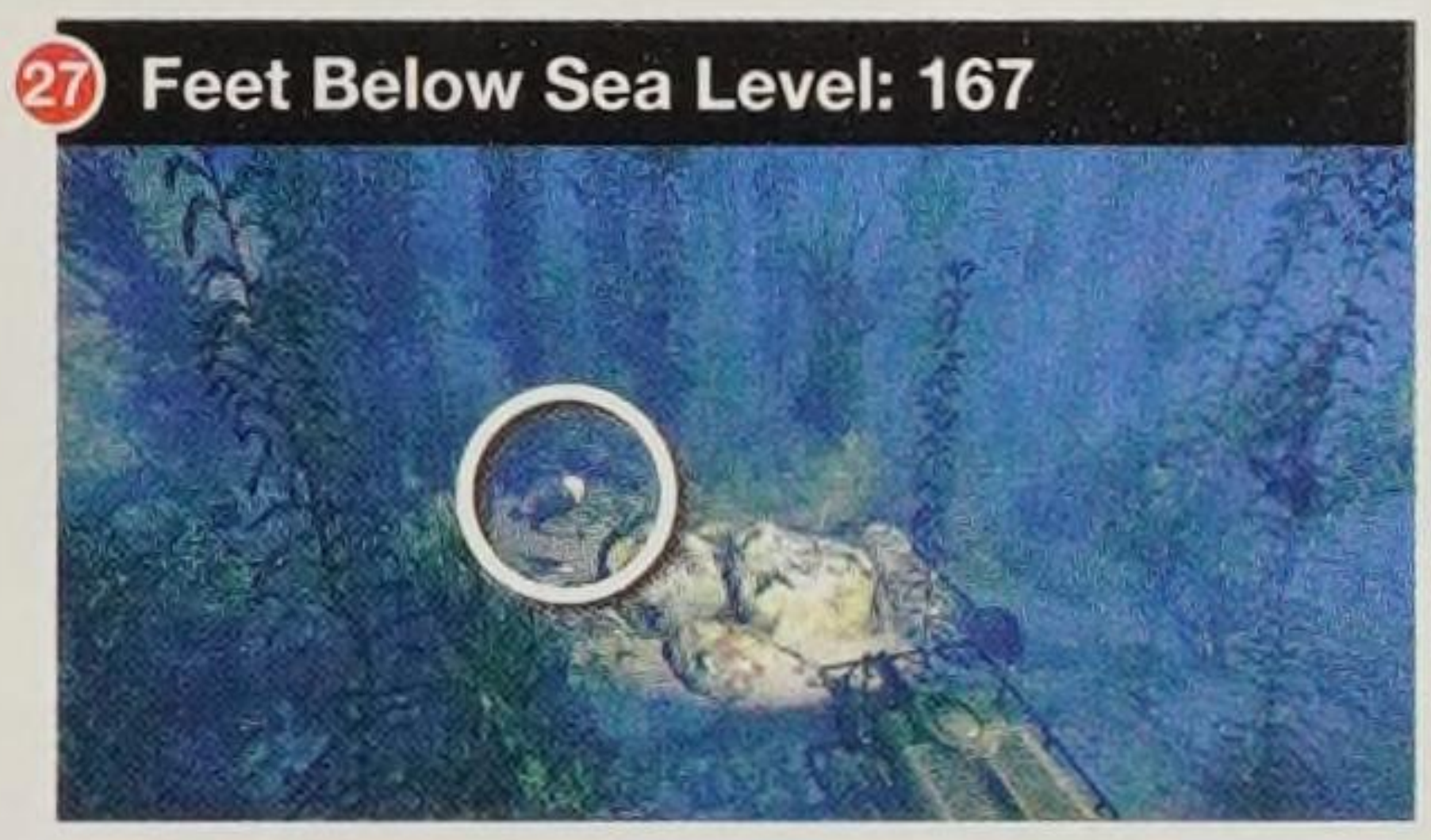
South of the Zancudo River inlet. Found amid colorful coral on the seabed.

26 Feet Below Sea Level: 82



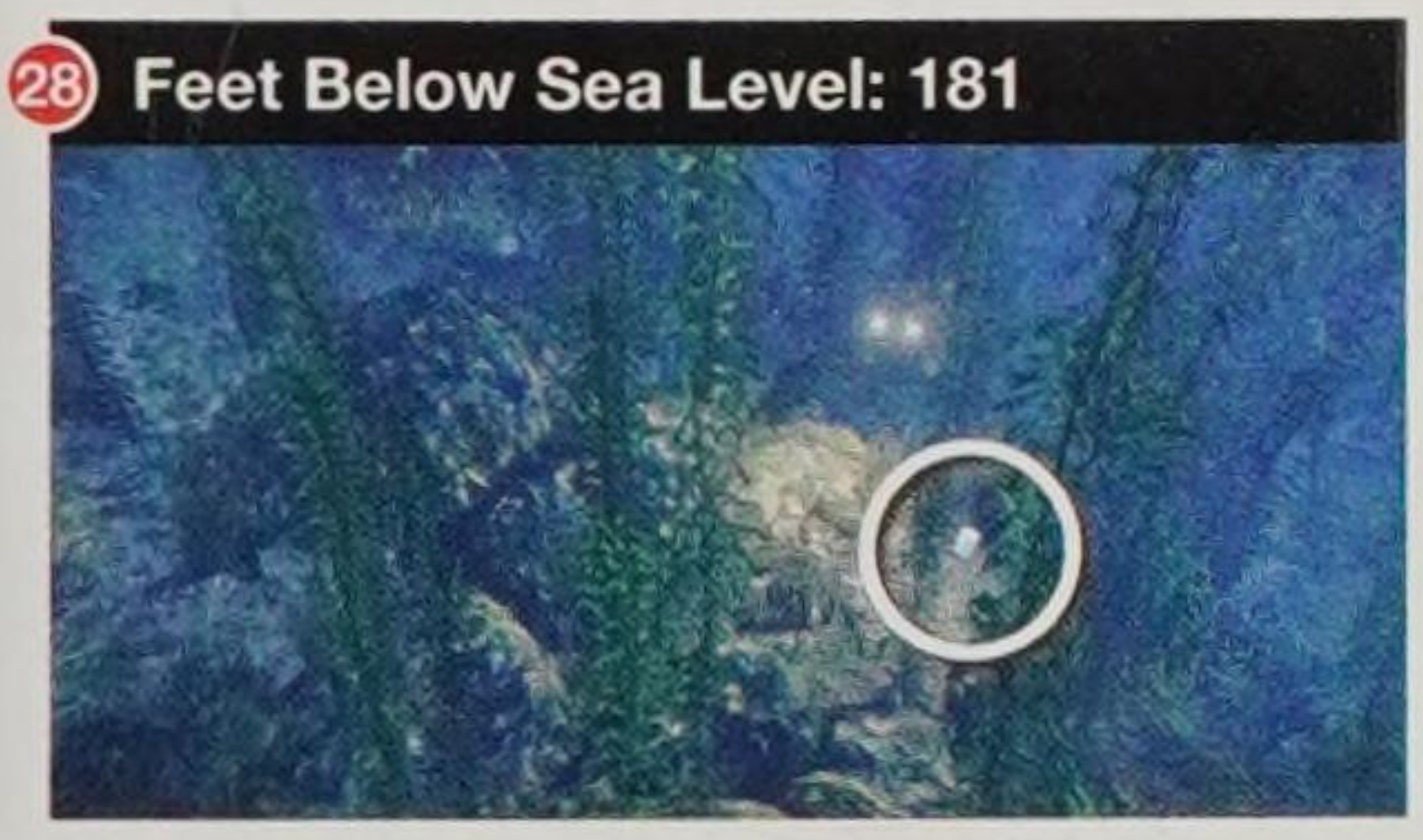
On the floor of the Pacific, on the edge of a green algae-covered rock bed. The water is extremely murky in this area. Rely on your lights and the Trackify distance meter for this one.

27 Feet Below Sea Level: 167



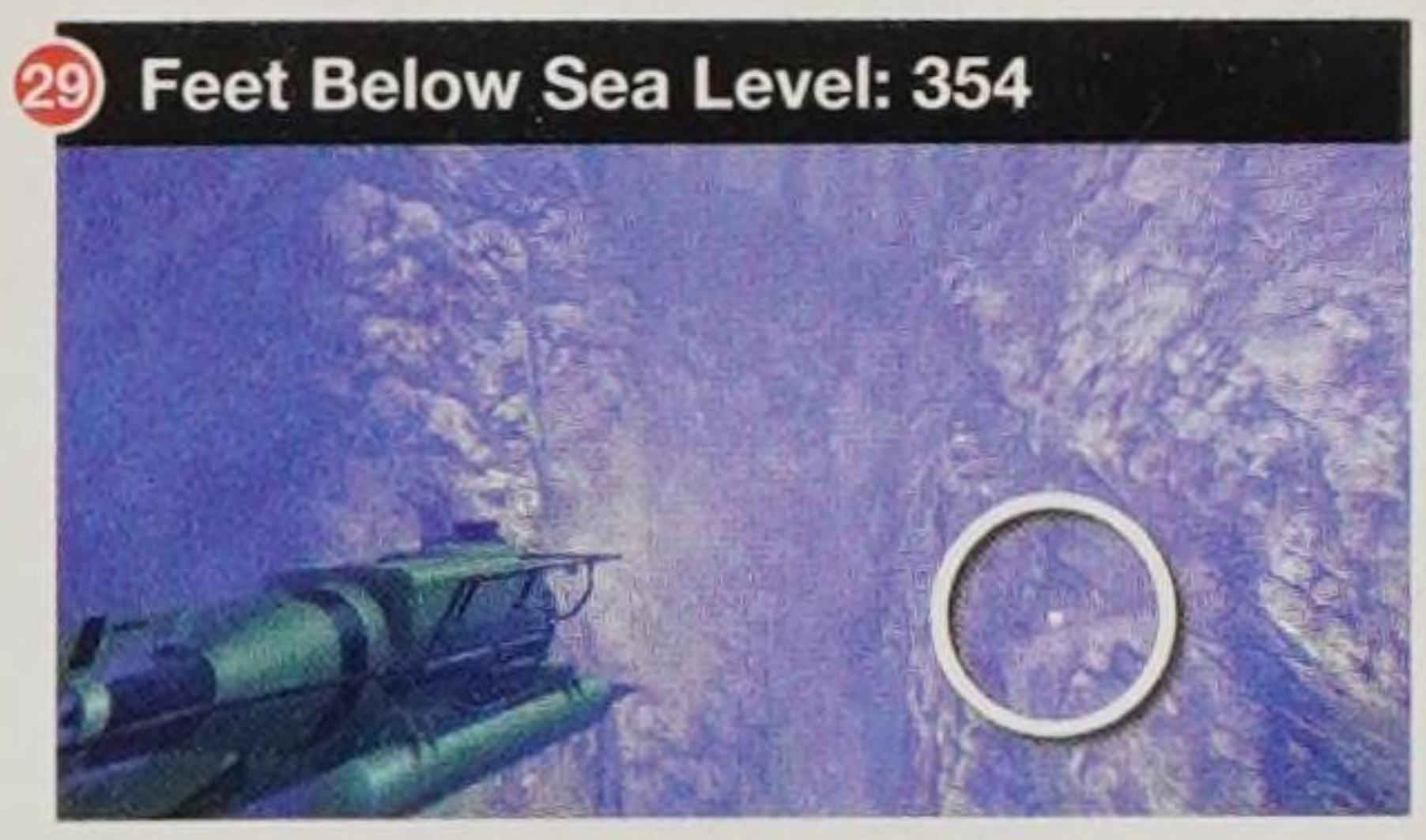
On the sandy sea floor near a long row of low rocks at the foot of an underwater hill, hidden by tall seaweed.

28 Feet Below Sea Level: 181



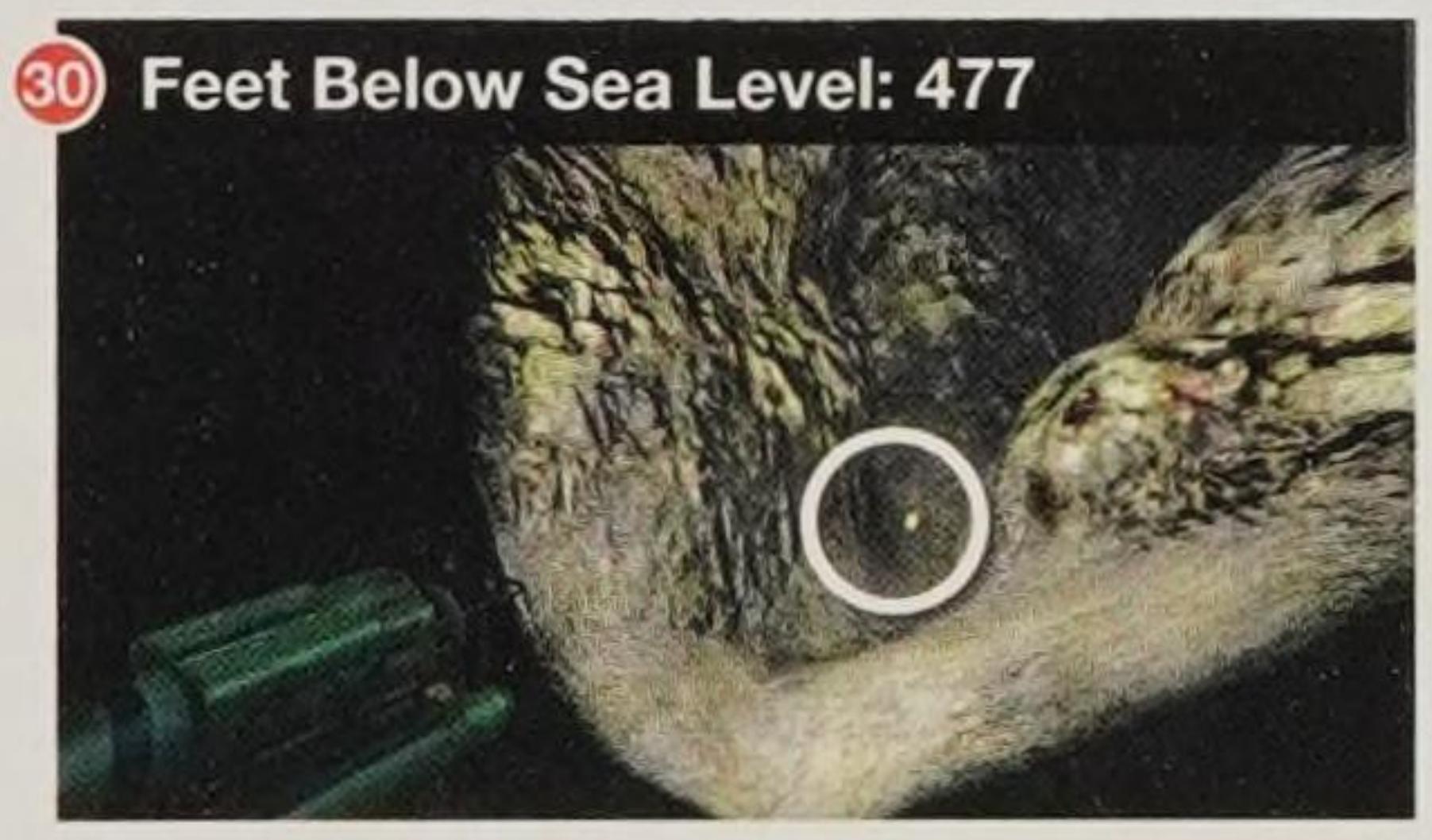
Southeast of an old submerged airliner. The barrel is a little tricky to find; it's on the side of a steep seamount on a pathway created by large, jutting boulders amongst a lot of tall seaweed.

29 Feet Below Sea Level: 354

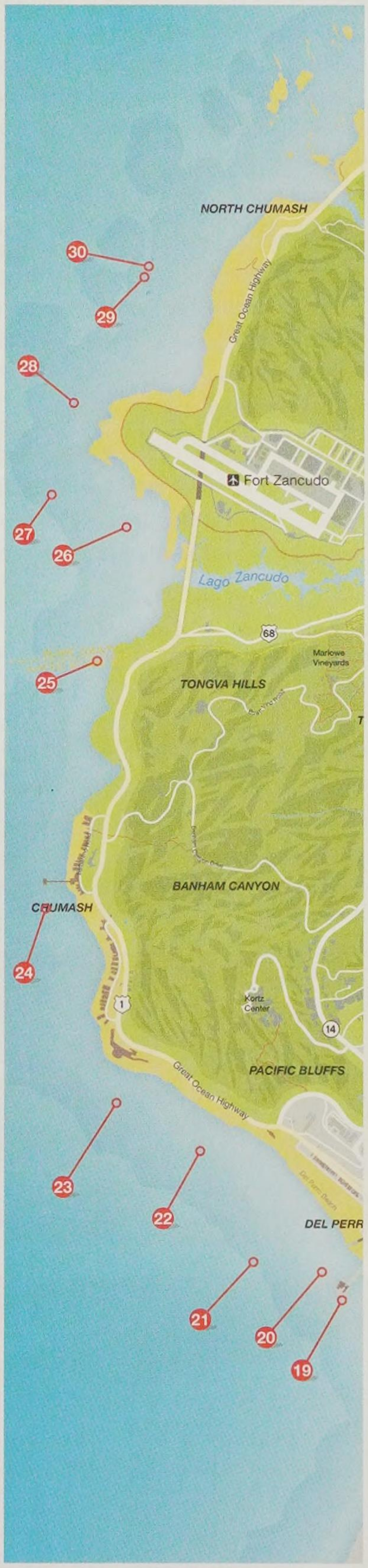


In the depths of an abyss. Place the barrel blip in the middle of Trackify, dive, then enter the ravine. The barrel is on a small ledge halfway up a hill at the end of a narrow ravine pathway.

30 Feet Below Sea Level: 477



In the same ravine as barrel 29. Follow the ravine into an even deeper part of the ocean. Dive all the way to the seabed to find the final barrel in a deep and narrow crevice. This is a crushing depth, so don't play around; get the barrel quickly and surface.


NORTH CHUMASH
30
29
Great Ocean Highway
28
Fort Zancudo
27
26
Lago Zancudo
68
Marlowe Vineyards
TONGVA HILLS
25
BANHAM CANYON
CHUMASH
24
1
Kortz Center
14
PACIFIC BLUFFS
Great Ocean Highway
23
22
DEL PERR
21
20
19

Submarine Pieces

100% Completion Exempt | Underwater collectibles do not contribute to 100% completion of the game.

Unlocked After "The Merryweather Heist"

Abigail appears on the Sonar Collections Dock after "The Merryweather Heist" is completed and after the Sonar Collections Dock is purchased ($250,000).

Character Availability: Michael only

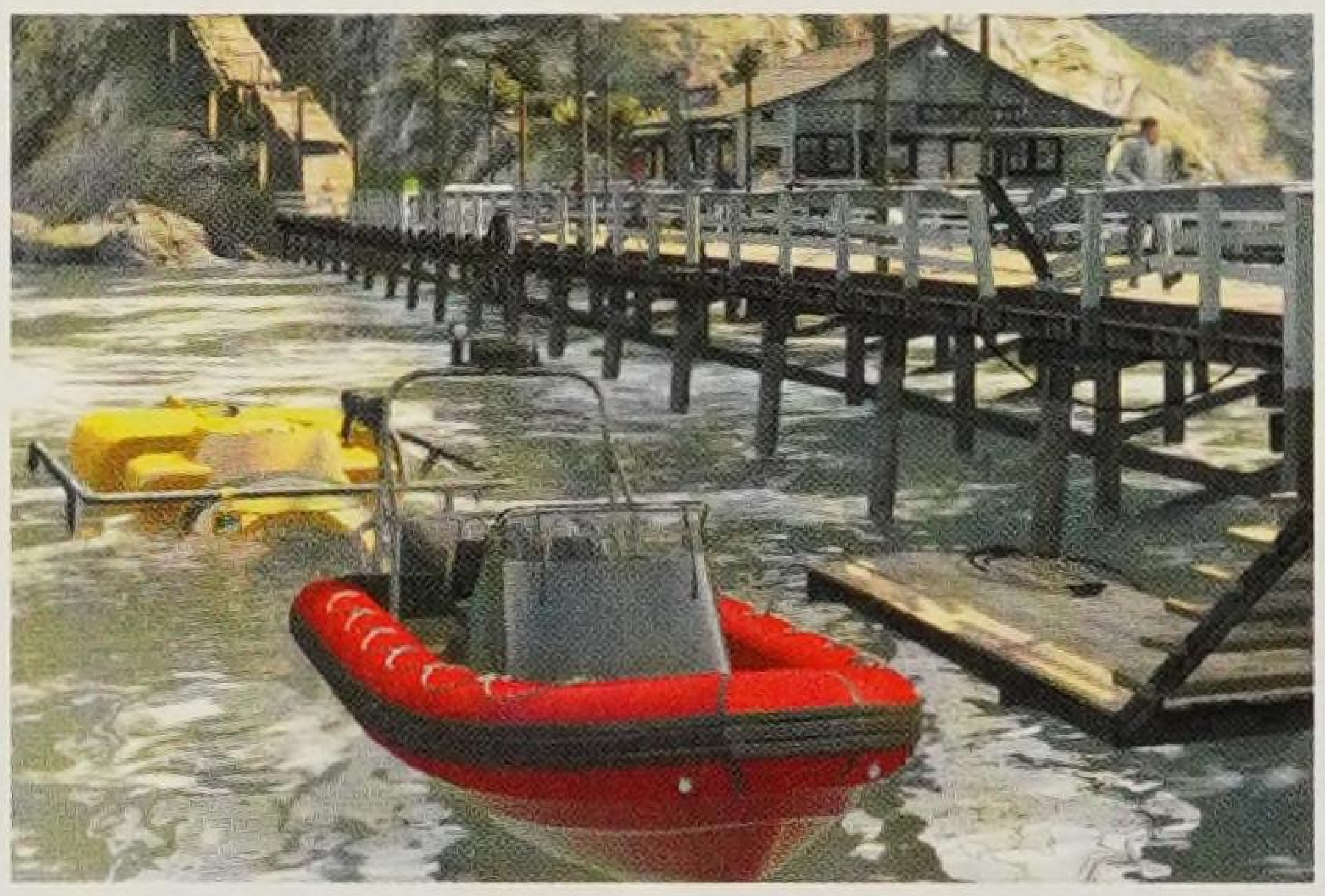
Submarine Piece collection is activated by speaking with the random character, Abigail, who stands on the left side of the Sonar Collections Dock **(A)**. She asks if you were a fan of Frank Mathers, and indeed you are. He's a TV personality that switched his passion from space to undersea exploration. Well, Abigail was his second wife. Frank is dead now and she is penniless. It is rumored that she may have had to do something with his passing.

Abigail explains that his submarine broke apart while trying to save the San Andreas White Shark. His body was never found. When asked about the story of the tampered airlock, Abigail quickly squelches, "That was never proven." She wants your help to prove that Frank is dead and the airlock was responsible, so she can collect the life insurance. She makes a promise to make it worth your while. Abigail becomes a new contact.

A Dinghy is docked in front of the Sumbersible at the right end of the pier and is used to search for the 30 missing Submarine Pieces. Searching for Submarine Pieces is a lot like searching for Nuclear Waste in the submarine. The Dinghy has an onboard sonar that works similar to the TRACKIFY app. It's used to hone in on the location of a collectible, and it only tracks one piece at a time.

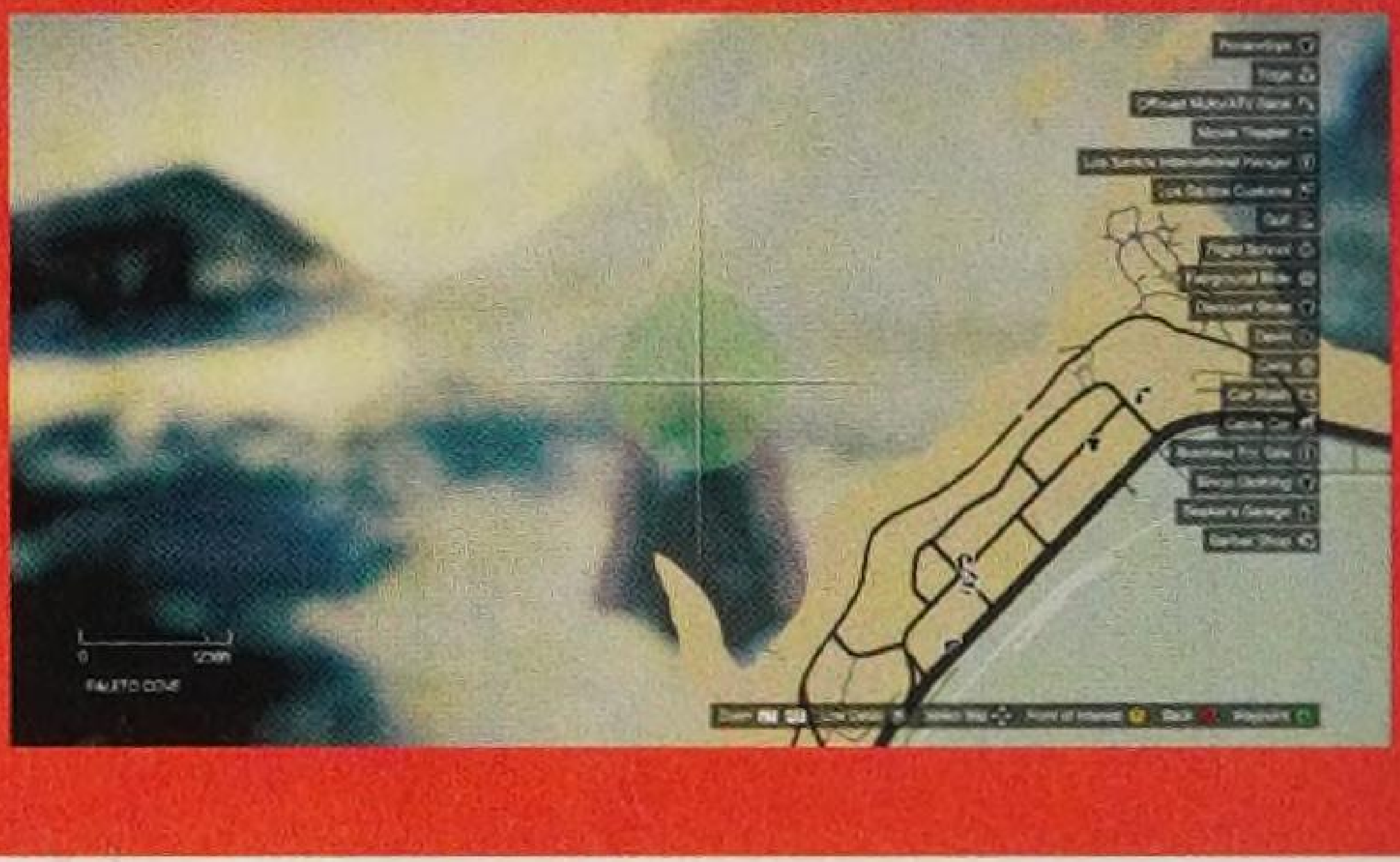
Weapons, Armor, Health, and Hidden Briefcases

You only receive $10 for collecting all the Submarine Pieces; however, there are many treasures underwater that can make this well worth your while. Keep your eyes out for high concentrations of weapons, Armor, Health Kits, and Hidden Packages (briefcases of random amounts of money) around the same ship and plane wrecks that you'll be exploring to find Submarine Pieces. You can't find such high concentrations of weapon drops like this on land!



Sonar Tracking Tip

The Dinghy's sonar places a circular, green search radius on the map. Open the map and place a destination marker in the middle of the green search circle. The middle of the circle is always where the underwater Submarine Piece is located.



Shark!

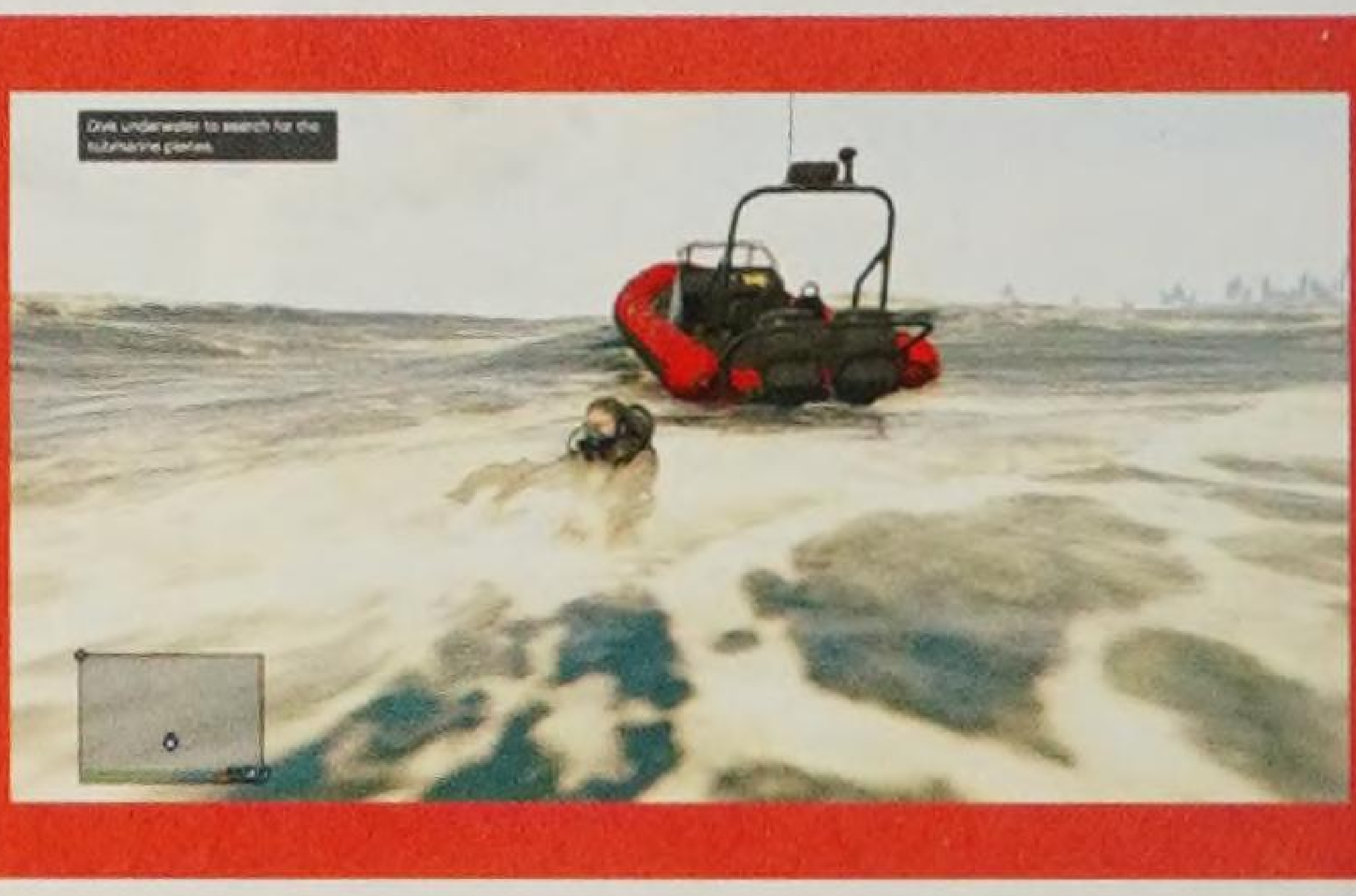
You encounter all sorts of sea life on your journey, including sharks. If you don't provoke a shark, you will be just fine—enjoy their beauty. However, if one does get aggressive, you can take it out with a knife. Just time your swing with its passing to stick it. A couple stabs are required to take it out. Target locking does not help in this situation. Sharks appear as a red dot on the radar. You can also shoot sharks while standing in the boat. Crawl into the craft (don't jack it) so you can select your weapons.

Scuba Gear & Diving

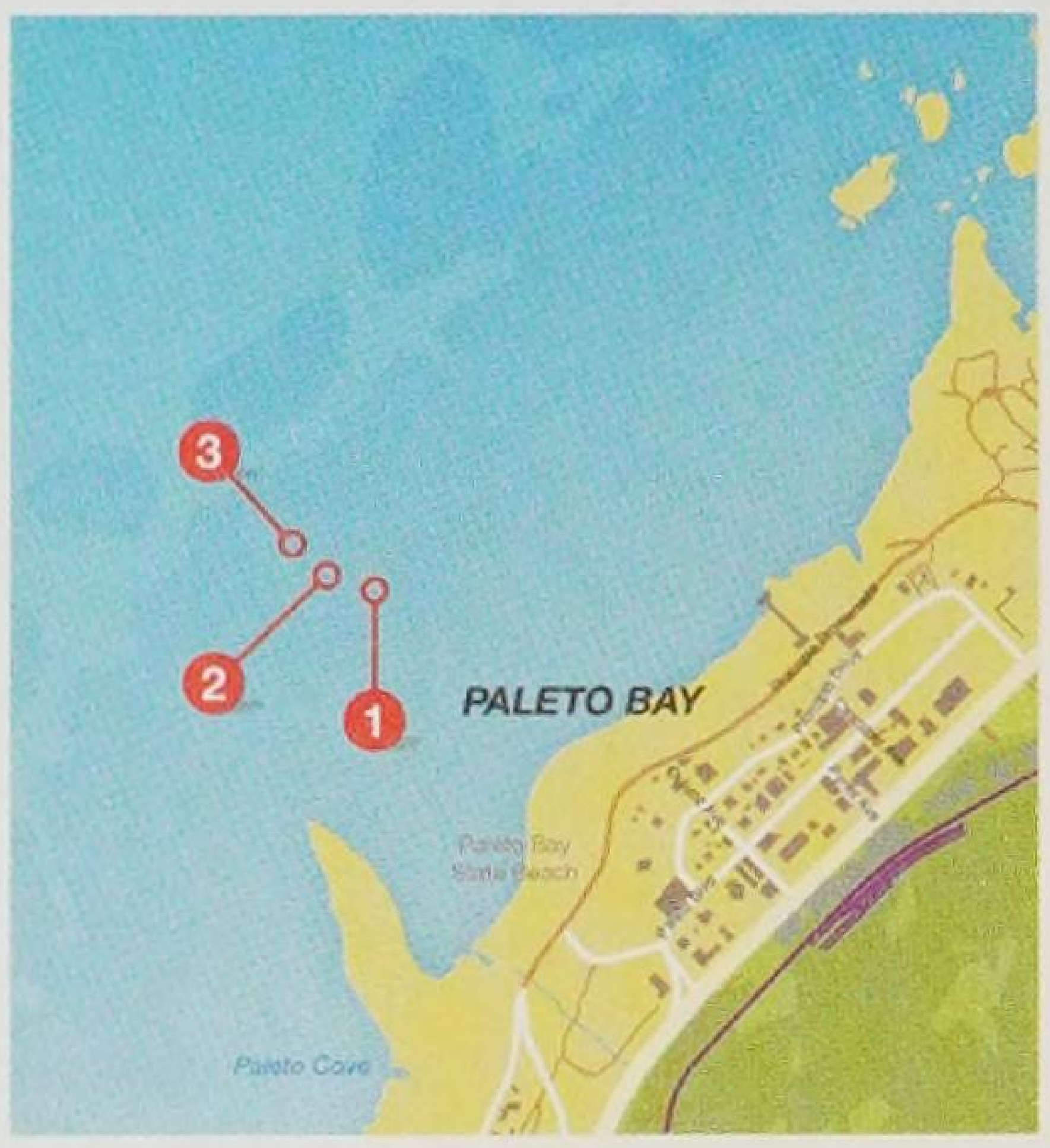
As soon as you jump off the Dinghy, you're automatically fitted with scuba gear (no need to try to suit up beforehand). To dive beneath the surface of the water, simply press the RB (Xbox 360) or R1 button (PS3). To get back in the boat, approach it and press the Carjack button (Ⓨ on Xbox 360 or △ on PS3). The boat will be carried away from where you parked it. The distance it moves depends on water roughness.

Dinghy Marker

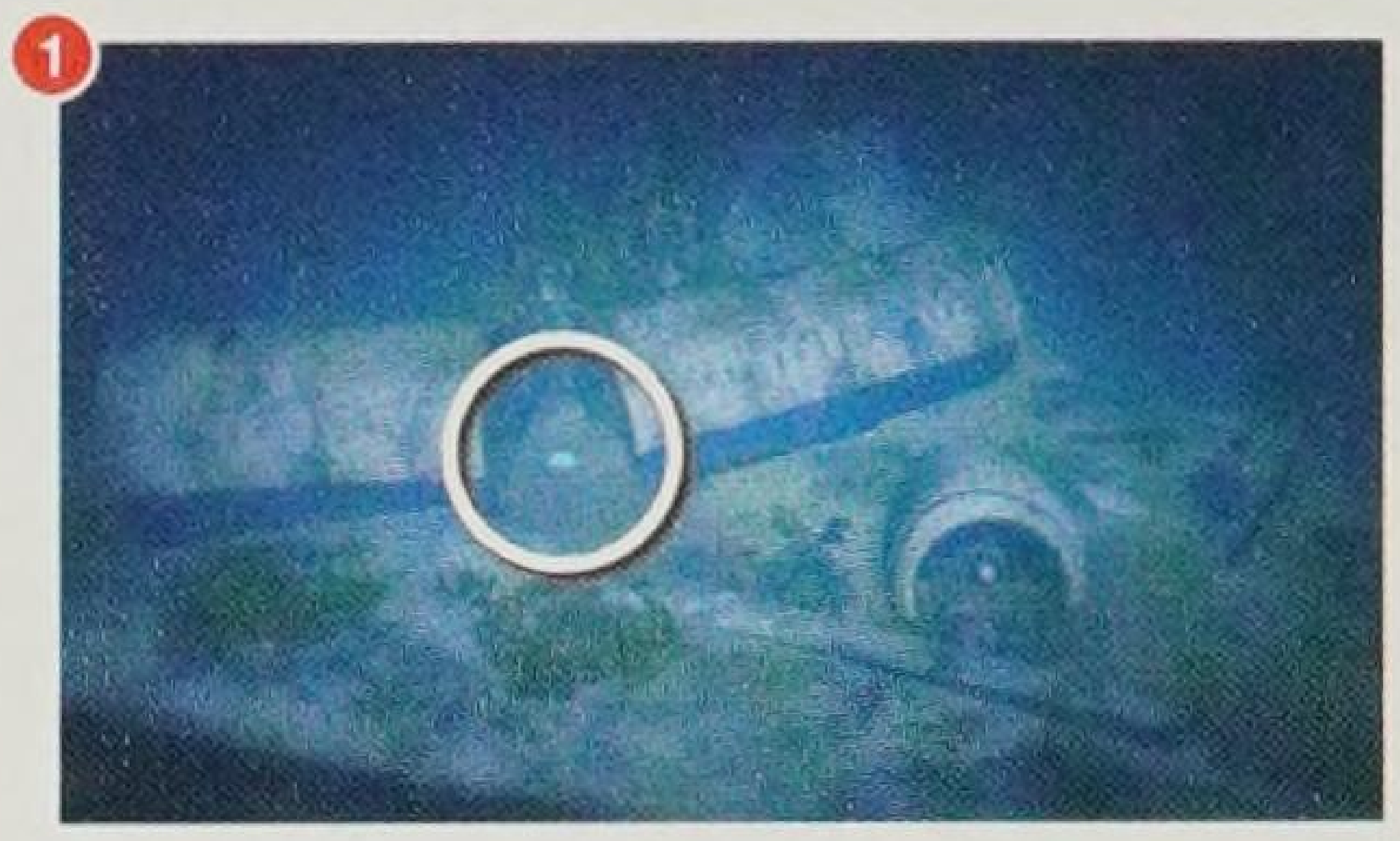
Park the Dinghy smack dab in the middle of the focused search radius. A blue blip immediately becomes the Dinghy marker the moment you dive out of the boat. The white expanding ring remains on your radar to help locate the piece while you are swimming around.



3
2
1
PALETO BAY
Great Ocean Highway
30
29
Mount Gordo
A
Braddock Pass
Paleto Forest
Mount Chiliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
NORTH CHUMASH
Raton Canyon
San Chianski Mountain Range
ALAMO SEA
8
7
6
5
4
Mount Josiah
SANDY SHORES
Grand Senora Desert
Fort Zancudo
9
10
HARMONY
Lago Zancudo
Senora Freeway
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
Ron Alternates Wind Farm
TONGVA HILLS
Marlowe Vineyards
TONGVA VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
VINEWOOD
Galileo Observatory
VINEWOOD HILLS
Galileo Park
BANHAM CANYON
CHUMASH
Tataviam Mountains
Kortz Center
RICHMAN
Los Santos Golf Club
ROCKFORD HILLS
VINEWOOD
MORNINGWOOD
PACIFIC BLUFFS
Great Ocean Highway
28
27
26
25
National Office of Security Enforcement
EAST VINEWOOD
Del Perro Fwy
BACKLOT CITY
DOWNTOWN
DEL PERRO
LITTLE SEOUL
La Puerta Fwy
Olympic Fwy
Palomino Freeway
VESPUCCI
SOUTH LOS SANTOS
EAST LOS SANTOS
Palomino Highlands
LA PUERTA
Maze Bank Arena
Murrieta Oil Field
13
11
12
24
Elysian Island
14
15
16
17
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
Terminal
20
18
19
23
22
21

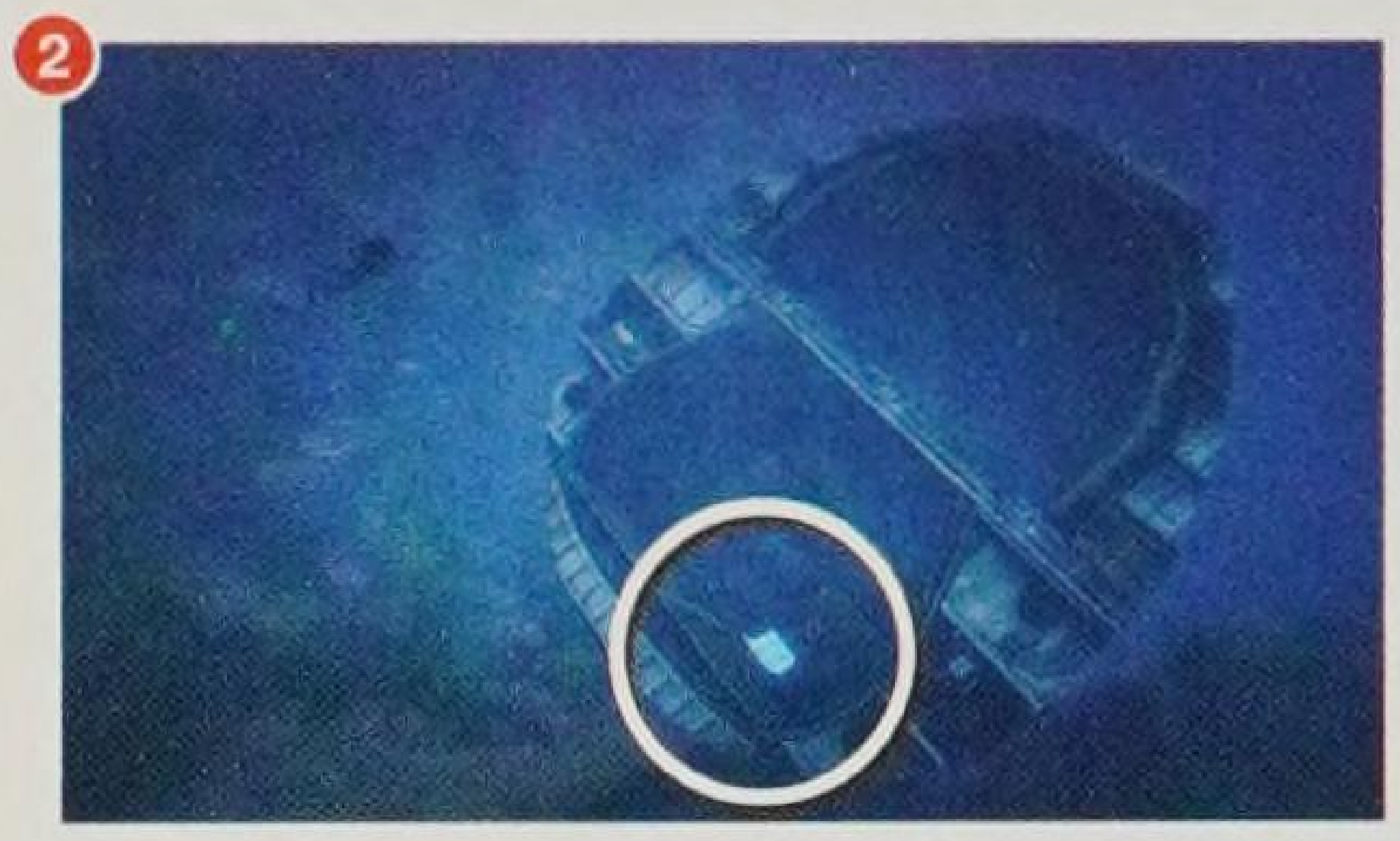


①



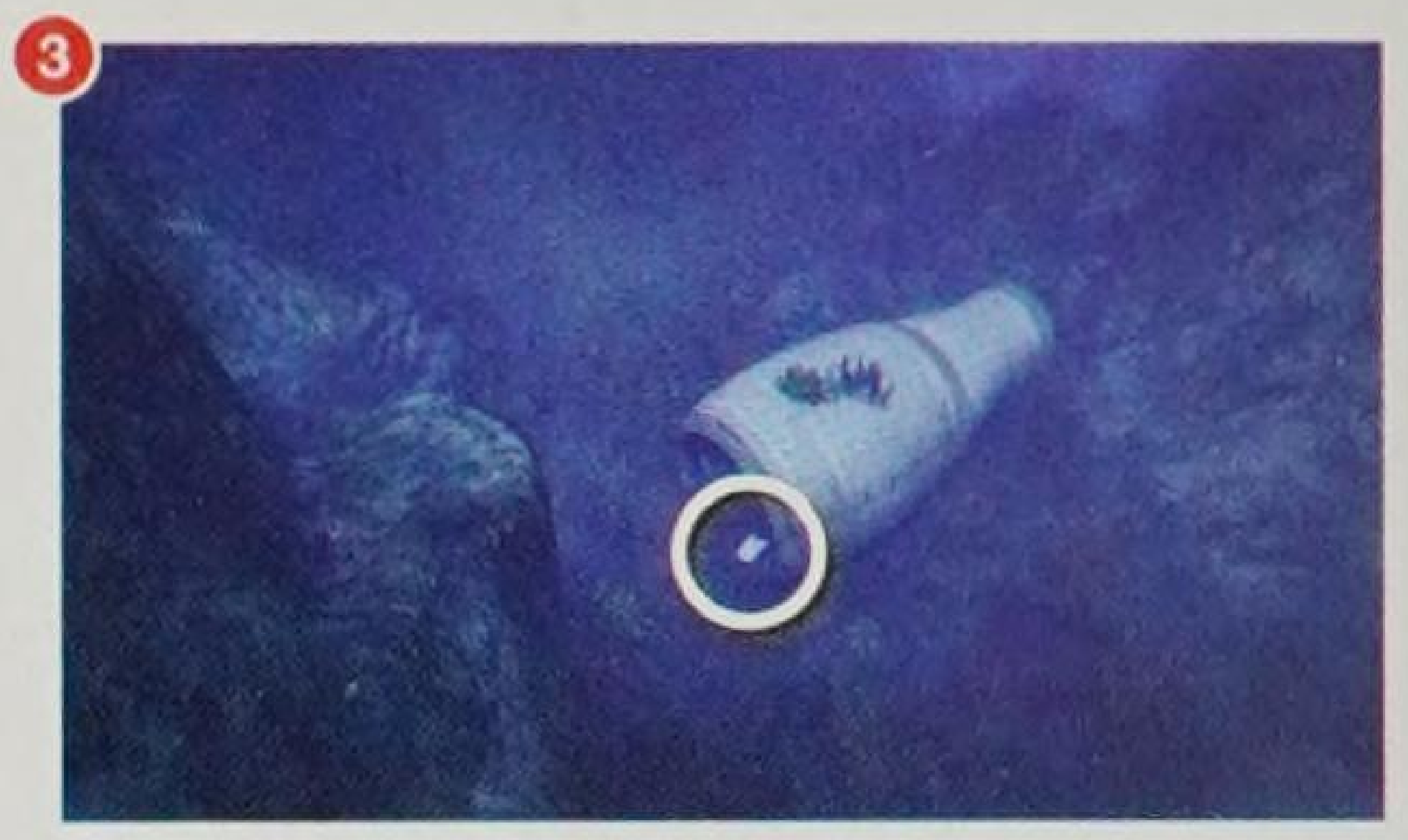
On the seafloor between the two large, broken pieces of sunken plane fuselage. Notice the nearby Health Kit pickup.

②

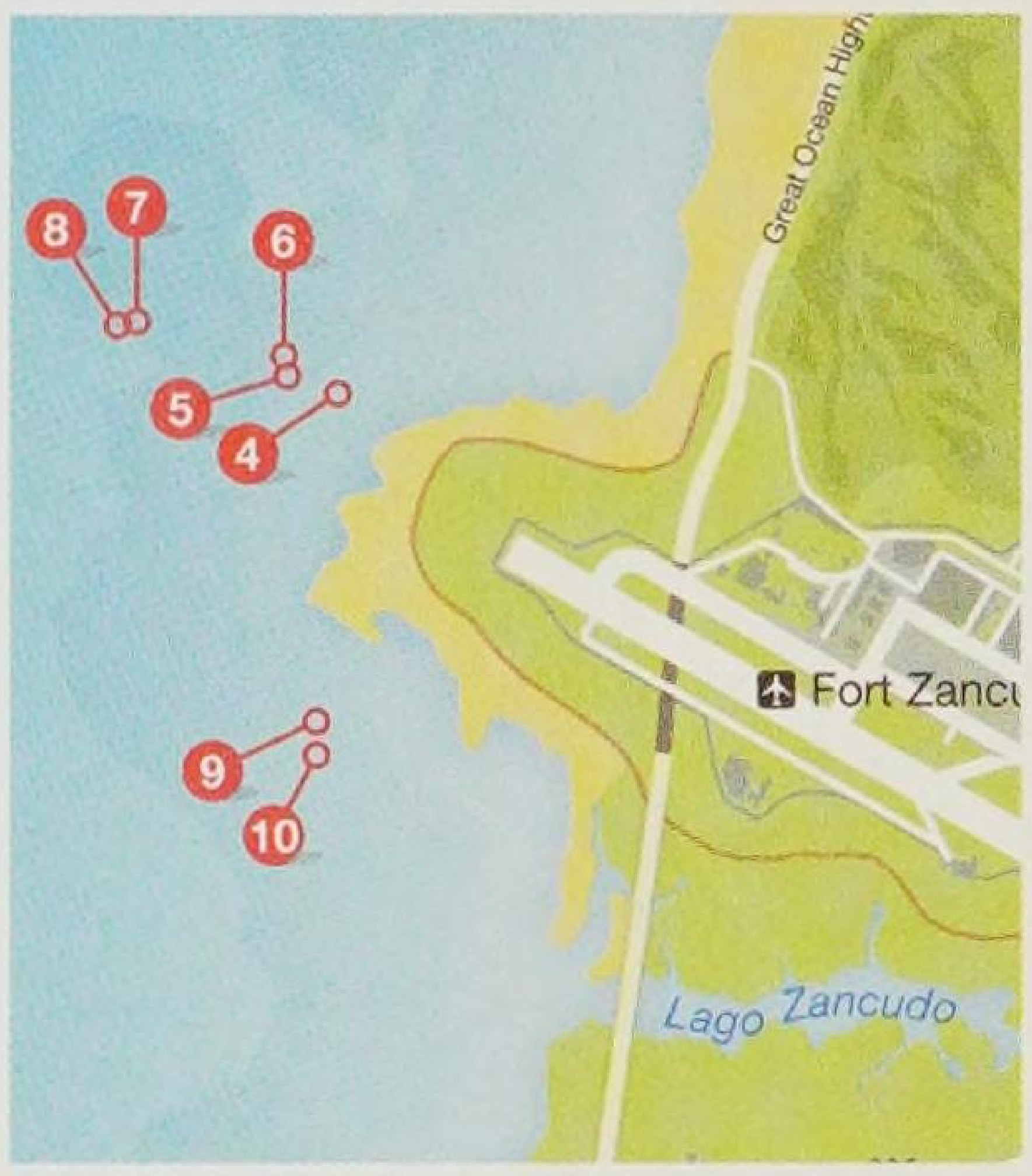


The second piece is a few meters from the first one. Remain under water and swim in the direction of the white expanding locator ring on the radar. This one is on the bottom level of the sunken airplane's broken fuselage.

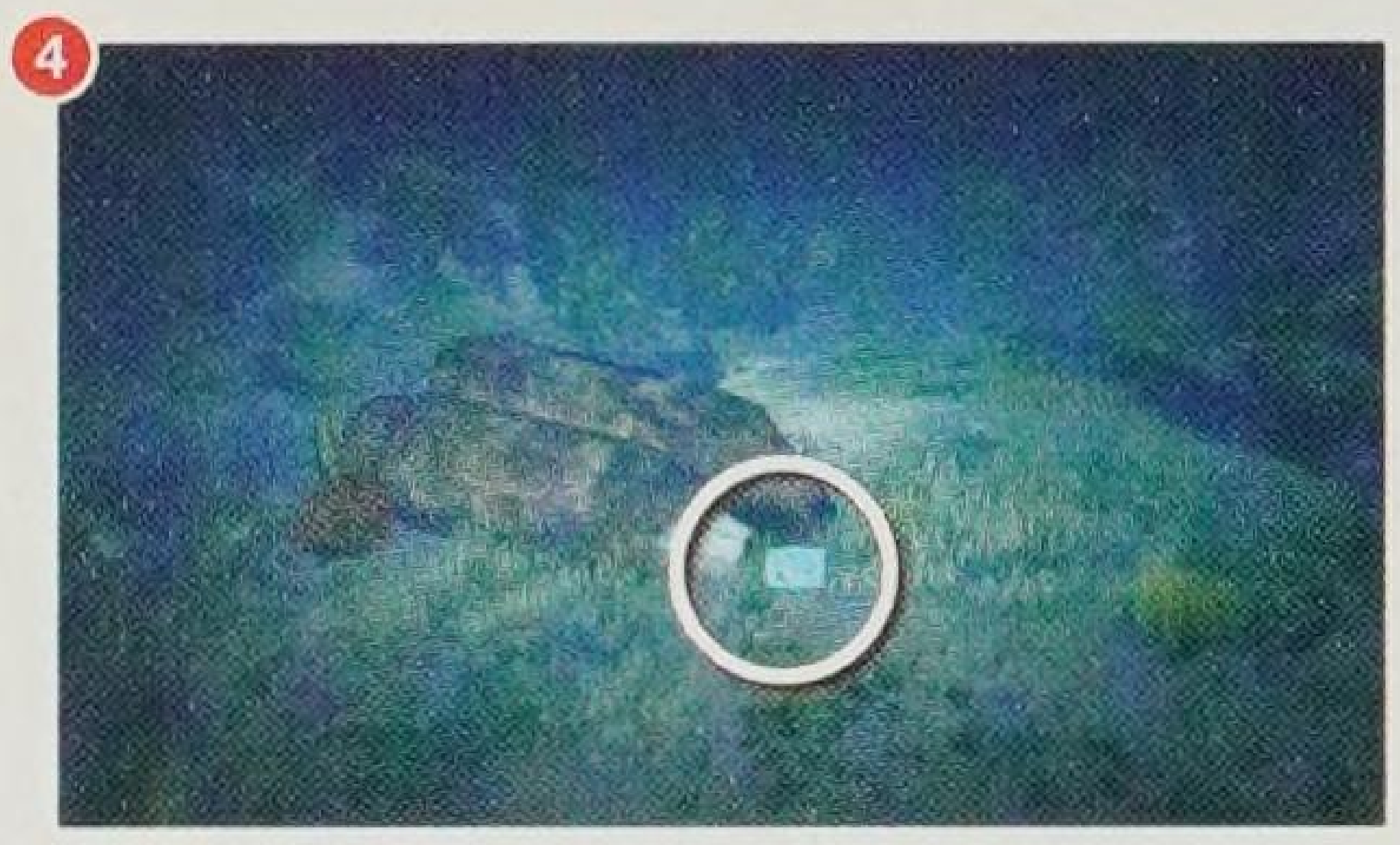
③



Only a short northward swim from piece 2, this one is over the edge of a steep sea ledge, slightly inside a lone jet engine. Now swim back to the surface and get in the Dinghy; the next one is some ways away.

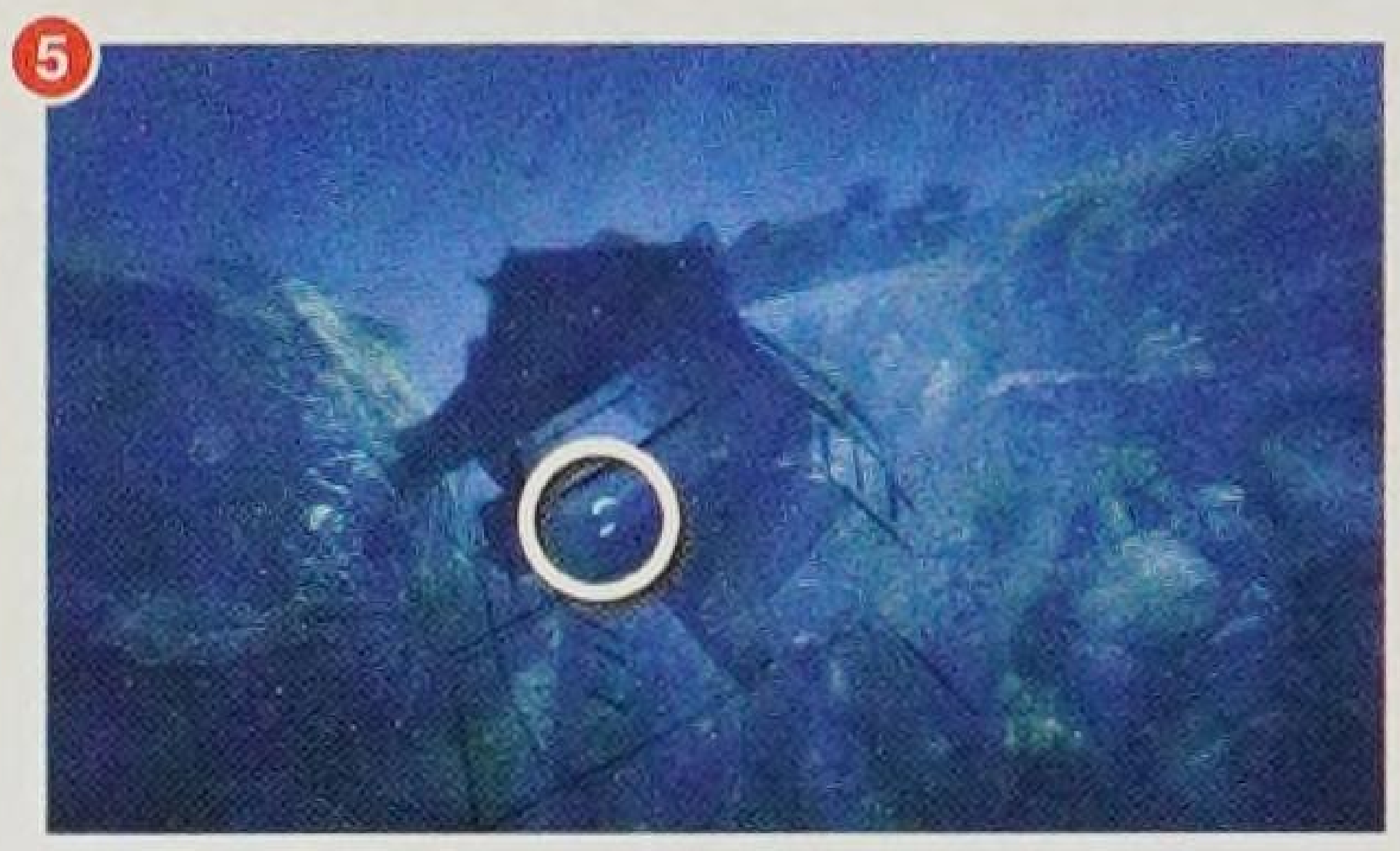


④



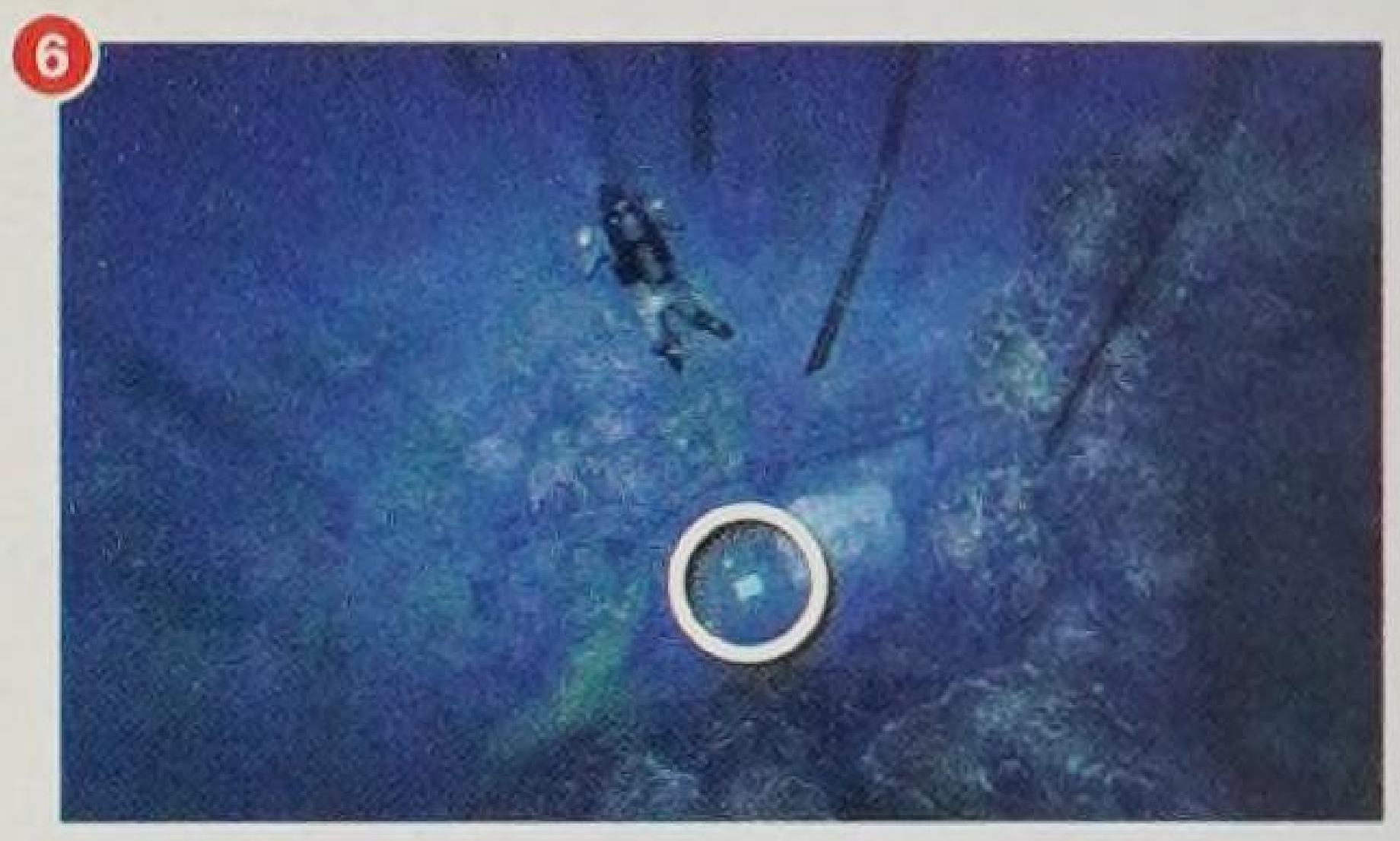
Off the coast from Fort Zancudo. This piece is on the seabed in shallow water behind a detached tail motor from a downed airliner. Be careful of sharks in this area.

⑤



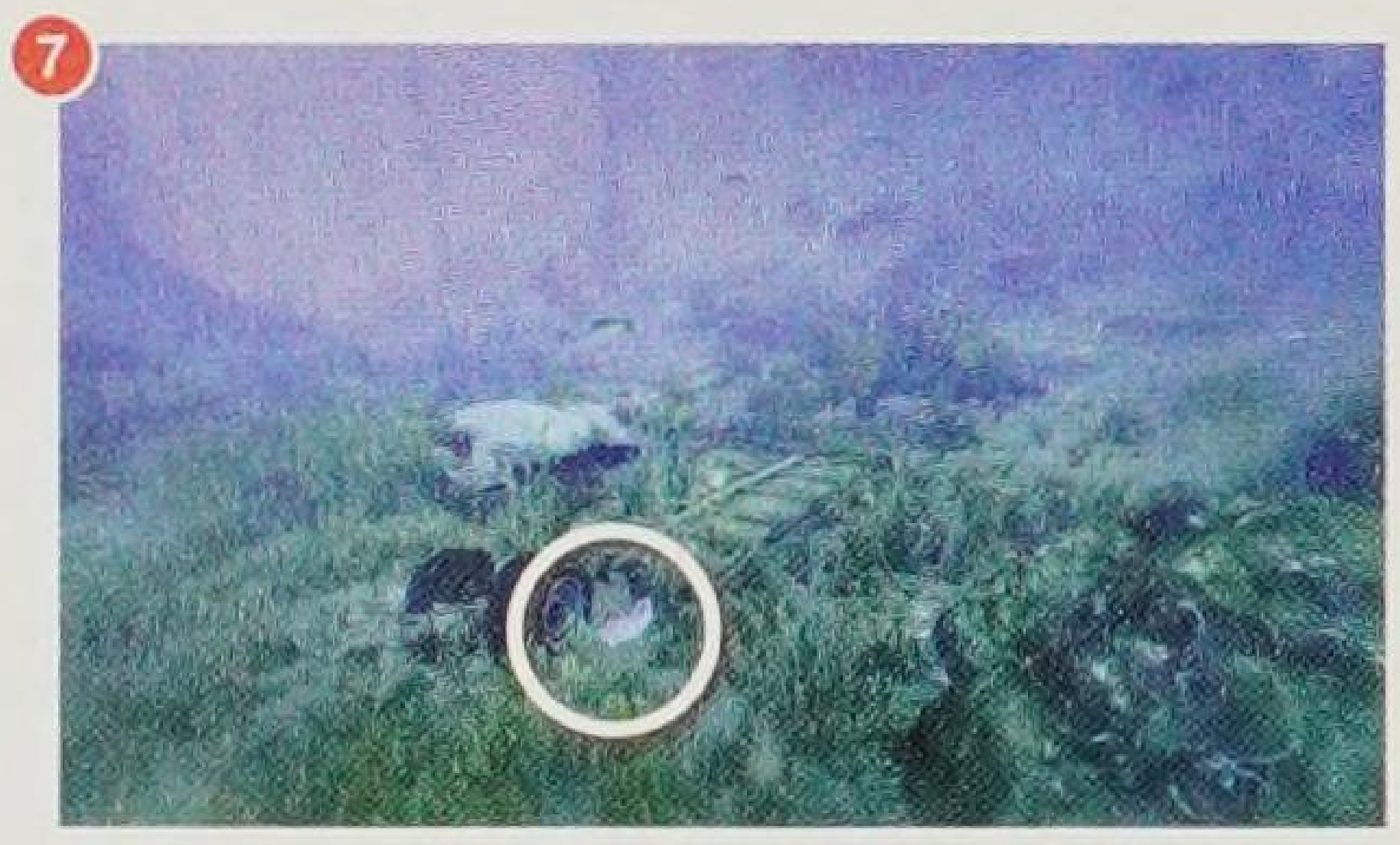
Inside a large sunken cargo plane fuselage. Each end of the cargo hold is ripped open. A Submarine Piece and Armor are at the tail end, and a Hidden Package is at the opposite end. Swim out of the plane's west end, and then swim down over the steep ravine to find the next piece.

⑥



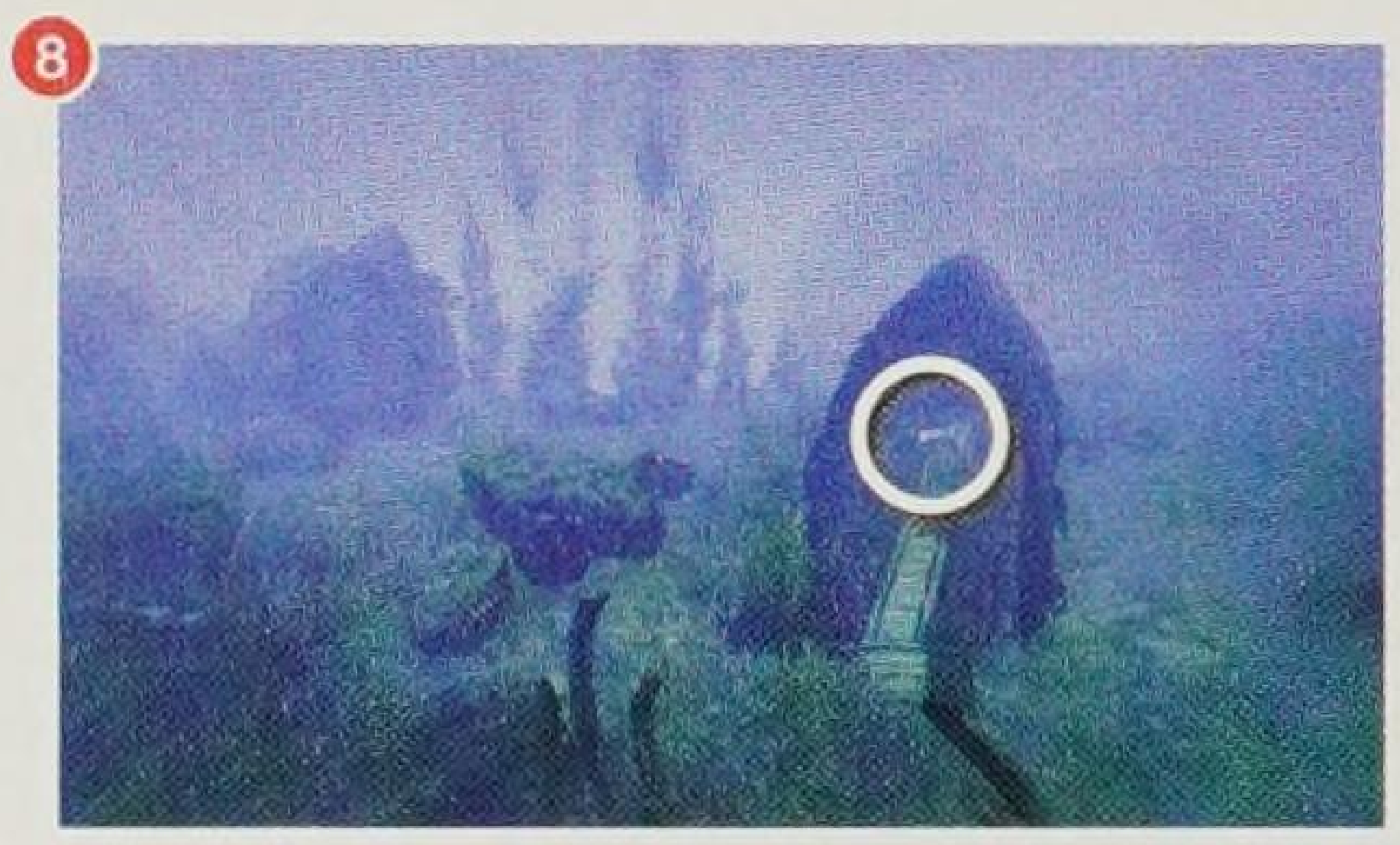
Piece 6 is yards underneath piece 5. Swim through the crevice underneath the sunken plane's fuselage. Then search at the bottom of the ravine on the seafloor. It's below the skeleton of a wing.

⑦



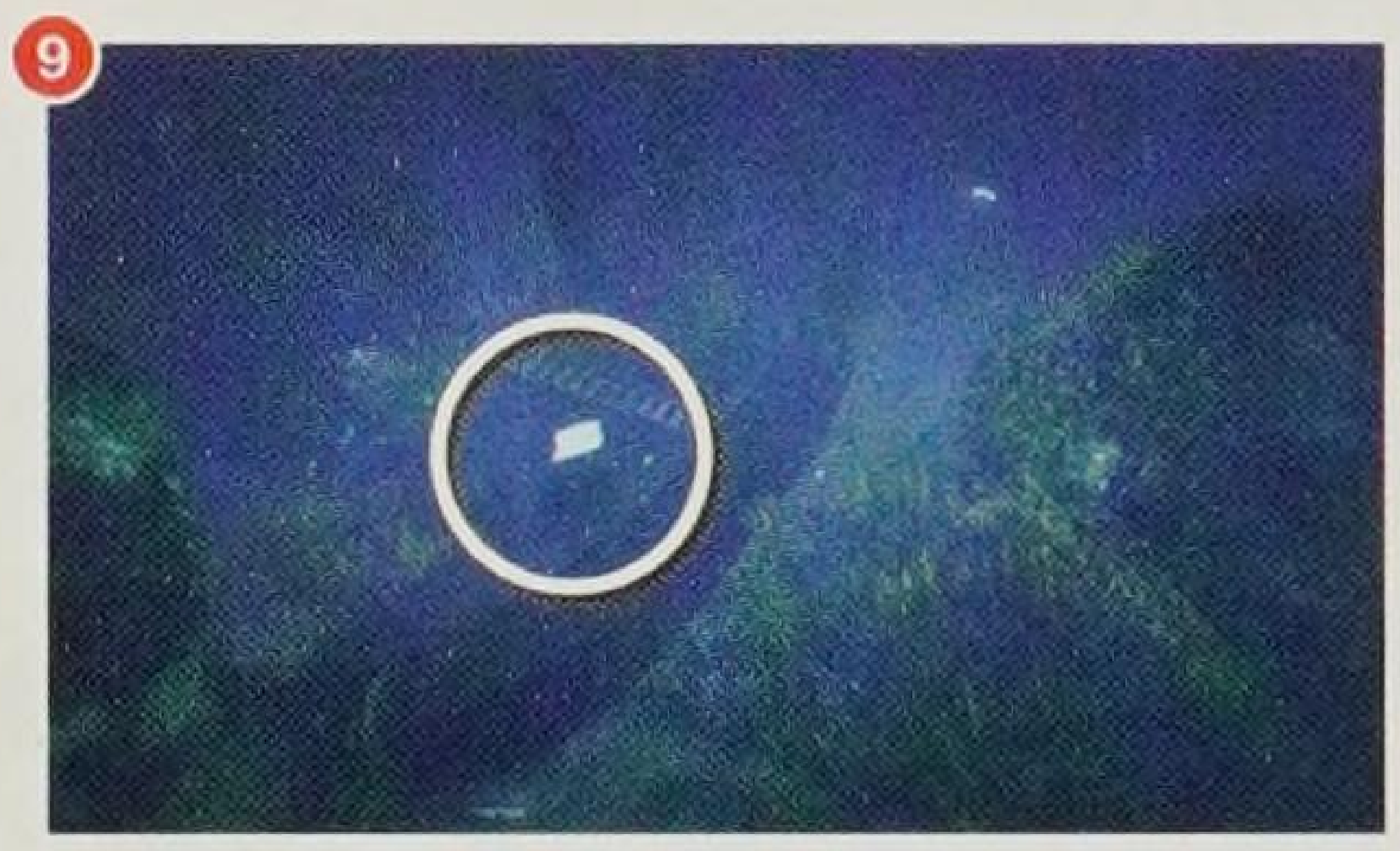
In open water on the seabed behind the front portion of a downed airliner. It's next to the broken landing gear. Don't swim up to the surface; the next piece is very near.

⑧



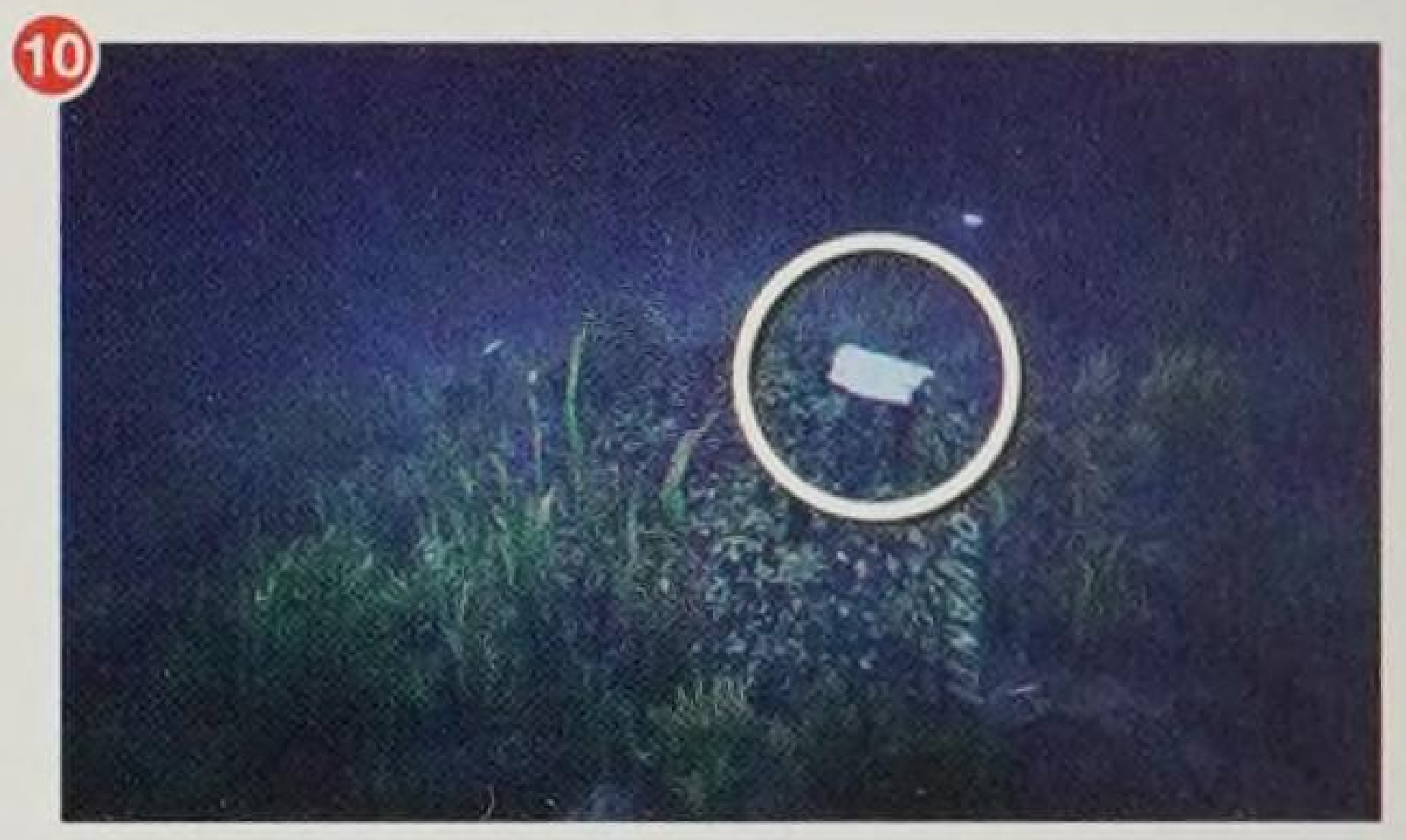
Inside the front section of the airliner fuselage. Now swim back to the surface and locate the Dinghy. Drive to the next piece further south.

⑨

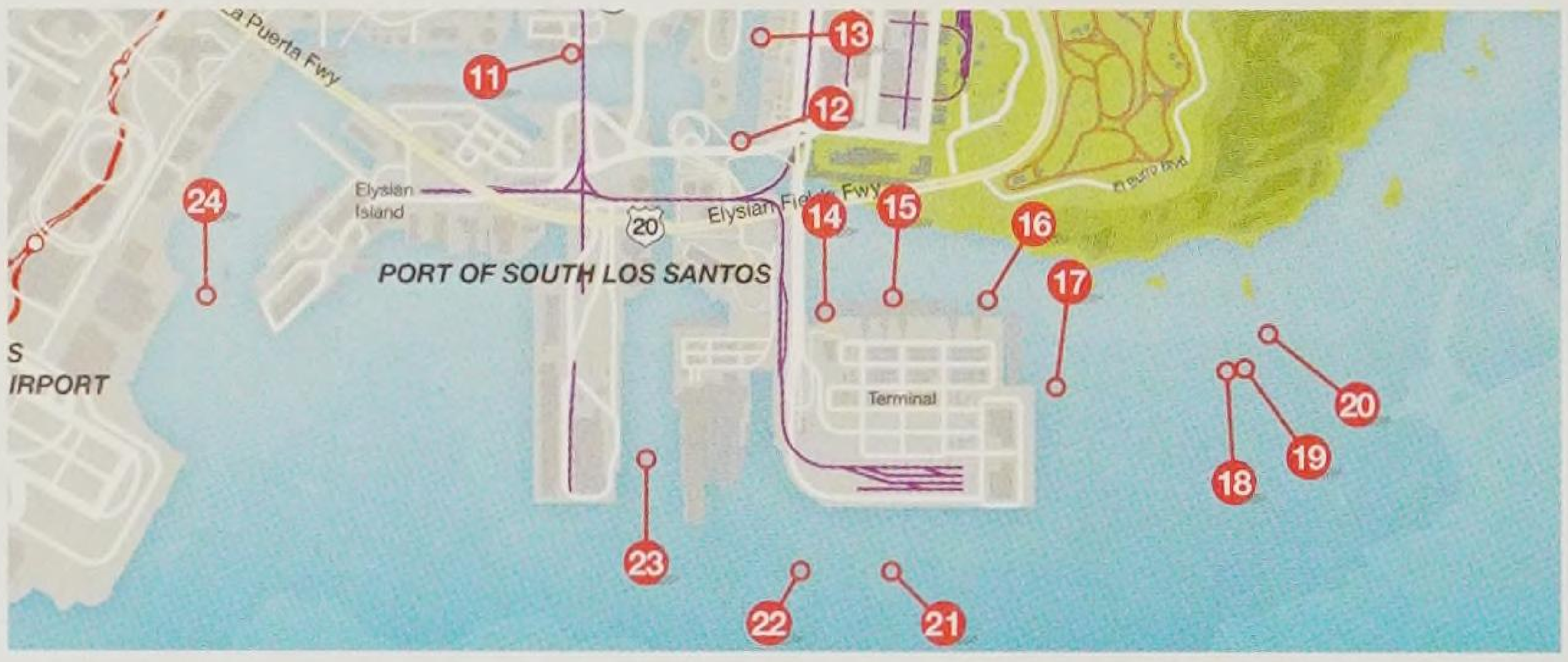


Behind the wheelhouse under the stairs on the sunken ship's main deck. Find a briefcase of money on the upper deck near the wheelhouse and a Sniper Rifle in the silt behind the ship. Don't surface yet; instead, head beyond the bow for piece 10.

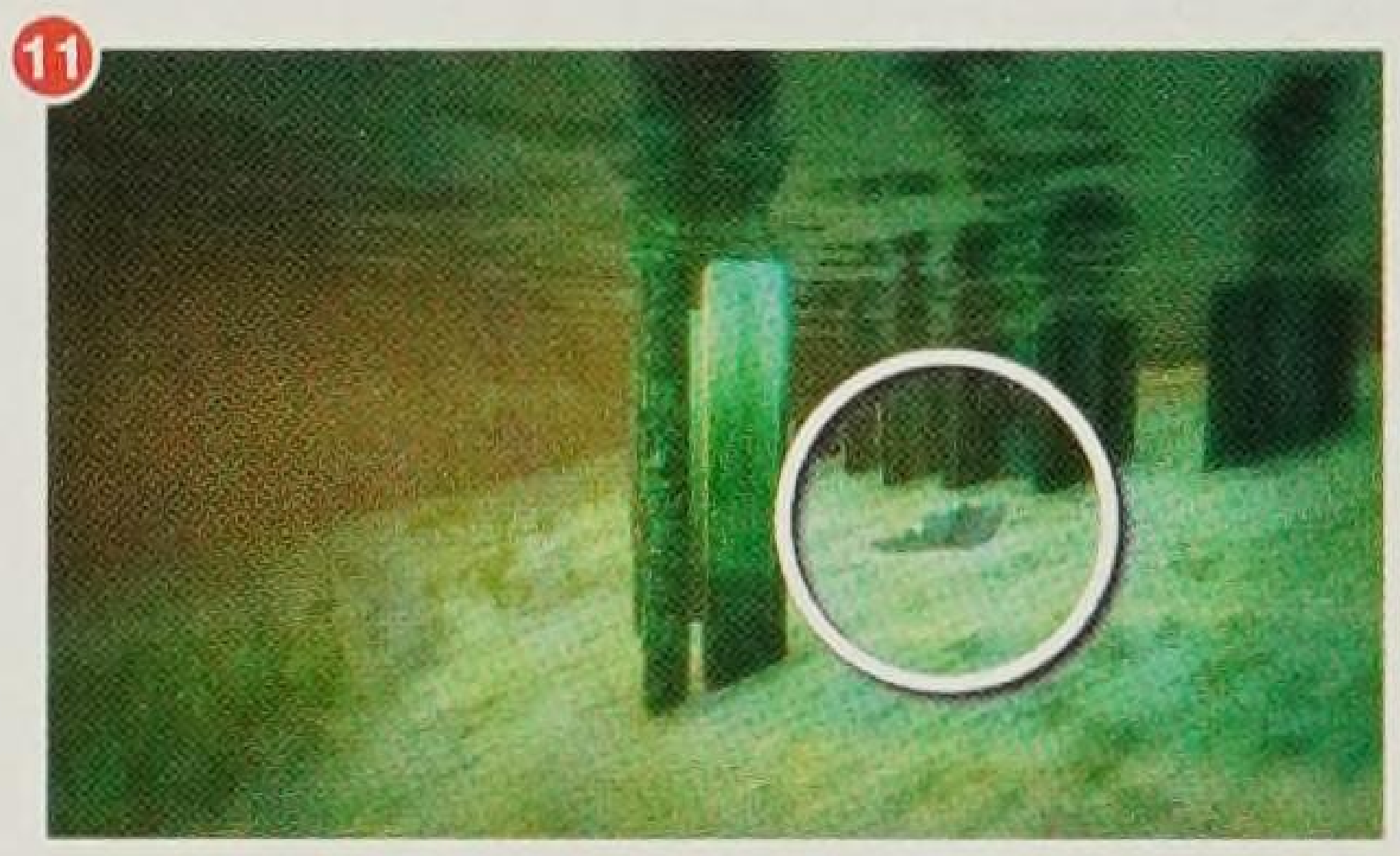
⑩



On a coral-covered sheet of metal. Grab the Armor from the side of the boat near the seawall. You can also find useful items like Sticky Bombs and an Assault Rifle. Surface and locate the Dinghy. The next piece is miles away to the south in the Port of Los Santos.

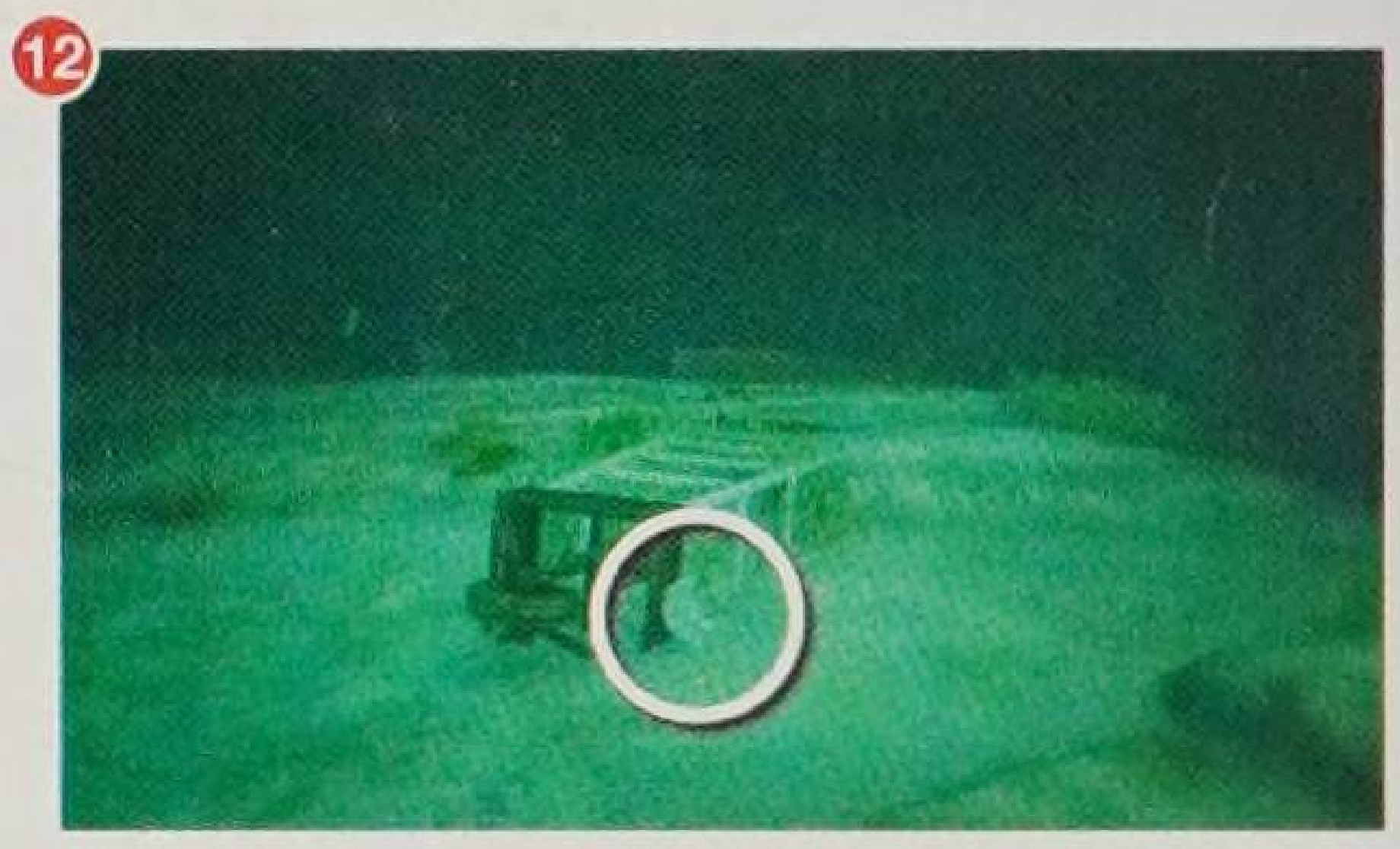


⑪



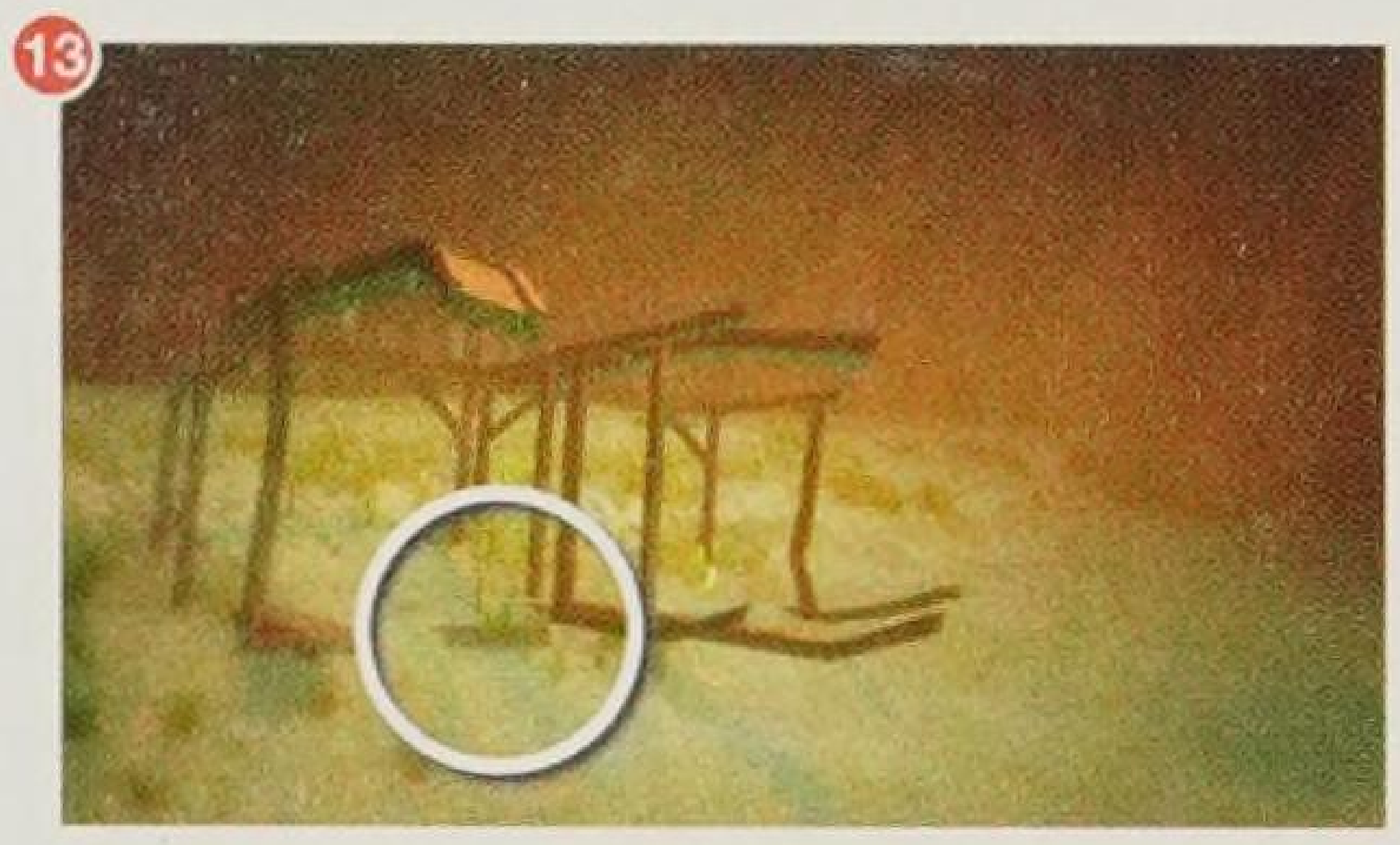
In the Port of Los Santos, tucked under the bridge. It's behind the bridge supports, very close to the bulkhead. Now reenter the Dinghy and follow the port eastward.

⑫



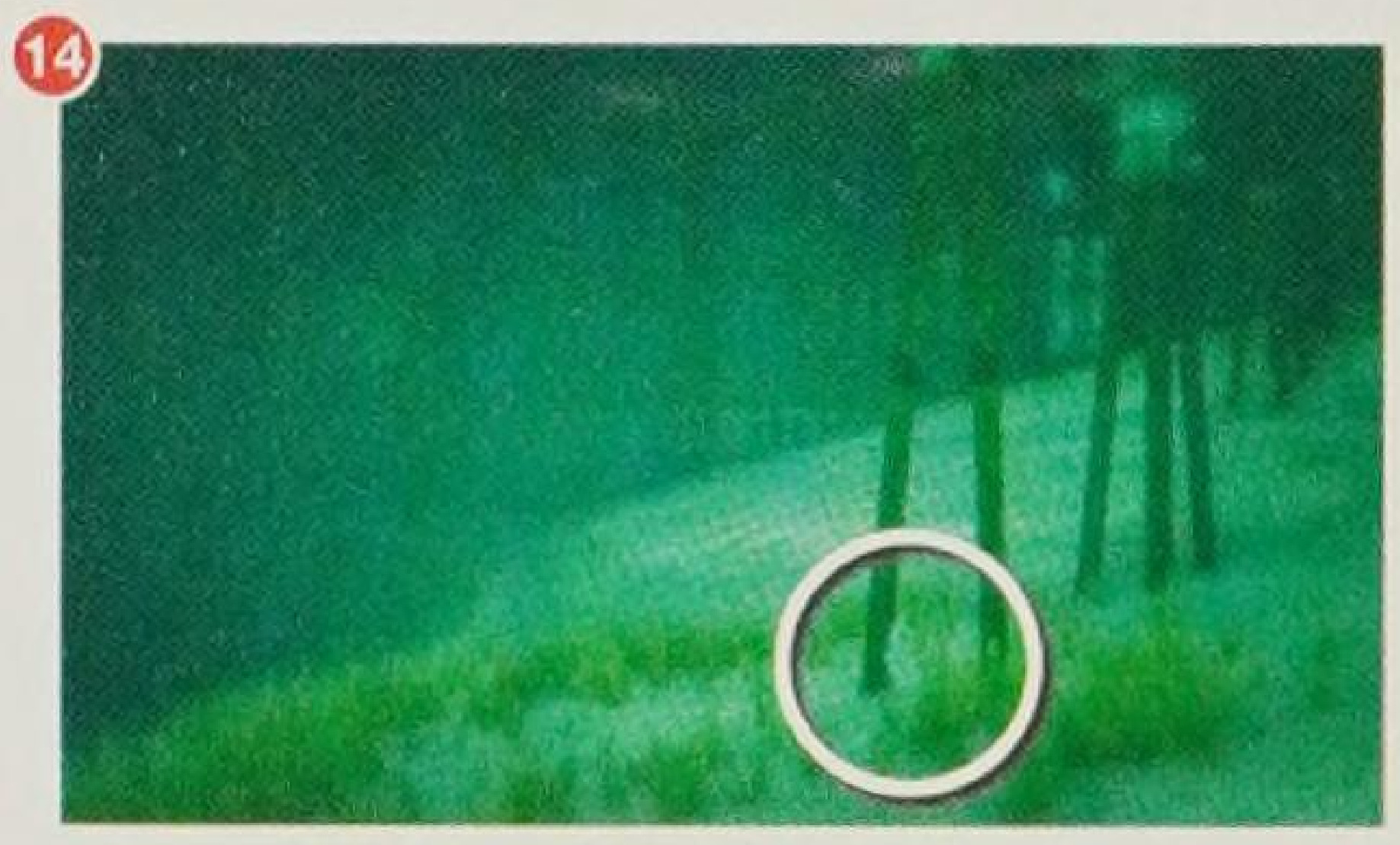
At the pulley end of a broken crane arm in the shallow, port water silt.

⑬



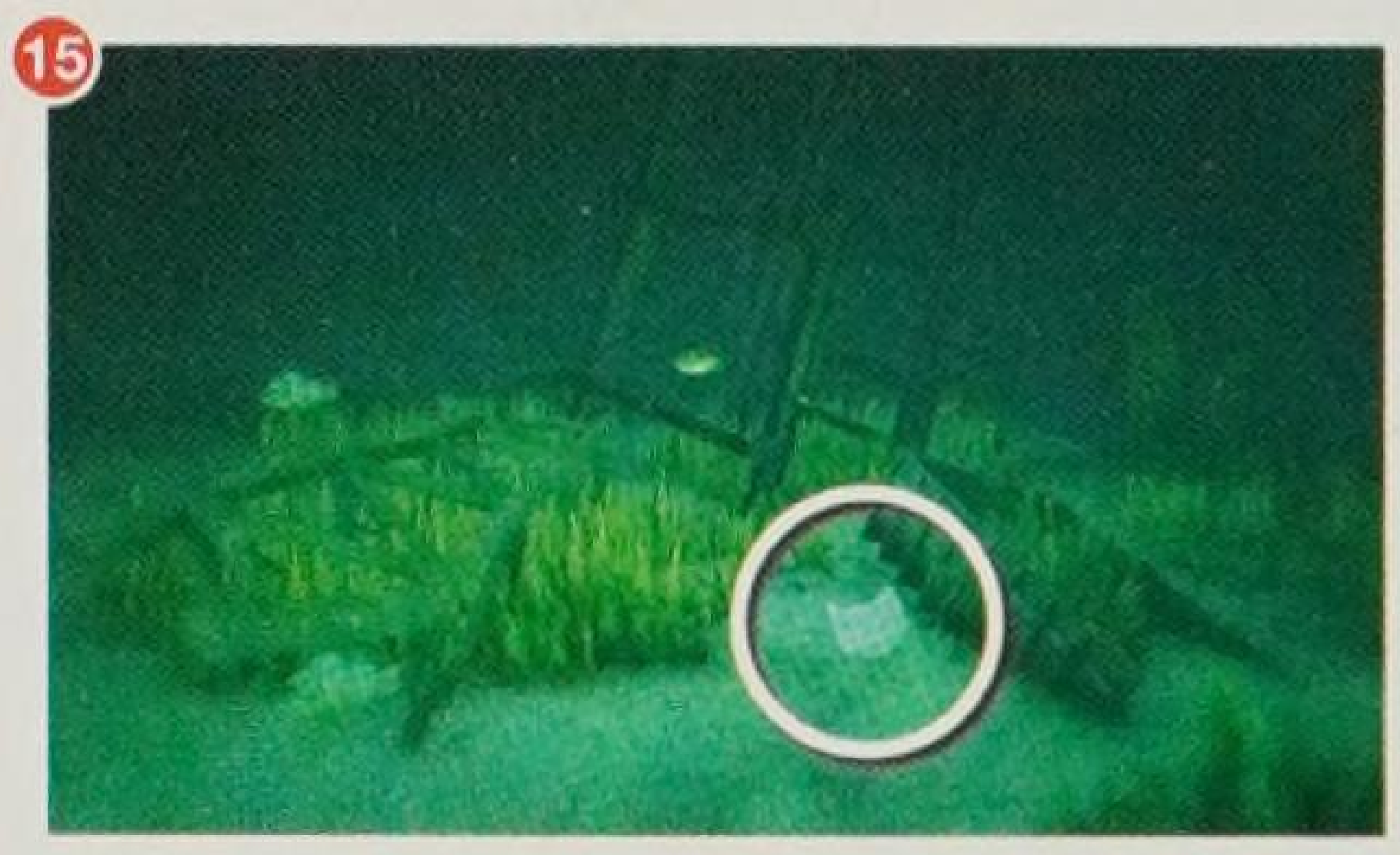
In the shallow canal water within the rusted metal frame of some forgotten structure.

⑭



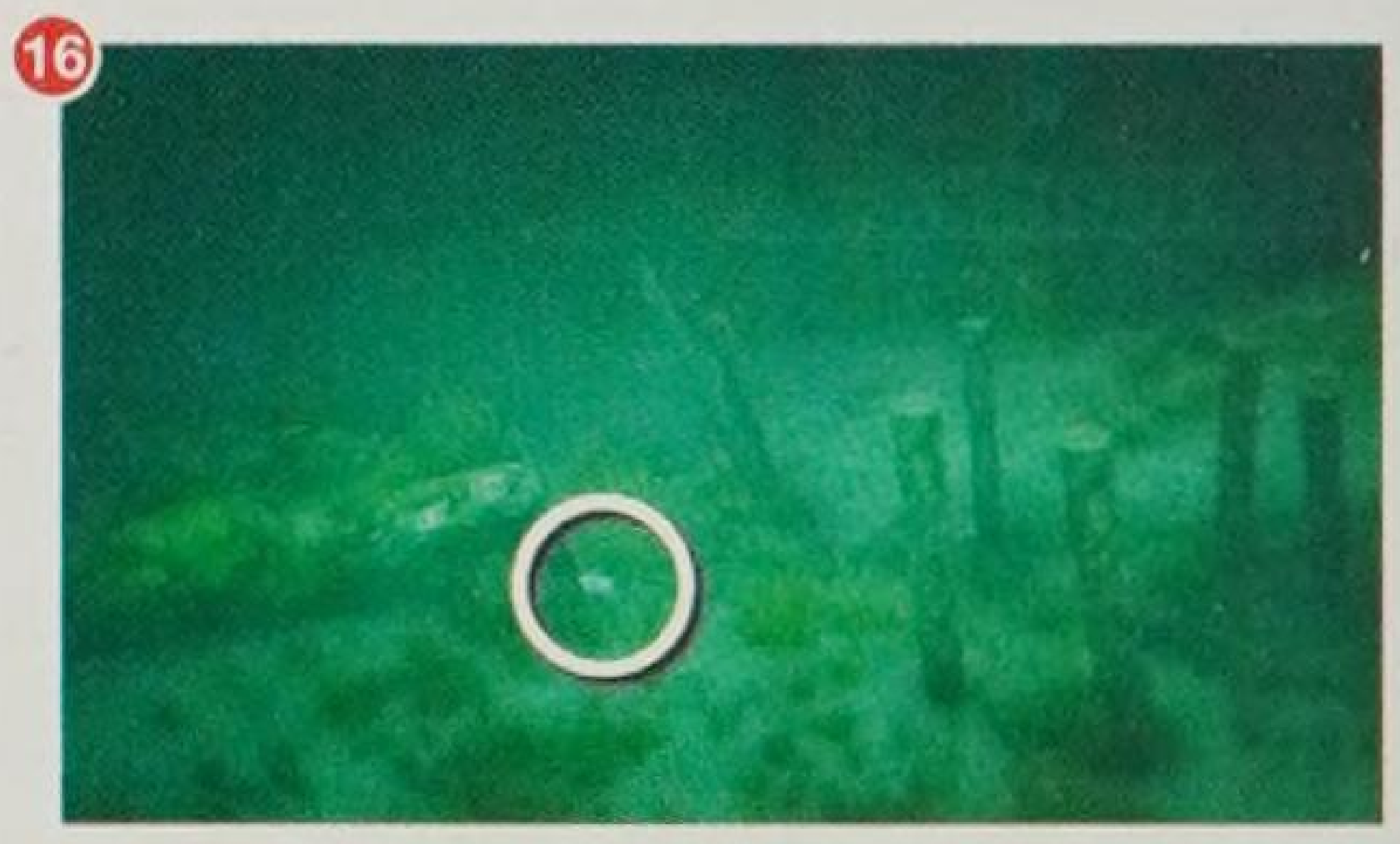
In the shallow water at the bow of the Ocean Motion ship. Near a group of old pier supports.

⑮



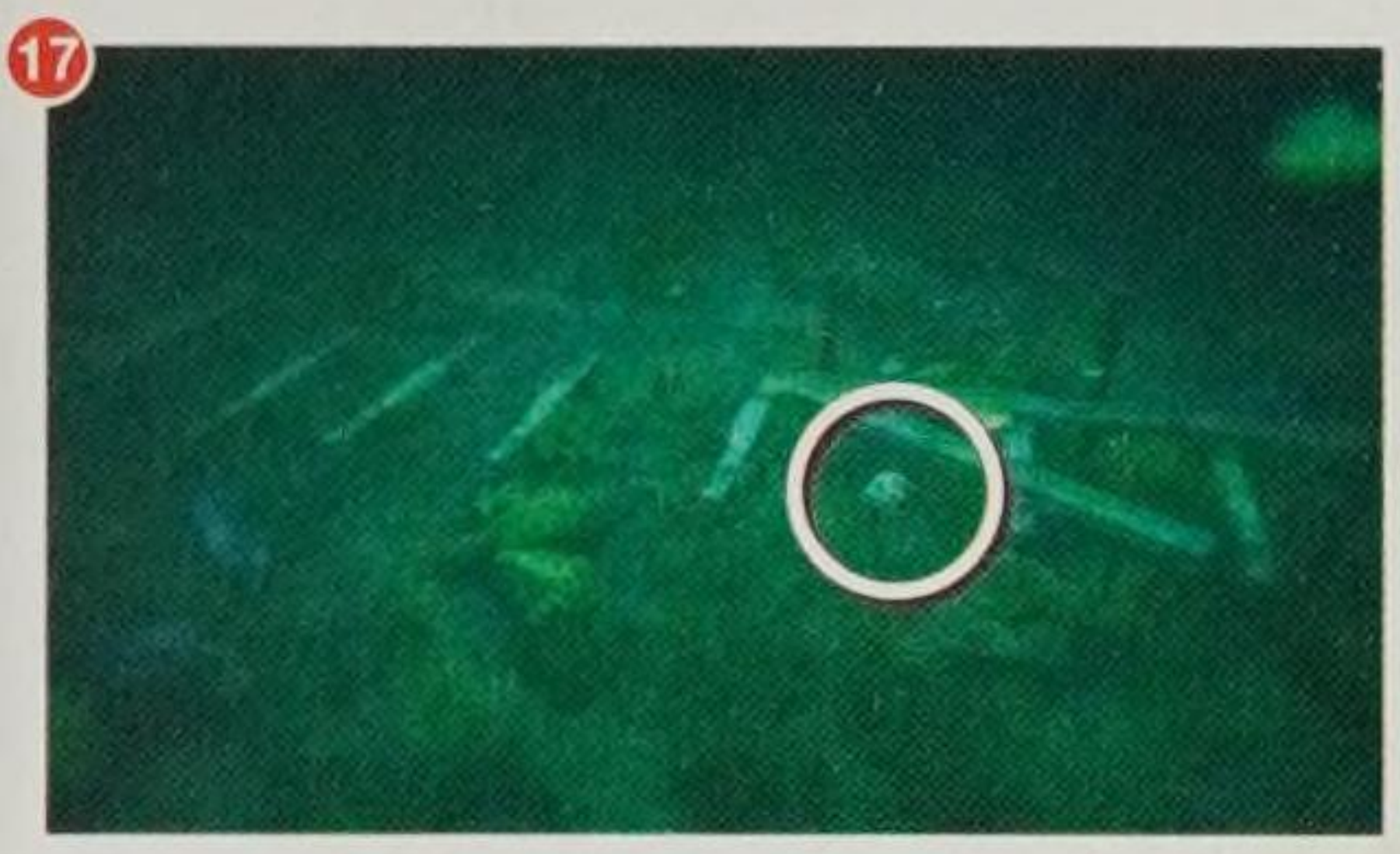
In shallow water off the starboard side of the Ocean Motion ship in the Port of Los Santos. It's in the silt near rusted metal framework.

⑯



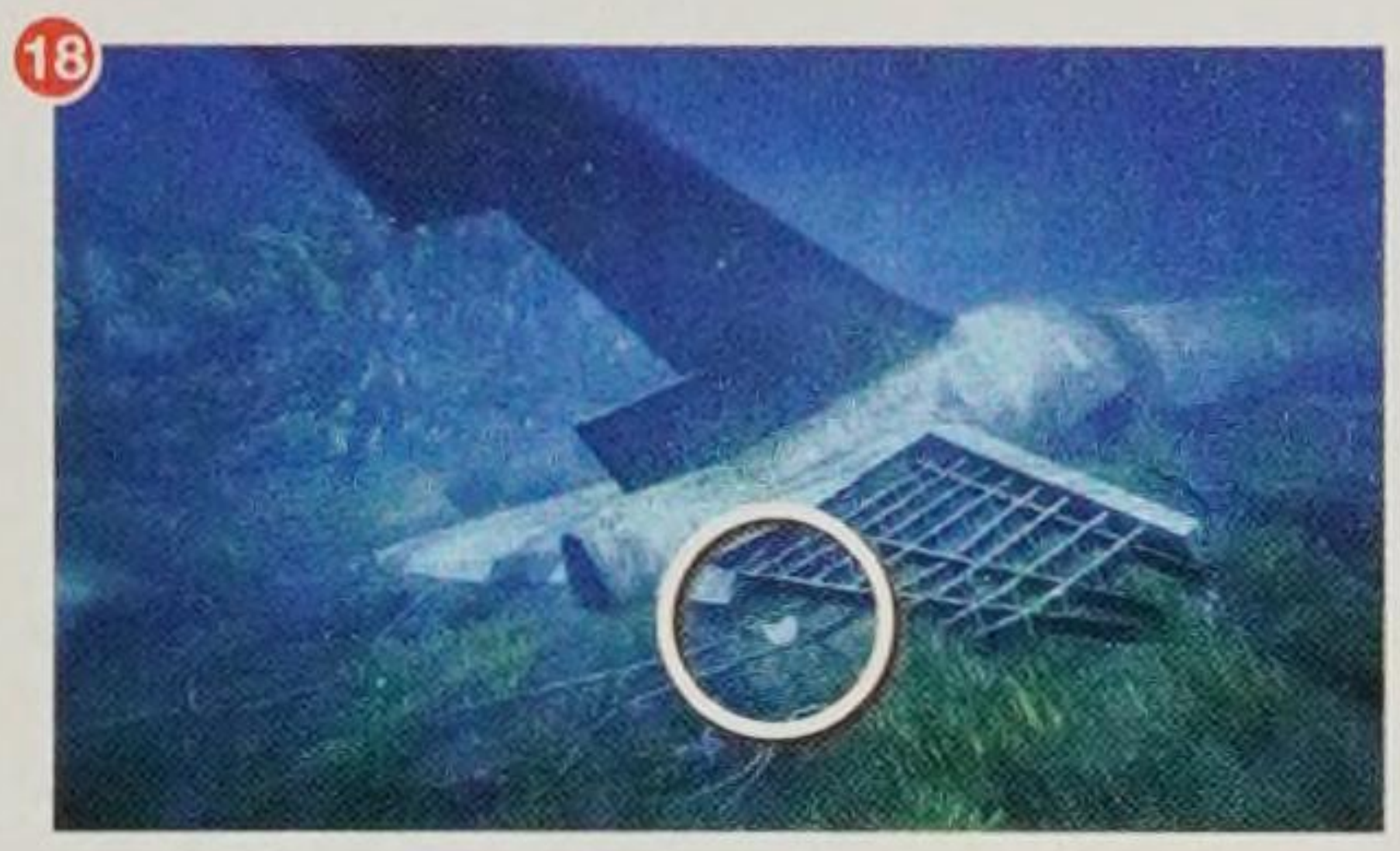
In the shallow water off the stern of the Ocean Motion ship. It's near tall seaweed, a large boulder, and a few pylons from an old pier.

⑰



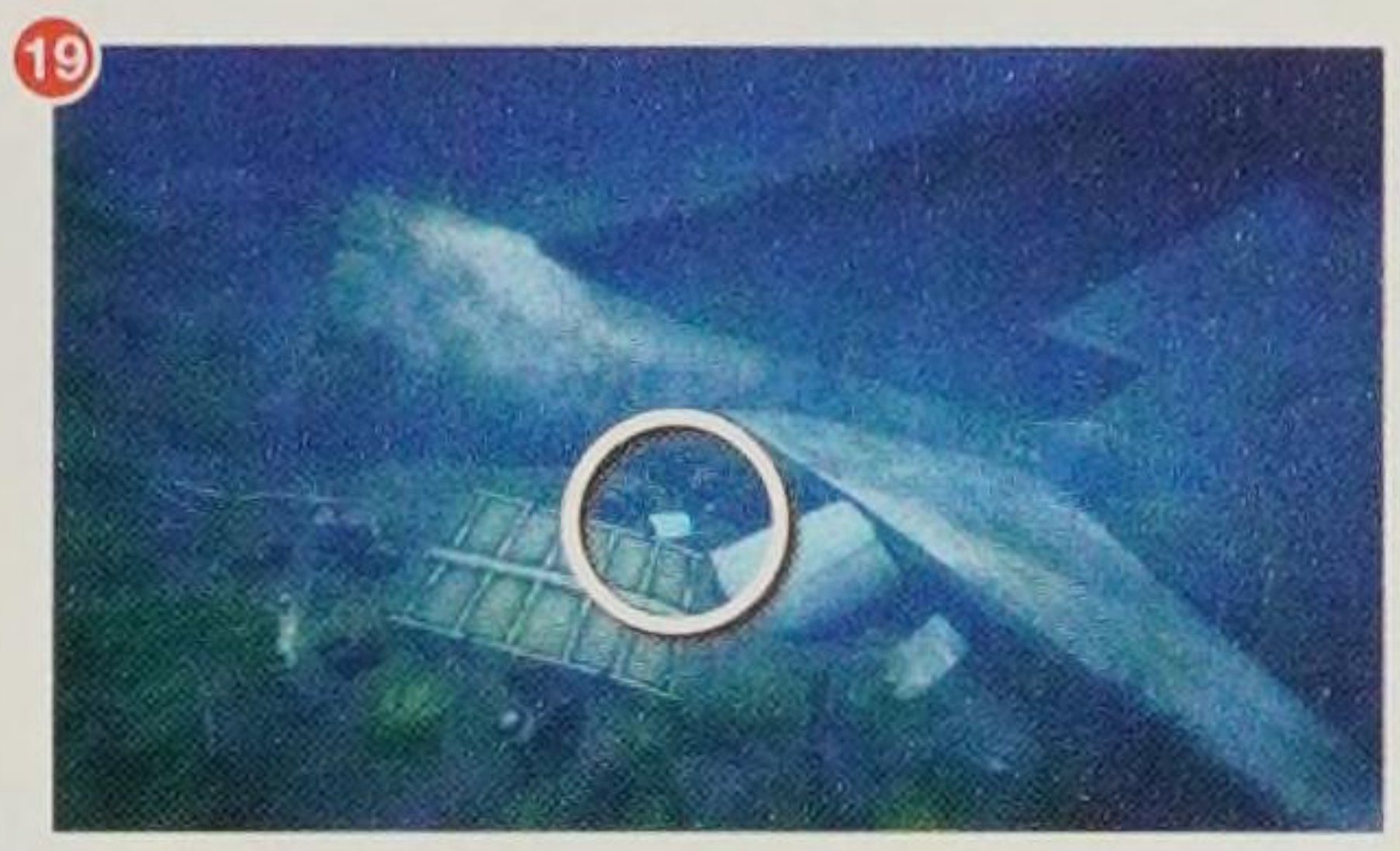
In the waters off the starboard side of the *Daisy-Lee* ship. Park your Dinghy near the blue barrel floating furthest from the ship. Find the piece hidden under the planks of an old destroyed pier.

⑱



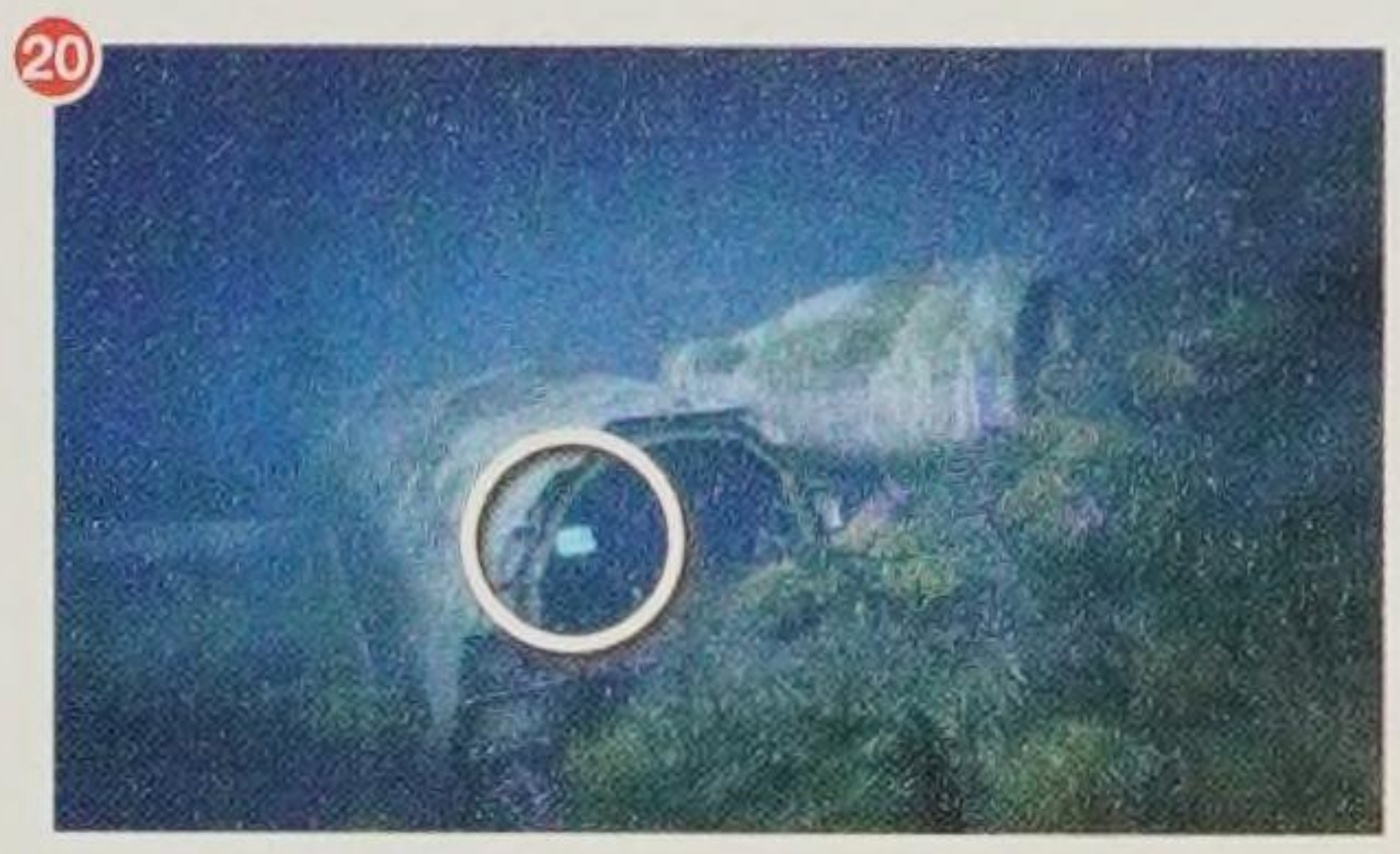
Don't surface after picking up piece **(18)**, because **(19)** is at the end of the tail section hidden in some tall seaweed.

⑲



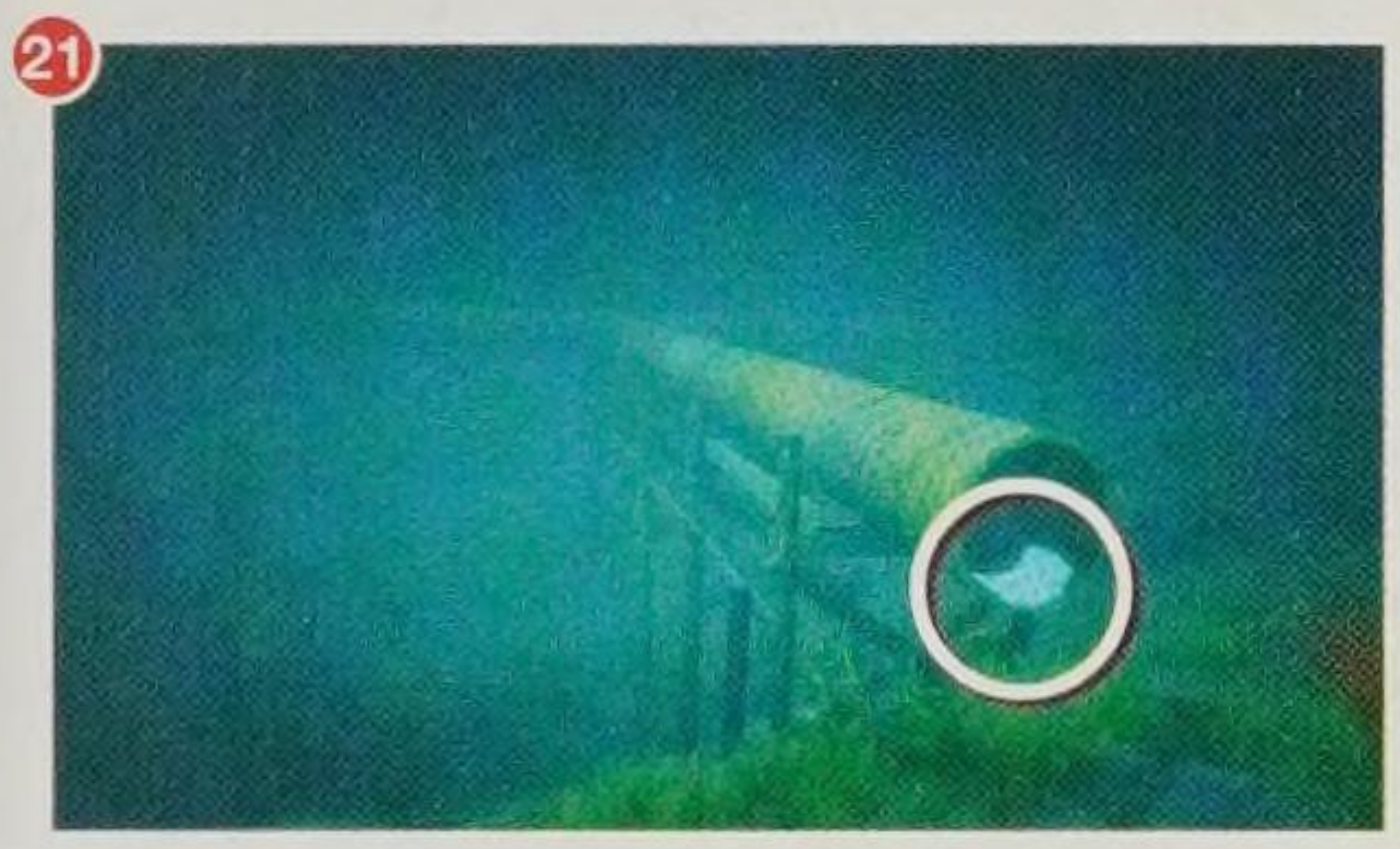
Dive into the water and notice a plane on the seabed broken in two large pieces. This one is next to the plane's tail section on its left side near an Armor pickup. A briefcase of money is off to the right side near the tail, but not as far as the tip of the wing.

⑳



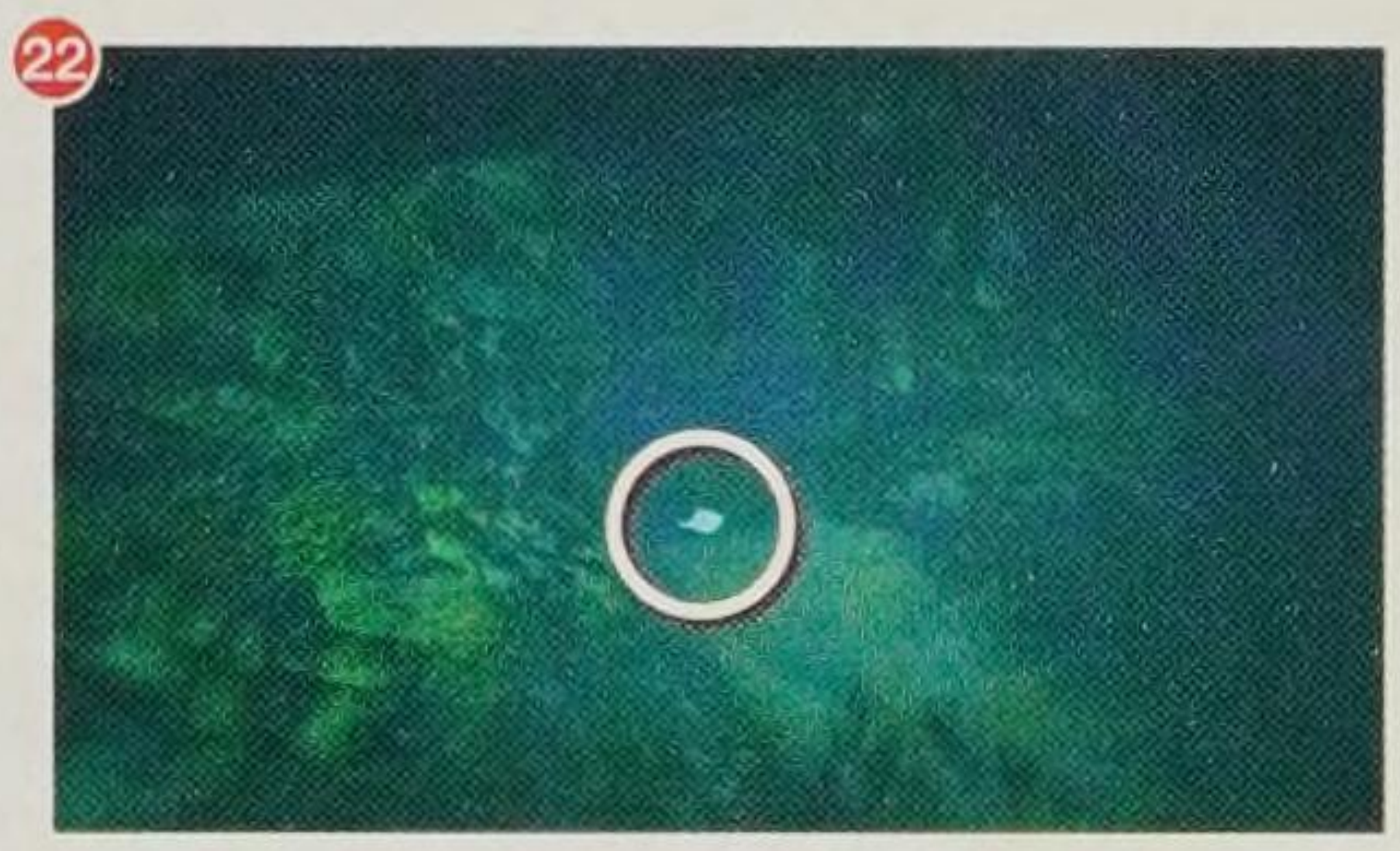
Inside the upper deck of the jet's wing section, which can be accessed through the broken end near the right engine.

㉑



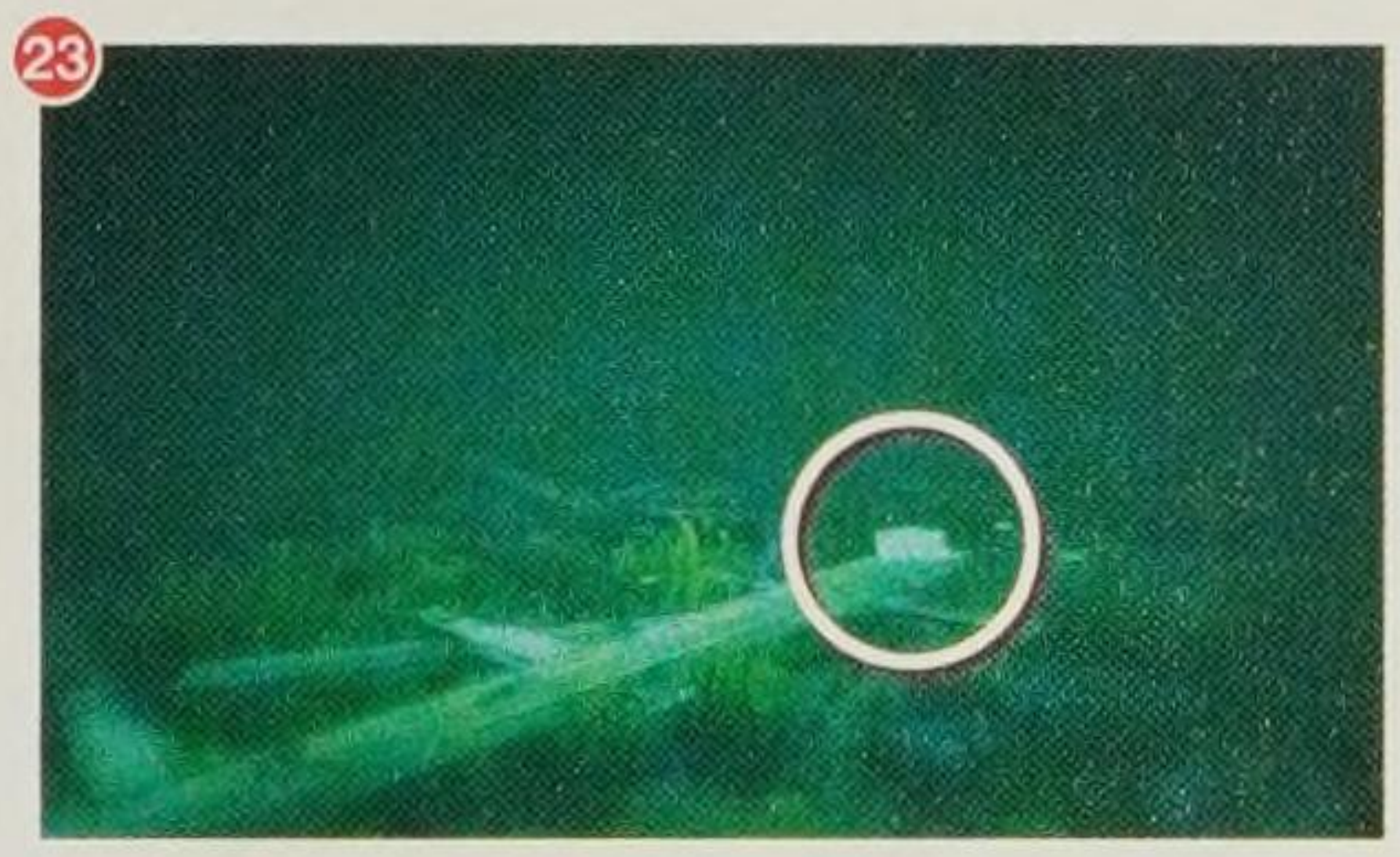
Inside the opening of an old drainpipe. Stay in the water; the next piece is very close.

㉒



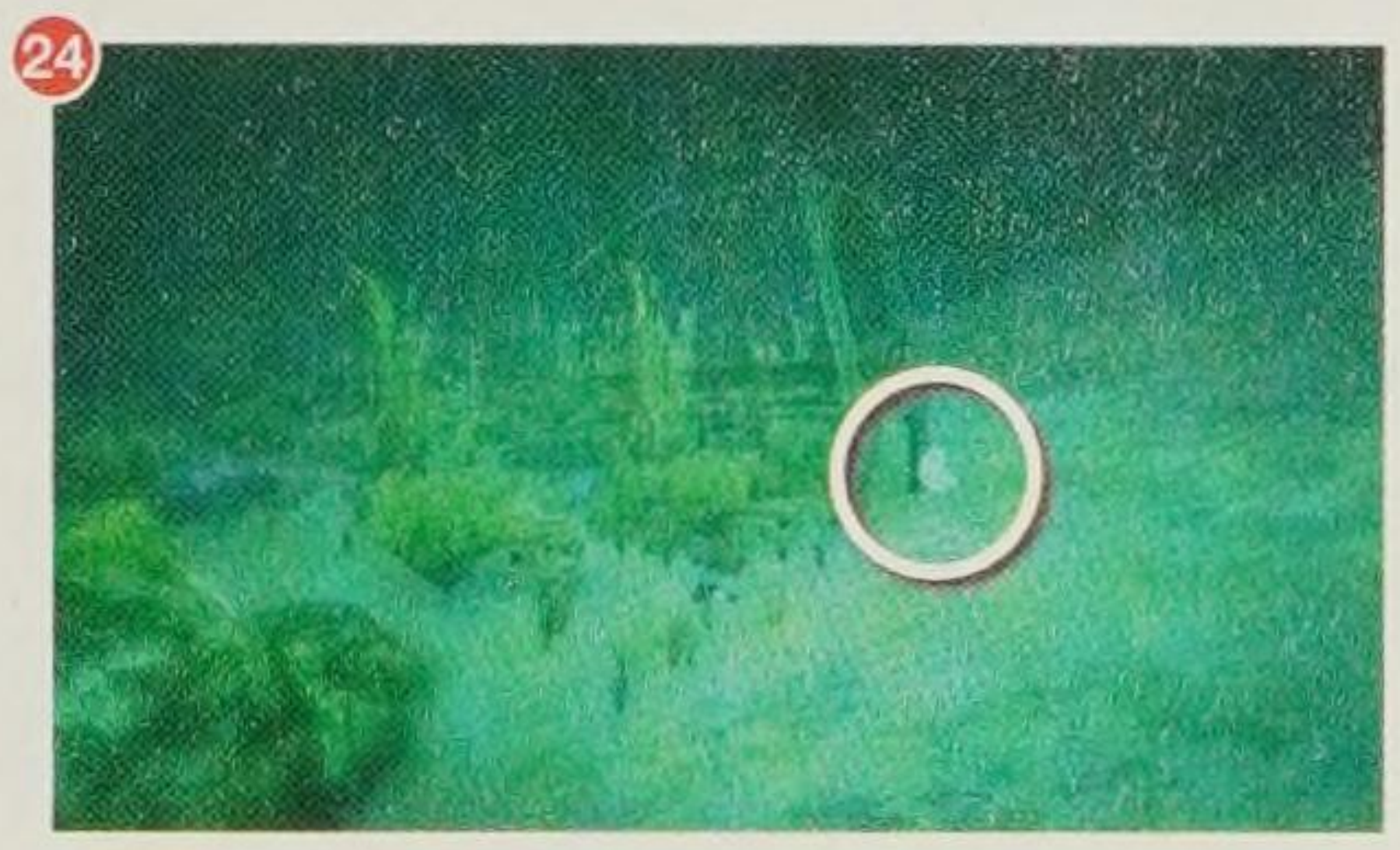
West of the previous piece. It's on the seabed under a rock archway.

㉓

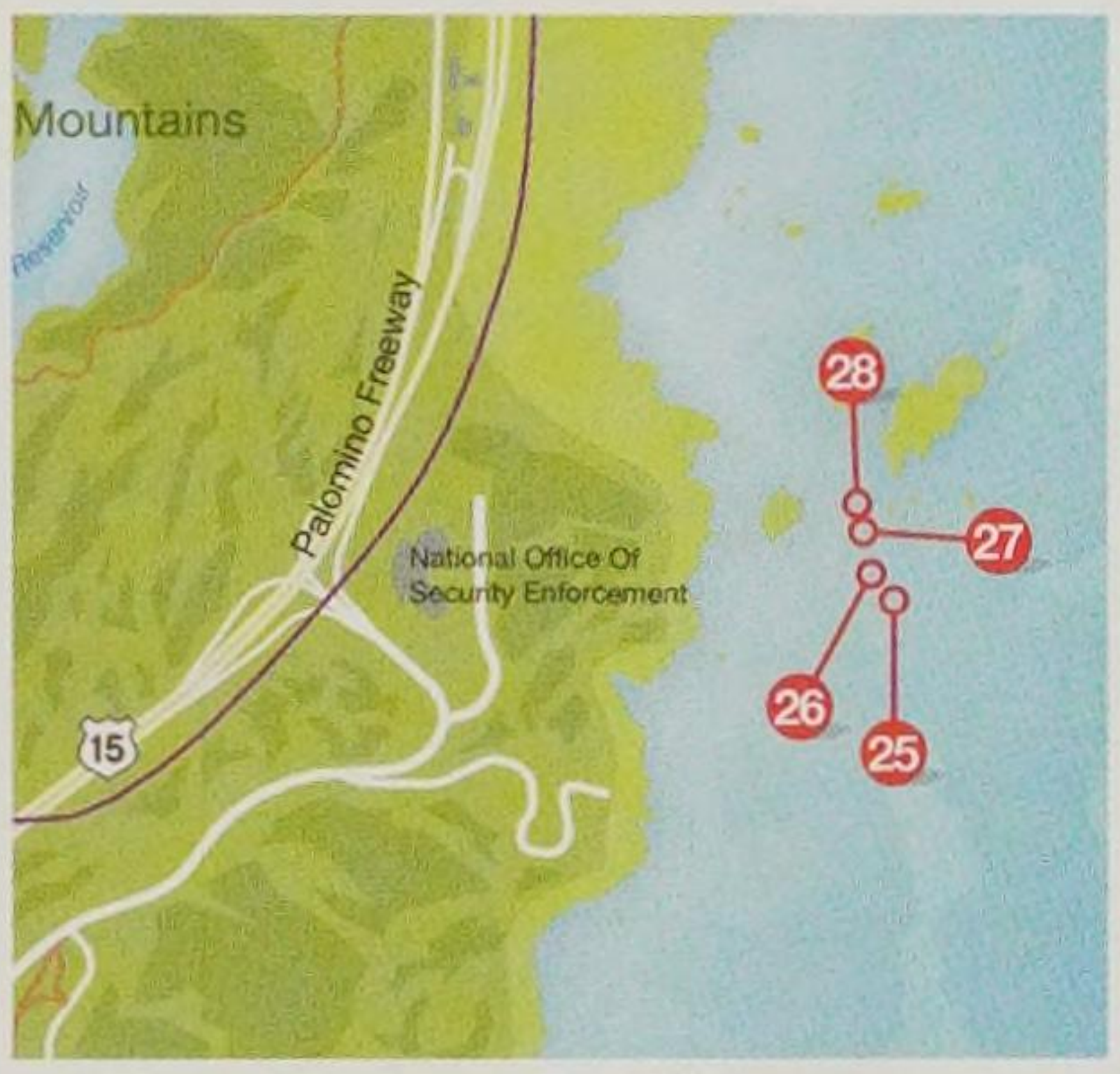


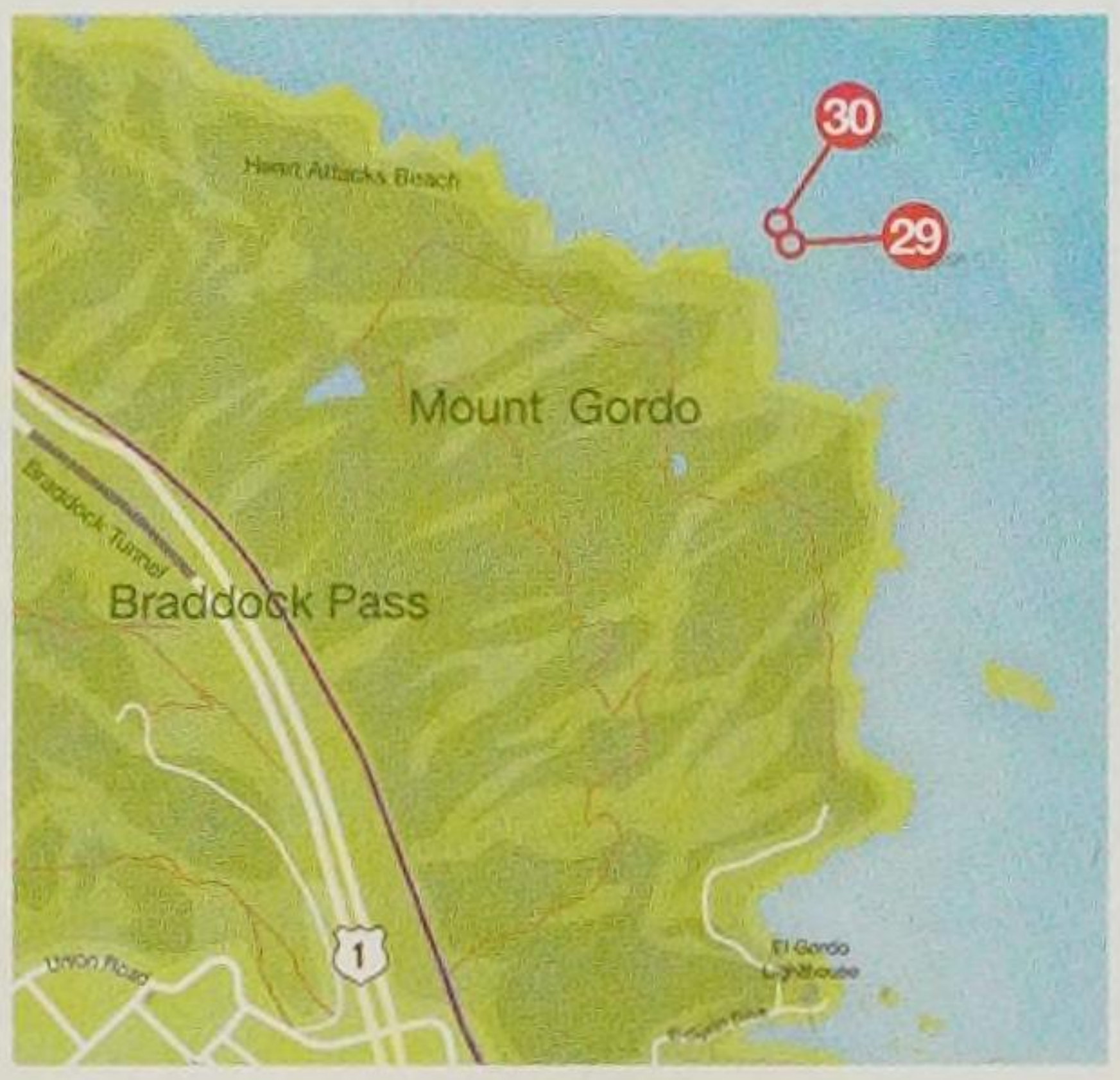
On top of some planks of an old destroyed pier at the bottom of the sea.

㉔



Next to the rusted and sunken framework from some type of past structure.





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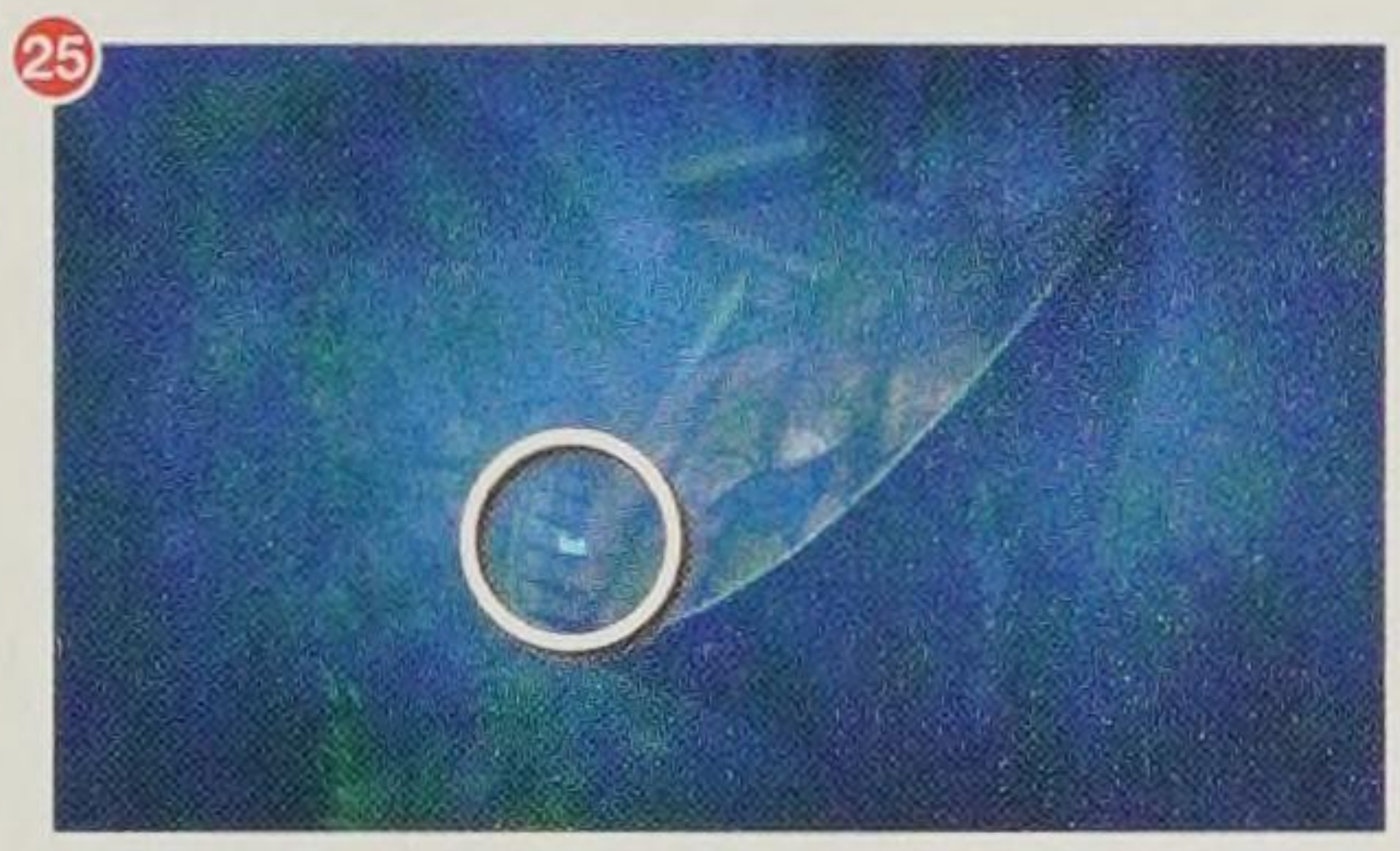
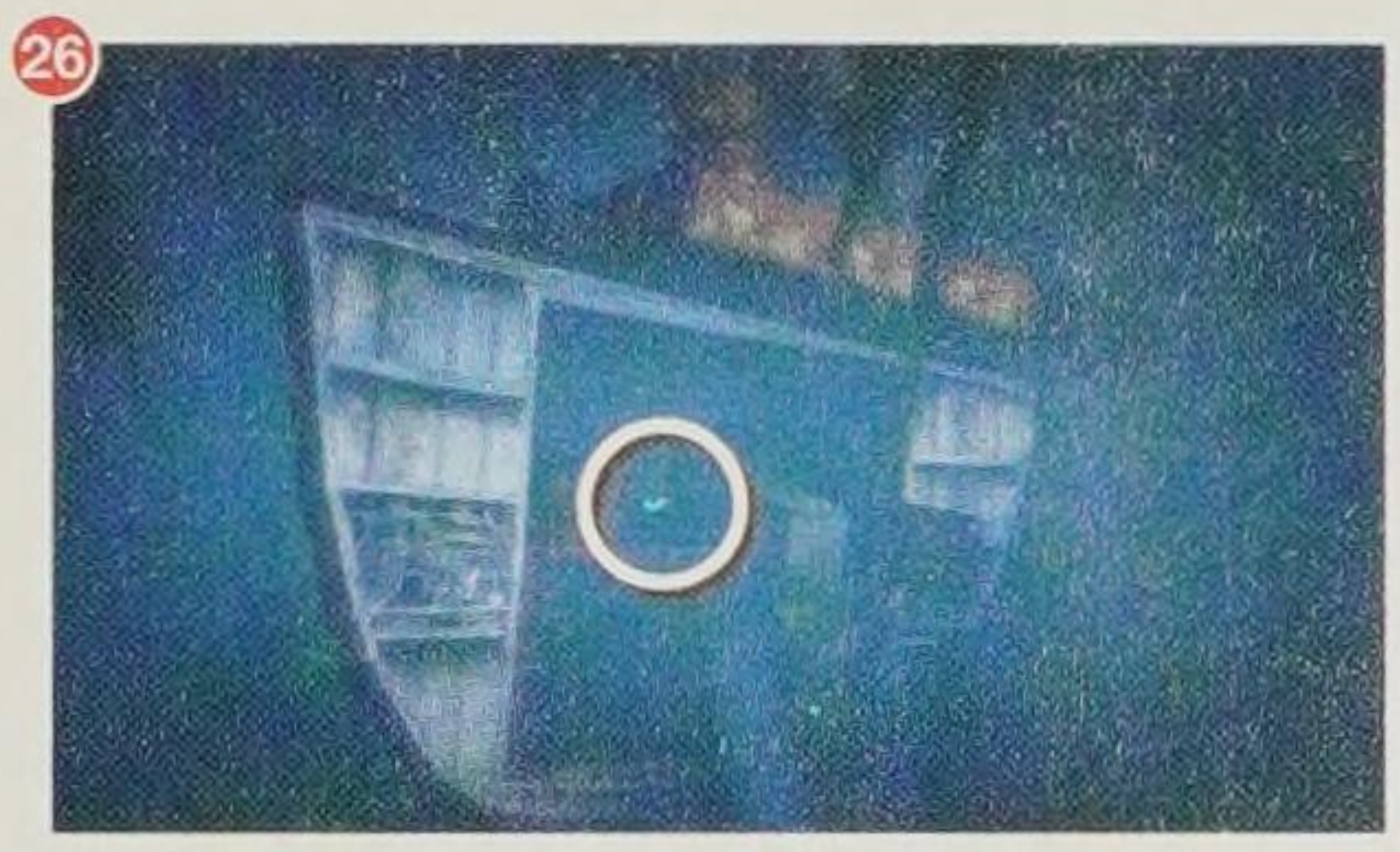


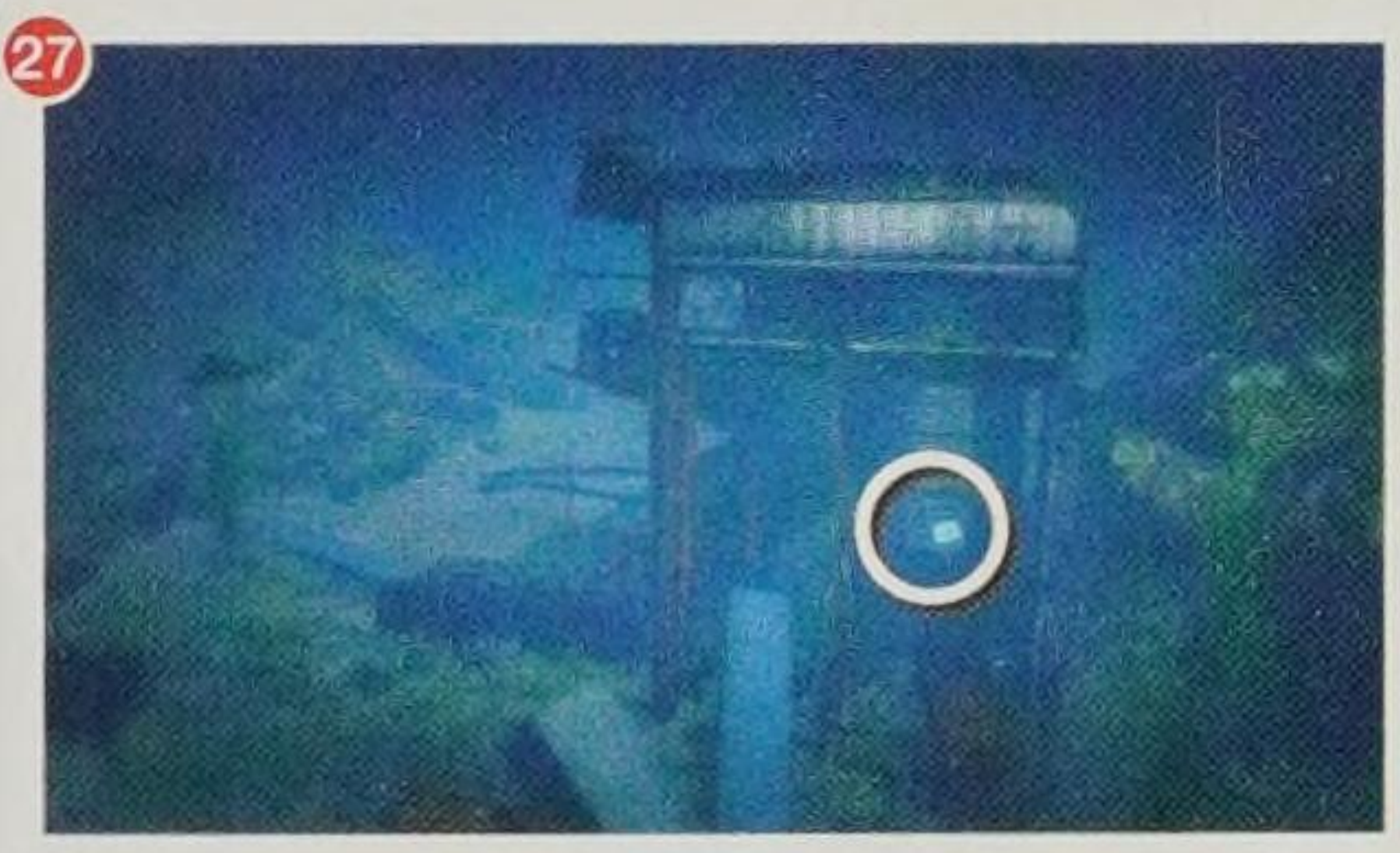
It's a long trek from piece 24 to 25. Find the next one off the east coast near the National Office of Security Enforcement. It's near the large hole on the bow of a very large sunken ship. Stay in the water to find the next piece.

㉖



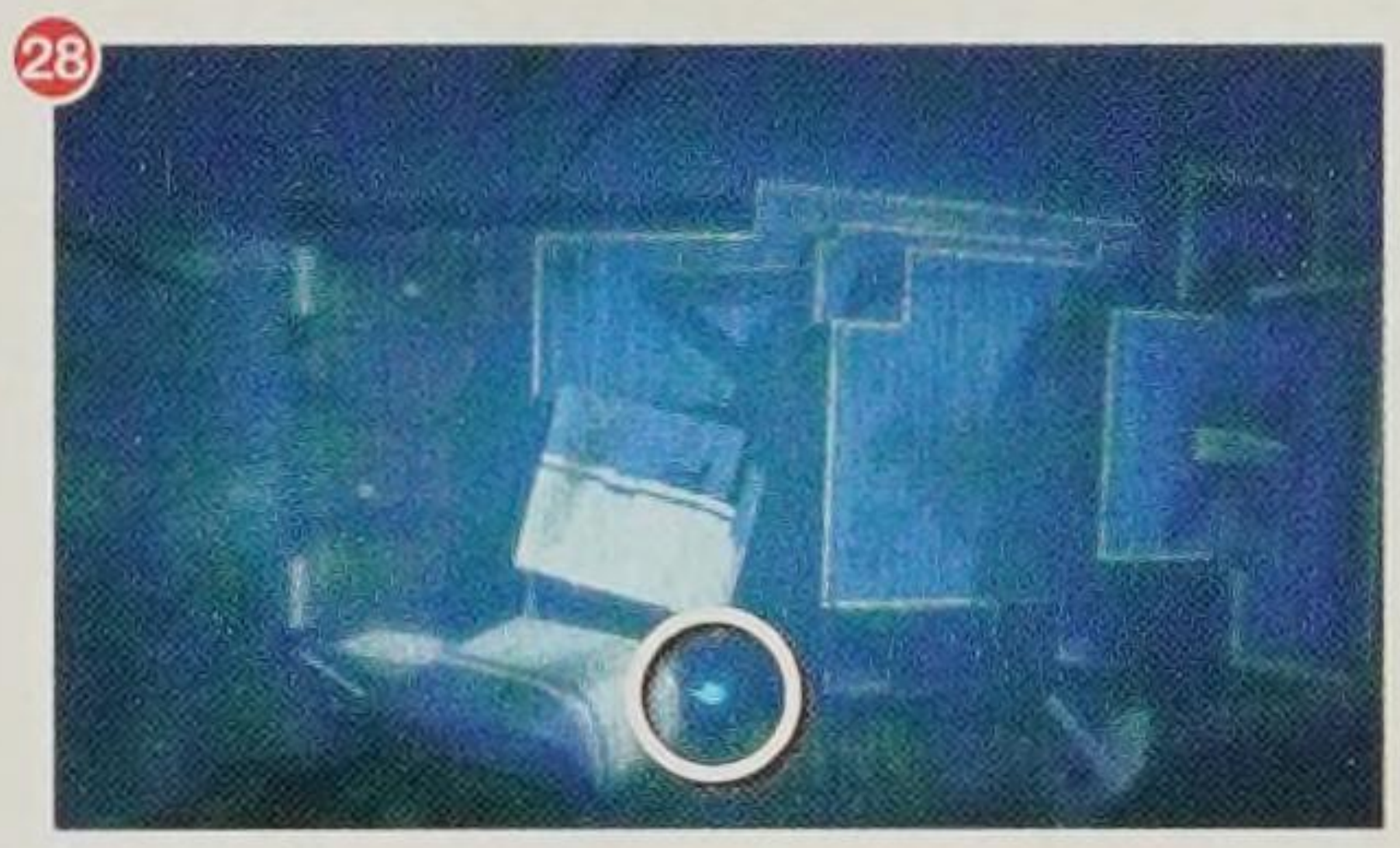
From the bow of the ship where you found piece 25, swim north to the middle broken area of the ship and look inside the upper level cargo hold. Swim to the back wall to find piece 26 behind some shipping containers. Swim north to find the next one.

㉗



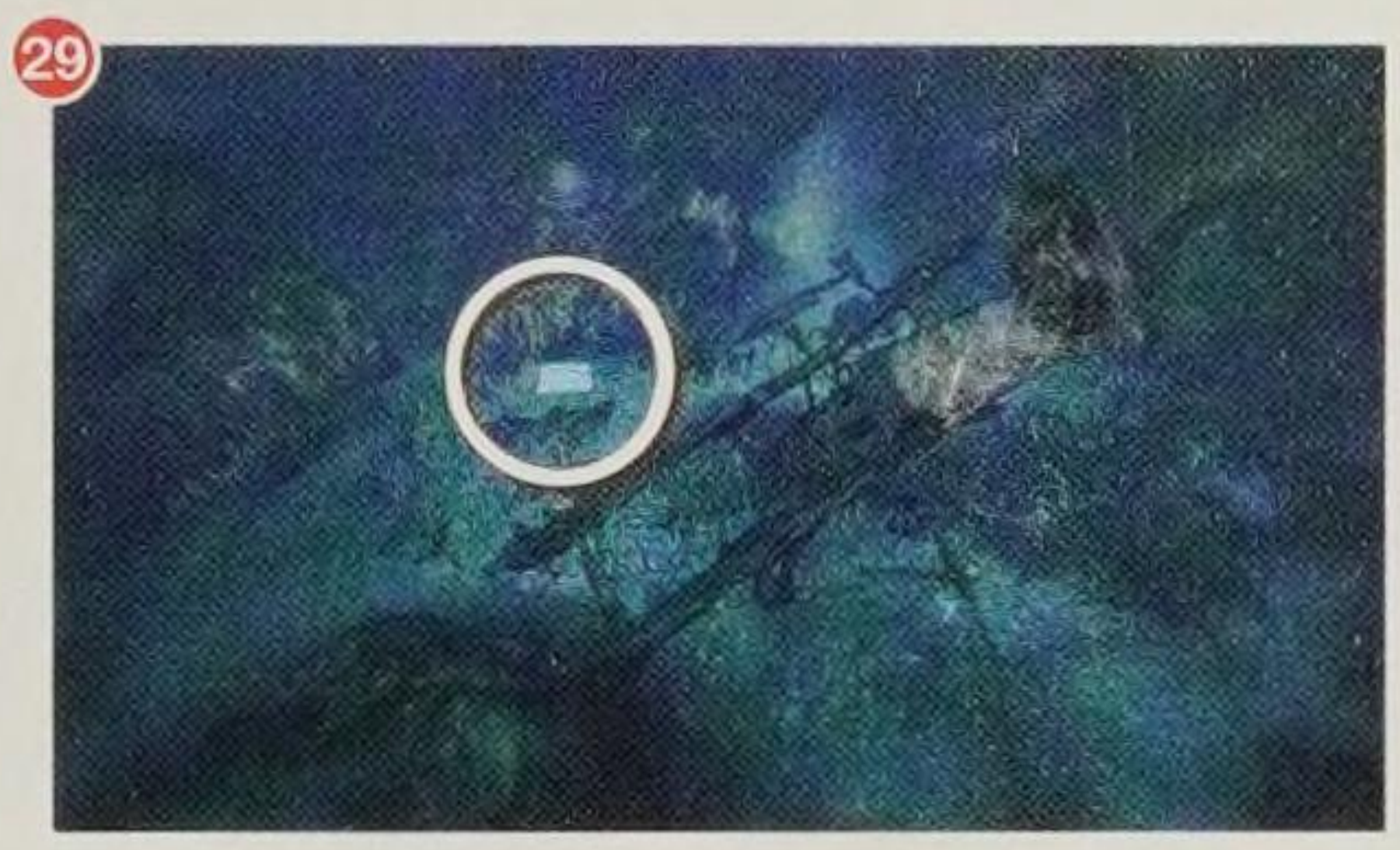
The glowing pickup inside the bowels of the ship is the suitcase of money. By all means take it. But to find the Submarine Piece, you must dive deeper below the suitcase or enter the ship from the south-end hole. You'll also find an Assault Rifle this way. Swim through the gap beside the shipping container above the Assault Rifle to find the Submarine Piece.

㉘



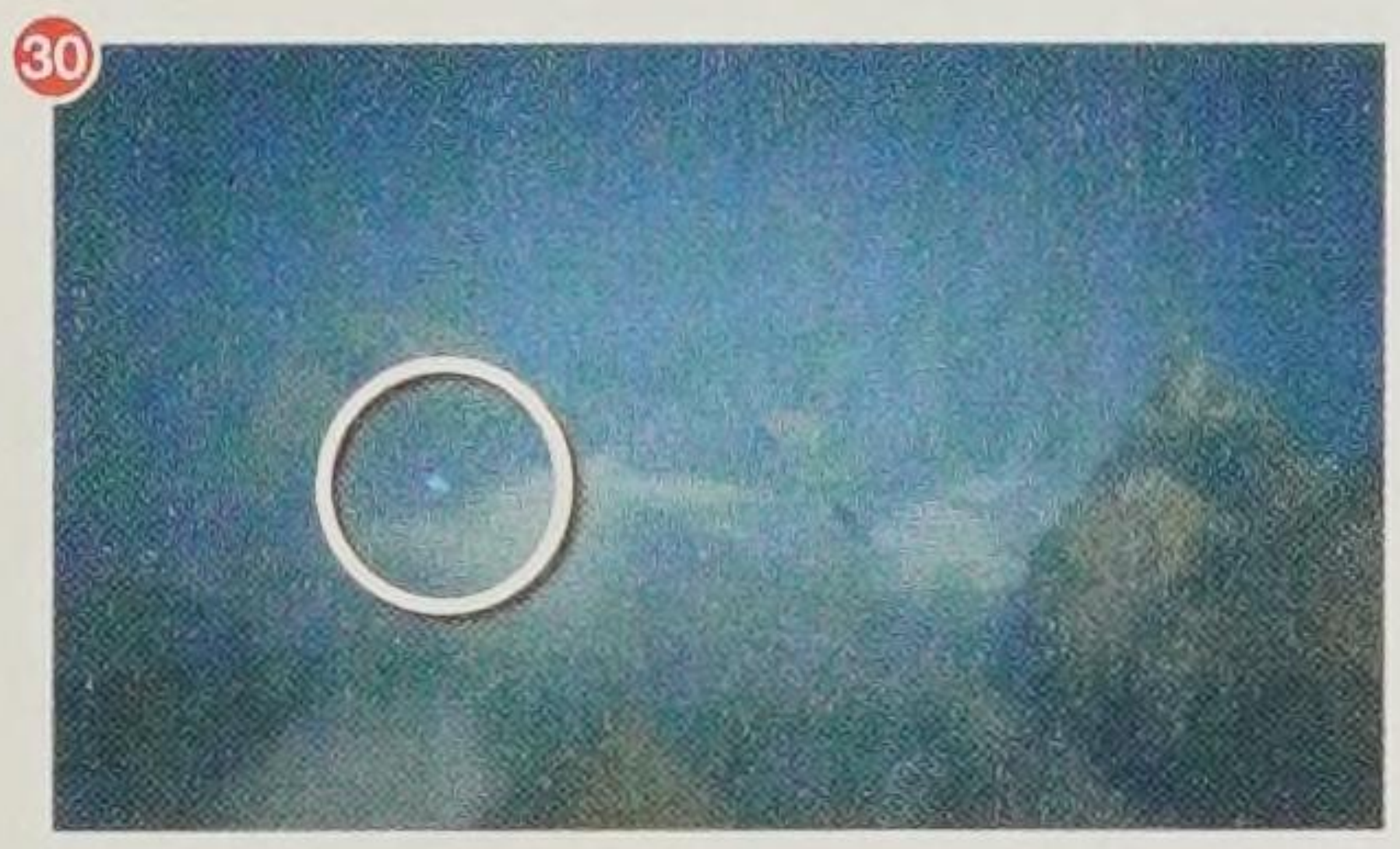
In the same shipwreck as the previous group, dive straight down and see the wheelhouse area of the ship below. Dive underneath the fallen smokestack to find this piece on the seafloor. It's underneath the ship near railings and stairs. Now surface and find your Dinghy.

㉙



The last two pieces are in the waters northeast of Mount Gordo, in shark-infested waters. If you see one from the boat, shoot it before diving in. Find the piece on the seafloor near the front end of the nose-down bi-plane. There's a briefcase of money under the tail section.

㉚



On the sea floor, next to a couple of boulders just north of what we like to call "Shark Rock."

▶ ABIGAIL

After collecting all 30 Submarine Pieces, Abigail appears on the Sonar Collections Dock **(A)** where you first met her. She's delighted that you've returned but not so delighted to see the evidence that the airlocks on Frank's sub were tampered with.

Abigail immediately blames Frank's first wife and then the police. As she walks away, she says she'll contact the FIB. Guilt is written all over her face. As you demand your reward she backtracks and hands you 10 bucks and a signed photo of Frank, which you proceed to throw in the Pacific.

As she walks away and control returns to you, make the choice to either let her go or kill her. The choice is yours.

Epsilon Tracts

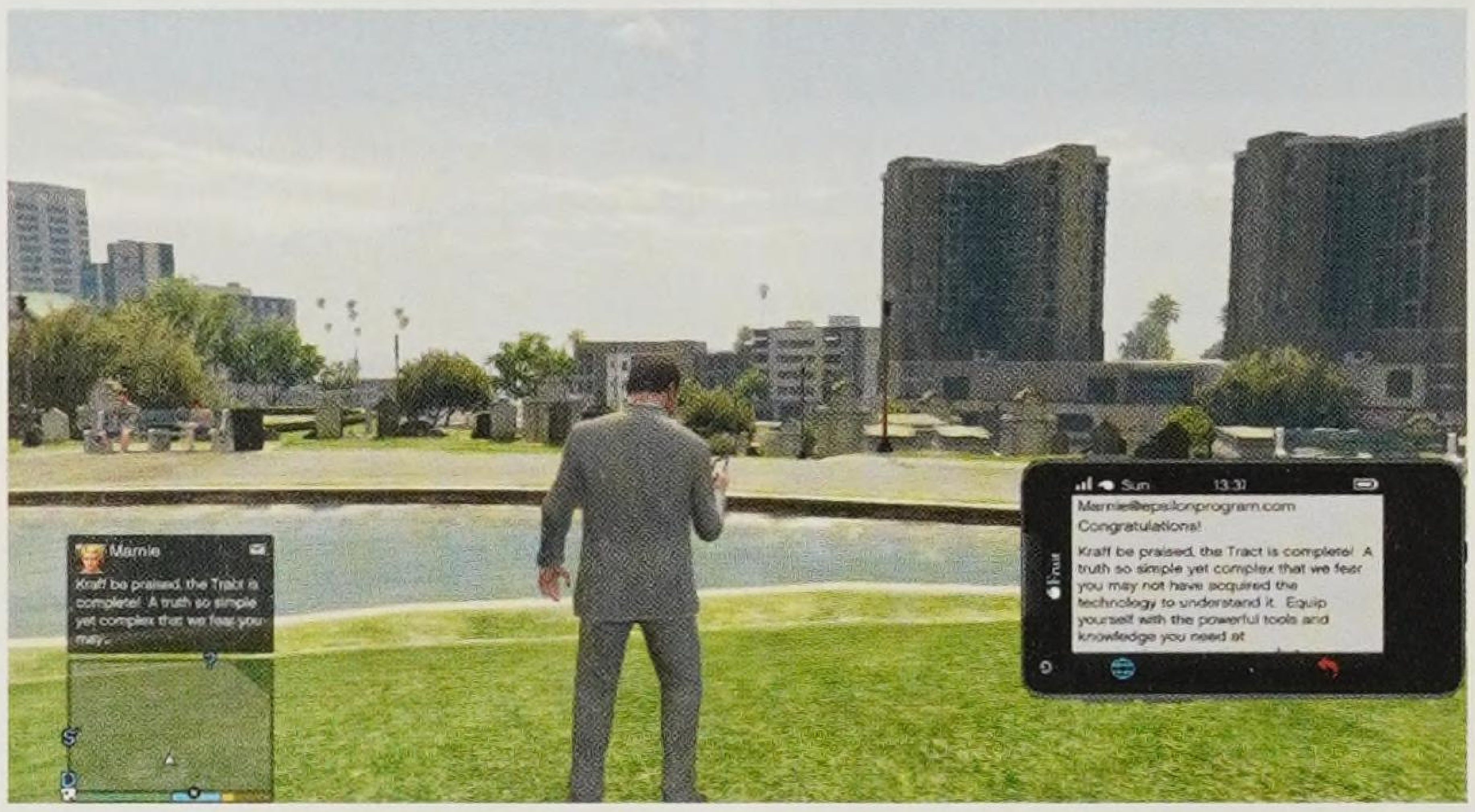
100% Completion Exempt | The collection of Epsilon Tracts does not contribute to 100% completion of the game.

▶ UNLOCKING INFO

The Epsilon Tract collection challenge is available after completing the eighth and final Epsilon mission. You will then receive a text message from Marnie explaining that the Tract collections are available—the locations of which can be found on the Epsilon website (**www.epsilonprogram.com**). When you collect a Tract collectible, an excerpt from the Epsilon Paradigm appears on the website.

▶ THE PAYOFF

Your reward for collecting all Tract collectibles is a complete set of excerpts: "The Epsilon Tract of the 9th Paradigm. Year 157." Marnie emails you a congratulations message after collecting the tenth tract. Open the link in the email to go directly to **www.epsilonprogram.com/tract**.



Marnie

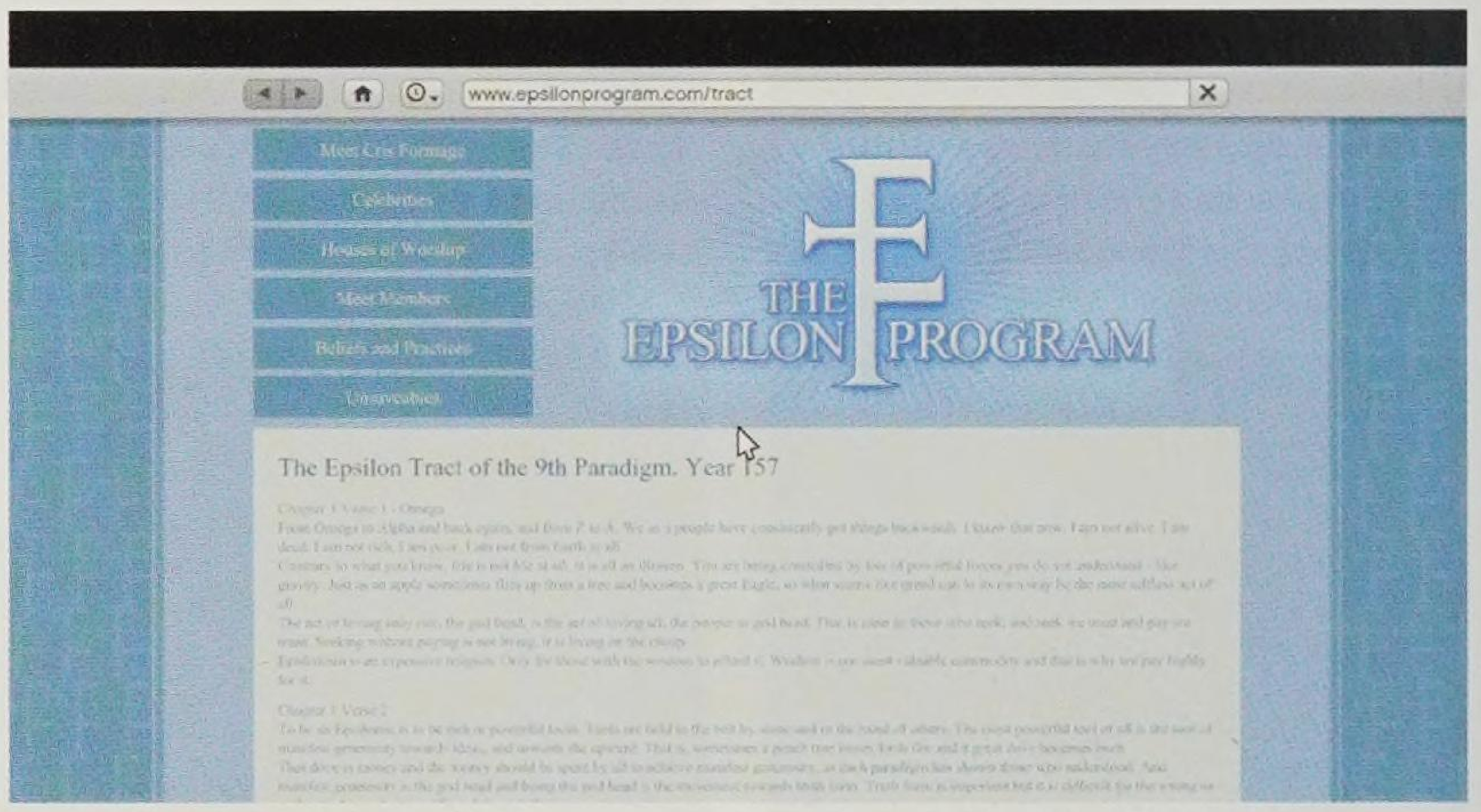
Kraff be praised, the Tract is complete! A truth so simple yet complex that we fear you may...

Sun 13:31

Marnie@epsilonprogram.com

Congratulations!

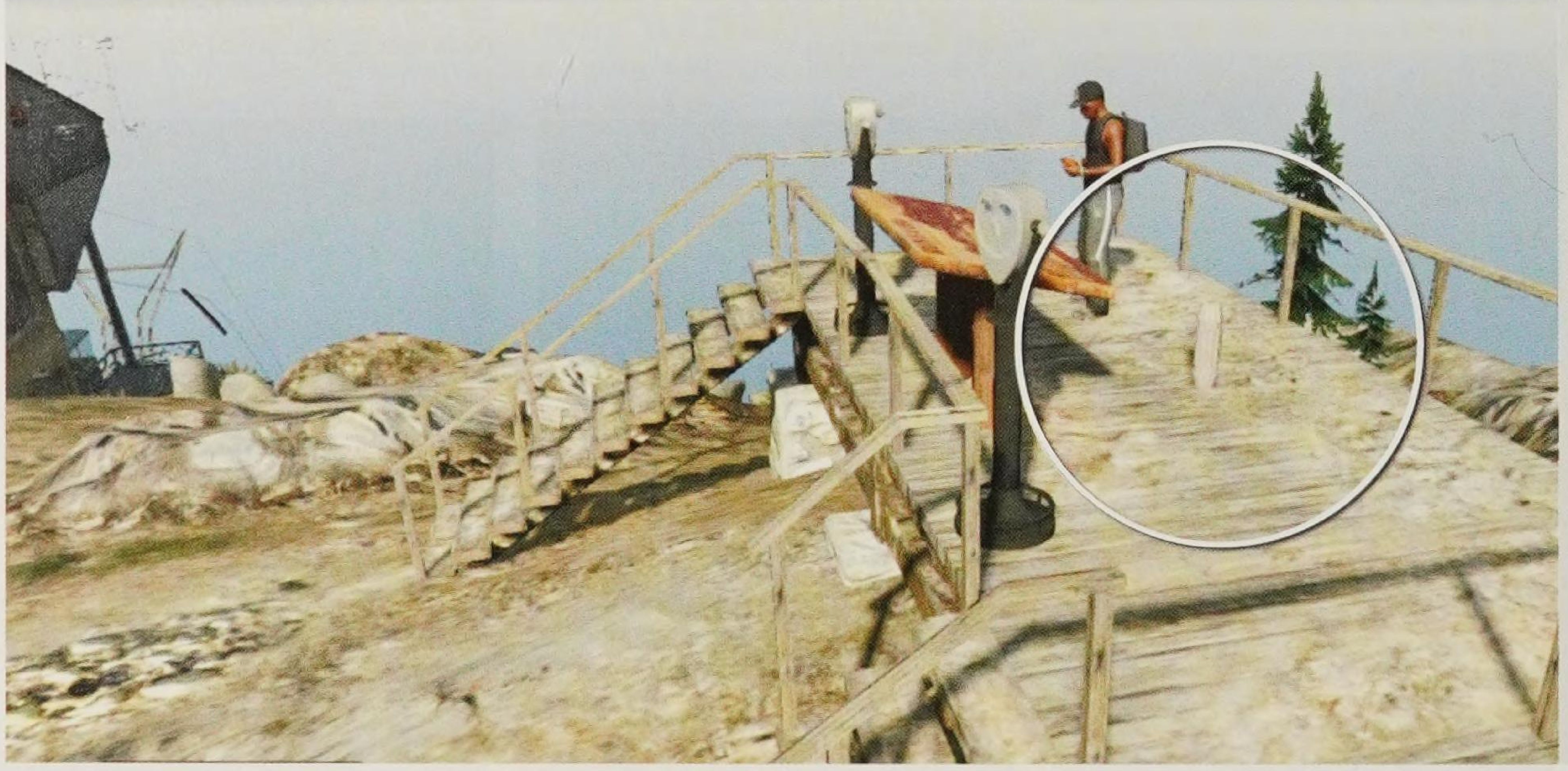
Kraff be praised, the Tract is complete! A truth so simple yet complex that we fear you may not have acquired the technology to understand it. Equip yourself with the powerful tools and knowledge you need at



www.epsilonprogram.com/tract

The Epsilon Tract of the 9th Paradigm. Year 157

①



"We worship Kram where the earth reaches up to Kraff."

Marnie calls and her message is this: "You are now truly one of us and are ready to write the tract. "We worship Kram where the earth reaches up to Kraff. Kraff is the emperor of the fourth paradigm. So, if this is their god, what is the highest point in San Andreas? The top of Mount Chiliad. This is where you can find the first tract. It sits on the telescope platform near the cable car station."

3
1
8
PALETO BAY
Great Ocean Highway
Mount Gordo
Braddock Pass
B
4
A
Paleto Forest
Mount Chiliad
6
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
NORTH CHUMASH
Raton Canyon
San Chianski Mountain Range
ALAMO SEA
Great Ocean Highway
Mount Josiah
SANDY SHORES
Grand Senora Desert
Fort Zancudo
HARMONY
Route 68
Senora Freeway
Lago Zancudo
GREAT CHAPARRAL
Redwood Lights Track
Bolingbroke Penitentiary
Ron Alternates Wind Farm
TONGVA HILLS
Marlowe Vineyards
TONGVA VALLEY
LOS SANTOS COUNTY
Palmer-Taylor Power Station
VINEWOOD
Galileo Observatory
VINEWOOD HILLS
BANHAM CANYON
CHUMASH
9
7
Tataviam Mountains
RICHMAN
VINEWOOD
Los Santos Golf Club
PACIFIC BLUFFS
MORNINGWOOD
ROCKFORD HILLS
Great Ocean Highway
EAST VINEWOOD
BACKLOT CITY
Del Perro Fwy
Palomino Freeway
DOWNTOWN
10
DEL PERRO
LITTLE SEOUL
Olympic Fwy
VESPUCCI
5
SOUTH LOS SANTOS
EAST LOS SANTOS
2
Palomino Highlands
LA PUERTA
Maze Bank Arena
La Puerta Fwy
Elysian Island
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
Terminal
1
13
15
68
11
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17
22
20
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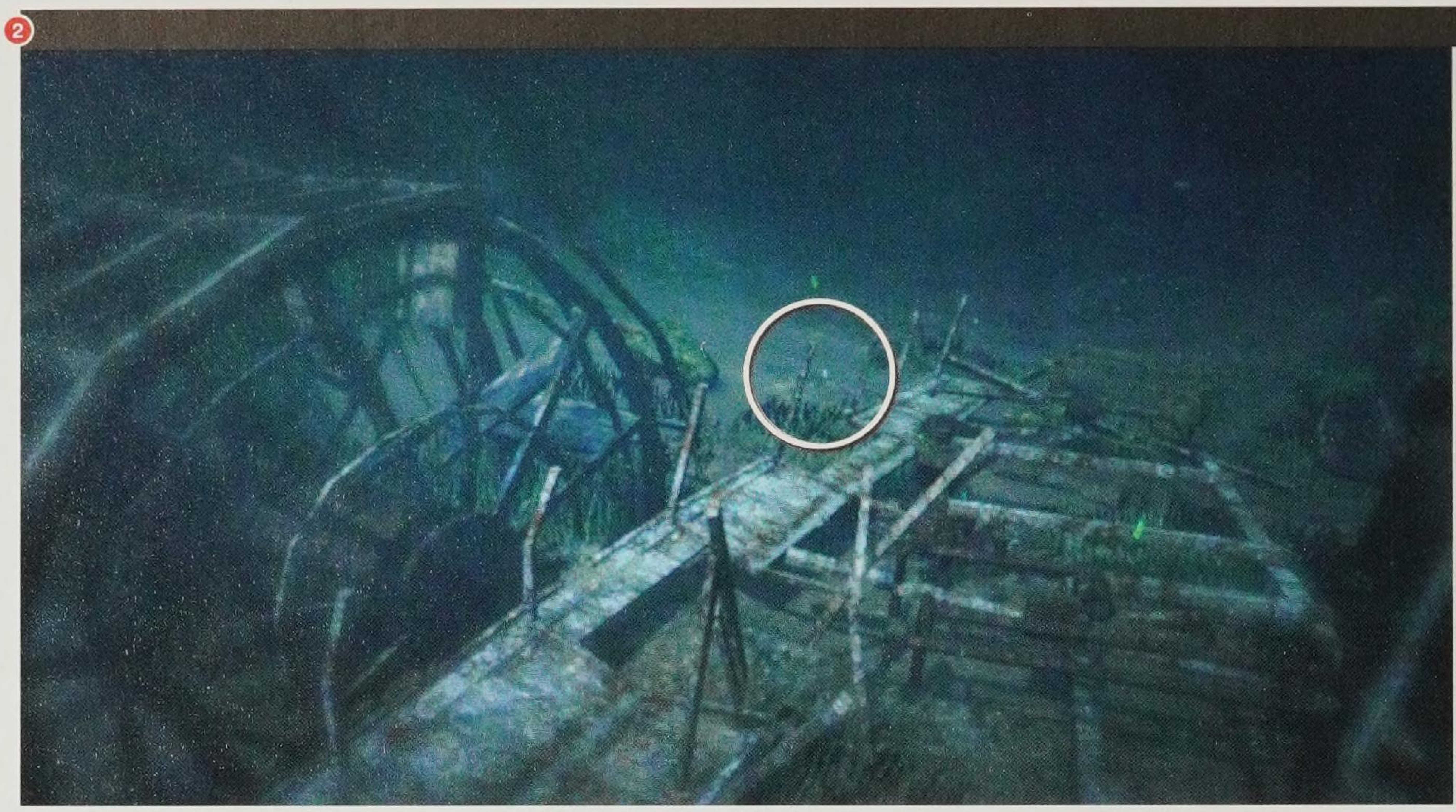
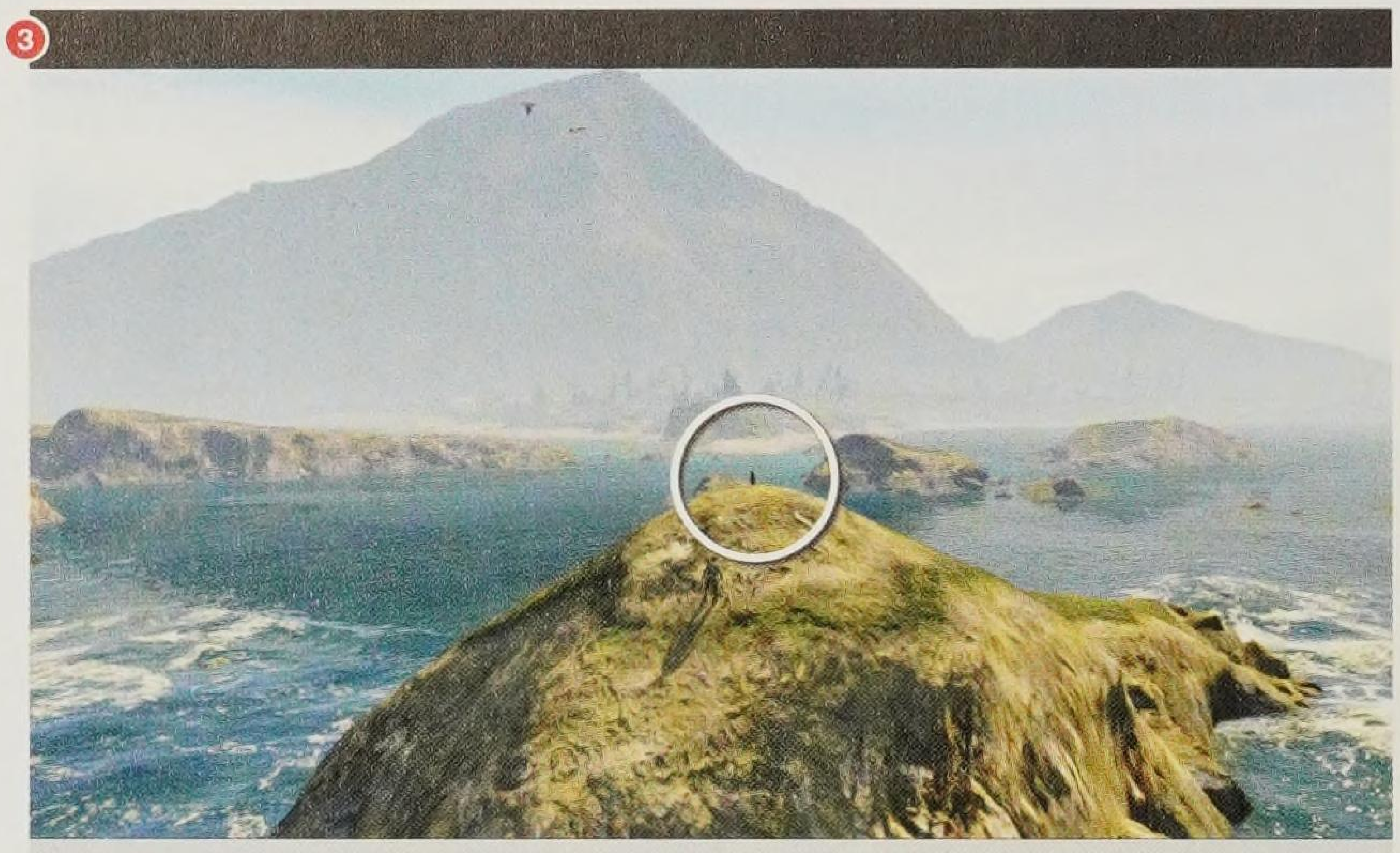
2
4

2



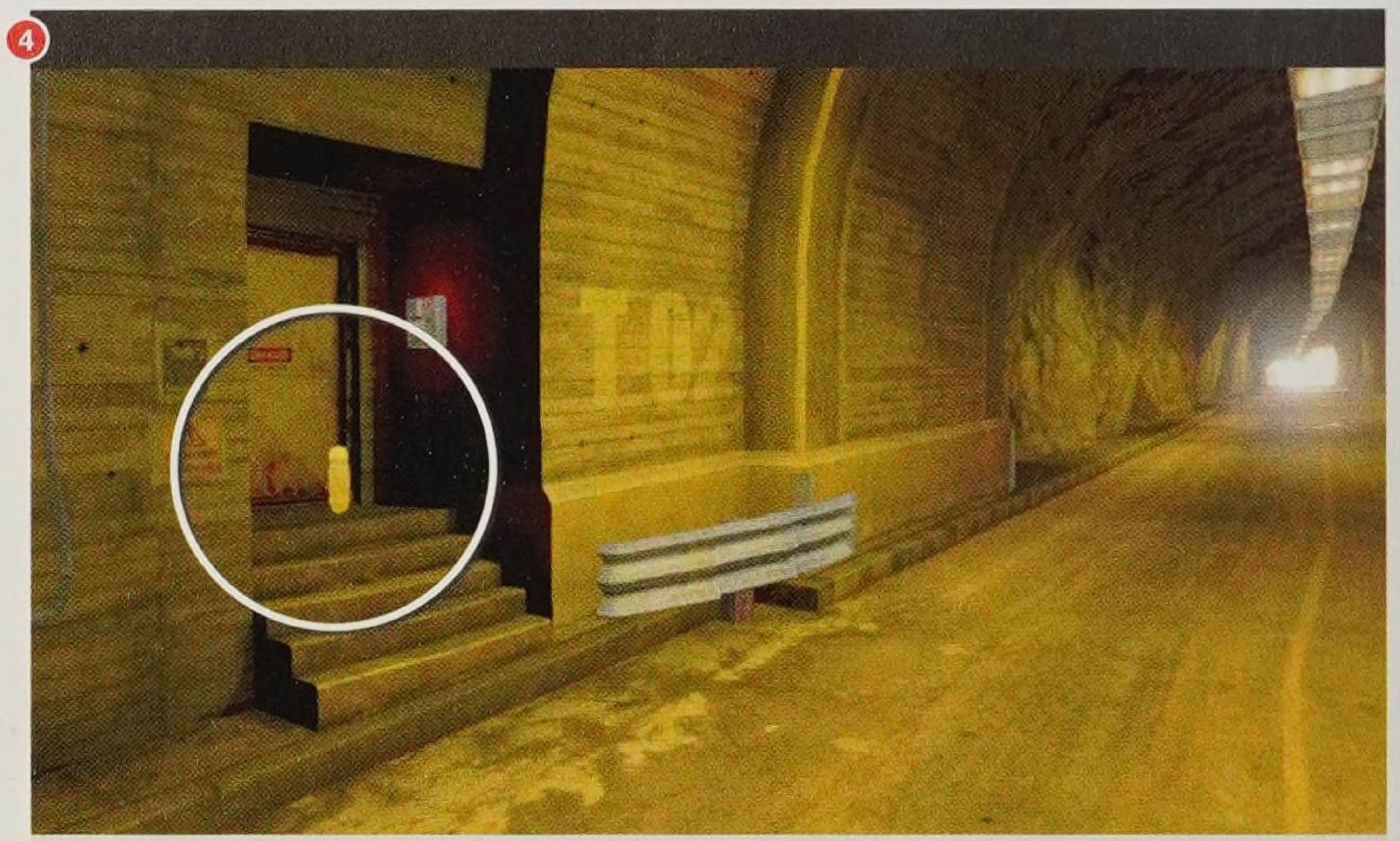
"Where the first one of the fleet succumbed to the waves, there the message is seeded."
Underwater in the bay off the east coast near Palomino Highlands. Place a marker on your map matching the location of our map dot. Then dive off a dinghy so you have automatic diving gear. Alternatively, you could take the Submersible to locate it and then exit the sub with automatic diving gear on. Find the tract on the ocean floor in front of an old sunken paddle steamer. You can also find a briefcase of money, a health kit, and armor around this wreckage. Answer Marnie's next call when you surface.

3



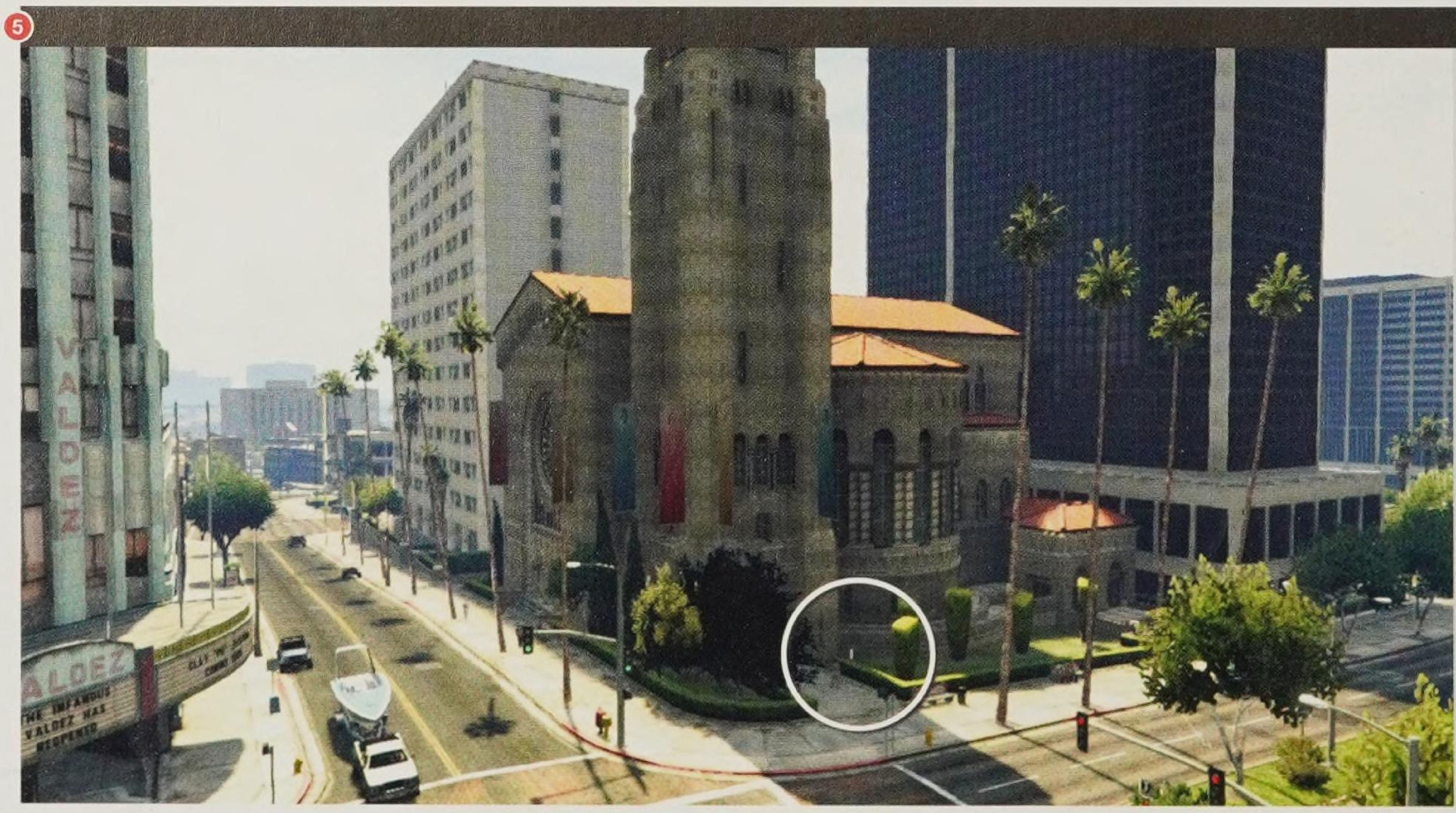
"When they sail from the North, they will find this offering."
Go to the northernmost place in San Andreas. This tract is atop the northernmost island in the Pacific.

4



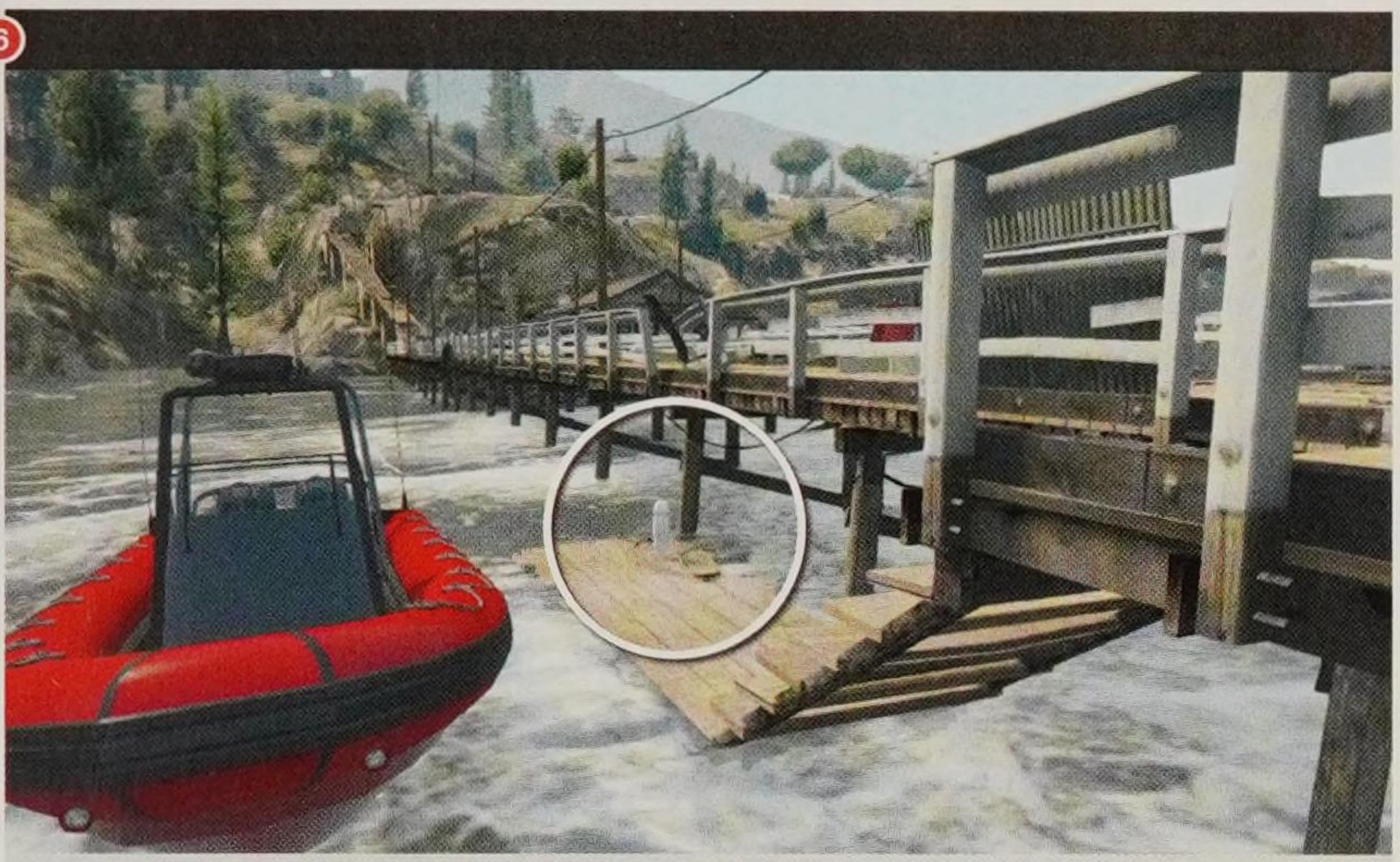
"In the core of the mountain, where the blast is not felt, there you shall find it."
In a doorway nook near the middle of the road tunnel that runs through Mount Chiliad in the Mount Chiliad State Wilderness. Use either entrance **(A)** or **(B)**.

5



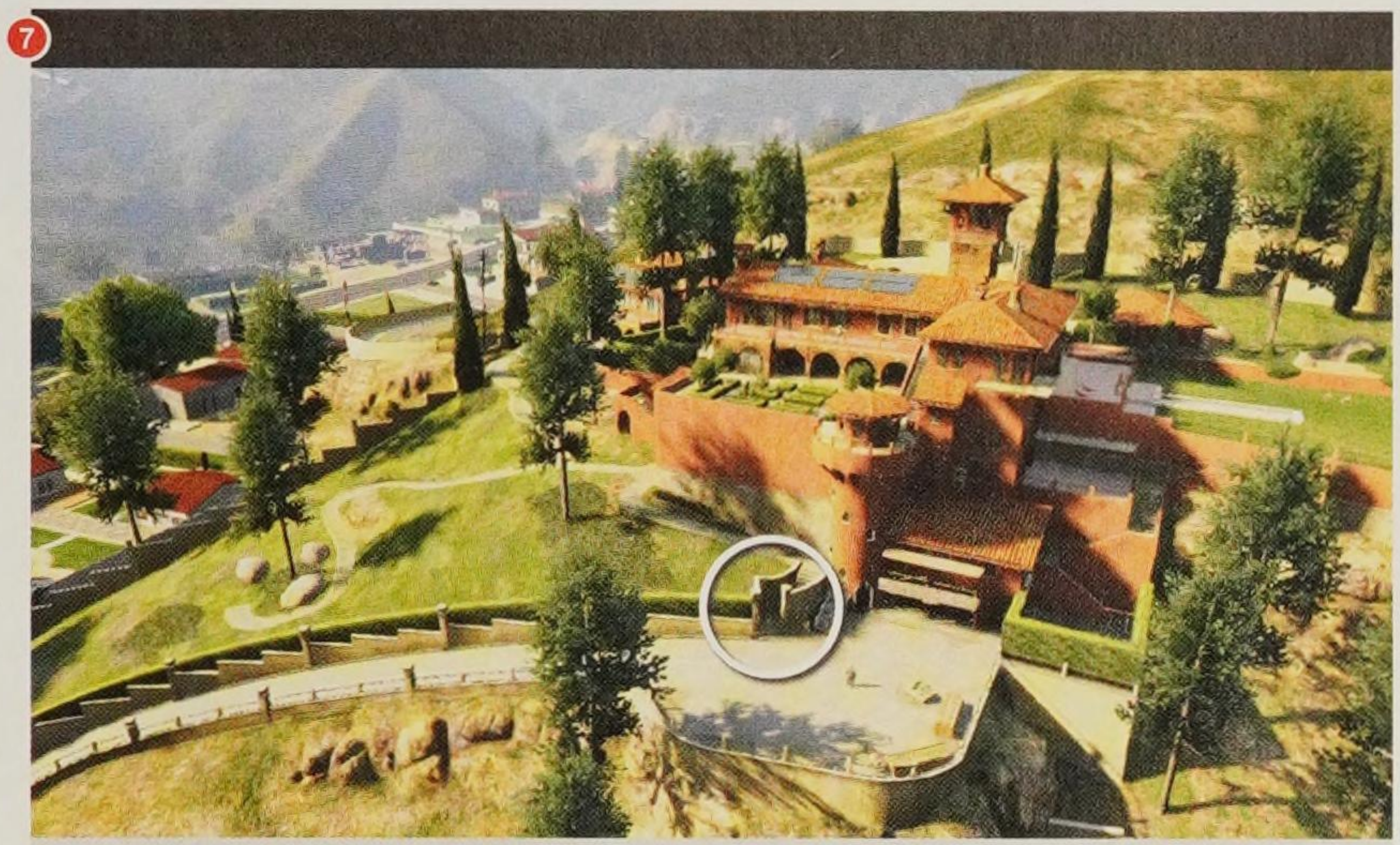
"In the rubble of the old religion, will be the basis for the new."
At the large, old church in Little Seoul on the corner of San Andreas Avenue and Ginger Street.

⑥



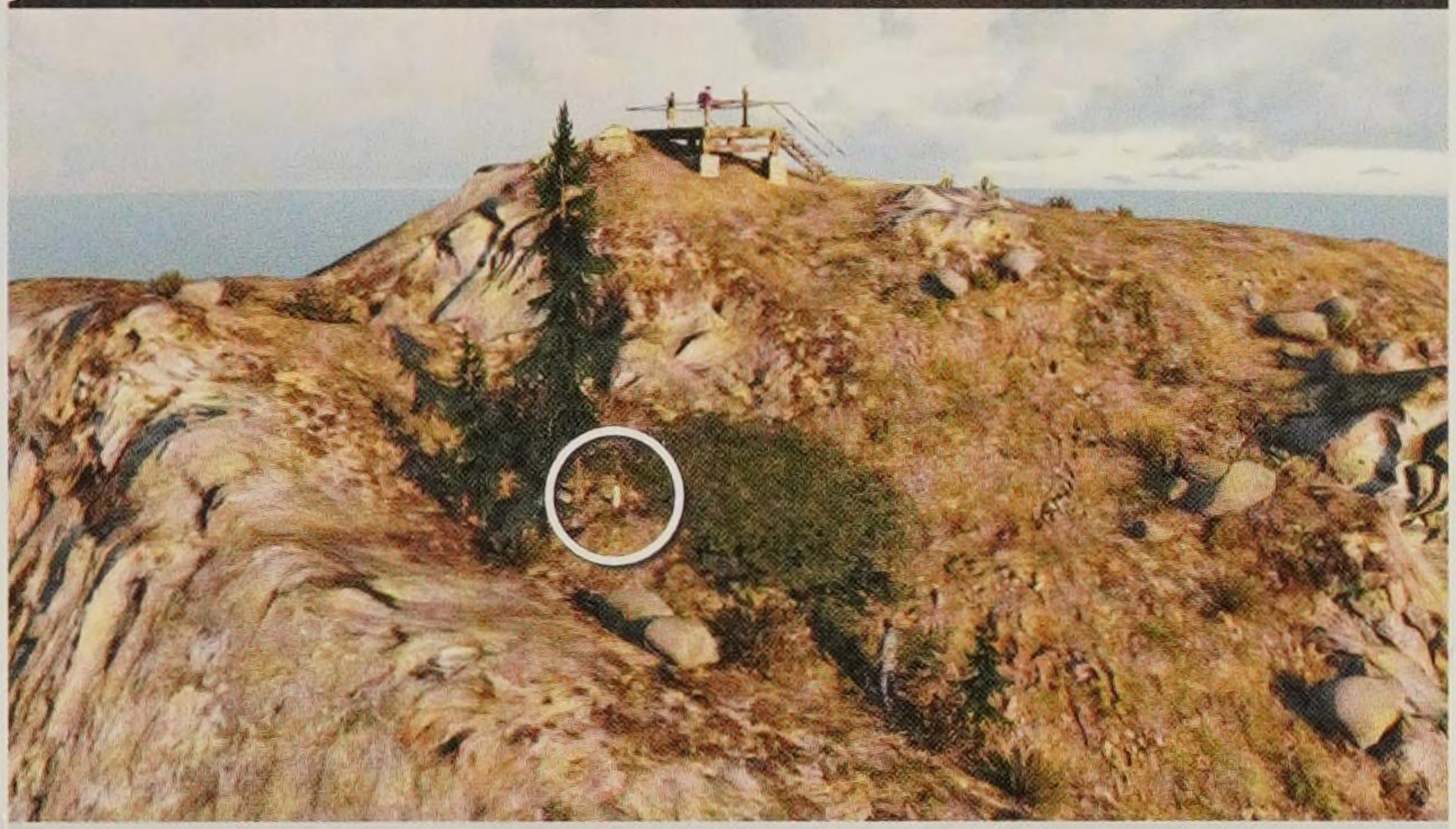
"When the first fleet sailed, the new fleet will find the map."
On the pier with the Sonar Collections Dock property in Paleto Cove—on the low dock next to the pier where the Dinghy and Submersible spawn.

⑦



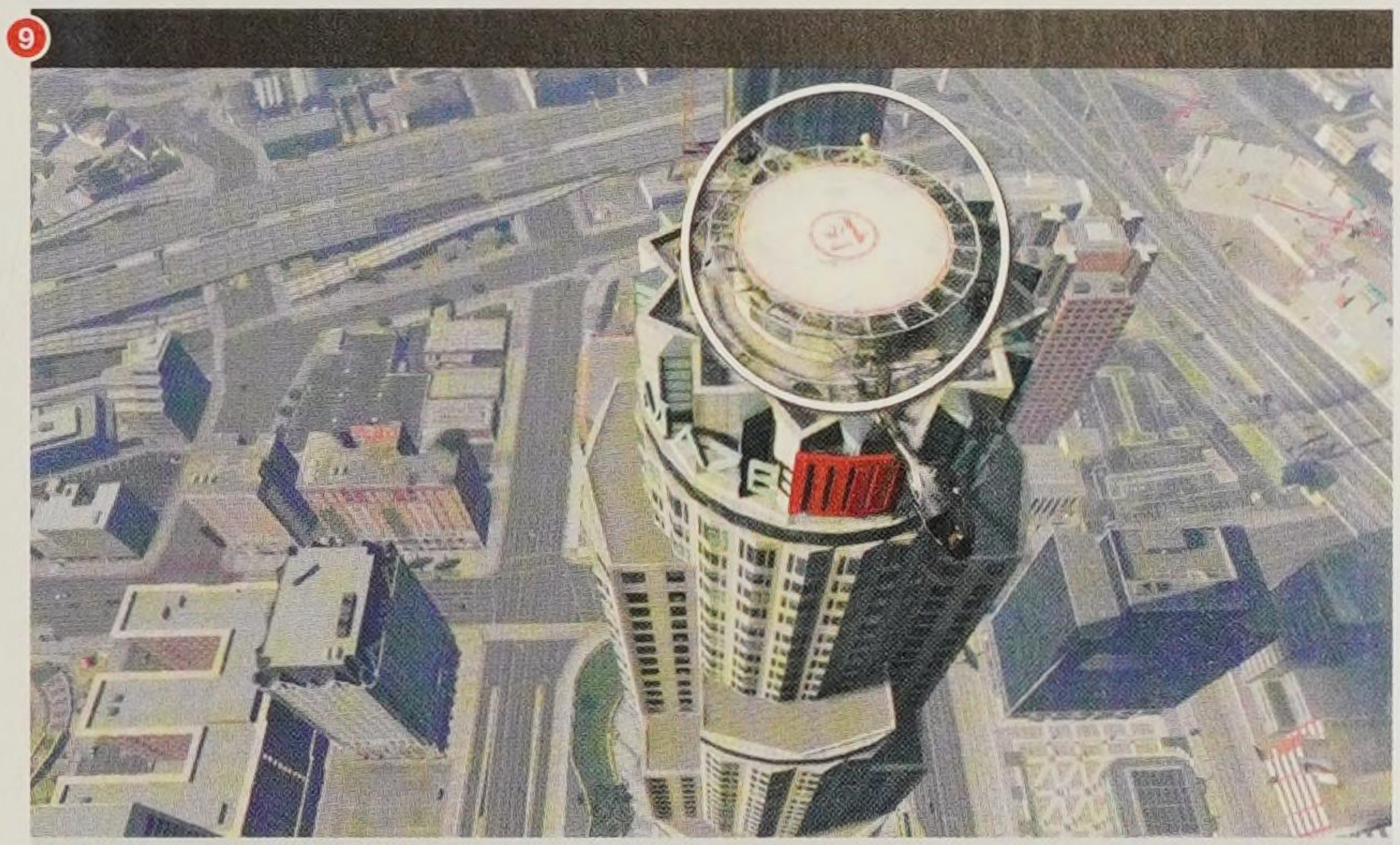
"What dwelling is worthy of Kraff? He is humble, yet we exalt him."
In the entrance walkway of this plush mansion in Richman.

⑧



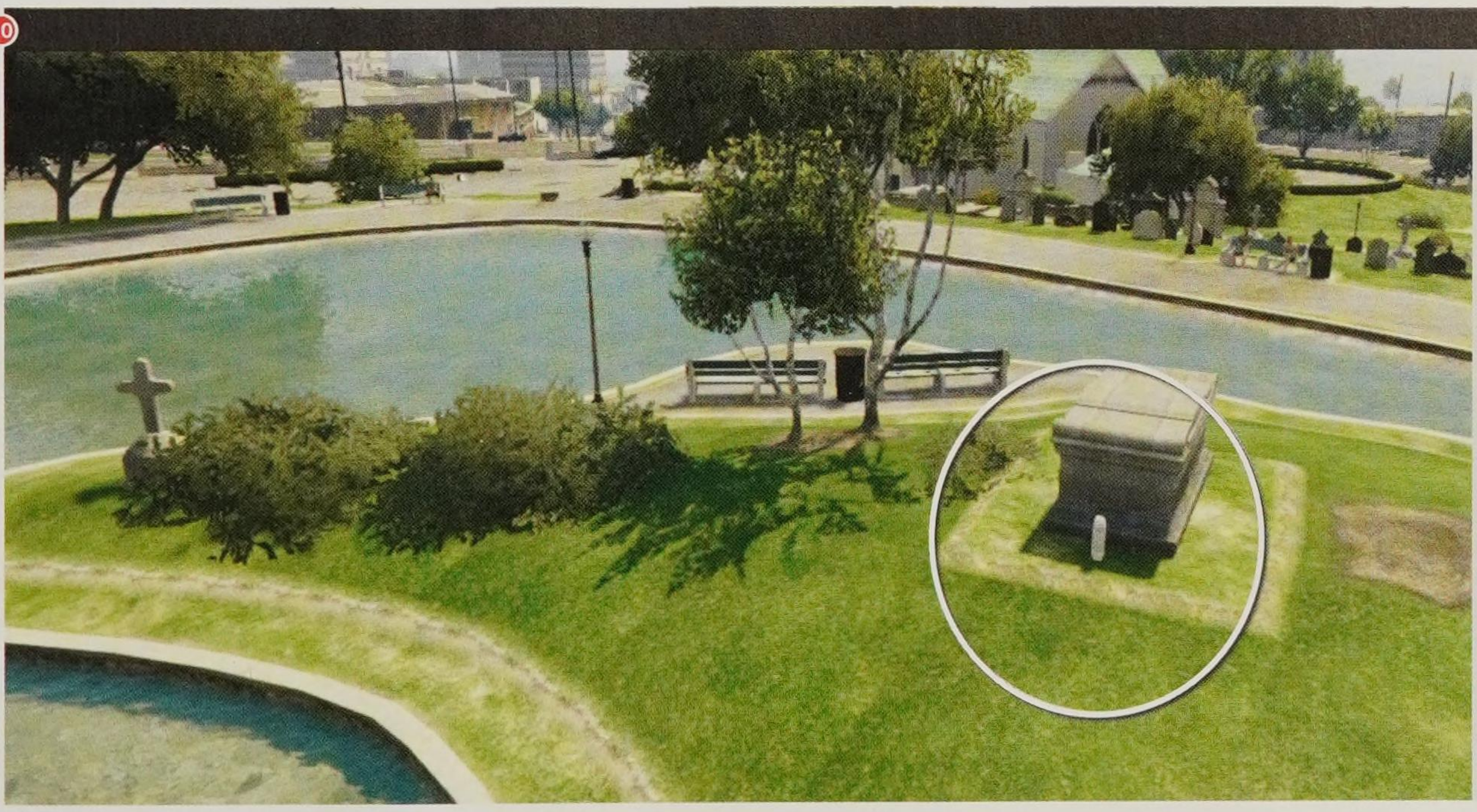
"We are not dinosaurs, or plants, but a tree in the jet stream may hold Kraff's true word."
Next to the highest tree in San Andreas, on top of Mount Chiliad. Next to the tree closest to the telescope platform near the cable car station.

⑨



"The tallest obelisk of glass and steel holds no comparison to the word of Kraff."
On top of the tallest building, the Maze Bank, in the middle of the rooftop helipad. Use a helicopter to reach this Downtown, Pillbox Hill location.

⑩



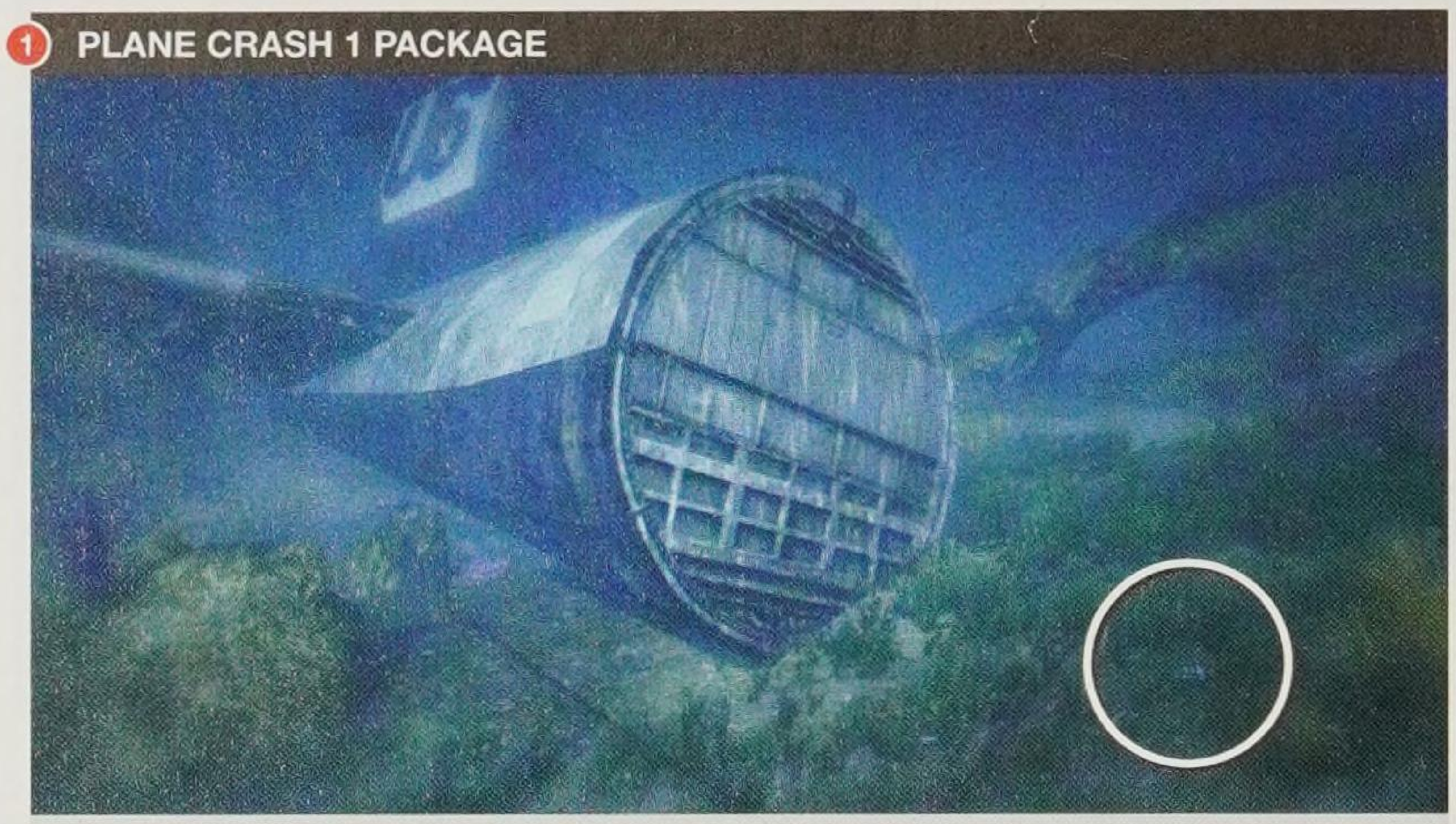
"Where they discard their earthly prisons, there you may find the germ of a higher civilization."
In the cemetery, on the seating area at the end of the long stairway up the hill.

Hidden Packages

100% Completion Exempt | Collecting these Hidden Packages can make you richer, but this does not go towards 100% completion of the game.

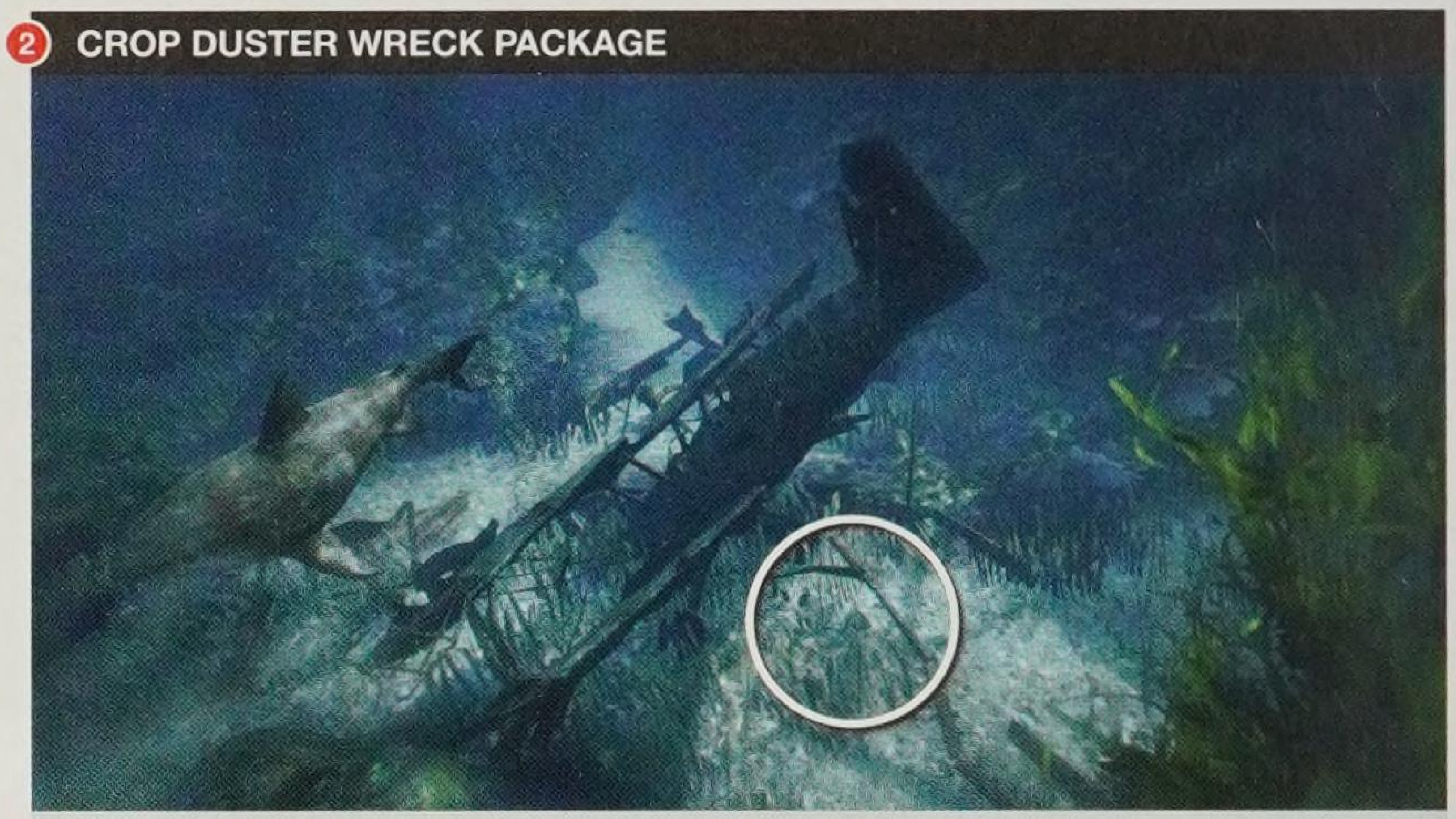
These 12 Hidden Packages are briefcases of random large amounts of money scattered on the seafloor around San Andreas. They are mostly found near interesting underwater shipwrecks and unfortunate aerial accidents. While diving for these treasures, check out the many weapons and health and Armor pickups around the wreckage. The consistency of weapon pickups in one area is far greater than what you can find on land—it's worth the swim.

① PLANE CRASH 1 PACKAGE



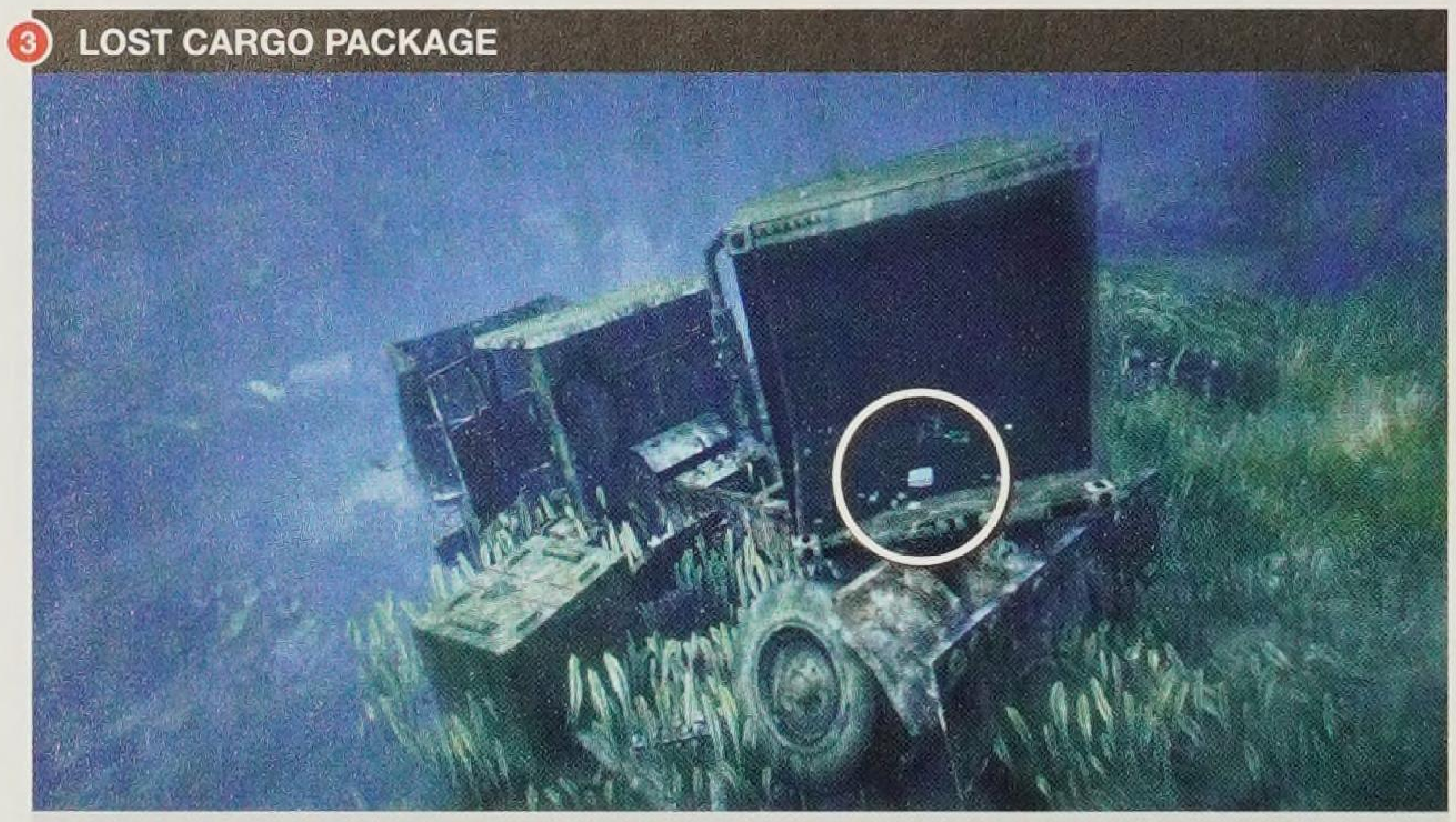
Next to the broken tail end of the plane crash.

② CROP DUSTER WRECK PACKAGE



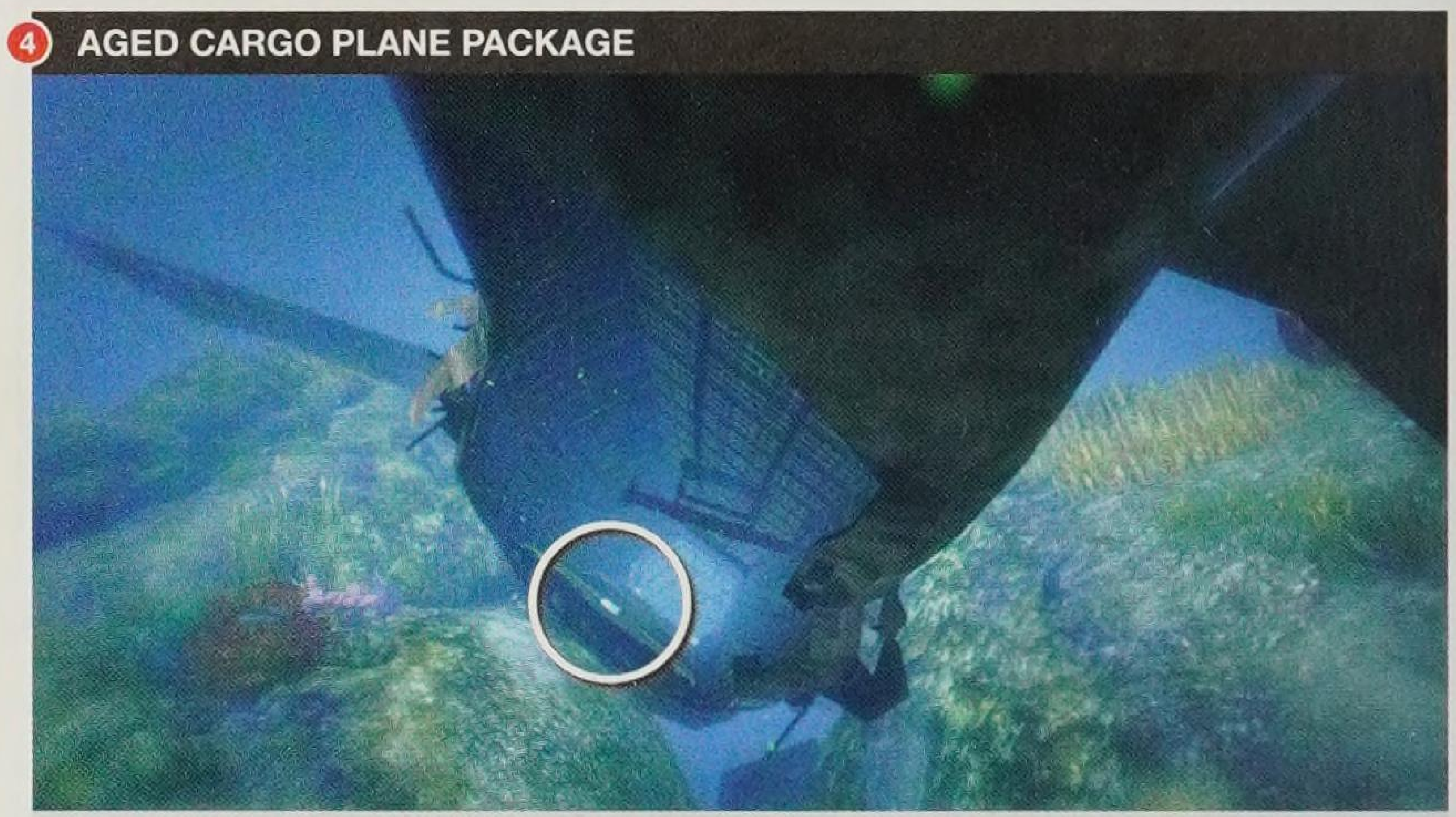
Under the wrecked Duster. Watch out for sharks in this area!

③ LOST CARGO PACKAGE



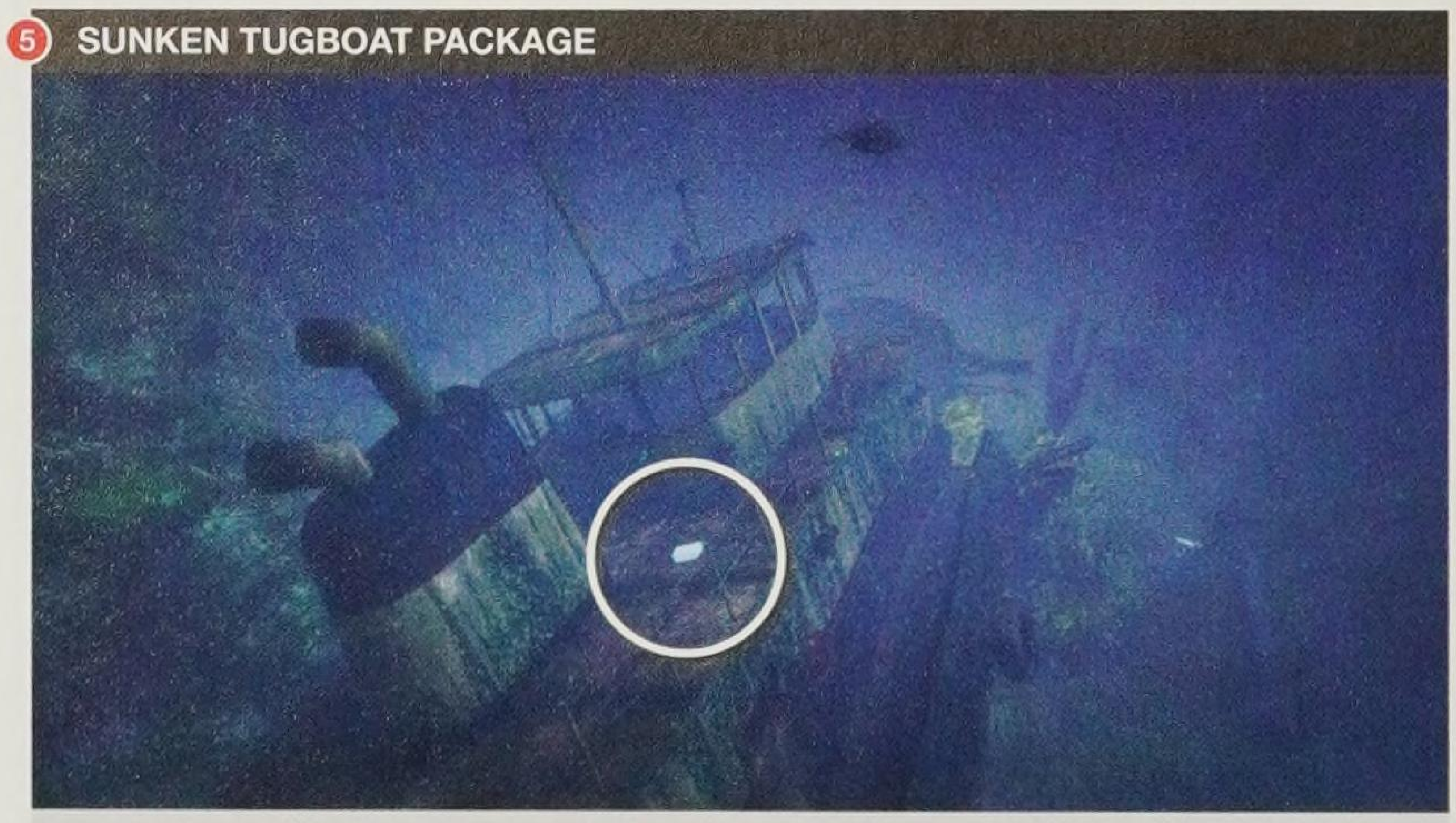
In the back of the sunken truck trailer. There are also two Grenade pickups inside the container, as well as a Shotgun on a crate beside the container.

④ AGED CARGO PLANE PACKAGE



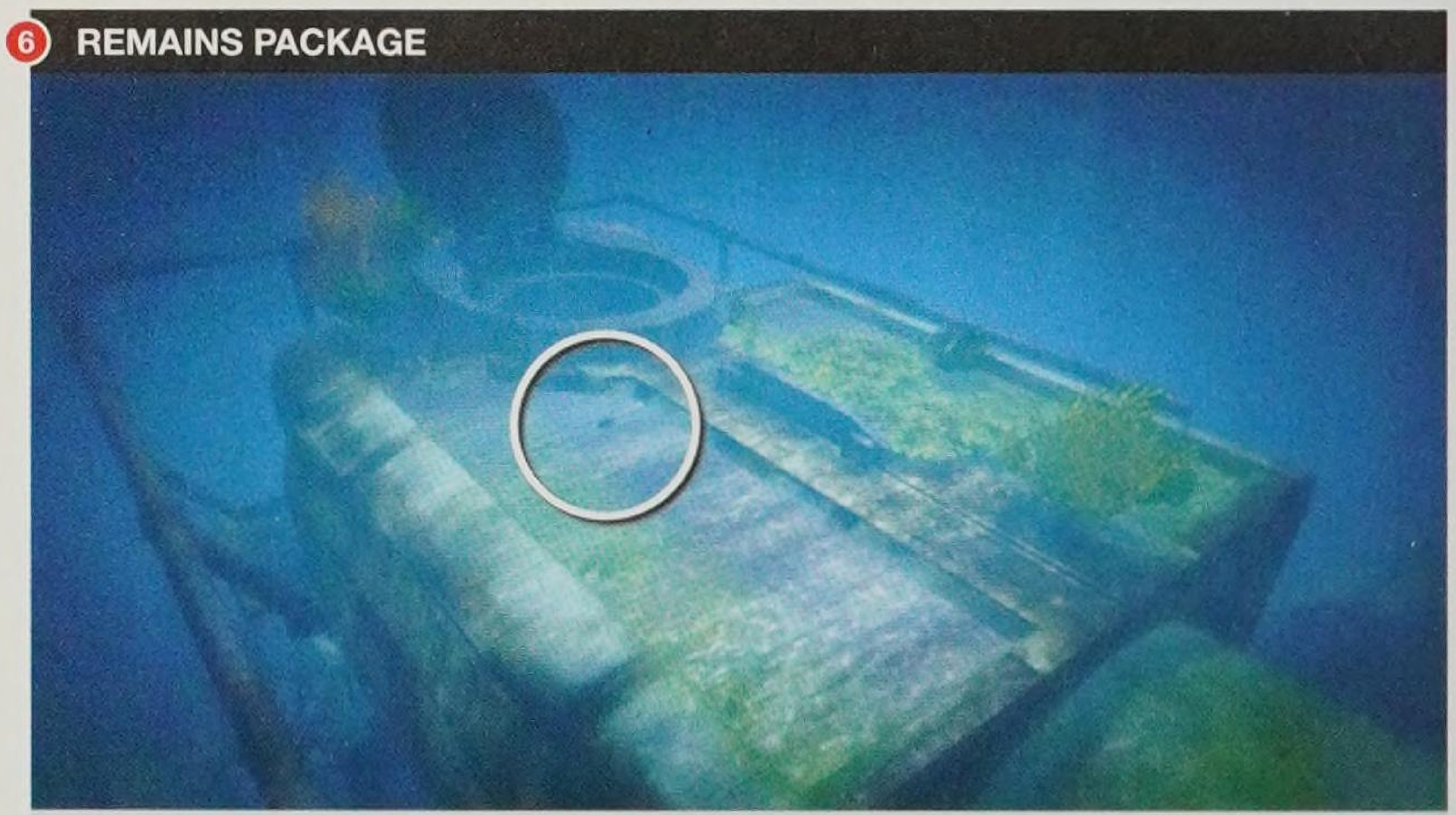
On the floor of the sunken cargo plane. You can also find an Armor pickup in the fuselage.

⑤ SUNKEN TUGBOAT PACKAGE



Besides the SMG, Assault Rifle, Sniper Rifle, Shotgun, Armor, and two Sticky Bombs pickups scattered around this sunken tugboat, you can also find this briefcase on the boat's top deck near the wheelhouse.

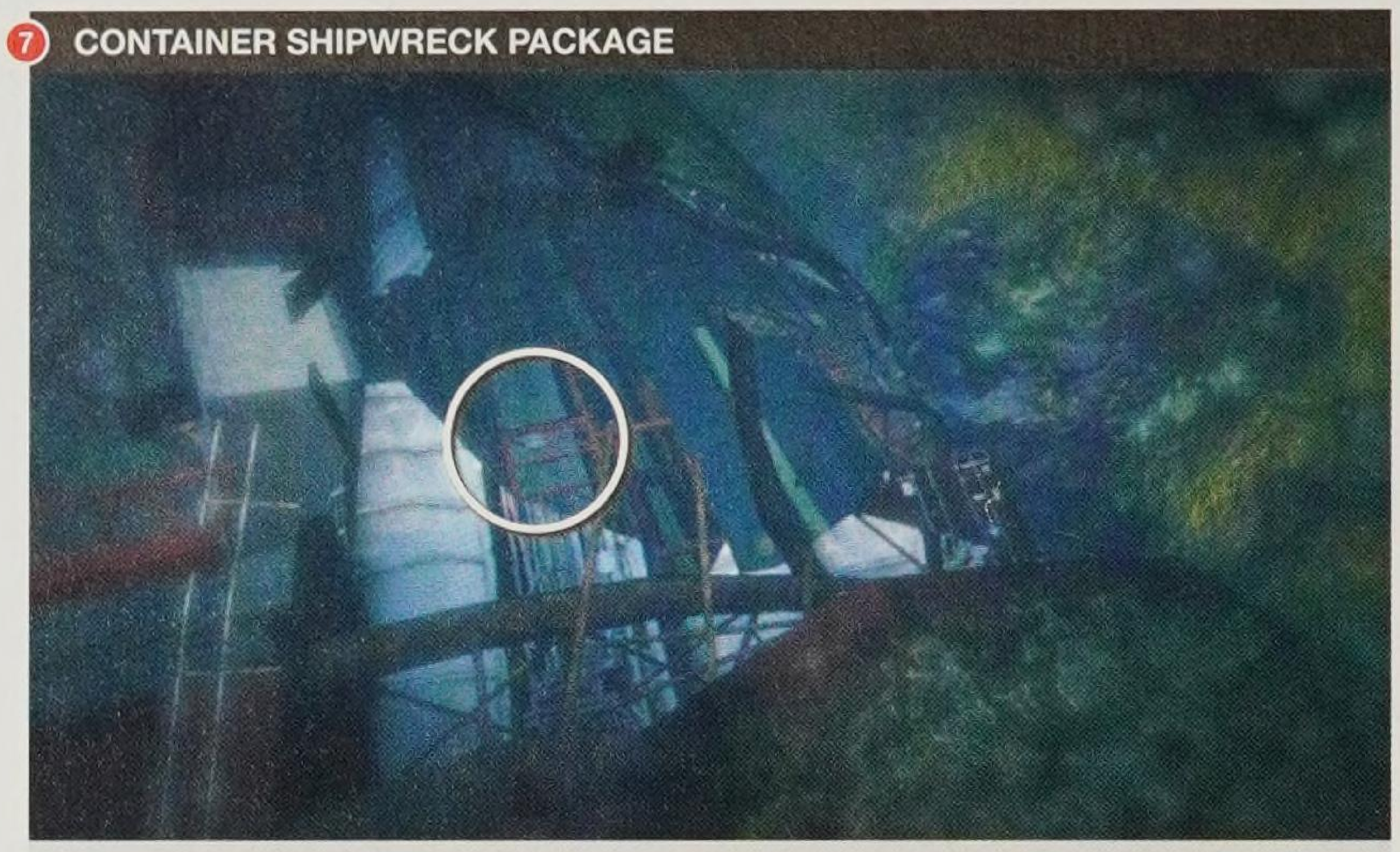
⑥ REMAINS PACKAGE



On top of these sunken remains. Look near the portal on top. There's also a Health Kit on a nearby fin.

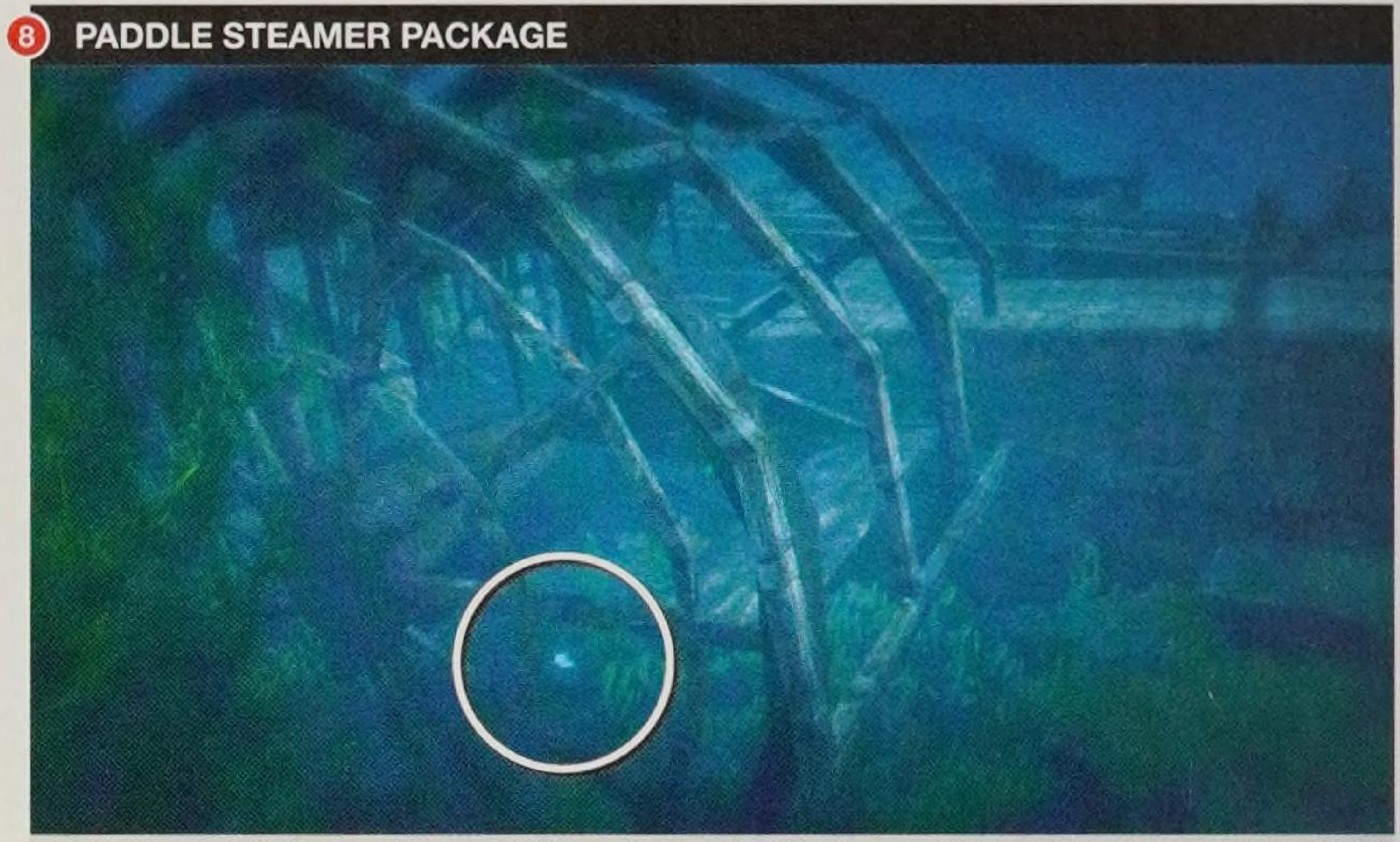
1
2
12
PALETO BAY
Great Ocean Highway
Mount Gordo
Braddock Pass
Paleto Forest
Mount Chiliad
Chiliad Mountain State Wilderness
BLAINE COUNTY
GRAPESEED
NORTH CHUMASH
Raton Canyon
San Chianski Mountain Range
ALAMO SEA
4
Mount Josiah
SANDY SHORES
3
5
Fort Zancudo
Grand Senora Desert
HARMONY
Lago Zancudo
Route 68
GREAT CHAPARRAL
Senora Freeway
TONGVA HILLS
TONGVA VALLEY
LOS SANTOS COUNTY
VINEWOOD
BANHAM CANYON
VINEWOOD HILLS
CHUMASH
Tataviam Mountains
RICHMAN
VINEWOOD
ROCKFORD HILLS
MORNINGWOOD
PACIFIC BLUFFS
EAST VINEWOOD
7
6
Del Perro Fwy
DOWNTOWN
DEL PERRO
LITTLE SEOUL
Olympic Fwy
VESPUCCI
EAST LOS SANTOS
SOUTH LOS SANTOS
8
Palomino Highlands
LA PUERTA
La Puerta Fwy
Elysian Fields Fwy
PORT OF SOUTH LOS SANTOS
LOS SANTOS INTERNATIONAL AIRPORT
11
9
10

⑦ CONTAINER SHIPWRECK PACKAGE



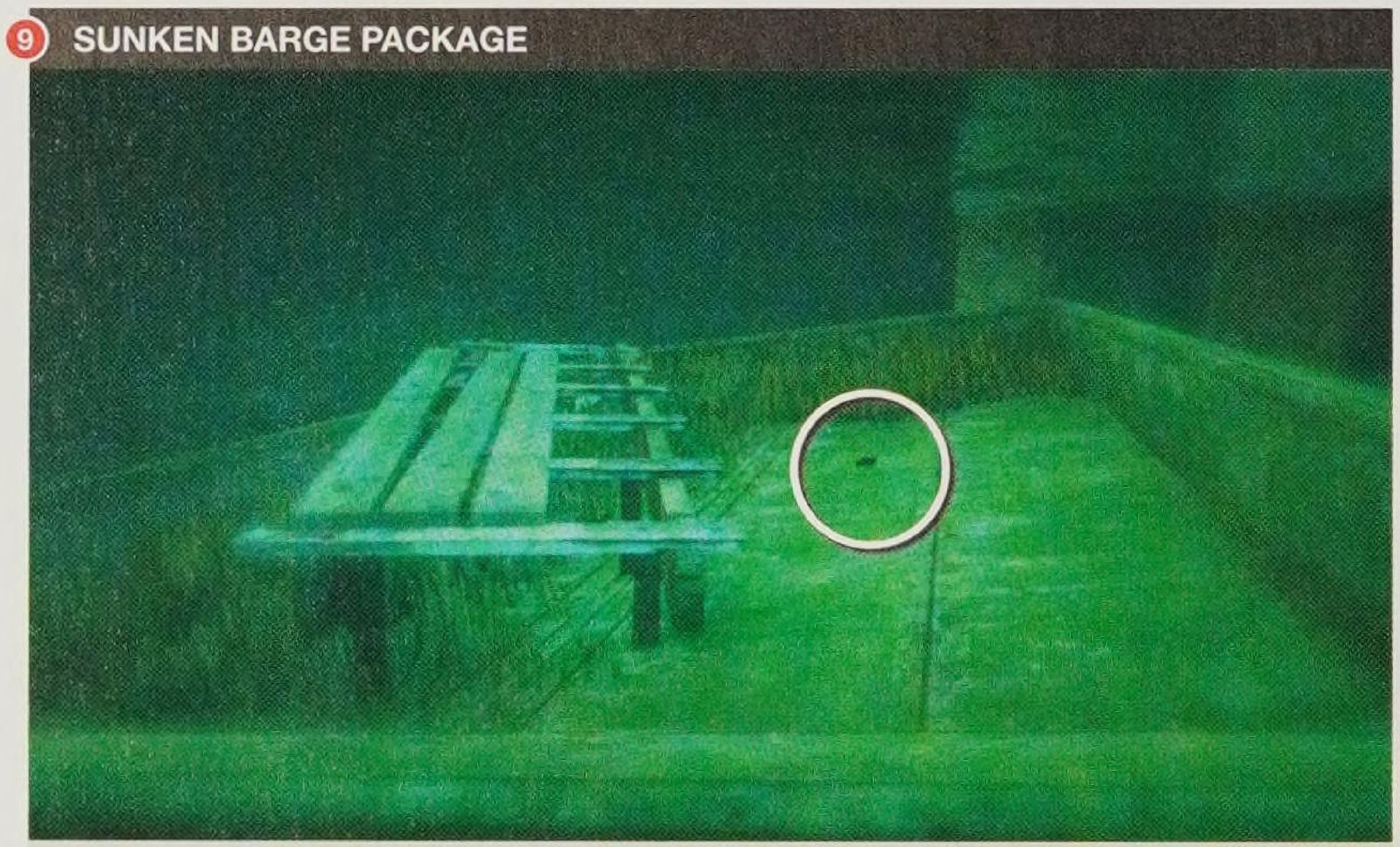
Grenades, Sticky Bombs, two Assault Rifles, and an SMG are a few of the items that can be found around this shipwreck. This briefcase is at the top of the wreckage. Look in the large hole blown in the side of the ship to find it in the first layer of rib work.

⑧ PADDLE STEAMER PACKAGE



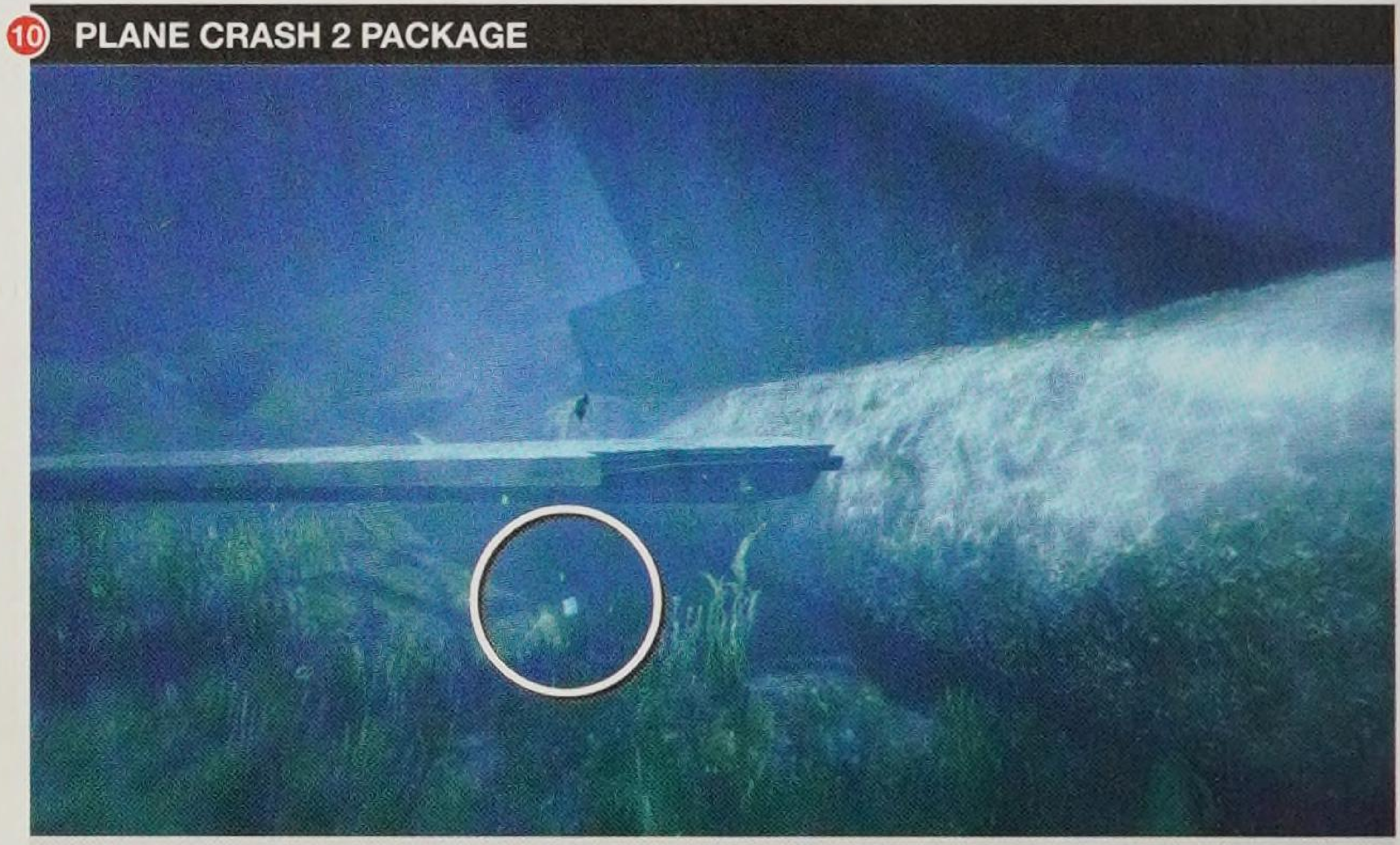
Almost one of every weapon can be found around the sunken paddle steamer: Grenade, Crowbar, Health, Armor, Assault Rifle, Sniper Rifle, Rocket Launcher, and Shotgun. This briefcase is under the east wheel of the paddle steamer.

⑨ SUNKEN BARGE PACKAGE



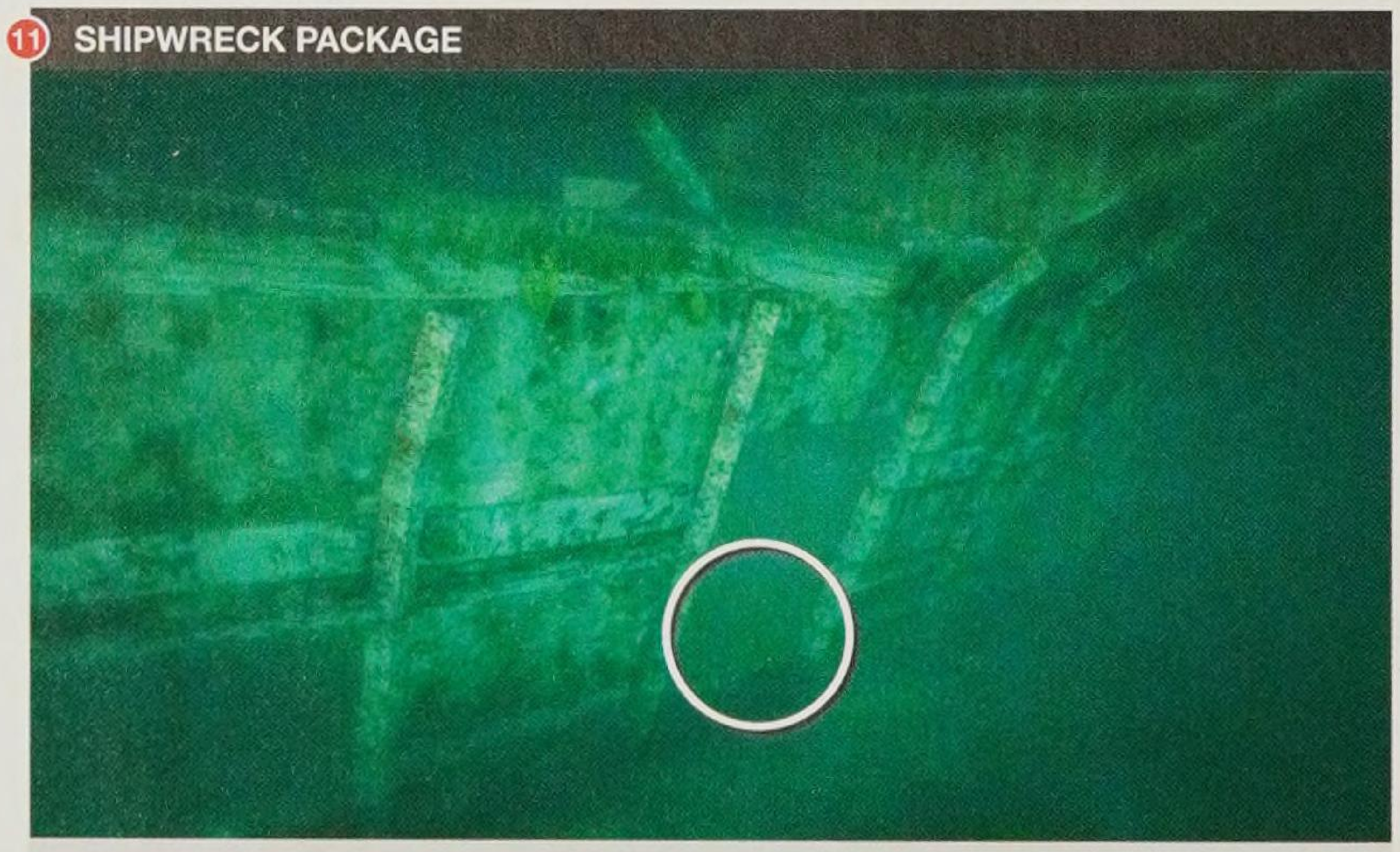
This is one of the easier briefcase finds in the game; it's in the shallow canal in Banning on top of a large sunken barge.

⑩ PLANE CRASH 2 PACKAGE



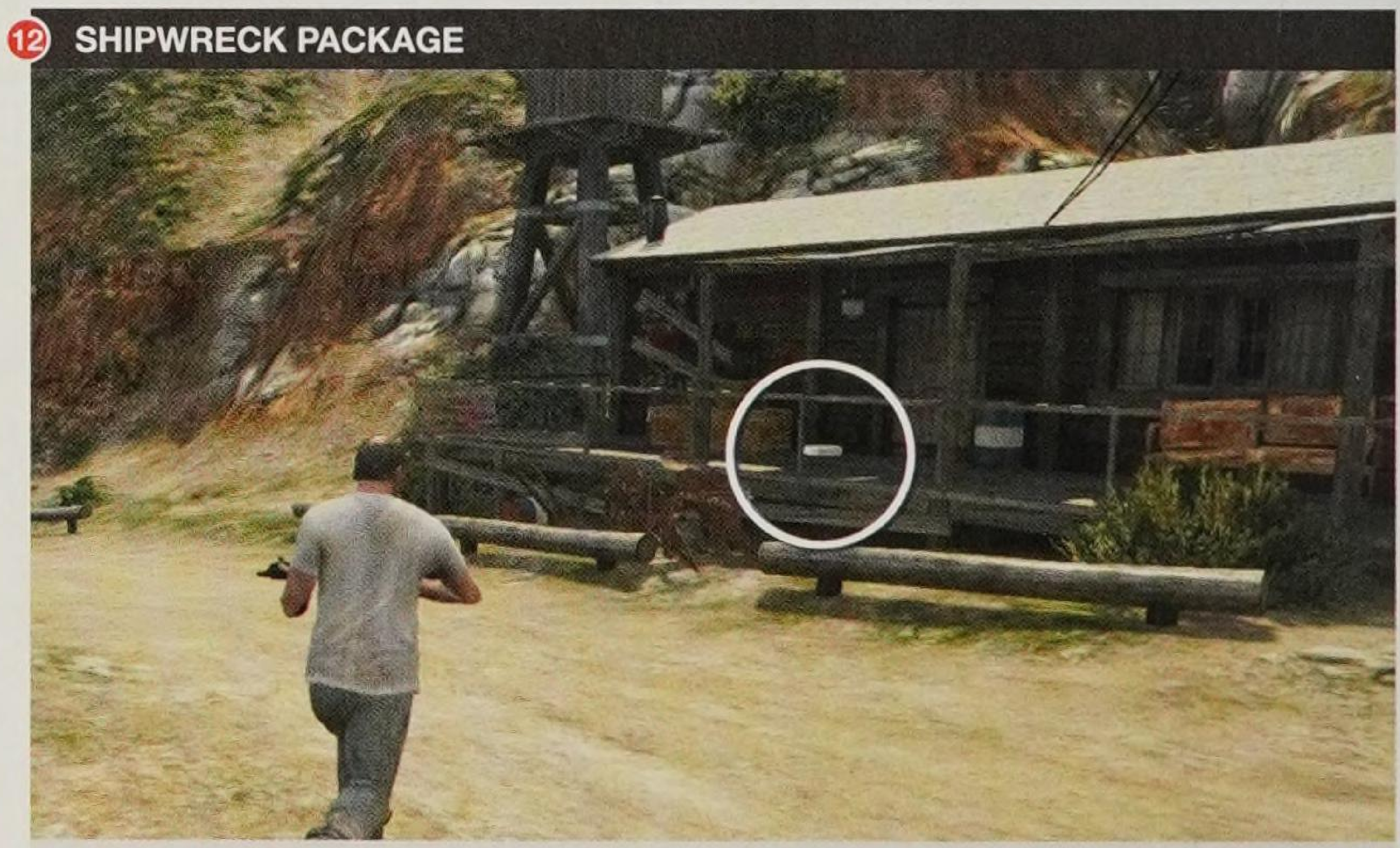
There's an arsenal scattered around this downed aircraft. You can find Health, Armor, an SMG, a Grenade Launcher, Grenades, and an Assault Rifle around the wreckage. The briefcase is under the right tail wing.

⑪ SHIPWRECK PACKAGE



On the seafloor amongst the seaweed. It's inside what remains of the hull of this old shipwreck. You can also find Armor and a Rocket Launcher nearby.

⑫ SHIPWRECK PACKAGE



This briefcase **(12)** is on the porch of the first house on the left as you enter the Altruist Camp in Mount Chiliad. If you deliver 3 hitchhikers to this camp then you can get this money as you battle your way out of the camp.

grand theft auto V FIVE™

CHARACTER **ILLUSTRATIONS**

Michael

Family Man

Trevor

C.E.O.

CUT HERE
LIQUOR

Franklin

Repo Man

BEWARE
of DOG

Chop
Rottweiler
CHOP

Lamar

Hustler

San Andreas
Magnetics

Amanda

Housewife and Yogi

is the fire
my grandmother
is the wind
i hear
their voices
in the wind
between
my
ears

Tao

Legitimate Businessman

Tonya

Tow Truck Driver

WA
Forever
forever young
Trust No One
R WASH

Simeon
Car Dealer
and Philanthropist
m D
rs
19888
19999

Wade

Intellectual

Beach Girl

Model / Actress / Whatever

Lester

I.T. Expert

PORTOLA DRIV
HIRED

Tracey

Dancer / Singer

ame
Shame
OR
hame

Dr. Friedlander

Therapist

Nervous Ron

Paranoiac

THRIFTEX
Benedict
Light Beer
Panoramic

grand theft auto V FIVE™

Limited Edition Guide

By Tim Bogenn & Rick Barba

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